

Creating a Split Level Entry with a Landing

Reference Number: **KB-00269**

Last Modified: **July 30, 2021**

The information in this article applies to:



QUESTION



I need to design a split level entry for my plan. How do I do this?

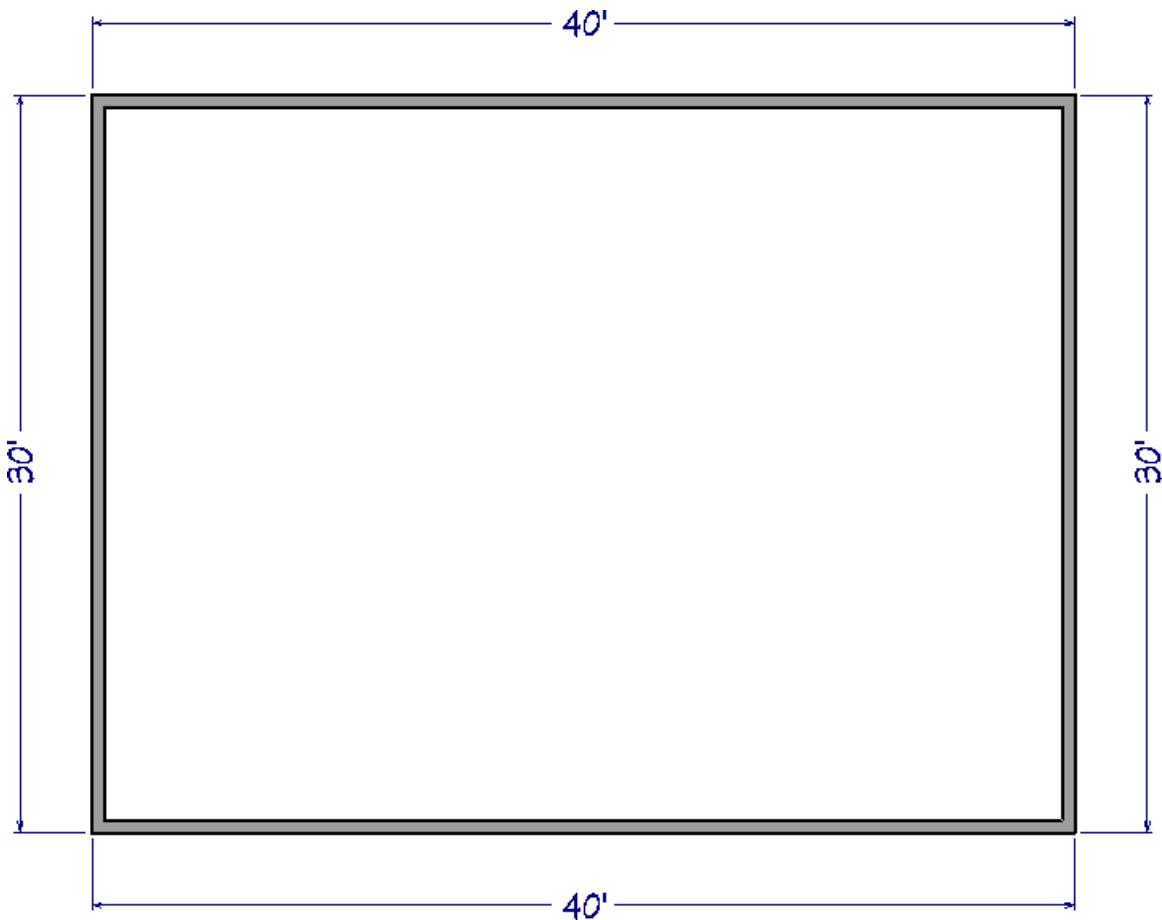


ANSWER


A split level entry typically consists of a landing with stairs leading down to the floor below and stairs leading up to the main floor. This type of design can easily be created in Home Designer using the Build Foundation and U-Shaped Stair tools.

