# Creating a Custom Glass Shower

Reference Number: **KB-03133**Last Modified: **April 11, 2024** 

The information in this article applies to:



### **QUESTION**

What is the best method for creating a completely custom glass shower enclosure?

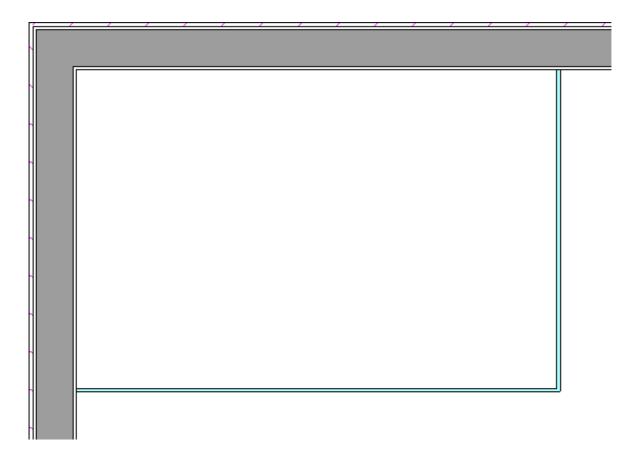


#### **ANSWER**

Several already existing shower and bathtub combinations, as well as enclosures, can be located in the Library Browser. However, if you're designing a glass shower that requires custom modifications, it's recommended to utilize the Glass Wall and Glass Shower Door tools instead.

### To create a glass shower

- 1. **Open** a plan that you'd like to design a custom glass shower within.
- 2. Placing focus on the bathroom area, navigate to **Build> Wall> Straight Glass Wall** or **Straight Glass Pony Wall** from the menu, then left-click and drag to create as many shower walls as you'd like.



- 3. Make any additional modifications to the newly created walls, such as their position in the plan, height, or the materials that are applied.
  - By default, glass shower walls will extend up to the ceiling. To adjust the height of these walls, specify them as **Solid Railings** on the RAIL STYLE panel within the **Wall**

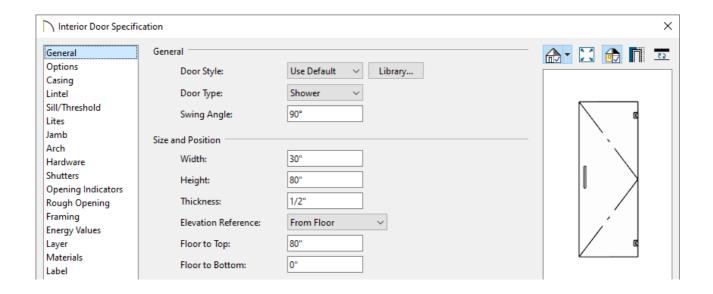
**Specification** dialog, then change the **Height** value on the **N**EWELS/BALUSTERS panel to your liking. A wall cap may be present when specifying a wall as a railing. This can be removed by accessing the **W**ALL CAP panel.

**Note:** When working with pony walls, the height of the lower wall is specified on the Wall Types panel, while the height of the upper wall is specified on the Newels/Balusters panel.

Wall Specification				
General	✓ Specify Railing			
Structure Roof	O Balusters		Open with Middle Rail	
Foundation	Solid		O Panels	
Wall Types	Open			
Wall Cap	Horizontal Offset:	0"		
Wall Covering Rail Style	Tionzontal onset.	U		
Newels/Balusters	☐ Newels/Posts			
Rails	Post to Rail			
Layer Materials	O Post to Beam			
Label	O Post to Ceiling			
Components Object Information	O Rail to Post			

To learn more about modifying walls and their various properties, please see the <u>Related Articles</u> section below.

- 5. Using the **Select Objects** tool, click on the door to select, then click on the **Open Object** edit tool.
- 6. In the **Door Specification** dialog that displays, make any desired adjustments, then click **OK**.



A shower wall niche can also be created inside a custom shower by navigating to Build> Window> Wall Niche from the menu, and clicking along a wall to create the cavity.

Fixtures can then be added to complete the space. Navigate to **Chief Architect Core Catalogs> Architectural> Plumbing Fixtures** within the **Library Browser** to find faucets, shower pans, drains, and other fixtures to place into your custom shower. Additional shower fixtures and hardware can be found in the various manufacturer and bonus libraries located in the <u>3D Library (https://www.chiefarchitect.com/3d-library/index.php?r=site/library&reset=true).</u>

Additional tools, such as the **Custom Backsplash** and **Wall Material Region** tools can be used to apply decorative tile or other materials to certain areas of the shower, while the **Soffit** and **3D Solid** tools can be used to create objects like benches or shower curbs.

Here are just a few of the different shower configurations that have been designed in Chief Architect using the tools and techniques mentioned in this article. These examples, along with several others, can be accessed at anytime from the Chief Architect Samples Gallery (https://www.chiefarchitect.com/products/samples.html).

#### Bachelor View Owner's Suite Remodel



(https://www.chiefarchitect.com/products/samples.html#projects-bachelor-view-bath)

## Stone Creek Primary Bath Remodel



(https://www.chiefarchitect.com/products/samples.html#projects-stone-creek-primary-bath-remodel)

### Breckenridge



(https://www.chiefarchitect.com/products/samples.html#projects-breckenridge)

#### **Related Articles**

- ☐ Changing the Color or Material of a Single Wall (/support/article/KB-00005/changing-the-color-or-material-of-a-single-wall.html)
- ☐ Changing the Material of the Ceiling or Flooring in a Room (/support/article/KB-00105/changing-the-material-of-the-ceiling-or-flooring-in-a-room.html)
- <u>♣ Controlling Wall, Floor, and Ceiling Heights (/support/article/KB-00579/controlling-wall-floor-and-ceiling-heights.html)</u>
- Creating a Steam Shower (/support/article/KB-02820/creating-a-steam-shower.html)

- <u>d</u> Obtaining and Updating Library Content (/support/article/KB-00090/obtaining-and-updating-library-content.html)
- **<u>⁴</u>** Using Material Regions (/support/article/KB-02929/using-material-regions.html)



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