

Displaying Studs on an Unfinished Wall

Reference Number: **KB-03045**

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The information in this article applies to:



QUESTION




I'm building an unfinished garage with exposed studs. How do I get these walls to display the framing properly in a camera view.

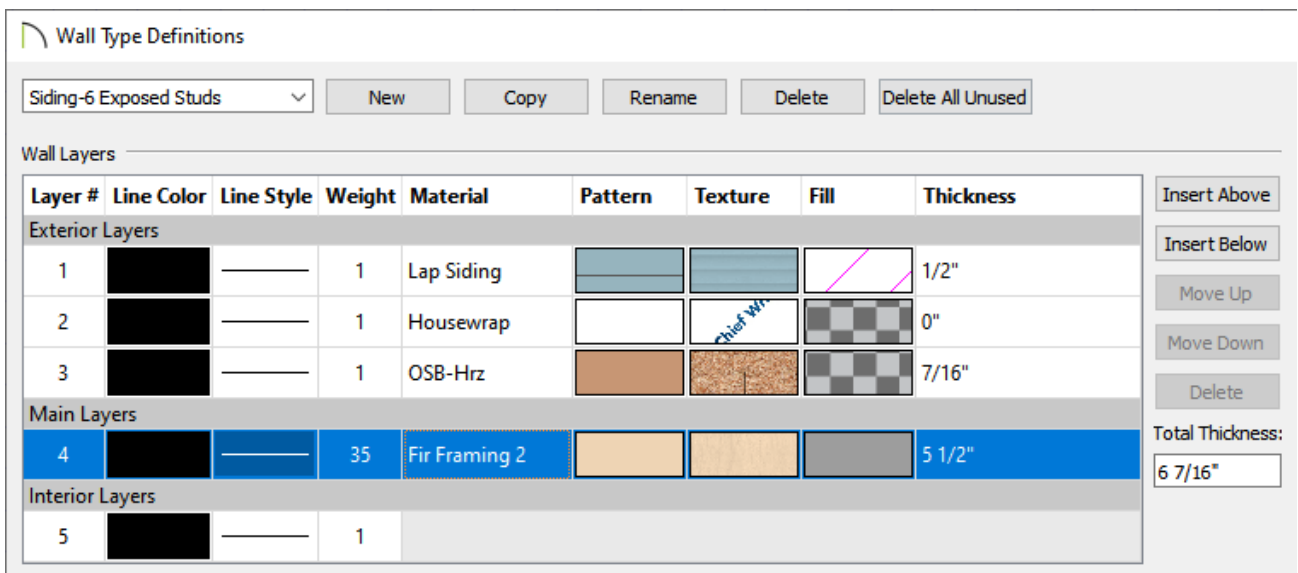


ANSWER

To see exposed studs, create a custom wall type with no interior wall layers, then turn on the display of the "Framing, Wall" and "Framing, Headers" layer(s) while in a camera view.

To display exposed wall studs

1. Create a **New Plan**  or **Open**  an existing plan where you want to see walls with exposed studs.
2. Navigate to **Build> Wall> Define Wall Types** .
3. In the **Wall Type Definitions** dialog that displays:



The dialog box shows the configuration for a wall type named "Siding-6 Exposed Studs". It includes buttons for "New", "Copy", "Rename", "Delete", and "Delete All Unused". The wall is defined by five layers:

Layer #	Line Color	Line Style	Weight	Material	Pattern	Texture	Fill	Thickness
Exterior Layers								
1			1	Lap Siding				1/2"
2			1	Housewrap				0"
3			1	OSB-Hrz				7/16"
Main Layers								
4			35	Fir Framing 2				5 1/2"
Interior Layers								
5			1					

On the right side of the dialog, there are buttons for "Insert Above", "Insert Below", "Move Up", "Move Down", and "Delete". The "Total Thickness" is displayed as 6 7/16".

- Click on the **Wall Type** drop-down menu located in the top left corner to choose a wall type that contains a framing layer.

In this example, the Siding-6 wall type was selected.

- Select the **Copy** button to copy the wall type that was selected, then give it an appropriate name.

In this example, the name is set to "Siding-6 Exposed Studs".

- Select any Interior Layers that exist in this wall type, then click the **Delete** button on the right to remove them from the wall.

In this example, a single Drywall Interior Layer was deleted. The Interior Layer containing a line style cannot be removed.