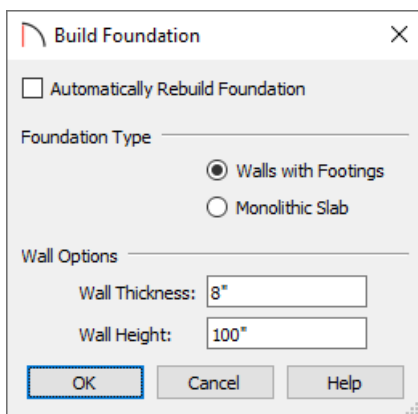
To create each floor level

1. **Open**  a plan in which you would like to create a split level entry for, or create a new plan by selecting **File> New Plan**  from the menu.



- o In this example, a simple rectangular structure that measures 40' x 30' is used.

2. Select **Build> Floor> Build Foundation**  from the menu, and in the **Foundation Defaults** dialog:

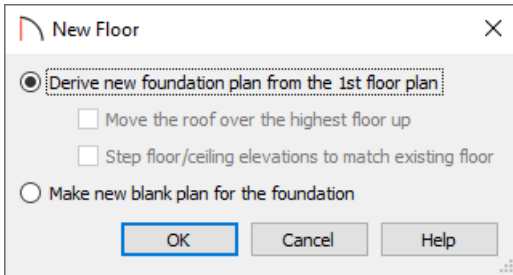


- Uncheck **Automatically Rebuild Foundation**.
- Select **Walls with Footings** for the Foundation Type.
- Specify a **Wall Height** sufficient for a full height basement. If you're using Home Designer Pro, specify a value in the **Minimum Height** field under the Stem Walls section instead.

In this example, 100" is used, which includes a 4" slab.

- Click **OK**.


3. In the **New Floor** dialog that displays next, select **Derive new foundation plan from the 1st floor plan**, then click **OK**.

