Creating a Window Well for an Egress in Home Designer

Reference Number: **KB-00862**

Last Modified: **November 15, 2024**

The information in this article applies to:

PRO   ARCH   SUITE

QUESTION

I am building a house, or doing a remodel, and need to create 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 a 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).

> **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. Access your desired plan, then navigate to **Build> Floor> Build Foundation** to generate a foundation under your structure if one is not already created.

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

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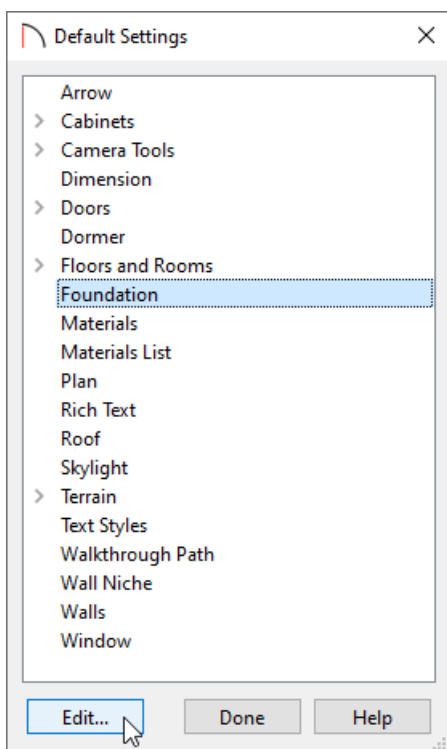

3. In the **Foundation Defaults** dialog that displays, uncheck the **Automatically Rebuild Foundation** box, click **OK**, then click **Done** to close the dialogs.
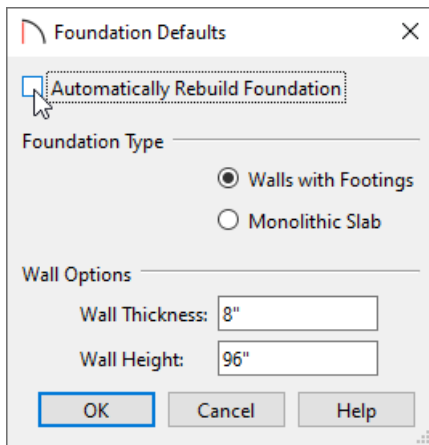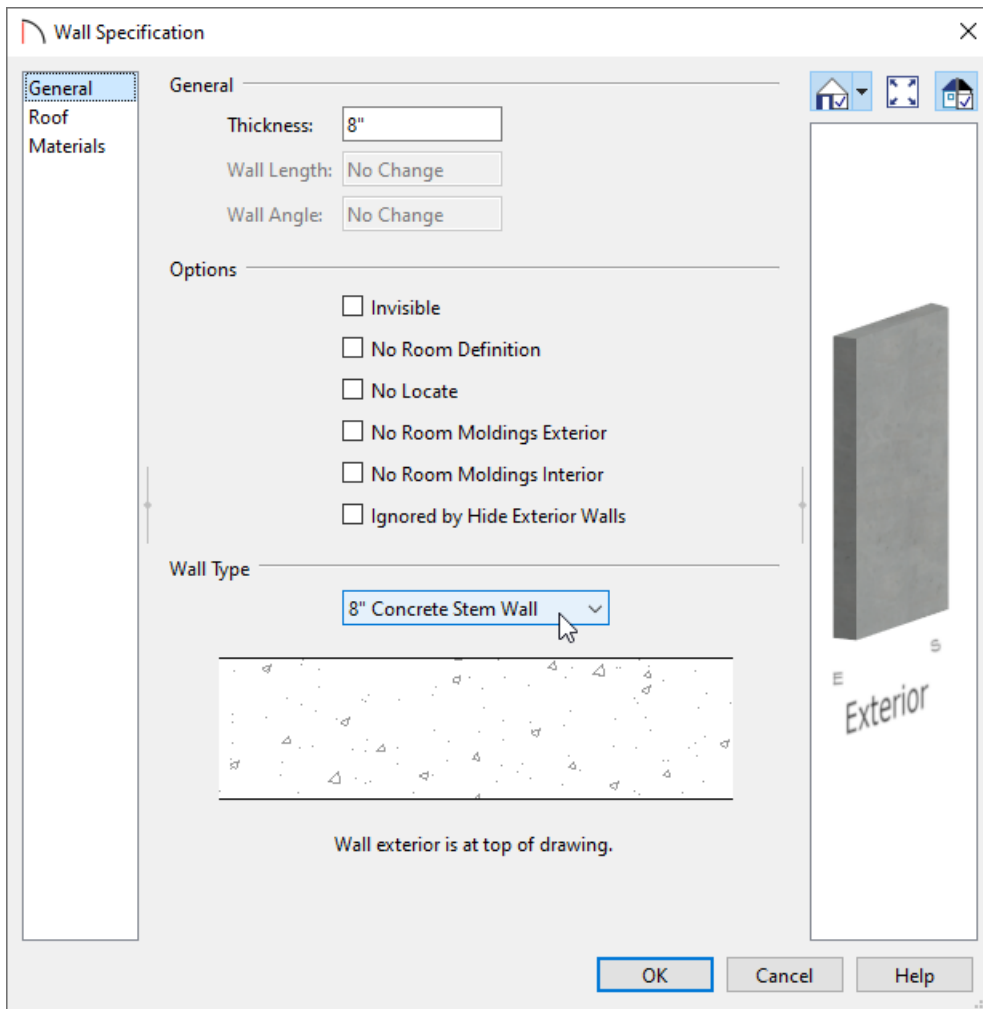
4. In the floor plan, navigate down to **Floor 0** ∨∨, which is the foundation, or basement level.

