Creating Roof Returns Manually

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The information in this article applies to:

PREMIER INTERIORS | PRO

QUESTION

How do I create a roof return, or eyebrow, using the manual roof tools?

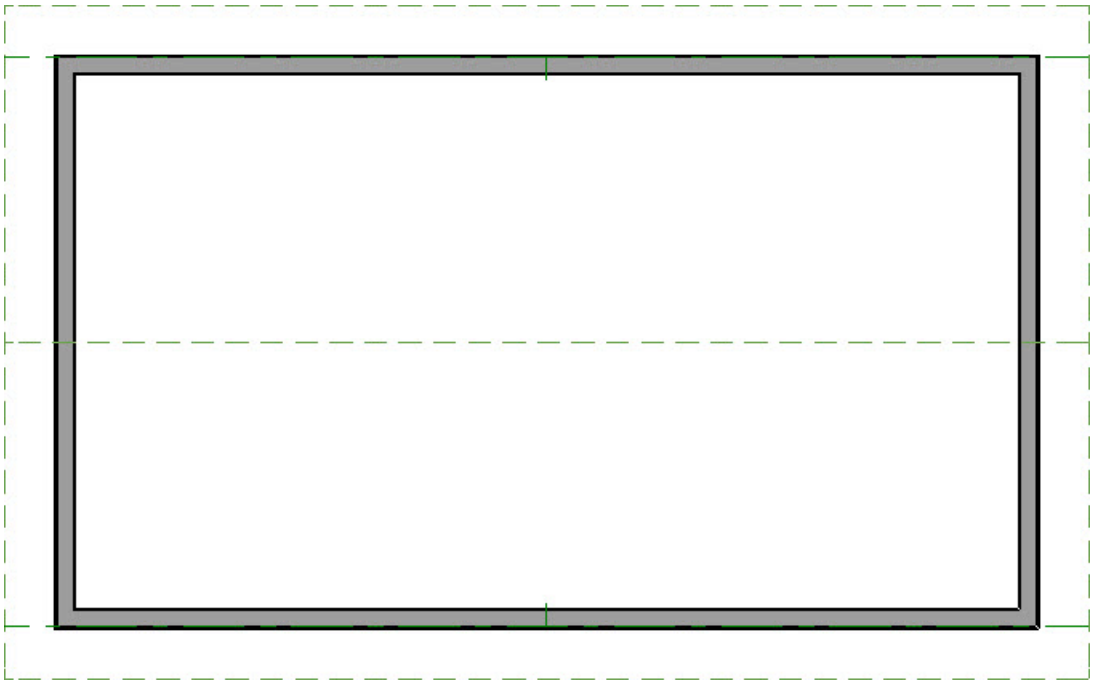
ANSWER

Roof returns can be created by drawing and positioning manually drawn roof planes.

To create a manual roof return

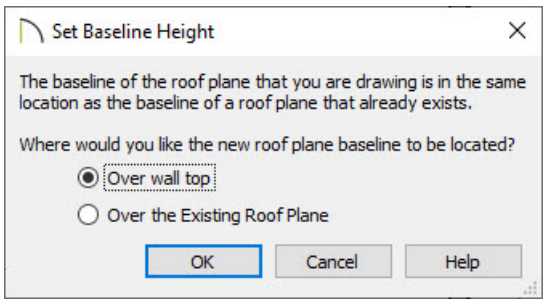
1. **Open** a Chief Architect plan in which you would like to create roof returns.

   In this example, a simple rectangular plan with a gable roof is used. For instruction on creating a gable roof, see the Related Articles section at the bottom of this article.