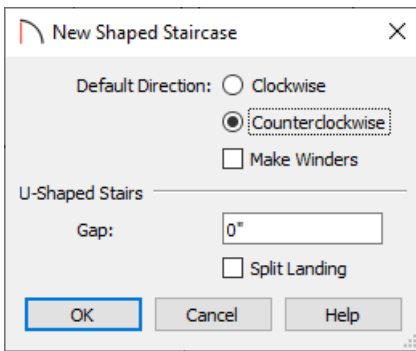


4. Your foundation should now look like the following image:

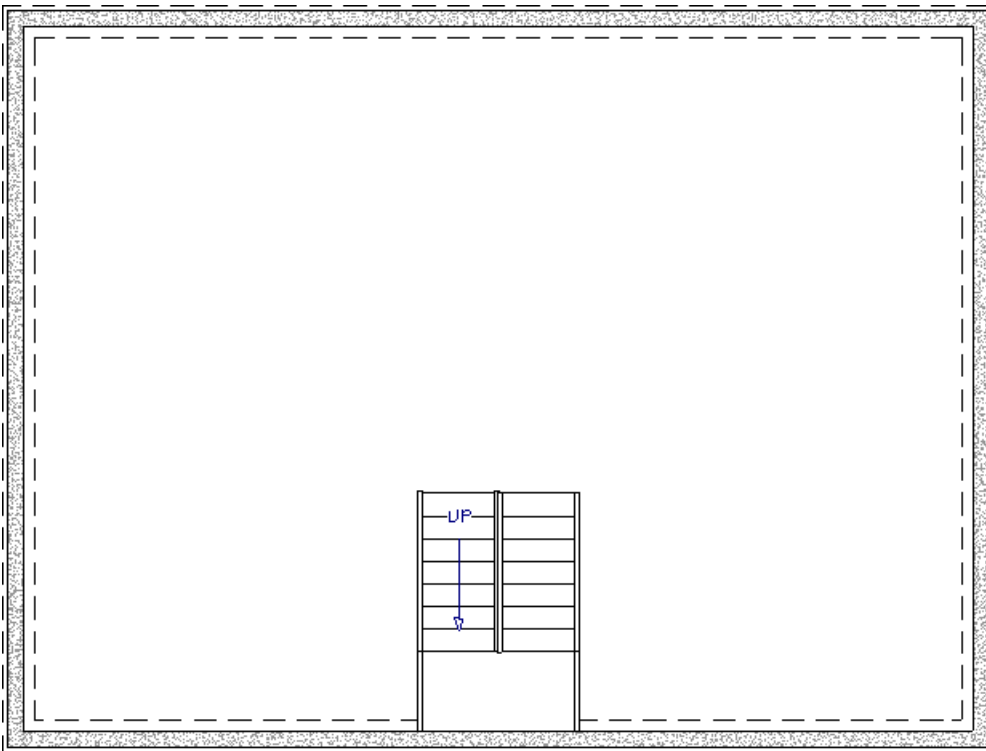



To create the staircase


1. While Floor 0 (foundation) is the active floor, select **Build> Stairs> U-Shaped Stairs**  and in the **New Shaped Staircase** dialog that displays, choose the Default Direction, specify a Gap value if desired, then click **OK**.

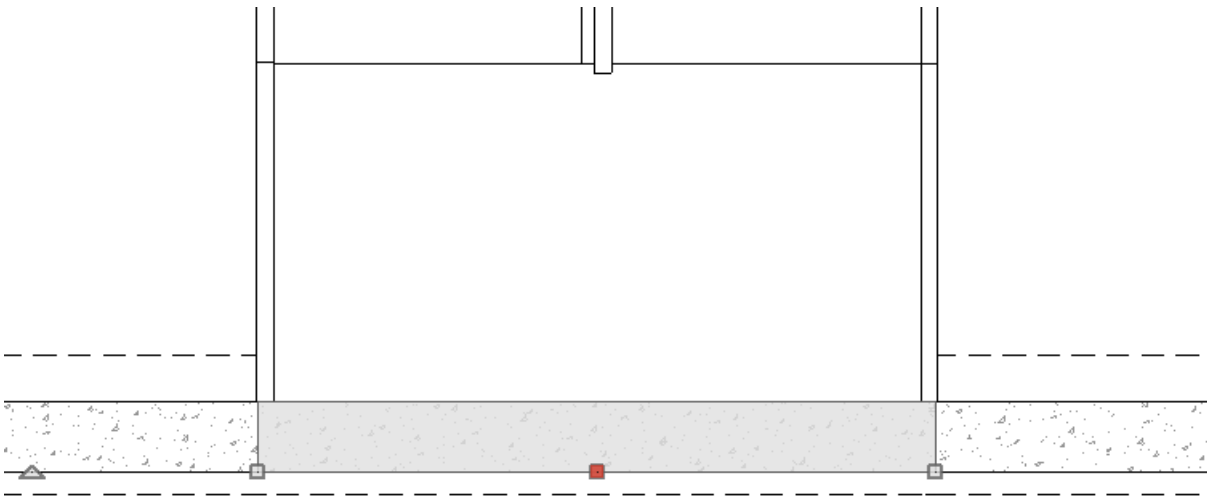




2. You will notice that a U-shaped staircase is now following your cursor. Hover the cursor along the wall that will be used for the entry, move the cursor towards the center of the structure until the landing is oriented correctly, then click to place the staircase.



