

Creating a Window Well for an Egress

Reference Number: **KB-00862**

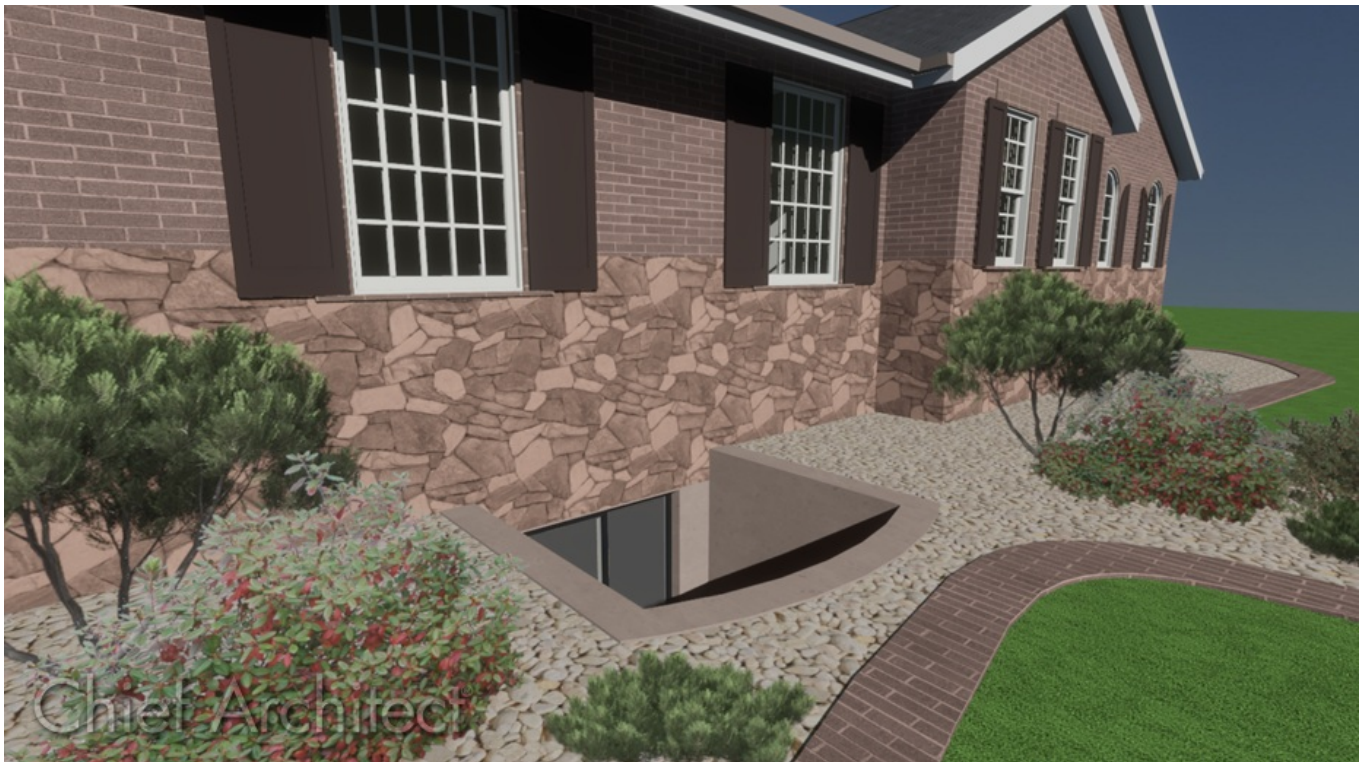
Last Modified: **July 21, 2021**

The information in this article applies to:



QUESTION

I am building a house, or doing a remodel, and need to place a window well for an egress into my design. How can I model this in my Home Designer software?



ANSWER

An egress is easy to create in Home Designer by creating a room defined by foundation walls and creating hole in the terrain.



