# Creating a Bullnose Verandah

Reference Number: **KB-03040**Last Modified: **March 27, 2025** 

The information in this article applies to:



## **QUESTION**

I need to create a <u>bullnose verandah</u> on the front of my building. How can this be accomplished?



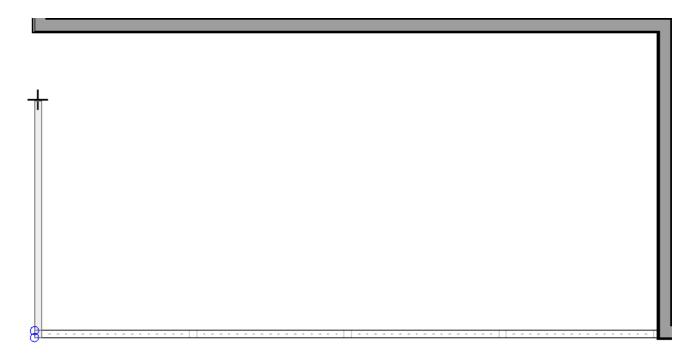
#### **ANSWER**

The Roof tools allow you to create a bullnose, or curved roof, for your house or verandah.

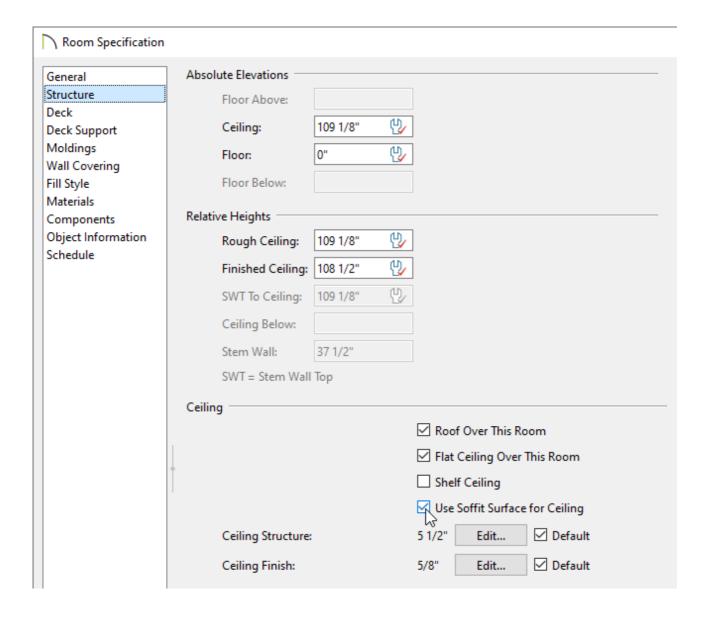
In this article, we will walk through the steps for creating a bullnose verandah on the front of a simple home using the Curved Roof setting.

#### Creating the verandah or covered porch

1. Start by selecting **Build> Wall> Straight Railing** from the menu, and draw the outline of your verandah.



2. Select the exterior room you just created and click the **Open Object** add edit button to open the **Room Specification** dialog:

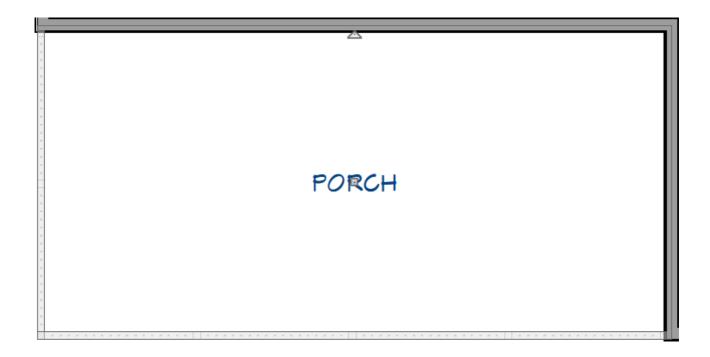


- On the General panel, set the **Room Type** to **Porch**.
- Under the STRUCTURE panel, change the **Rough Ceiling** to a height that is lower than the main house to prevent the roof planes from merging together.

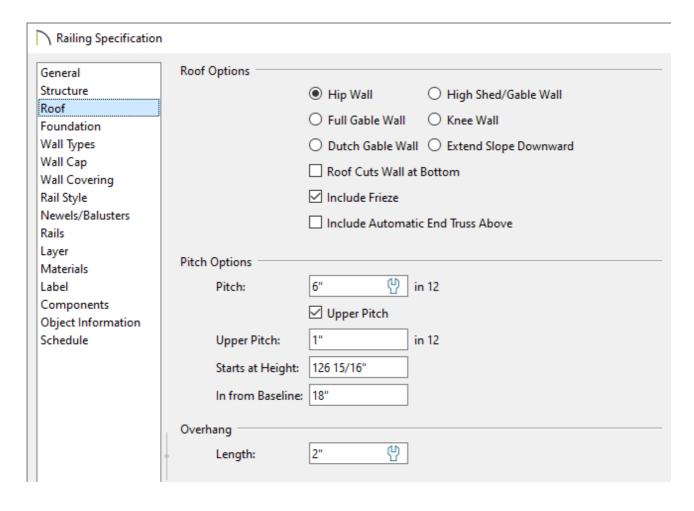
In this example, the main structure has a Rough Ceiling of 13' (157 1/8"), while the porch has a default value of 9' (109 1/8").