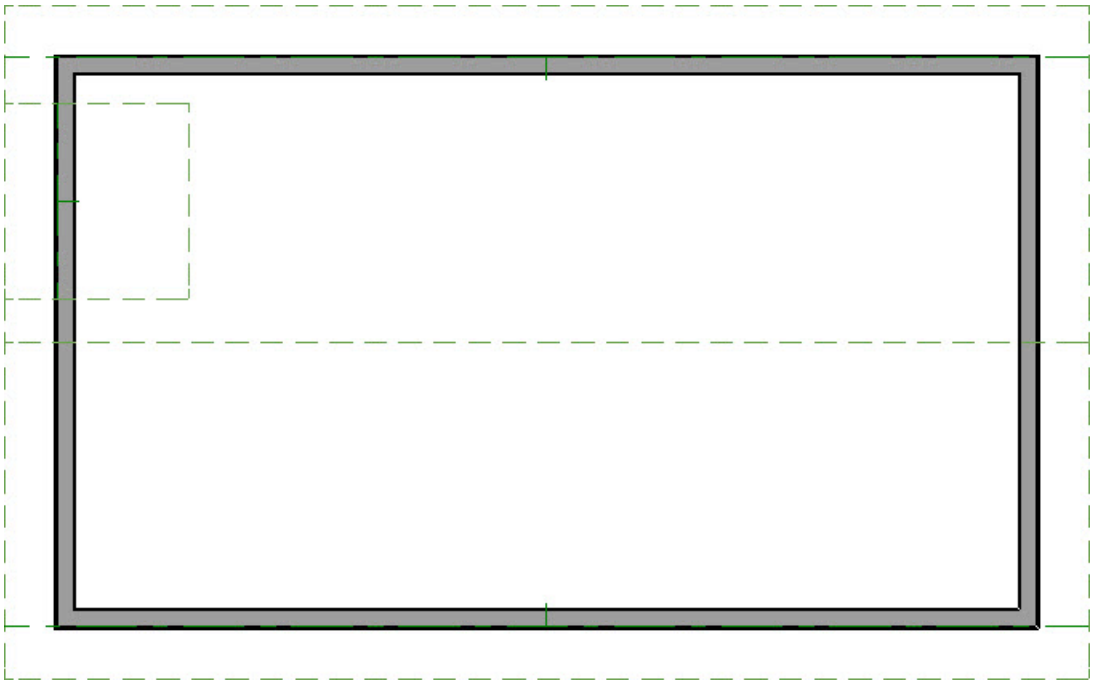


2. Select **Build> Roof> Roof Plane** from the menu.

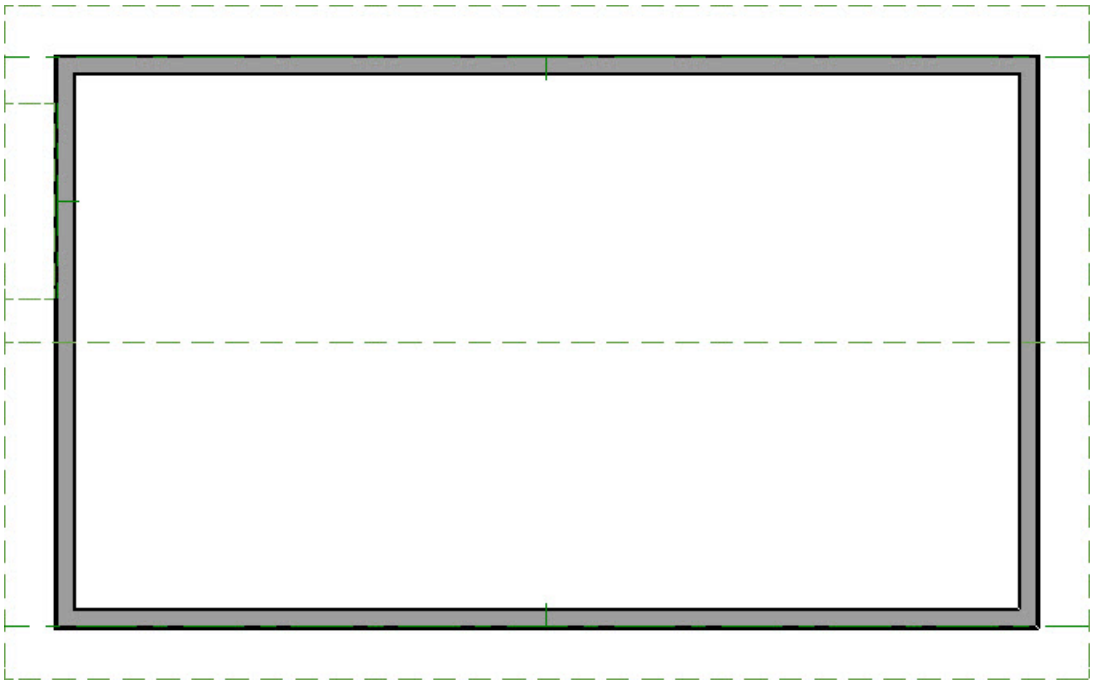
   - Click and drag a new roof plane baseline along the outside edge of the framing layer of the wall that you would like to add returns to. Make sure you drag over the wall and not over the roof edge.
   - Click once inside the plan to locate the ridge and create a roof plane.
   - If the **Set Baseline Height** dialog appears, click the radio button beside **Over wall top**, then click **OK** to create a roof plane.