Additionally, you can find an assortment of predefined window well and egress symbols in the [Exterior Egress](#)

(<https://www.chiefarchitect.com/3d-library/index.php?r=site/detail/981>) Bonus Catalog located in the [3D Library](https://www.chiefarchitect.com/3d-library/go/?family=Home%20Designer) (<https://www.chiefarchitect.com/3d-library/go/?family=Home%20Designer>).


In this article, we will walk you through the process of creating a window well using foundation walls, along with creating a hole or opening in the terrain.

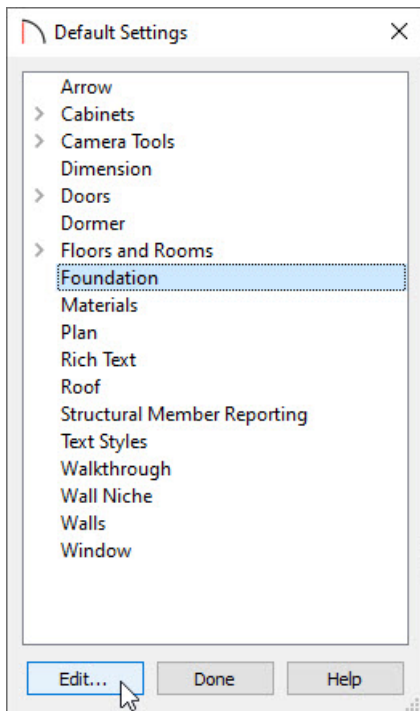
Note: It is important to check the code regulations for your particular area on the required specifications for the window and egress opening.

To create a window well for an egress

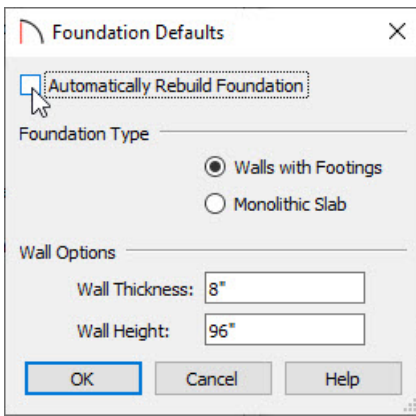
1. **Open**  the plan you would like to create a window well in.
2. If you do not already have a foundation in this plan, select **Build> Floor> Build Foundation**  to generate a foundation under your structure.




For more information on creating different foundation types, please see the [Foundations](https://www.homedesignersoftware.com/support/category/30/foundations.html) (<https://www.homedesignersoftware.com/support/category/30/foundations.html>) category of the Knowledge Base.

3. Select **Edit> Default Settings**  from the menu, and in the dialog that appears, select the **Foundation** option, then click **Edit**.

