Creating a Bullnose Verandah

Reference Number: **KB-03040**Last Modified: **July 19, 2021**

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 done in Chief Architect?

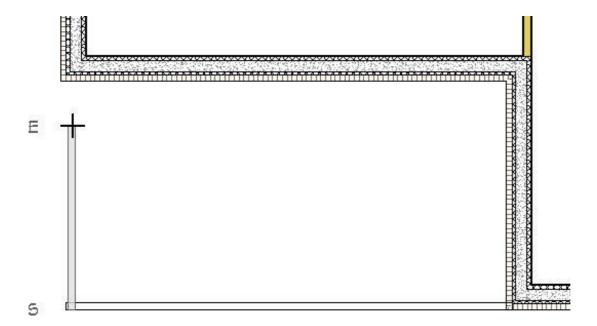


ANSWER

Chief Architect's roof tools are able 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.

Creating the covered patio

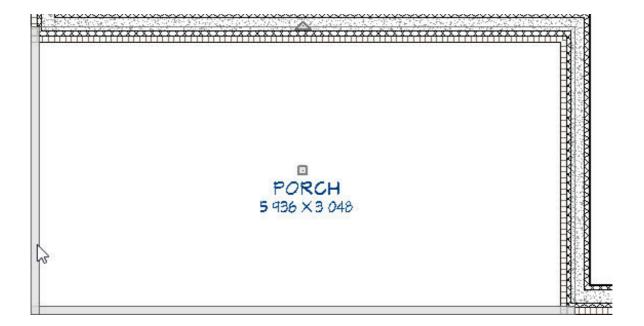
- 1. Start by selecting **Build> Wall> Straight Deck Railing** from the menu.
- 2. Draw the outline of your verandah.



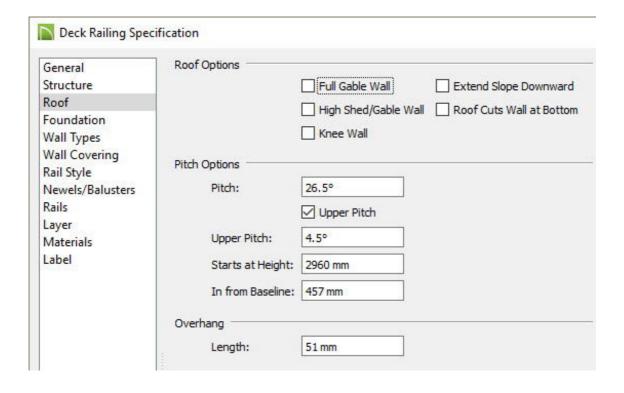
- 4. Under the General panel, set the **Room Type** to **Porch**.
- 5. Under the STRUCTURE panel, change the **Rough Ceiling** to a height that is at least **12" (308mm)** lower than the main house to avoid the roof merging together.

In this example, the main structure has a **Rough Ceiling** of **14' (4,267mm)** and the porch is **12' (3,658mm)**.

- 6. Under the STRUCTURE panel, check the box next to **Roof Over This Room**.
- 7. Check the box next to Use Soffit Surface for Ceiling
- 8. Click **OK** to close the **Room Specification** dialog.
- 9. Activate the **Select Objects** \geqslant tool.
- 10. While holding down the **Shift** key on the keyboard, click on each railing to group-select all the railings and click the **Open Object** edit button to open the **Deck Railing Specification** dialog.



11. In the **Deck Railing Specification** dialog, select the Roof panel:



- Set the Pitch to **6" in 12" (26.5°)**.
- Check the box next to **Upper Pitch**.
- 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"** (**51 mm**) was used.
- 12. Click **OK** to close the **Deck Railing Specification** dialog.
- 13. Select **Build> Roof> Build Roof** from the menu to open the **Build Roof** dialog.
- 14. Check the box next to **Build Roof Planes** and, if necessary, uncheck **Auto Rebuild Roofs**.
- 15. Click **OK** to close the **Build Roof** dialog and build the roof.
- 16. Create a camera view to see the resulting roof.

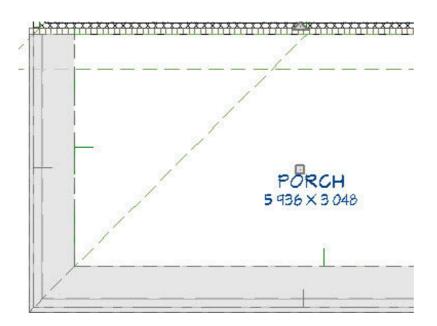


Adding the bullnose

1. From the menu, select **Build> Roof> Roof Plane** ?

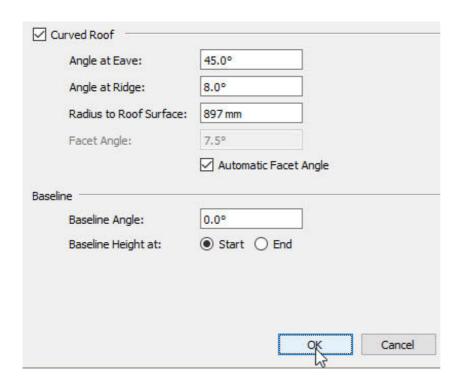


2. Hold down the **Shift** key on the keyboard and group-select the lower roof planes over the porch.



- 3. Click the **Open Object** edit button to open the **Roof Plane Specification** dialog.
- 4. On the General panel, check the box next to **Curved Roof** and set the **Angle at**

Eave to **45°** and click **OK** to accept the change.



5. Open a camera view to see the resulting roof.

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