

# Building a Cape Cod or a Story and a Half Roof

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Reference Number: **KB-00772**

Last Modified: **July 16, 2021**

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The information in this article applies to:



## QUESTION

I want to create a Cape Cod style roof, sometimes called a story and a half or attic loft. How can I do this automatically?



# ANSWER

There are a number of ways that a Cape Cod style house can be created automatically. We will discuss two of those options here in this article.

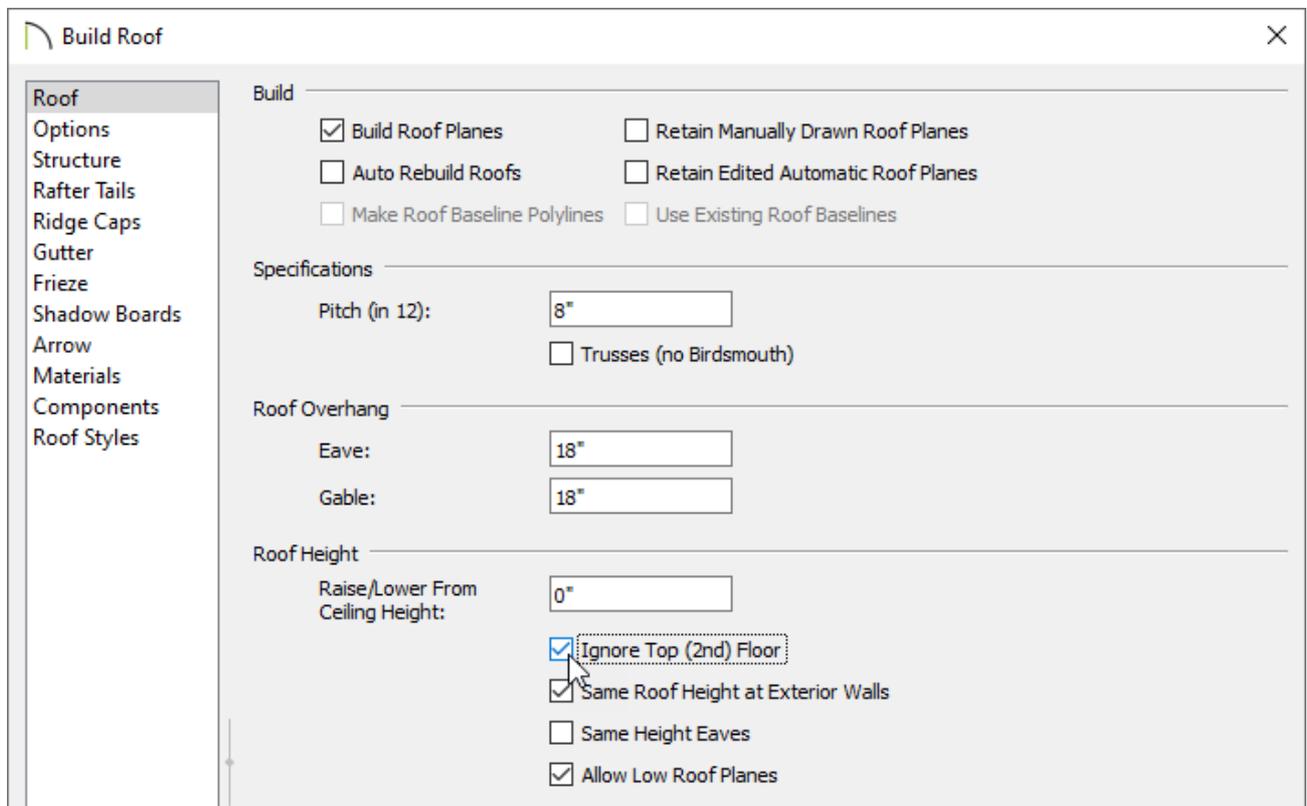
- [Building a Cape Cod roof by ignoring the top floor](#)
- [Building a Cape Cod roof by controlling ceiling heights](#)

## Building a Cape Cod roof by ignoring the top floor

1. **Open**  the Chief Architect plan in which you want to build a Cape Cod roof for.
2. If a second floor hasn't been created yet, navigate to **Build> Floor> Build New Floor**  and in the **New Floor** dialog that appears, click on **Derive new 2nd floor plan from the 1st floor plan**, then click **OK**.
3. In the **Floor 2 Defaults** dialog, specify your desired height values for the second floor and hit **OK**.

**Note:** In Chief Architect, living areas cannot be created on the Attic floor. To build a loft, you must do so on a numbered floor - in this example, Floor 2.

4. From the menu, select **Build> Roof> Build Roof**  to open the **Build Roof** dialog.
5. On the **Roof** panel:



- Check **Build Roof Planes**.
- Check **Ignore Top (#) Floor**.
- Specify the desired **Pitch**, Overhang values, and other information as needed.
- Click **OK** to build your roof.

