

Creating a Garden Shed

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The information in this article applies to:



QUESTION

I would like to design a shed for my garden that will be used for storage and a work space for a potting bench. Do you have any suggestions?





ANSWER




Outdoor sheds are a popular solution for storage needs and can also be used to create a sheltered place to work on outdoor projects such as potting plants or maintaining outdoor tools. There is no limit to the variety of styles that a storage shed can take, from a basic, store-bought unit to a custom-built structure. In this example, we will

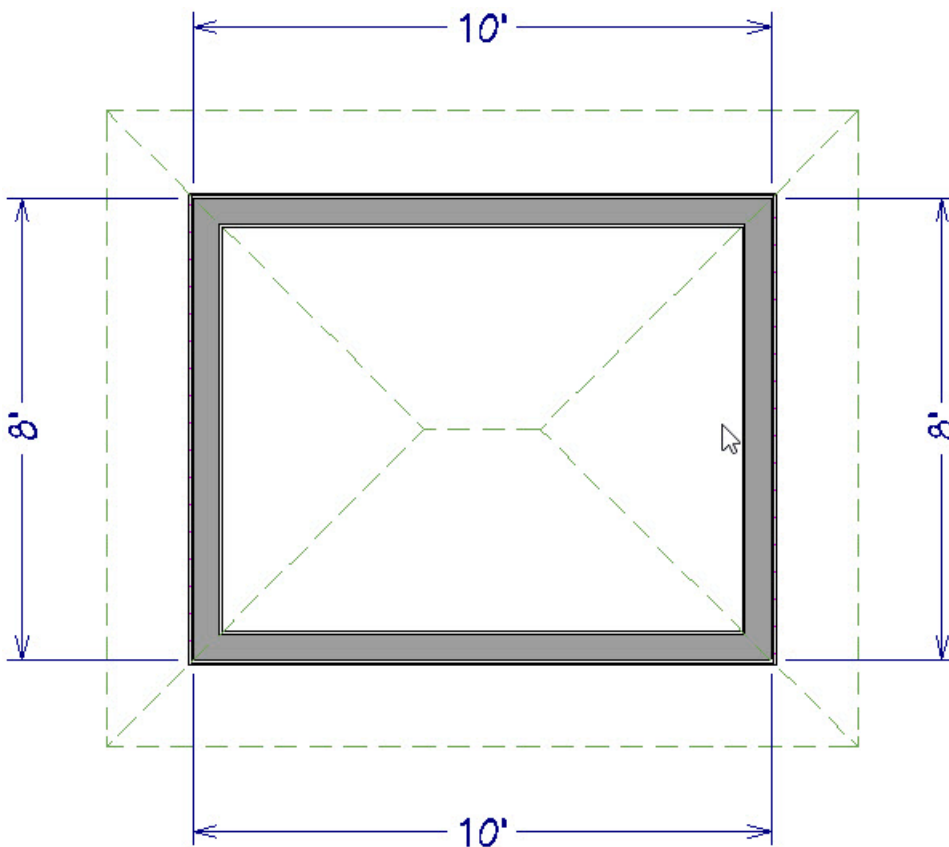
create a relatively simple structure with a roof that is partially enclosed to provide secure storage and an open work area.

To create an enclosed shed


1. Select **Build> Wall> Straight Exterior Wall**  from the menu, then click and drag to draw the basic outline of your shed.
 - Don't worry about placing the walls precisely as you draw them - they can be easily moved into position in a moment.
 - In this example, the Auto Rebuild Roof feature is enabled, so as soon as your walls enclose an area, the program will build a roof over it. As changes are made to the exterior walls, the roof will automatically update. Auto Rebuild Roof can be enabled or disabled by selecting **Build> Roof> Build Roof**  from the menu.

