

# Modelling a Crawl Space

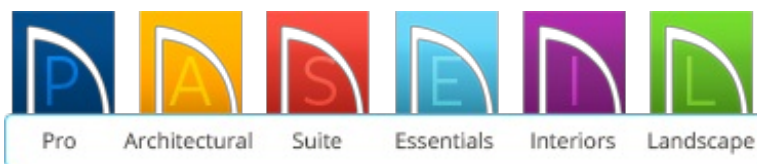
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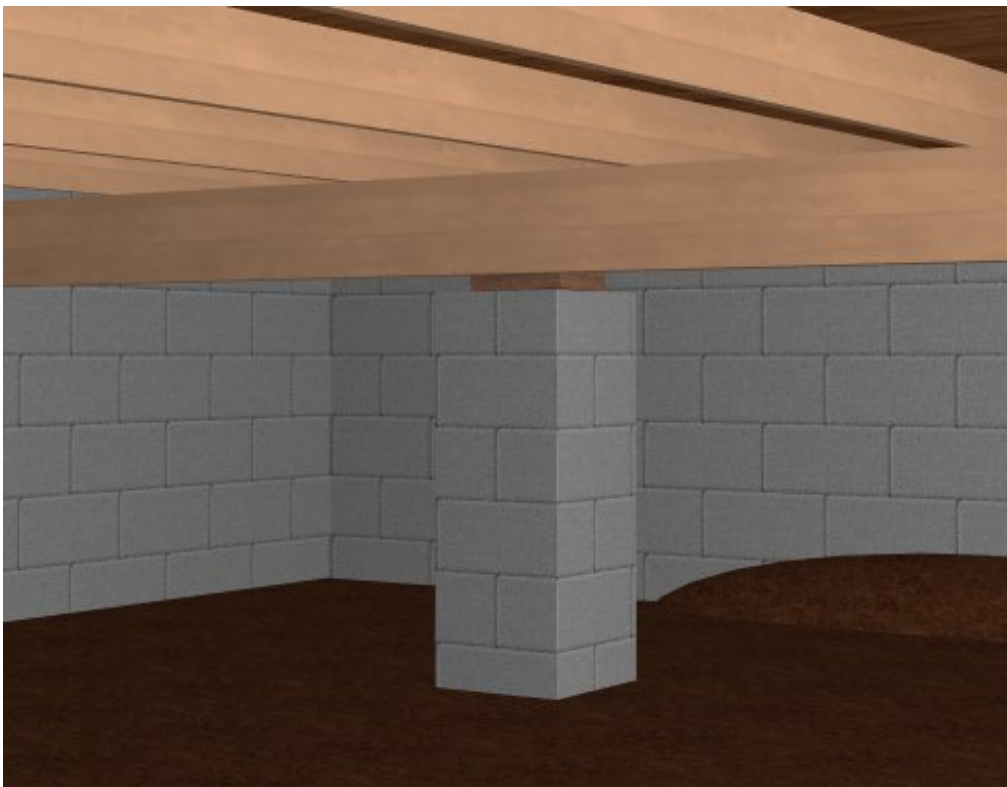
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The information in this article applies to:



## QUESTION



I need to model a crawl space under my structure in Home Designer. How can I do that?

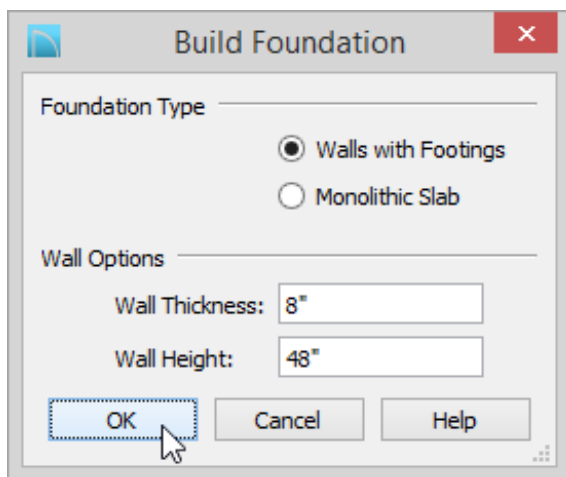


# ANSWER

Modeling a crawl space in Home Designer can be easily done by setting the appropriate wall height when you build your foundation, and modeling the necessary elements using objects from the Library Browser