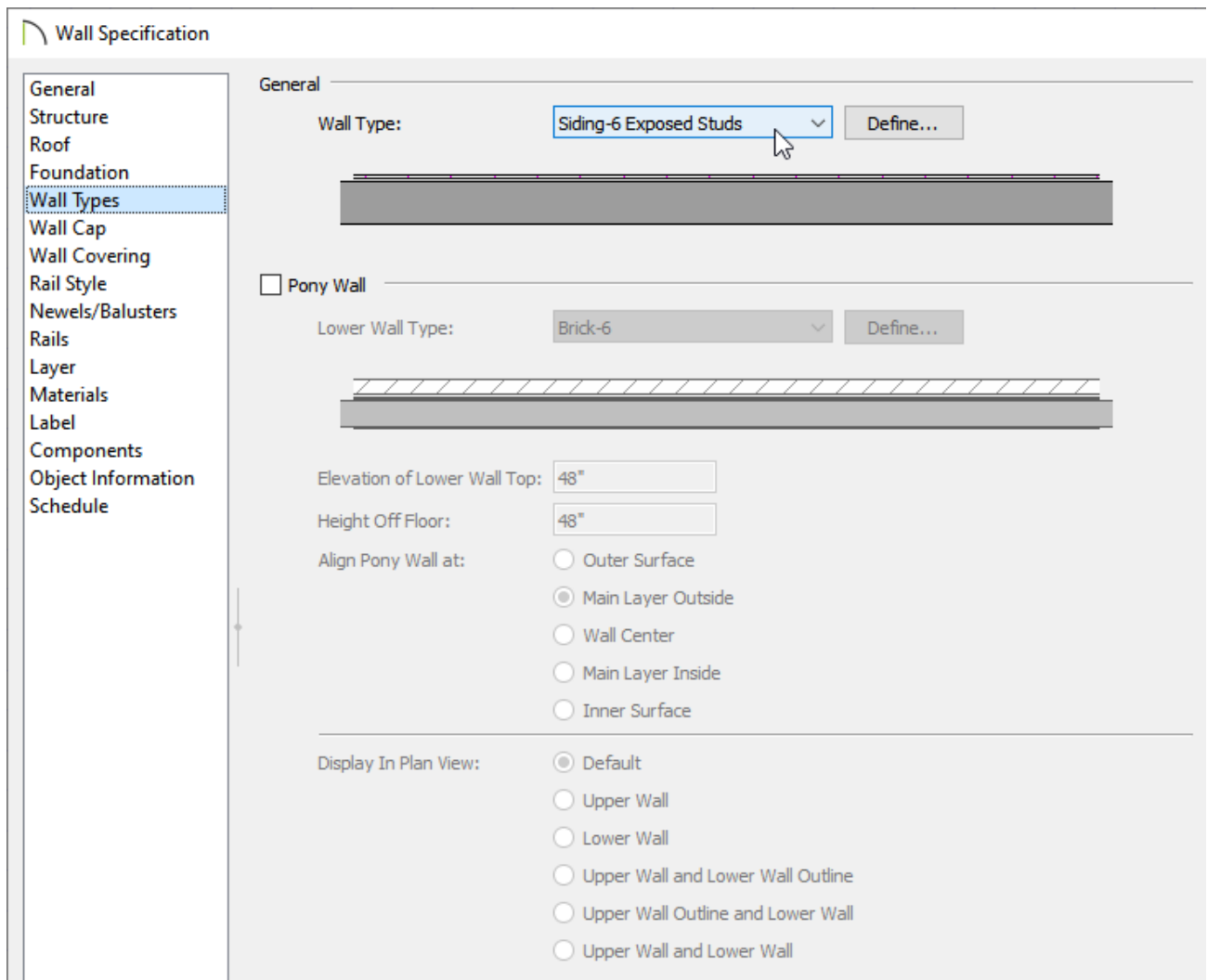
- Make any other desired modifications to the wall type, such as changing the materials and thickness of the Exterior Layers, then click **OK**.



For more information on customizing and defining wall types, along with the various settings located in this dialog, please see the "Defining a New Wall Type" resource in the [Related Articles](#) section below.

4. Using the **Select Objects**  tool, click on the wall or walls that you want to display studs for, then click on the **Open Object**  edit tool.