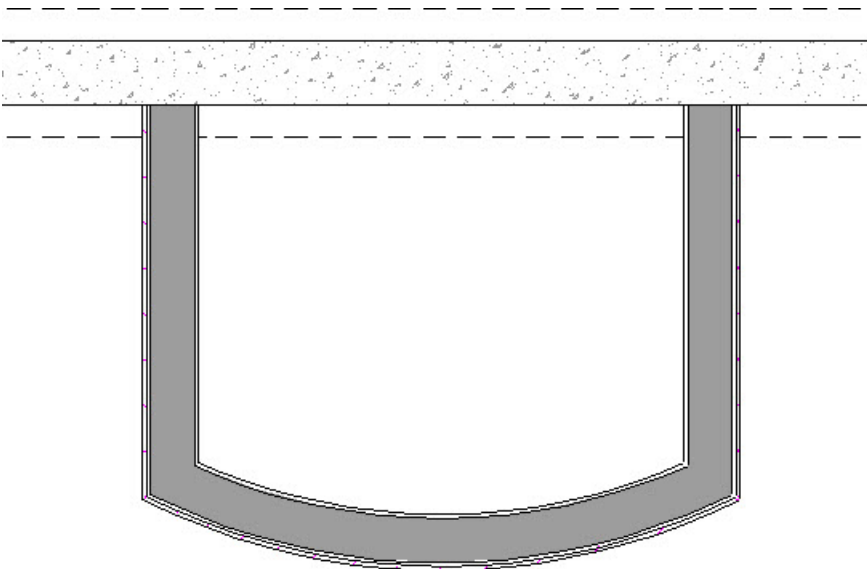


4. In the **Foundation Defaults** dialog that displays, uncheck the **Automatically Rebuild Foundation** box, click **OK**, then click **Done** to close the dialogs.





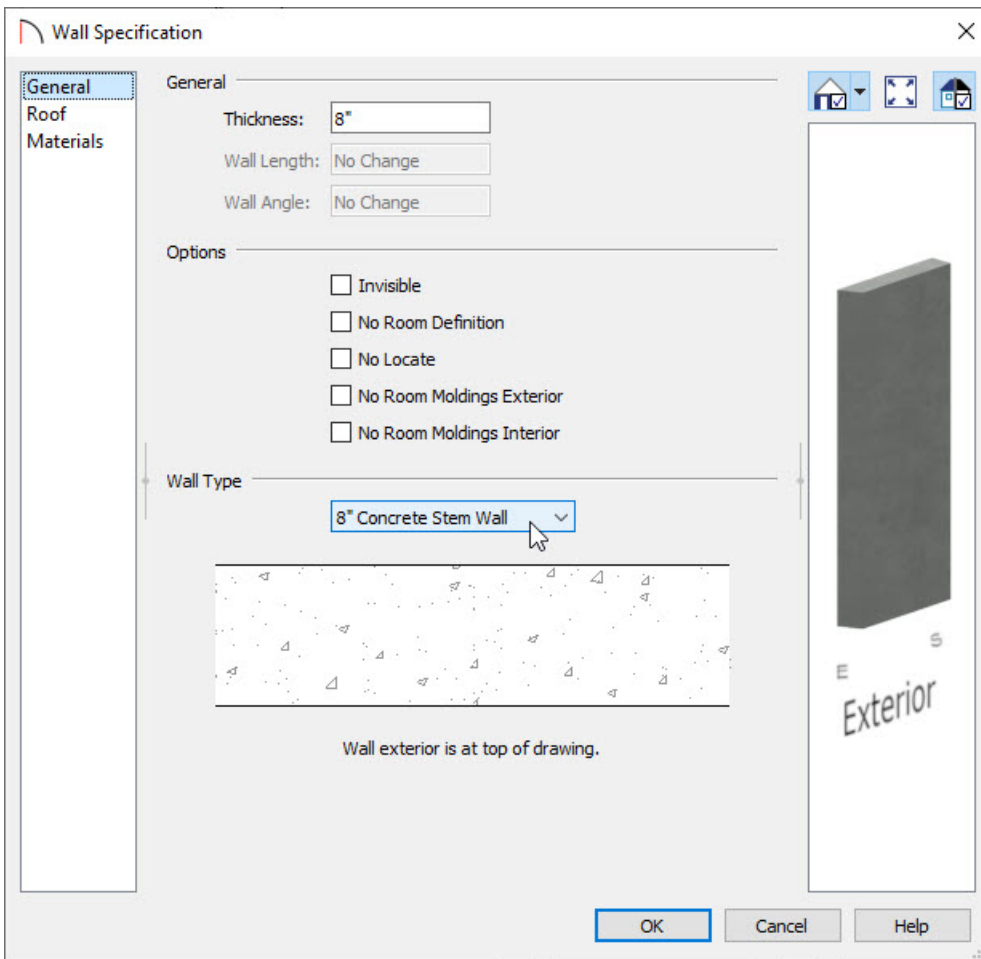
5. In the floor plan, navigate down to **Floor 0** , which is the foundation, or basement level.
6. Select **Build> Wall> Straight Exterior Wall**  or **Straight Foundation Wall**  and draw a room on the outside of the basement walls. This will represent the window well area.