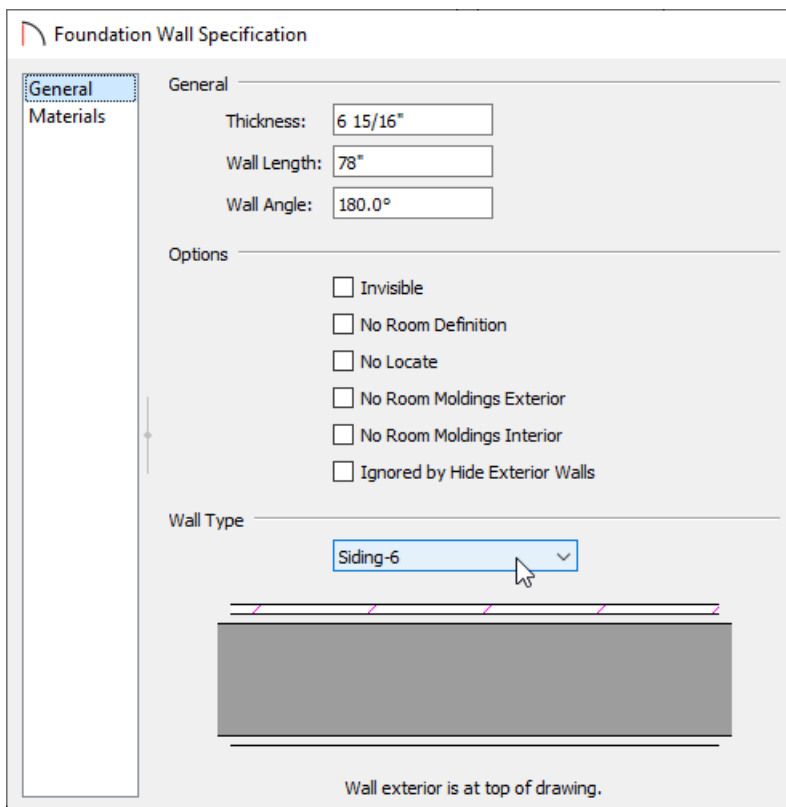
3. With the staircase in place, we are ready to modify the foundation wall for the door that will be placed later on. Select the foundation wall that the landing is against, select the **Add Break**  edit tool, then place two break points where the landing meets the foundation wall.

If you're using Home Designer 2020 or prior, navigate to **Build > Wall > Break Wall**  instead.



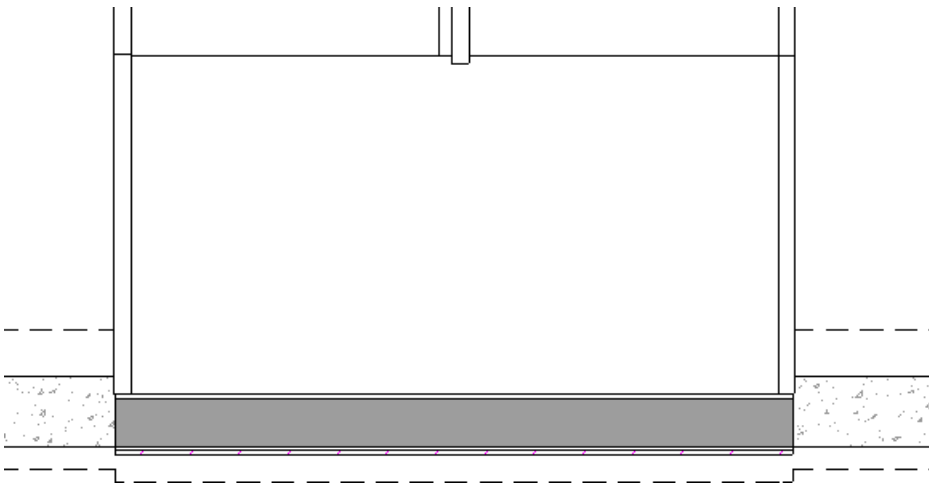
- Using the **Select Objects**  tool, select the wall section that is against the landing, click the **Open Object**  edit button, and in the **Foundation Wall Specification** dialog, change the Wall Type to **Siding-6**, then click **OK**.


In Home Designer Pro, the wall type can be changed by accessing the **WALL TYPES** panel.




