# Creating a Garage Shop Space

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The information in this article applies to:



PRO    ARCH    SUITE

## QUESTION

How can I create a space in my garage that can be used as a shop or work area?



## ANSWER

Using the Cabinet tools and library fixtures and furnishings, you can create a space in your garage to meet a variety of needs. Work areas for vehicle maintenance, storage, gardening or other hobbies can easily be designed using the same tools and basic techniques.

In this article, we will cover the following:

## To create a Garage

1. Open the plan in which you would like to create a garage work area or select **File> New Plan** 📄 from the menu to open a new, blank plan.

2. Using the **Straight Exterior Wall** 🧱 tool, click and drag to draw out four walls to create a garage.

   In this example, a simple 22' x 30' garage will be used.

3. Click in the room that will be used as your garage, select the **Open Object** ▯ edit button to open the **Room Specification** dialog, set the **Room Type** to **Garage**, and then click **OK**.
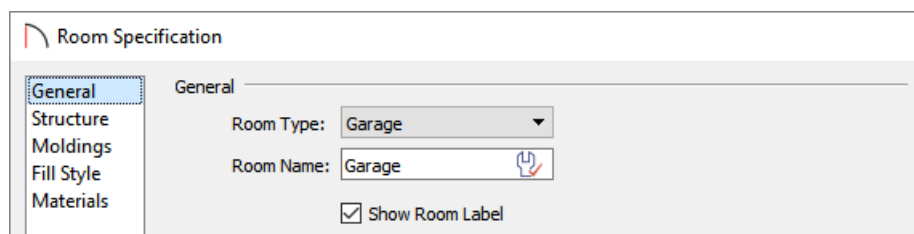


4. Navigate to **Build> Door> Garage Door** 🚪 and place one or more garage doors in your garage.
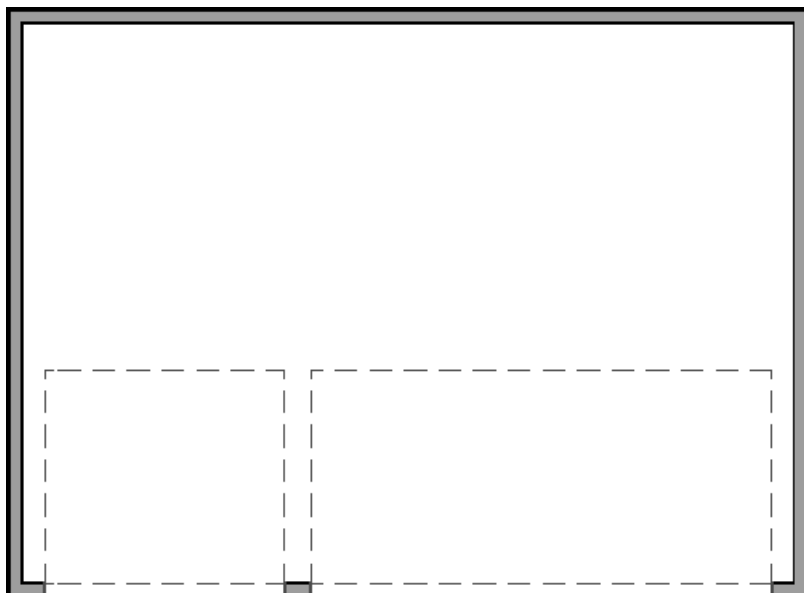