3. The new roof plane will display in floor plan view inside the perimeter of the gable roof plane, as shown in the image below.



4. Click on the top ridge edge of the newly created roof plane to select it, then use the edit handles to move the ridge down until it meets the outside surface of the wall.

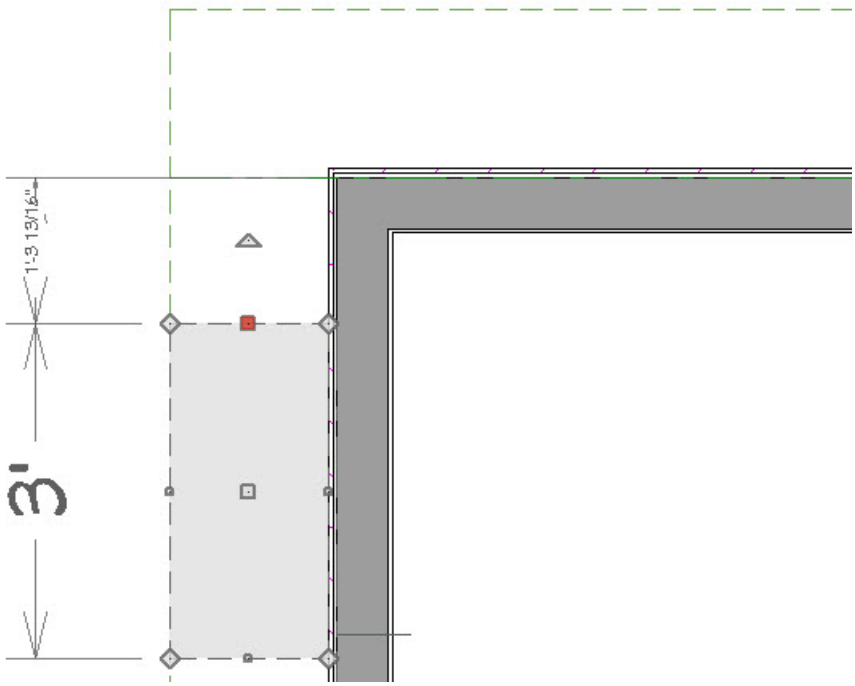


5. **Zoom** in on the new roof plane.

6. Click on the side edge of the roof plane closest to the end of the wall to select it, then click on the temporary dimension that displays the length of the roof plane to prompt the **Move Object Using Dimension** text box.

   - Specify the desired length of the roof return you want to create.

In this example, we have specified a value of 3' 0".



- Make sure that the **Move Edge** ⟷ option located to the right of the input field is selected, then press the **Enter** key on your keyboard.