6. Notice that the roof planes do not display on the top floor in floor plan view, but are instead displayed on the floor below.

7. To confirm that the roof planes you created rest on the floor below the top floor, create a 3D view by selecting **3D> Create Perspective View> Perspective Full Overview** .

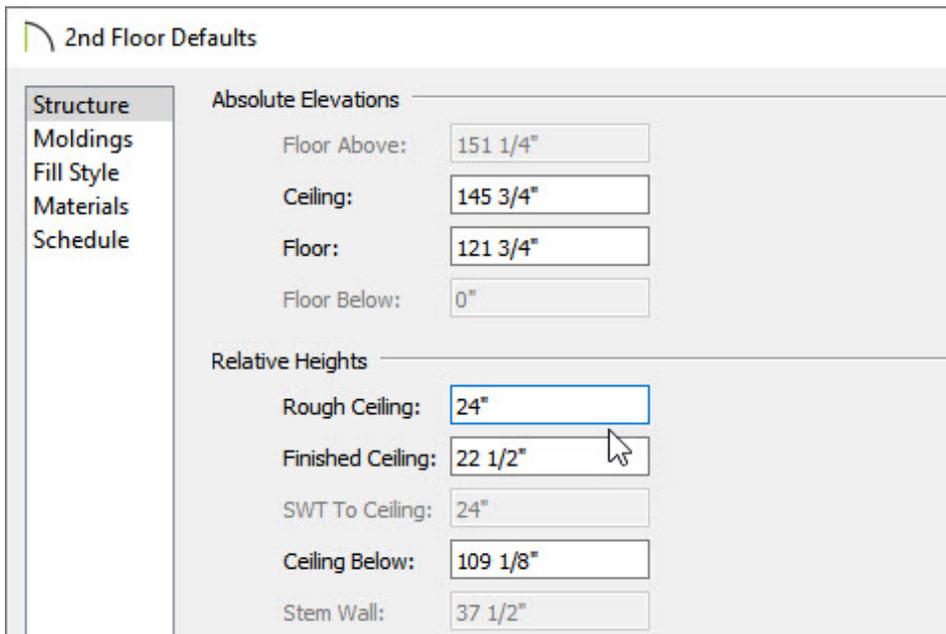
## Building a Cape Cod roof by controlling ceiling heights

1. **Open**  the Chief Architect plan in which you want to build a Cape Cod roof for.

2. Select **Build> Floor> Build New Floor**  and in the **New Floor** dialog that appears, click on **Derive new 2nd floor plan from the 1st floor plan**, then click **OK**.

**Note:** In Chief Architect, living areas cannot be created on the Attic floor. To build a loft, you must do so on a numbered floor - in this example, Floor 2.

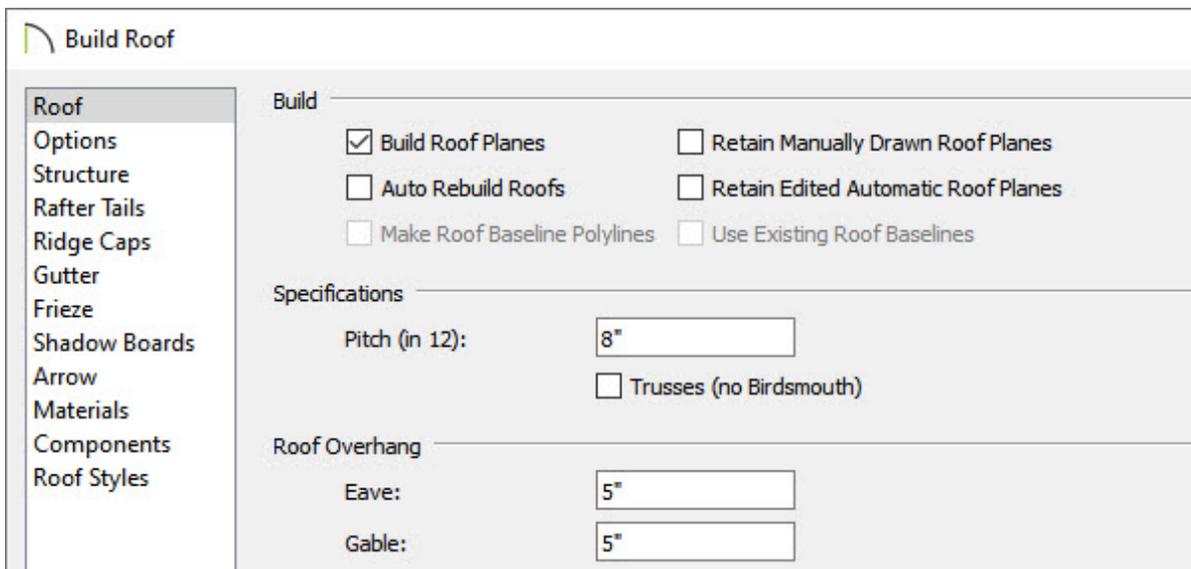
3. In the **Floor 2 Defaults** dialog that appears next, set the 2nd floor **Rough Ceiling** height to a fairly low value, then click **OK**.