## *Building the foundation*

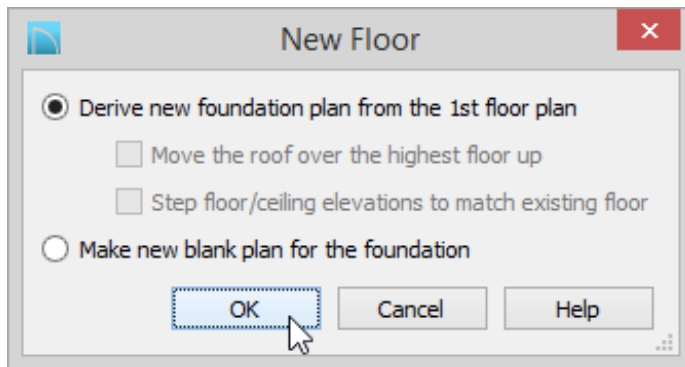
1. First, launch your Home Designer software program and **Open**  the plan in which you would like to create your crawl space.
2. Select **Build > Floor > Build Foundation**  to display the **Foundation Defaults** dialog.
3. Select **Walls with Footings** and set the **Wall Height** for the height of your crawl space.




- For the purposes of this example, we used 48".



**Note:** If the foundation's Minimum Wall Height is less than 76" (1900 mm), a slab floor will not be automatically generated, and will have to be manually created.

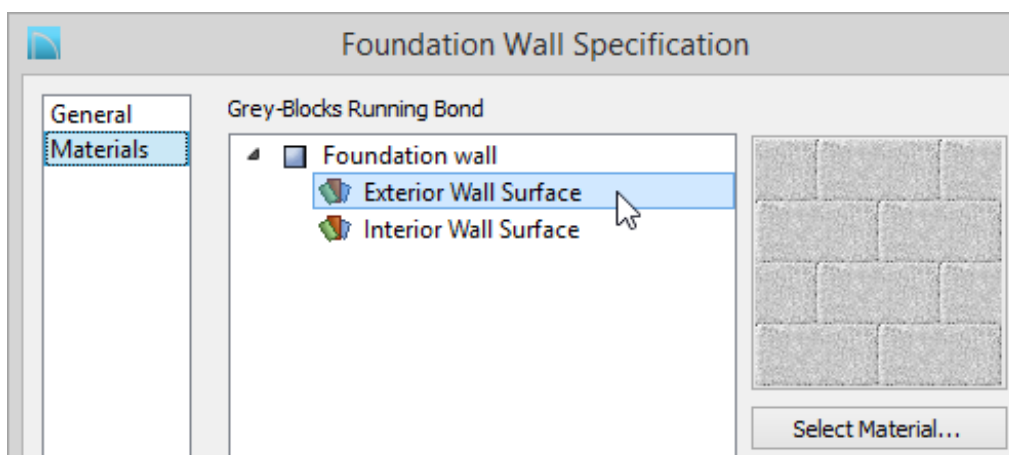
4. Click **OK** to display the **New Floor** dialog.



- If your crawl space does extend under the entire first floor, select the **Derive new Foundation plan from the 1st Floor plan** option and press **OK**.
- If your crawl space does not extend under the entire house, select **Make new blank plan for the foundation** and press **OK**. Once created, you will then want to select **Tools> Reference Floors> Reference Display**  or use the **F9** key on your keyboard to turn on the display of your first floor so that you can manually draw in foundation walls to create your crawl space.

### *Modifying the foundation*

1. Use the **Select Objects**  tool to select a foundation wall and choose the **Open Object**  edit button to display the **Wall Specification** dialog.
2. Go to the **MATERIALS** panel, and set the **Exterior Wall Surface** as well as the **Interior Wall Surface** to be an appropriate material using the **Select Material** button.




- For the purposes of this example, we browsed to **Materials> Masonry & Stone> Blocks> Cinder Blocks> Grey-Blocks Running Bond**.