*Available In Home Designer Architectural and Home Designer Pro Only.

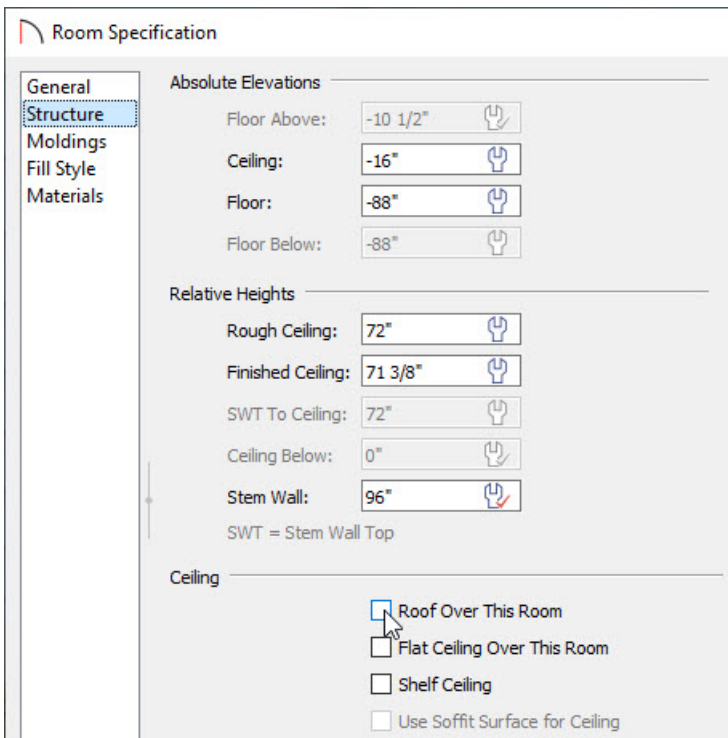


To create the curved wall shown in this example, select the front wall of the window well and click the Change Line/Arc edit button to convert the front wall to a curved wall.





7. If exterior walls were created, select all three of them using the **Select Objects**  tool, click the **Open**  edit button, and in the **Wall Specification** dialog that displays, set the Wall Type to an appropriate option, then click **OK**.

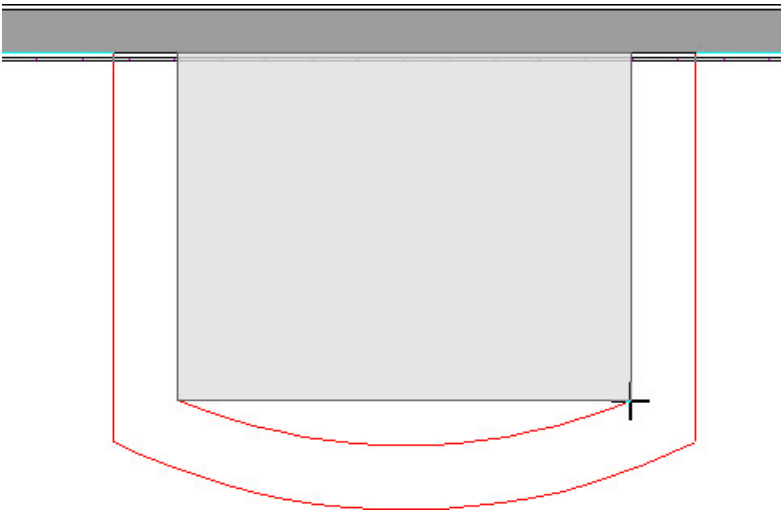



8. Using the **Select Objects**  tool, select the new room, click the **Open Object**  edit button, and in the **Room Specification** dialog that displays:




