Creating an Opening in the Stem Wall for a Garage Door

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The information in this article appliesto:



QUESTION

I have created a first floor room with a garage door. When I add my foundation, the stem wall will not create an opening for the garage door. Instead, the garage door seems to rest on top of the floor structure. How can I change this behavior?



ANSWER

If certain conditions are not met, a foundation's stem walls will not recognize a garage door and will treat it like other doors. To create a foundation in which the stem walls accommodate garage doors, follow the procedure below to define a Garage room.

To create the garage room

- 1. Select the **Straight Exterior Wall** tool, and in a clockwise fashion, draw four connected walls.
- 2. Use the **Select Objects** tool to click in the newly created room to select it, then click the **Open Object** click in the newly created room to select it, then click the **Open Object** click in the newly created room to select it, then click the **Open Object** click in the newly created room to select it, then click the **Open Object** click in the newly created room to select it, then click the **Open Object** click in the newly created room to select it, then click the **Open Object** click in the newly created room to select it, then click the **Open Object** click in the newly created room to select it, then click the **Open Object** click in the newly created room to select it, then click the **Open Object** click in the newly created room to select it, then click the **Open Object** click in the newly created room to select it, then click the **Open Object** click in the newly created room to select it, then click the **Open Object** click in the newly created room to select it, then click the **Open Object** click in the newly created room to select it, then click the **Open Object** click in the newly created room to select it, then click the **Open Object** click in the newly created room to select it, then click the **Open Object** click in the newly created room to select it, the new lock it, the newly created room to select it, the new lock it, the new loc
- 3. On the GENERAL panel of the Room Specification dialog, define the Room Type as a Garage, then click OK.

If you skip this step, and do not define the room as a Garage, Home Designer will treat the garage door as it does all other doors, and a cutout in the stem wall will not be created.

NRoom Specification			
General	General		
Structure	Room Type:	Unspecified V	
General Structure Moldings Fill Style Materials	General Room Type: Room Name: Living Area Room Information Rooms Selected: Dimensions: Interior Perimeter: Standard Area: Interior Area: Volume:	Unspecified Unspecified Attic Balcony Basement Bath Bedroom Bonus Closet Court Court Court Crawl Space Deck Dining Entry Family Garage Great Hall Kitchen Laundry Living Mechanical Nook Office Onen Below	
		Pantry	
		Patio Porch	
		Slab	
		Storage	
		Study V	

To build the foundation

- 1. Select **Build> Floor> Build Foundation** 🛄 from the menu.
- 2. In the **Build Foundation** dialog, set your desired parameters for your foundation, then click **OK**.

In this example, the default values are used.

Build Foundation X			
Automatically Rebuild Foundation			
Foundation Type			
	Walls with Footings		
	O Monolithic Slab		
Wall Options			
Wall Thickness:	8"		
Wall Height:	37 1/2"		
ОКС	ancel Help		

To return to the first floor to add the garage door(s)

- 1. Using the **Up One Floor** \wedge tool, return to Floor 1.
- 2. When you're on Floor 1, navigate to **Build> Door> Garage Door**, then click on the desired wall to add your garage door(s).
- To create a 3D camera view and ensure the garage door is at the correct height, select 3D> Create Camera View> Perspective Full Overview in

In Home Designer Pro, select **3D> Create Perspective View> Perspective Full Overview** 📷 instead.

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Modeling a Crawl Space (/support/article/KB-00905/modeling-a-crawl-space.html)

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