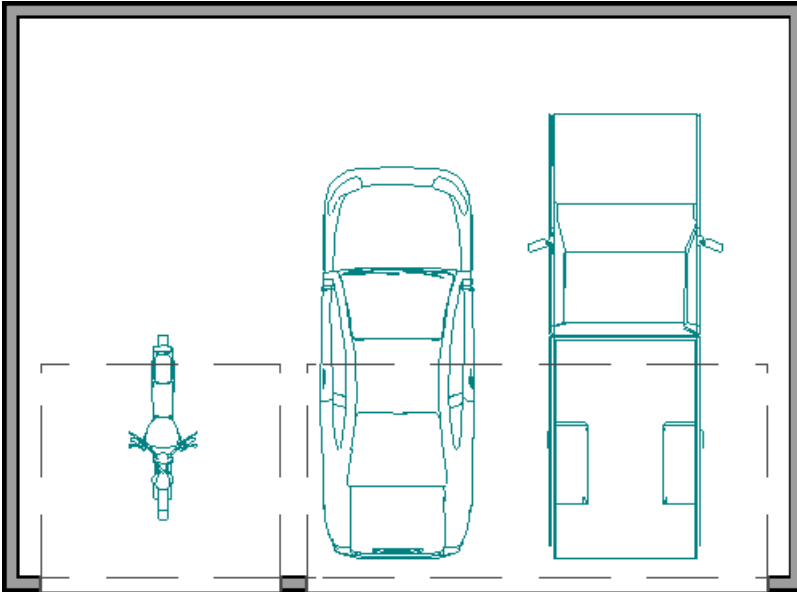   In this example, we placed a single 9' garage door, along with a double 16' garage door.

5. Next, select **View> Library Browser** 📚 to open the Library Browser and navigate to **Home Designer Core Catalogs> Exteriors> Vehicles** to find and place 3D vehicles in your garage.

   Recreational vehicles and Trailers can be found in the [Bonus Vehicles Catalog](#)

> **Note:** More information on downloading library catalogs can be found in the Related Articles section below.

6.  With vehicles in place, it will be easy to judge how much room you have to add other objects.



## To place garage cabinets

1.  Select **Build> Cabinet> Base Cabinet** ⊞ from the menu, then click in the garage to place a base cabinet at that location.

2.  Click on the base cabinet to select it, and select the **Open Object** ⬜ edit button to open the **Cabinet Specification** dialog.

**Base Cabinet Specification**

- General
- Front
- **Door/Drawer**
- Moldings
- Materials
- Label

Door
　Style: Slab Doors　Library...
　☐ Glass Doors

Door Handle
　Style: None
　In From Edge: 1 3/8"
　Down From Top: 1 3/8"

Door Hinges
　Style: Use Default
　Up/Down From Edge: 3"

Drawer
　Style: Slab Drawers　Library...

Drawer Handle
　Style: None

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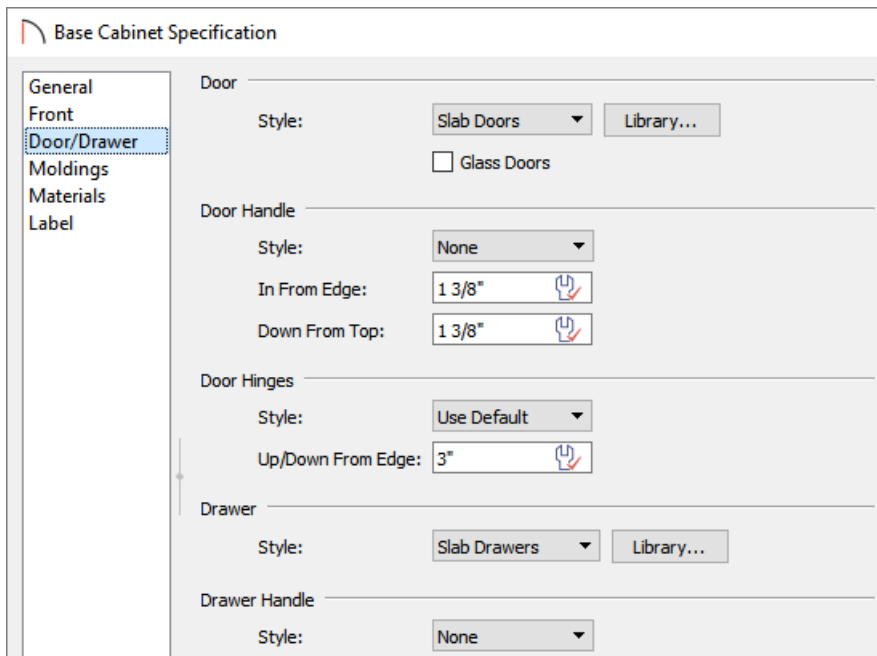
- ○ On the GENERAL panel, specify the **Floor to Bottom** height as 4" to raise the cabinet above the floor and make any other desired modifications.