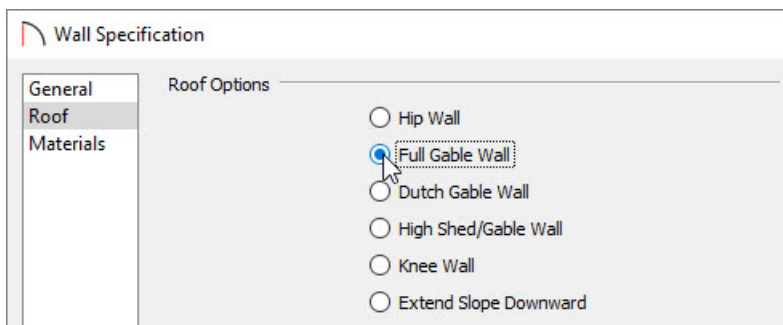
Note: Home Designer Essentials does not have an Auto Rebuild Roof feature. In order to updated the roof planes as you draw you will need to select Build> Roof> Build Roof each time you want to update the roof planes.

2. Select **CAD> Dimension Lines> Auto Exterior Dimensions**  from the menu to create dimensions around the exterior of your structure. You can use these dimensions as a guide when resizing the building.
3. Click the **Select Objects**  button, then click on a wall to select it. Click and drag the **Move**  edit handle that displays along the wall at the point where you clicked to reposition the wall.




◦ In this example, a shed measuring 8 feet by 10 feet is created.

4. By default, the program will draw a hip roof over the structure. If you would like a gable roof instead, select a wall that you would like to build a gable over and click the **Open Object**  edit button.

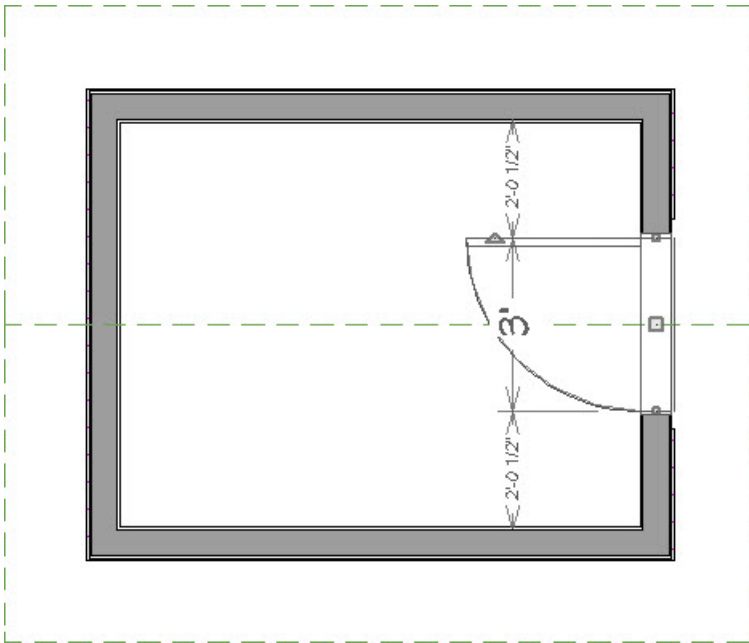





◦ On the **ROOF** panel of the **Wall Specification** dialog, select the **Full Gable Wall** option.

◦ On the **MATERIALS** panel, click on Exterior Wall Surface and make a note of the material being used, then click **OK**. This information will come in handy later.

5. Select **Build > Door > Hinged Door**  from the menu, then click on a wall to place a door at that location.

6. To center the door along the wall:




- Click the **Select Objects**  button, then click on the door to select it.
 - With the door selected, click the **Center Object**  edit button.
 - Click once in an empty space inside the shed near the wall that the door is located in.
7. Select **3D> Create Camera View> Full Camera**  from the menu, then click and drag a camera arrow towards the outside of your shed to see the results so far.

