

Setting the Height of the Terrain

Reference Number: **KB-00322**

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The information in this article applies to:



QUESTION

How do I raise or lower my terrain in relation to my structure?



ANSWER

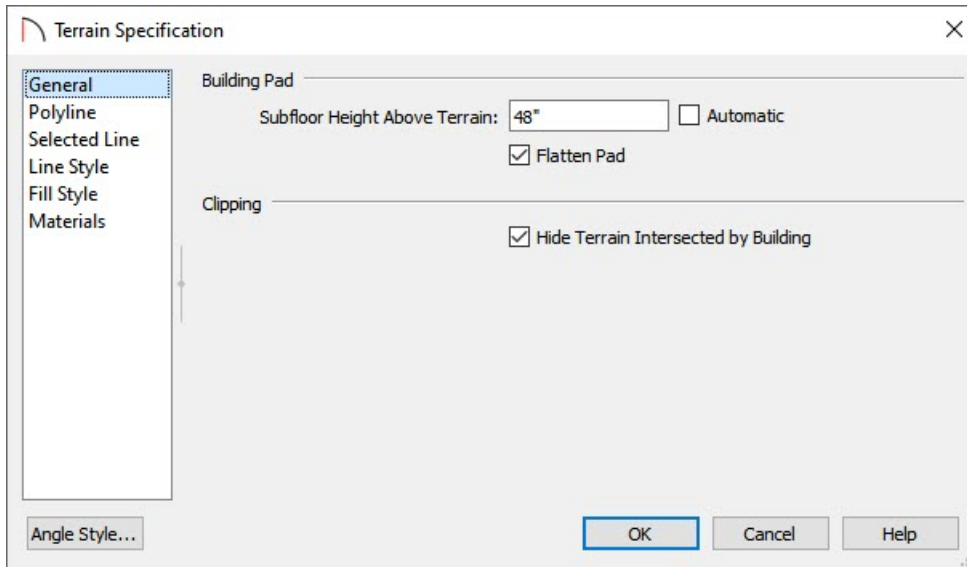
The terrain can be raised or lowered by adjusting the Subfloor Height Above Terrain value located in the Terrain Specification dialog.

To adjust the height of the Terrain

1. Using the **Select Objects**  tool, select the Terrain Perimeter and click on the **Open Object**  edit button.

Note: In Home Designer Pro, you can also navigate to Terrain> Terrain Specification from the menu.

2. On the **GENERAL** panel of the **Terrain Specification** dialog that displays, uncheck the **Automatic** checkbox.
3. In the **Subfloor Height Above Terrain** field, enter your desired value, then click **OK**.



This field represents the distance between the subfloor of Floor 1 and the terrain at the building footprint center, as such:

- A positive value in this field will make the house rise relative to the terrain.
- A negative value will make the house sink down towards, or into the terrain.

4. Select **3D> Create Camera View> Perspective Full Overview**  to see the changes that you have applied.