- Check the **Roof Over This Room** and **Use Soffit Surface for Ceiling** boxes.
- Click OK.
- 3. With the **Select Objects** active, hold down the **Shift** key on your keyboard, click on each railing to group select them, then click the **Open Object** edit button.

To learn more about group selecting objects, please refer to the <u>Related Articles</u> section below.



4. On the Roof panel of the **Railing Specification** dialog that displays:



- Set the **Pitch** to **6"** in 12" (26.5°).
- Check the **Upper Pitch** box.
- $\circ$  Set the **Upper Pitch** to **1"** in 12" (4.5°).
- Set the **In from Baseline** distance to **18"** (457mm).
- Adjust the Overhang **Length** to any desired distance.

In this example, 2" is used.

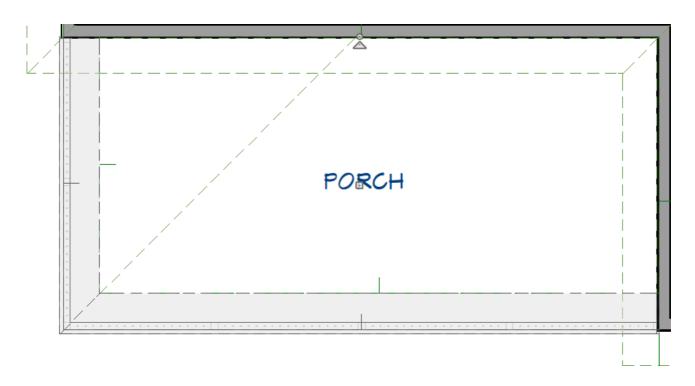
- Click **OK**.
- 5. Select **Build> Roof> Build Roof** from the menu.
- 6. In the **Build Roof** dialog that displays, check the **Build Roof Planes** box and, uncheck **Auto Rebuild Roofs** if it's checked, then click **OK**.

7. Create a **Camera** io view to see the roof so far.

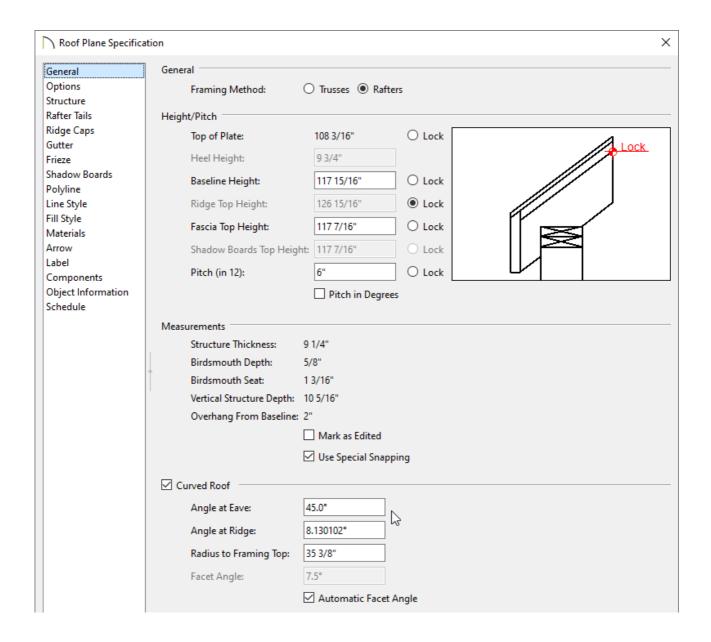


### Adding the bullnose

1. With the **Select Objects** tool active, hold down the **Shift** key on your keyboard, group select the two lower roof planes over the porch, then click the **Open Object** edit button.



2. On the  $G{\scriptsize\hbox{\footnotesize ENERAL}}$  panel of the  $Roof\ Plane\ Specification$  dialog that displays:



- o Under the Height/Pitch section, Lock the Ridge Top Height.
- Check the **Curved Roof** box.
- Set the Angle at Eave to 45°.
- Click **OK**.
- 3. Create a **Camera** to view to see the results.

- **d** Group Selecting Objects (/support/article/KB-00623/group-selecting-objects.html)
- **d** Joining Curved Roof Planes (/support/article/KB-00688/joining-curved-roof-planes.html)



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