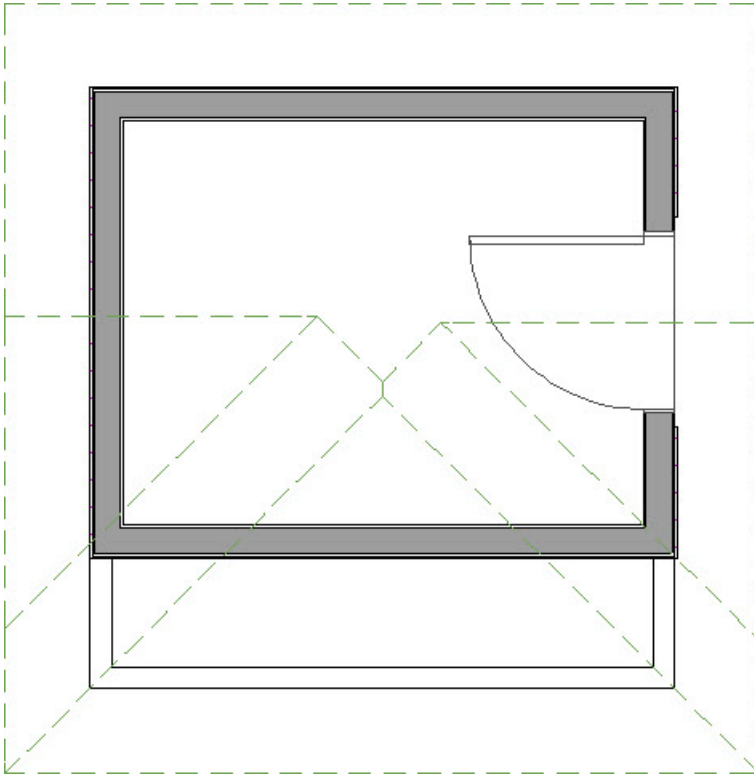
In Home Designer Pro, select **3D> Create Perspective View> Full Camera** instead.





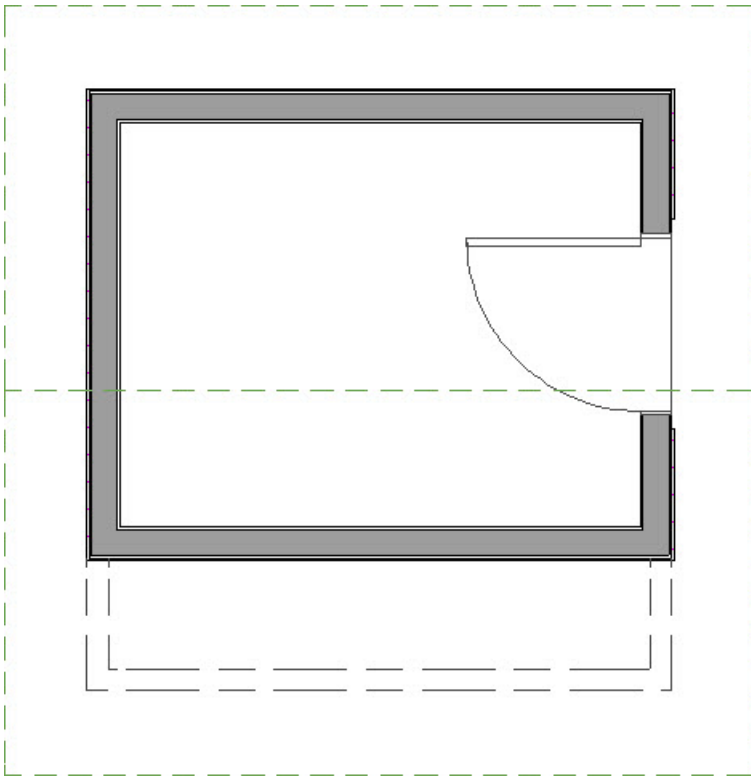
Now that we have our basic shed lets create the open work area.

To create an open work area

1. Select **File> Close** from the menu to close the camera view and return to floor plan view.
2. Select **Build> Railing and Deck> Straight Railing**  from the menu, then click and drag to draw railings to enclose the open work area.





- As before, it is not necessary to position this wall precisely as you draw.
 - When you are finished drawing, select the railings and move them into position as needed using their edit handles.
3. Click the **Select Objects**  button, then click on one of the railings that will define the open work area to select it.
 4. Click the **Open Object**  edit button, and on the **GENERAL** panel of the **Wall Specification** dialog, check the box beside **Invisible**.
 - If the railing is collinear with a Full Gable Wall, specify the railing to be the same on the **ROOF** panel.
 5. Repeat steps 3 and 4 for each of the walls defining the unenclosed work area.




6. Select **3D> Create Camera View> Full Camera**  from the menu, then click and drag a camera arrow towards the outside of your shed to see your progress.