5. 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.

    To create the curved wall shown in the image below, 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.

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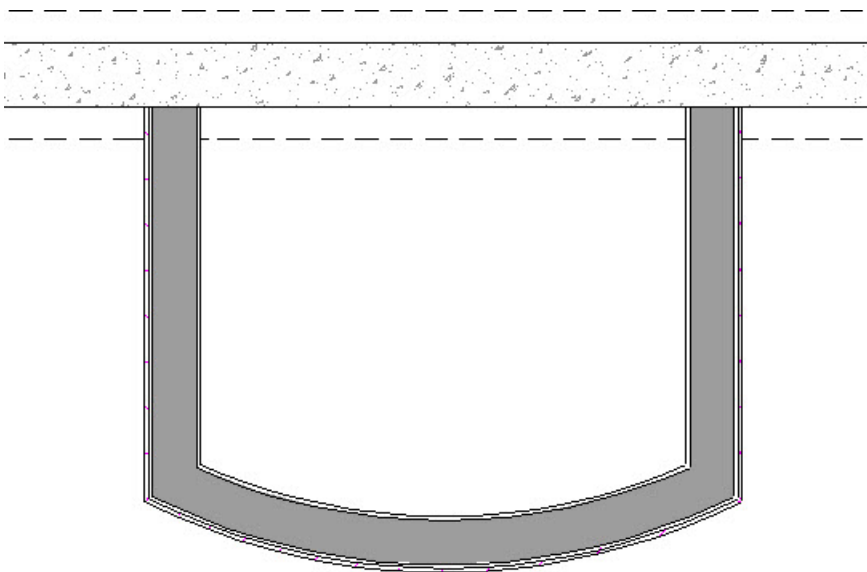
6. If exterior walls were created, select all three of them using the **Select Objects** tool, click the **Open** edit button, and in the **Wall Specification** dialog that displays, set the Wall Type to an appropriate option, then click **OK**.

Wall Specification

General
Roof
Materials

General

Thickness: 8"

Wall Length: No Change

Wall Angle: No Change

Options

☐ Invisible

☐ No Room Definition

☐ No Locate

☐ No Room Moldings Exterior

☐ No Room Moldings Interior

☐ Ignored by Hide Exterior Walls

Wall Type

8" Concrete Stem Wall

Wall exterior is at top of drawing.

S

E

Exterior

[OK] [Cancel] [Help]

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

Room Specification

General
Structure
Moldings
Fill Style
Materials

Absolute Elevations

Floor Above:

Ceiling: -16"

Floor: -88"

Floor Below:

Relative Heights

Rough Ceiling: 72"

Finished Ceiling: 71 3/8"

SWT To Ceiling: 72"

Ceiling Below:

Stem Wall: 96"

SWT = Stem Wall Top

Ceiling

☐ Roof Over This Room
☐ Flat Ceiling Over This Room
☐ Shelf Ceiling
☐ Use Soffit Surface for Ceiling

Ceiling Structure: 5 1/2"

Ceiling Finish: 5/8"   ☑ Default

**Floor**

☑ Build Foundation Below

Floor Finish: 0"   ☑ Default

Floor Structure: 4"

- On the GENERAL panel, set the **Room Type** to **Slab**, and change the **Room Name** to the label you would 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.