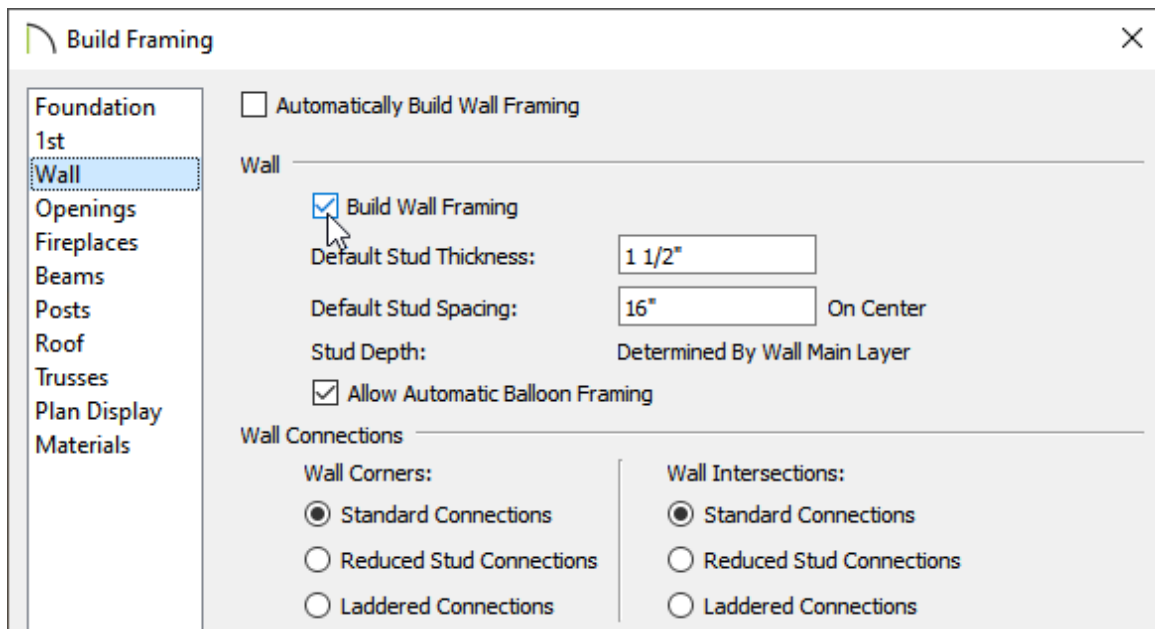
For more information on selecting multiple objects at once, please see the "Group Selecting Objects" resource in the [Related Articles](#) section below.

5. In the **Wall Specification** dialog that appears, select the **WALL TYPES** panel, choose your custom wall type using the Wall Type drop-down menu, then click **OK**.



6. Create an interior **Camera**  view looking towards one of the walls utilizing the custom wall type.
7. If wall framing is not set to automatically rebuild, navigate to **Build> Framing> Build Framing**  while the camera view is active.
8. On the **WALL** panel of **Build Framing** dialog that displays, place a check in the **Build Wall Framing** box, then click **OK**.

You may receive a message stating the "Framing, Wall" layer is not displayed in the current view. Click **Yes** to see the wall framing in the camera view. You may receive a similar message regarding the "Framing, Headers" layer.







Note: If you don't receive the message(s) stated above while in the current view, the appropriate framing layers may already be displayed. This can be verified by accessing the Layer Display Options dialog or the Active Layer Display Options side window while the camera view is active.

9. Select **3D> Rebuild 3D**  to update the view and see the results.



If this wall type will be utilized in future projects, consider selecting a wall that is utilizing the custom wall type, then clicking the Add to Library edit tool. The wall will be added to the User Catalog folder within the Library Browser and can be selected and used to create new walls in your plans, similar to how the Wall tools work in the program.

Related Articles

-  [Defining a New Wall Type \(/support/article/KB-02944/defining-a-new-wall-type.html\)](/support/article/KB-02944/defining-a-new-wall-type.html)
-  [Designing a Traditional Pole Barn Structure \(/support/article/KB-01069/designing-a-traditional-pole-barn-structure.html\)](/support/article/KB-01069/designing-a-traditional-pole-barn-structure.html)
-  [Displaying Framing in a Cross Section/Elevation View \(/support/article/KB-00017/displaying-framing-in-a-cross-section-elevation-view.html\)](/support/article/KB-00017/displaying-framing-in-a-cross-section-elevation-view.html)
-  [Group Selecting Objects \(/support/article/KB-00623/group-selecting-objects.html\)](/support/article/KB-00623/group-selecting-objects.html)



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