7. You may find that the open work area has sheetrock on its one wall instead of the shed's siding material.
- Select **3D> Materials> Material Eyedropper**  from the menu, then click on a wall with your siding material to load that material into the Material Painter.
 - When you click on the wall surface, your cursor's icon will change from an eyedropper to a spray can.
 - Move your cursor onto the sheetrock wall surface and click to apply the siding material.


8. By default, this room area has a framed floor platform that is 12 inches deep. If you would prefer a 4" slab instead, click the **Select Objects**  button, then click in an empty space on the floor of the work area.


9. Click the **Open Object**  edit button, and on the **GENERAL** panel of the **Room Specification** dialog:
 - Select **Porch** from the **Room Type** drop-down list.
 - On the **STRUCTURE** panel, specify the **Floor (C)** height as **-12"** to bring the bottom of the slab down so that it is even with the bottom of the enclosed area's floor platform, then click **OK**.


The program will always place a floor platform inside this room; however, we can make it look exactly like the terrain.


To create a work area with an earth floor

1. If your plan does not have a terrain perimeter, select **Terrain> Create Terrain Perimeter**  from the menu.

2. Click the **Select Objects**  button, then click in an empty space on the floor of the work area.

3. Click the **Open Object**  edit button, and on the **STRUCTURE** panel of the **Room Specification** dialog:
 - Specify the **Floor (C)** height as **-20"**.
 - Make a note of the **Rough Ceiling (E)** height value, then click **OK**.


4. Select **3D> Create Camera View> Full Camera**  to create an outside view of the work area.

5. Use the **Material Eyedropper**  tool to apply the terrain material to the floor of the work area, parts of which can most likely be seen through the terrain.



Now we want to put in some posts to hold the over hanging roof.