- ○ On the DOOR/DRAWER panel, select the Door Style drop-down menu and select **Slab Doors** from the list.

  Perform the same procedure to set the Drawer Style to **Slab Drawers**.

  Remove the handle from both Doors and Drawers by selecting **None** from the drop-down menus.

- ○ On the MATERIALS panel, select the material of your each of the cabinets components.

- ○ To delete a toekick, backsplash, drawer, countertop, or other cabinet component, select it in the 3D preview to the right, and on the FRONT panel, select the **Delete** button.

- ○ Click **OK** to close the dialog and apply your changes.

3. Create copies of this customized cabinet by selecting it, clicking the **Copy/Paste** ⟦⇨⟧ edit button, and then clicking in the drawing area.

   - ○ Enable **Sticky Mode** 📌 to make multiple copies of the object instead of just one.

   - ○ Alternatively, you can use the **Object Eyedropper** 🖋 and **Object Painter** 🖌 tools within a 3D camera view, if you'd like to set your already created cabinets to be the same as a customized cabinet.

     More information on the Object Eyedropper and Object Painter can be found in the following training video: Using the Object Eyedropper and Object Properties Painter (https://www.homedesignersoftware.com/videos/watch/2320/using-the-object-eyedropper-and-object-properties-painter.html?playlist=202).

4. Perform this same procedure for any **Wall** ⟦⟧ and **Full Height Cabinets** ⟦⟧ you may want in the garage.

As with base cabinets, you can specify a door style, size, and other attributes in the Wall Cabinet and Full Height Cabinet Specification dialogs.

Storage shelves, tool boxes and other accessories can be added to your plan.

## To add storage furniture and accessories

1. Select **View> Library Browser** 📚 from the menu to open the Library and browse to **Home Designer Bonus Catalogs> Tools and Shop**.

   The Tools and Shop (https://3dlibrary.chiefarchitect.com/index.php?r=site/detail/708) bonus catalog can be downloaded from the 3D Library (https://www.chiefarchitect.com/3d-library/index.php?r=site/library&search=&x=0&y=0&x=true&soft_family_2=2&hid_soft_family_2=2&).

   The Garage Accessories ($4.99) (https://www.chiefarchitect.com/3d-library/index.php?r=site/detail/679) bonus catalog is also available for purchase if you'd like additional garage items.

   **Note:** More information on downloading library catalogs can be found in the Related Articles section below.

2. Click on an item to select it, then move your cursor into the drawing area and click to place the object at that location.

3. To place objects on a storage shelf, begin by placing them on the ground in front of the shelf.

   - Create a **Full Camera** 📷 or **Elevation** 🏠 view of the shelves and adjust the height of the objects so that they are the right height to sit on the shelves.

   - Select **File> Close View** to return to floor plan view and use the **Move** ✛ edit handle to move the objects into the same space as the shelf.

   - If you bump into other objects, hold down the Ctrl key on your keyboard while you move the object to override any movement restrictions.

4. Select **3D> Create Camera View> Dollhouse View** 🏠 to see the results.

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Related Articles

📖 Creating a Chief Architect Account (/support/article/KB-02889/creating-a-chief-architect-account.html)
📖 Downloading Library Catalogs (/support/article/KB-00048/downloading-library-catalogs.html)

📑 Troubleshooting Compatibility Problems with Library Content (/support/article/KB-01759/troubleshooting-compatibility-problems-with-library-content.html)