8. 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.

9. If you do not already have a terrain perimeter, select **Terrain> Create Terrain Perimeter** 🏕 to create a terrain on Floor 1.

10. 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.
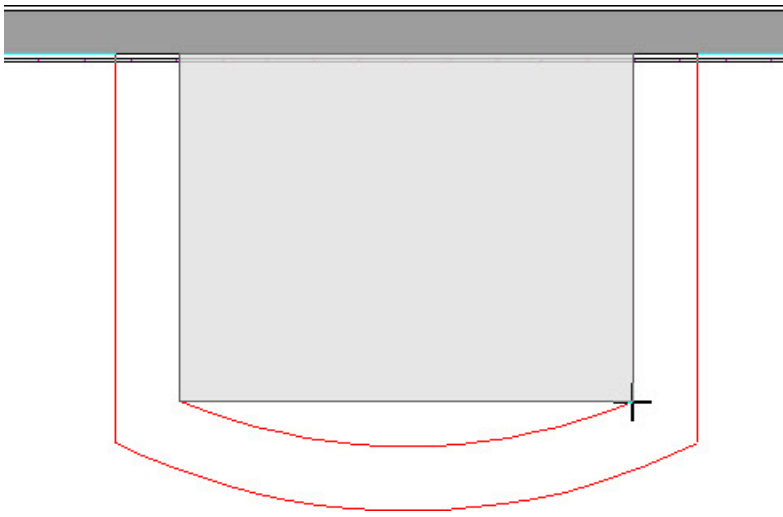
11. Create a **Camera** 📷 view to see the resulting window well.
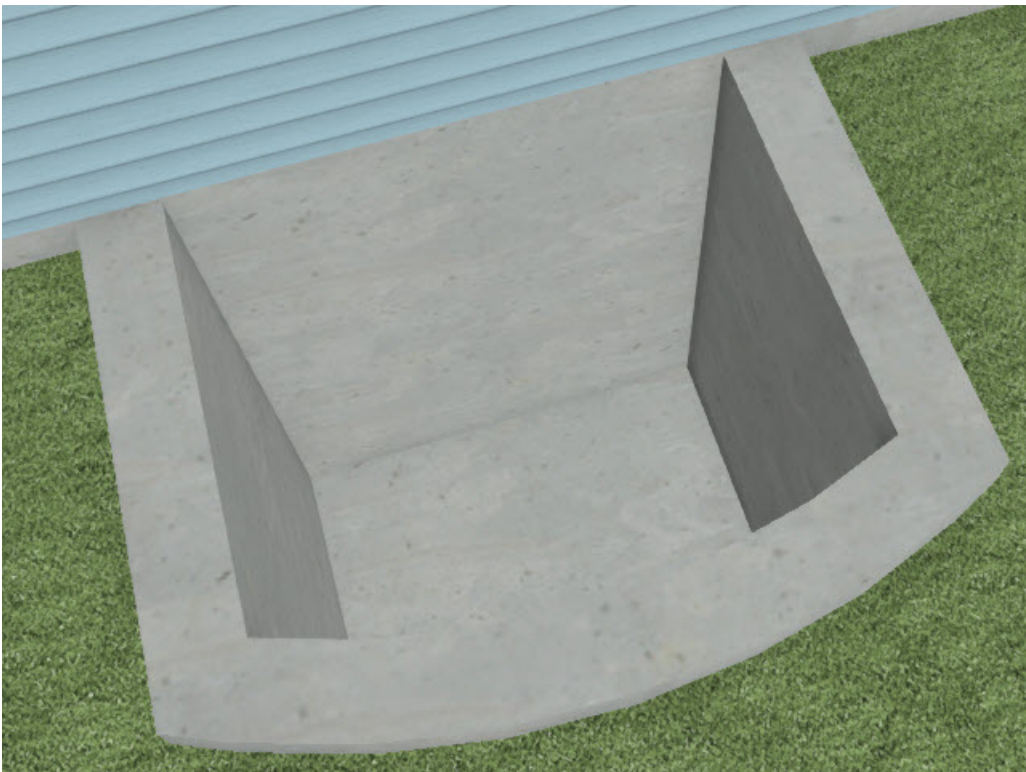
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