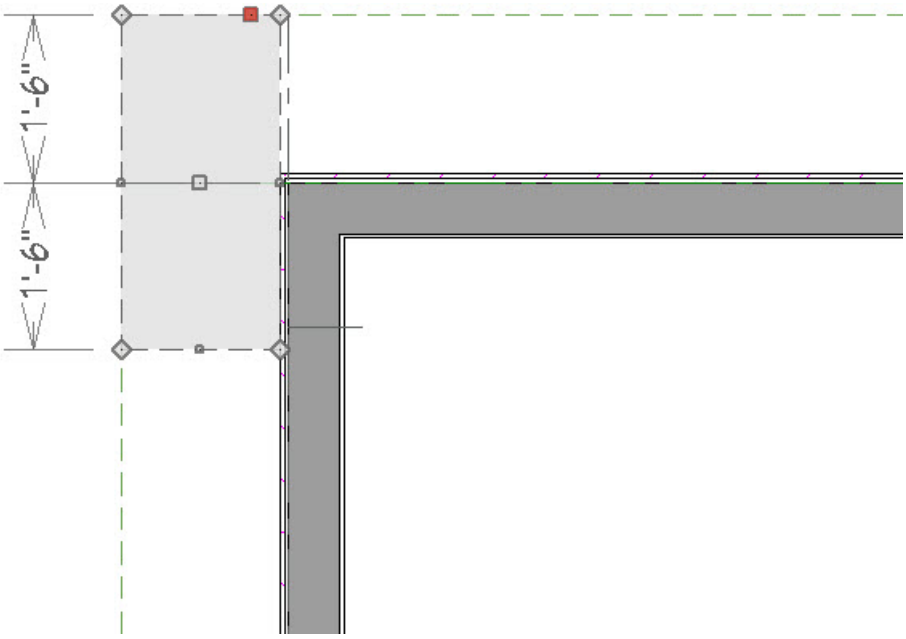
- If you have difficulty selecting the new roof plane, click the **Select Next Object** next edit button or press the **Tab** key on your keyboard until it becomes selected.

7. With the side edge still selected, click on the temporary dimension that shows its distance to the roof plane edge past the eave.

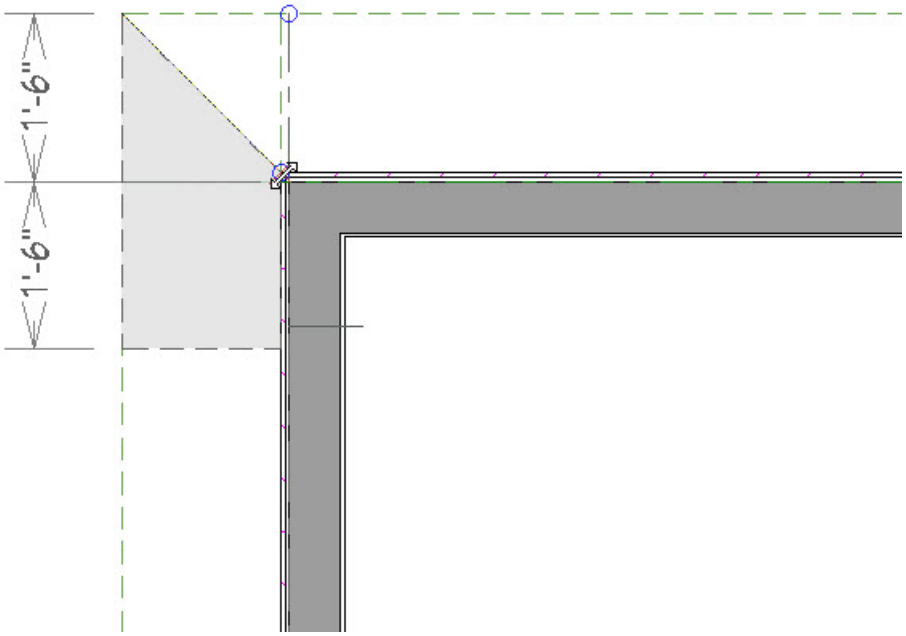
- In the **Move Object Using Dimension** text box, specify an appropriate value to move the roof plane.

  In this example, we have specified a value of -18" so that the side edge of the roof plane will meet up with the overhang on the perpendicular side.

- Make sure that the **Move Entire Object** ✥ option is selected to the right of the input field, then press the **Enter** key on your keyboard to move the roof plane.



8. With the roof plane still selected, click on the corner edit handle where the ridge and outside edges meet and drag it in until it meets the corner of the wall.



9. Repeat steps 2 through 8 on the other side of the wall to create a pair of returns, or extend this roof plane to create a full return.

10. Create a **Camera** view to see the results.

Related Articles

- Generating Automatic Hip and Gable Roofs (https://www.chiefarchitect.com/support/article/KB-00758/generating-automatic-hip-and-gable-roofs.html)