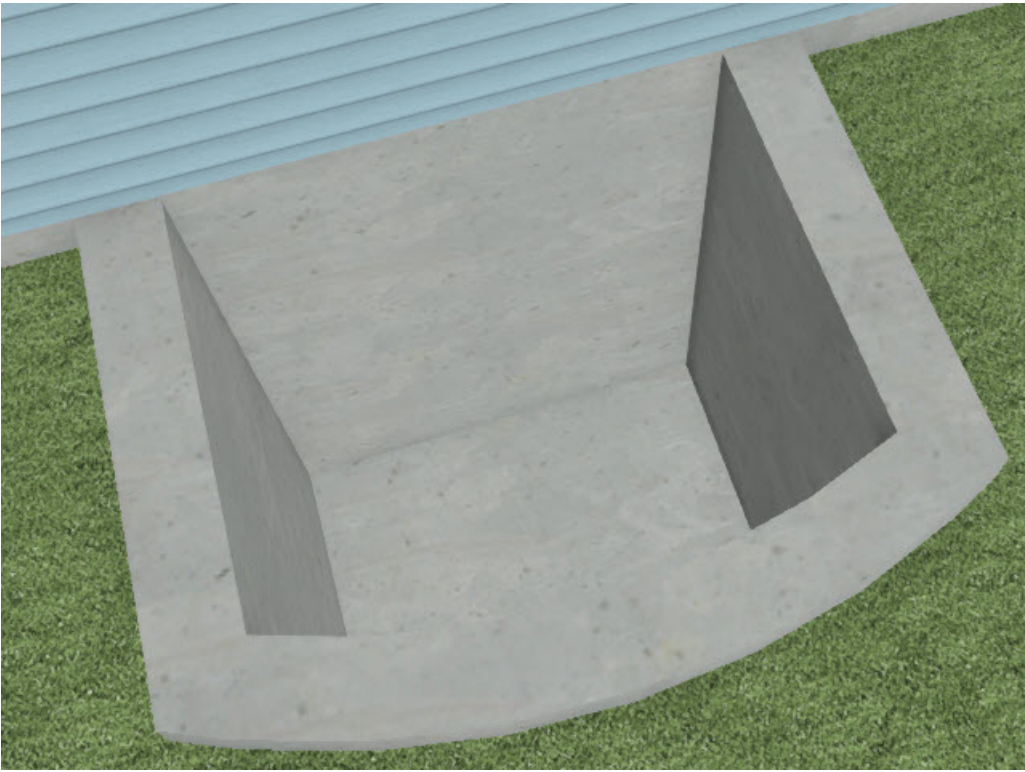
- On the **GENERAL** panel, set the Room Type to **Slab**, and change the **Room Name** to the label you'd prefer to see.

- On the **STRUCTURE** panel, set the **Ceiling** and **Floor** height of the window well, and uncheck the **Roof Over This Room** box.
 - Click **OK** to apply the changes and close the dialog.
9. Back in the floor plan, move up to **Floor 1**  and then navigate to **Tools> Floor/Reference Display> Reference Display** . This will allow us to see where the walls are positioned on Floor 0.
10. If you do not already have a terrain perimeter, select **Terrain> Create Terrain Perimeter**  to create a terrain on Floor 1.
11. Select **Terrain> Feature> Terrain Hole**  from the menu and draw a hole over the window well as shown below.



If you created a curved front wall, select the front edge of the terrain hole, and click the **Change Line/Arc**  edit button to convert the front edge to be curved to match the window well below.

12. Create a **Camera**  view to see the resulting window well



Related Articles

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[🏠 Downloading Library Catalogs \(/support/article/KB-00048/downloading-library-catalogs.html\)](/support/article/KB-00048/downloading-library-catalogs.html)

[🏠 Using Terrain Features and Regions \(/support/article/KB-00806/using-terrain-features-and-regions.html\)](/support/article/KB-00806/using-terrain-features-and-regions.html)