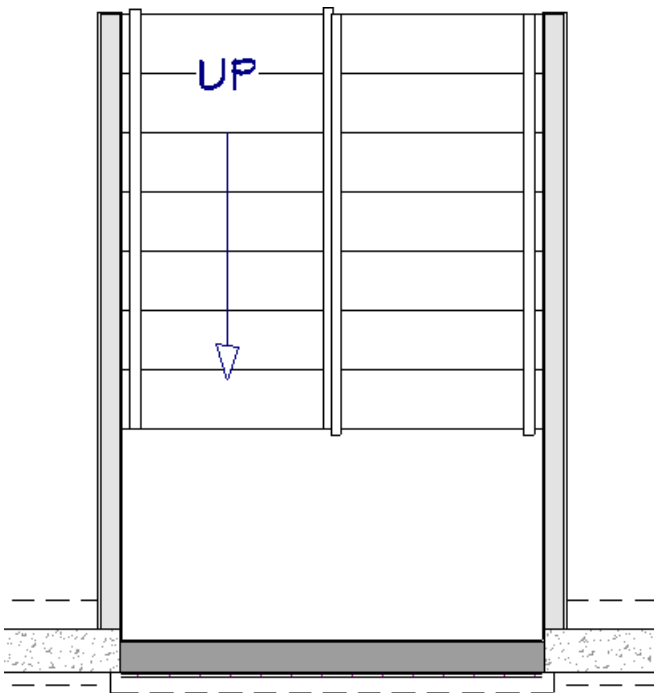
Home Designer Pro and Home Designer Architectural also have the ability to create Pony Walls, giving the user the option to define two separate wall types for a single wall. Please see the "Creating a Split Material Wall" resource in the [Related Articles](#) section below.

- Select the landing and move it so it meets up with the Siding-6 wall. You will notice that each stair connected to the landing will move as well.




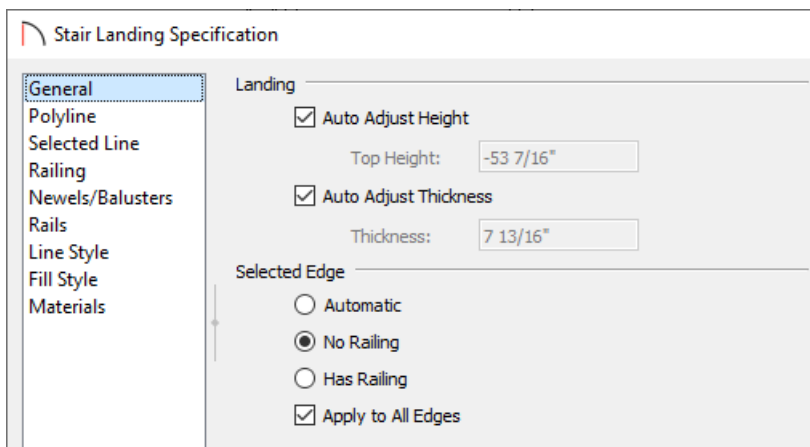
6. With the staircase now in place, select one of the stair sections and click the **Auto Stairwell**  edit button to generate a stairwell on the 1st floor.

7. We will now enclose the entryway. On Floor 0 (foundation), navigate to **Build> Wall> Interior Wall** , then draw interior walls on either side of the landing, as well as any walls underneath the staircase.






Note: To ensure that the interior walls are aligned with the stairwell railings that were created automatically in step 6 above, select each one after it is placed, and click the **Align With Wall Above** edit tool.

8. If any railings are still present on the landing, click on an edge of the landing, click on the **Open Object**  edit button to open the **Stair Landing Specification**, and under the Selected Edge section, select **No Railing**, check **Apply to All Edges**, then click **OK**.



Railings that are part of a staircase can also be controlled by accessing the Railings panel located in the Staircase Specification dialog.

9. Select **Up One Floor**  to go up to Floor 1, select **Build> Door> Hinged Door** , and place a door on the wall the landing is up against. Once placed, **Open**  it to specification, and adjust the **Floor to Bottom** value so it lines up with the landing.

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



Related Articles

 [Creating a Split Level Structure \(/support/article/KB-02947/creating-a-split-level-structure.html\)](/support/article/KB-02947/creating-a-split-level-structure.html)

 [Creating a Split Material Wall \(/support/article/KB-01956/creating-a-split-material-wall.html\)](/support/article/KB-01956/creating-a-split-material-wall.html)

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