2nd Floor Defaults	
<b>Structure</b>	<b>Absolute Elevations</b>
Moldings	Floor Above: 151 1/4"
Fill Style	Ceiling: 145 3/4"
Materials	Floor: 121 3/4"
Schedule	Floor Below: 0"
	<b>Relative Heights</b>
	Rough Ceiling: 24"
	Finished Ceiling: 22 1/2"
	SWT To Ceiling: 24"
	Ceiling Below: 109 1/8"
	Stem Wall: 37 1/2"

In this example, 24" is used.

4. From the menu, select **Build> Roof> Build Roof**  to open the **Build Roof** dialog.



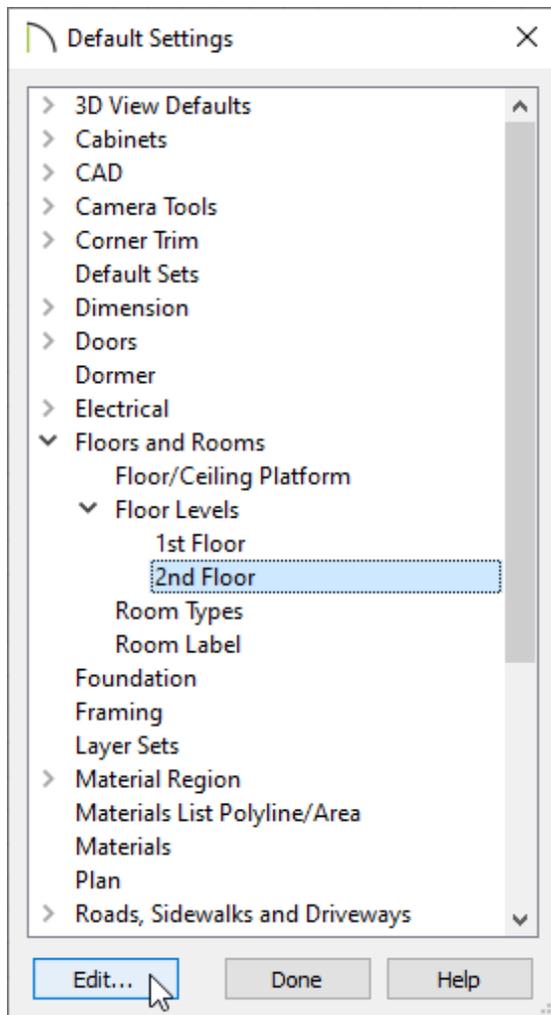
Build Roof	
<b>Roof</b>	<b>Build</b>
Options	<input checked="" type="checkbox"/> Build Roof Planes
Structure	<input type="checkbox"/> Retain Manually Drawn Roof Planes
Rafter Tails	<input type="checkbox"/> Auto Rebuild Roofs
Ridge Caps	<input type="checkbox"/> Retain Edited Automatic Roof Planes
Gutter	<input type="checkbox"/> Make Roof Baseline Polyines
Frieze	<input type="checkbox"/> Use Existing Roof Baselines
Shadow Boards	<b>Specifications</b>
Arrow	Pitch (in 12): 8"
Materials	<input type="checkbox"/> Trusses (no Birdsmouth)
Components	<b>Roof Overhang</b>
Roof Styles	Eave: 5"
	Gable: 5"

- Check **Build Roof Planes**.

Do not use Auto Rebuild Roofs here as this will prevent step 5 below from working correctly.

- Specify the desired **Pitch**, Overhang values, and other information as needed.
  - Click **OK** to close the dialog and automatically generate a roof.
5. Next, select **Edit> Default Settings** and in the **Default Settings** dialog that displays, expand the **Floors and Rooms** section, expand the **Floor Levels** section, select **2nd Floor**, then click **Edit**.

In Chief Architect X10 and prior program versions, select **Current Floor** and then click **Edit**.



6. In the **Floor 2 Defaults** dialog that opens next, under the Relative Heights category, change the **Rough Ceiling** value back to the default of 97 1/8," then click **OK**.

The roof is bearing on the 24" Floor 2 exterior walls, but the ceiling will now extend up to the ridge. If you decide to rebuild the roof, you will lose your Cape Cod Roof Style so be sure to set the higher ceiling default aside as one of your final tasks.

#### Related Articles

 [Creating an Automatic Dormer \(/support/article/KB-00648/creating-an-automatic-dormer.html\)](/support/article/KB-00648/creating-an-automatic-dormer.html)



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