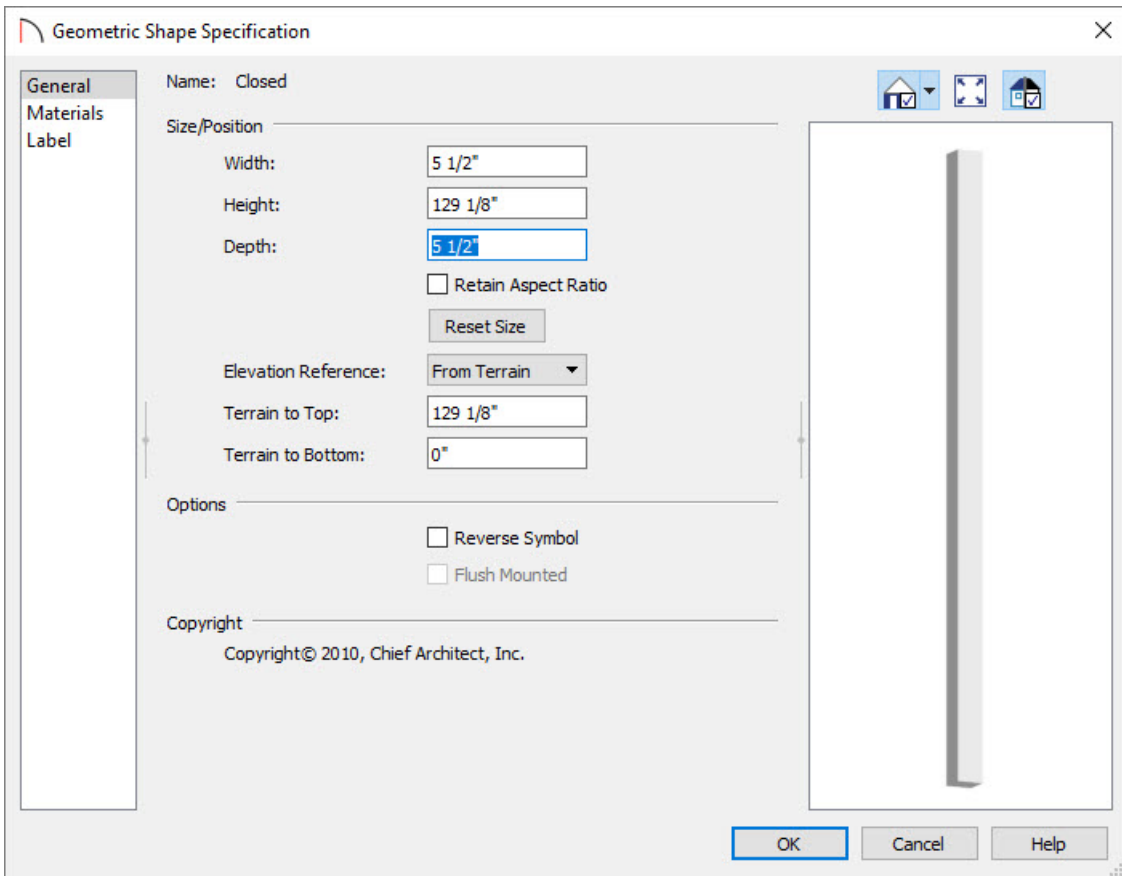
To add support for the work area roof


1. Select **File> Close** from the menu to close the camera view and return to floor plan view.

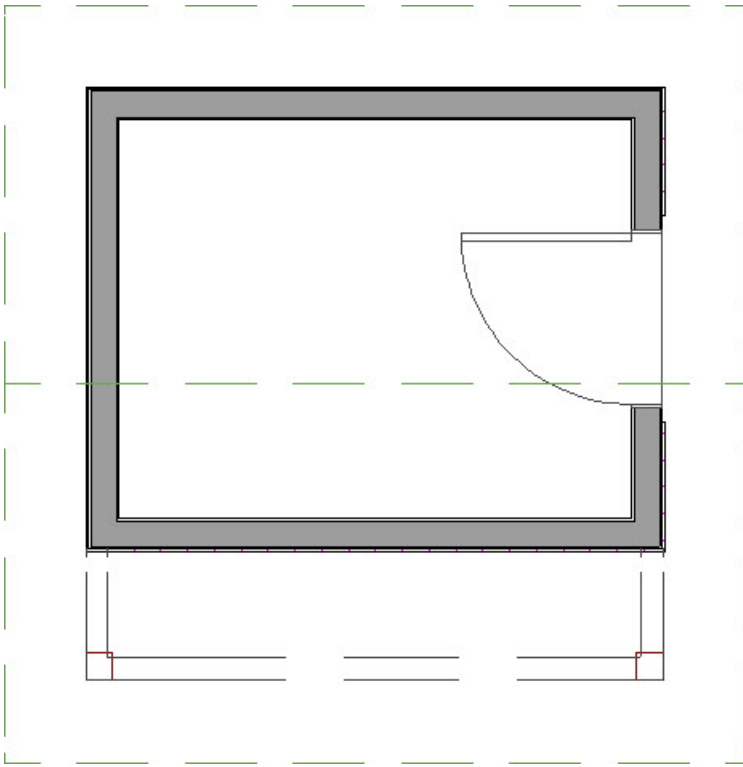
2. Select **View> Library Browser**  from the menu and expand the geometric Shapes category.

In Home Designer Pro, you can instead select **Build> Framing> Post** from the menu and place a post.

3. Browse to **Shapes> Boxes** and select the **Closed** box then move your cursor into the drawing area and click to place a cube shaped object near your shed.
4. Click the **Select Objects**  button, click on the box to select it, and click the **Open Object**  edit button.
5. On the **GENERAL** panel of the **Geometric Shape Specification** dialog:



- Specify the **Height** the same as the Rough Ceiling height of your open work area room.
 - Specify the **Width** and **Depth** as **5 1/2"**.
 - Change the **Elevation Reference** to **From Terrain**.
 - Specify the **Terrain to Bottom** value to zero.
 - Click **OK** to close the dialog and apply your changes.
6. With the box still selected, move it into position at the corner of two invisible railings forming the work area.
 7. Click the **Copy/Paste**  edit button, then click near the other corner defined by invisible railings. Select and adjust this post's position as needed using its edit handles.



8. Create a camera view **3D> Create Camera View> Full Camera**  to see the results of your work.



Related Articles

 [Using the Material Painter Modes \(/support/article/KB-00851/using-the-material-painter-modes.html\)](/support/article/KB-00851/using-the-material-painter-modes.html)