3. Click **OK** to apply this change.

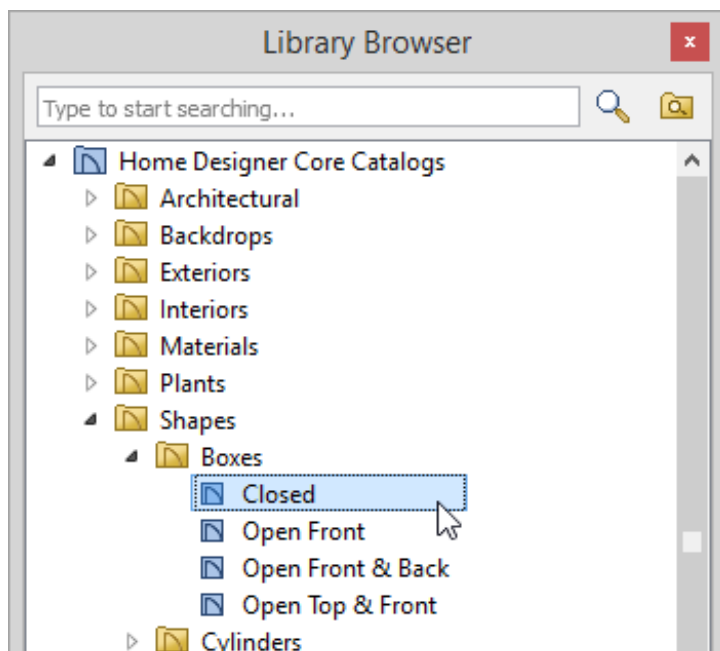
4. Repeat this procedure for each foundation wall so all of the materials are the same.

## Creating a floor surface




In Home Designer Pro you can easily place a floor in a crawl space by opening the foundation room's Room Specification dialog and specifying "Floor under this room" on the Structure panel. In lesser products the height of this crawl space is not enough to automatically generate a floor surface, we will need to do so manually. The easiest way to create a floor surface for our crawl space is to use a resized rectangular object.

1. For the purposes of this example, we opened the Library by going to **View> Library Browser**  and browsed to **Home Designer Core Catalogs> Shapes> Boxes> Closed** and clicked to place it in our plan.

In earlier versions of the software you could toggle the Library Browser's display by selecting Library> Library Browser from the menu.



You can also use a resized soffit to create a floor in this space.



2. Using the **Select Objects**  tool, select your Closed Box or soffit and use its edit handles to resize it so that it will encompass the crawl space area.
3. Once it's the correct size in plan view, click on the **Open Object**  edit tool, lower its **Height** to 1/16" and set its **Floor to Bottom Height** appropriately for you crawl space.
4. Go to the **MATERIALS** panel and select an appropriate material for your crawl space floor to give it the look of dirt or a plastic vapor barrier.
5. Once you have finished making changes to this object, click **OK** to apply them and exit out of its specification dialog.
6. Take a **Camera**  view to see the results.

## Adjusting the Camera



You may notice when you initially take a camera view that it actually displays in the room above the crawl space area, because of the default Height Above Floor value set for your camera.

1. To lower the camera, select the **Move Camera Down** tool by going to **3D> Move Camera> Move Camera Down** .

Pressing the D key on your keyboard will move the camera downwards in a 3D view, along with U for Up, L for Left, R for Right, B for Backwards, and F for Forwards.




2. Alternatively, you can also select **Window> Tile Vertically**  to see both your 2D floor plan view and 3D camera view.
  - Once the two views are tiled, click within the 2D floor plan view and then click once more on the camera to select it.
  - With the camera selected, click the **Open Object**  edit tool to display the **Camera Specification** dialog and lower the **Height Above Floor** value so that it will correctly view the crawl space area.

### *Additional customizations*

1. You can add additional **Geometric Shapes** and resize them to create dirt mounds, piers, and framing to further customize your crawl space area.
2. **Home Designer Pro** users can turn on the display of Floor Framing and use the **Delete Surface**  tool in the **Camera**  view to remove the surface to view the Floor Framing of the first floor, if this framing has already been created in the plan.

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#### Related Articles

-  [Fixing an Issue Where a Roof is Generating Over a Foundation Wall \(/support/article/KB-00206/fixing-an-issue-where-a-roof-is-generating-over-a-foundation-wall.html\)](/support/article/KB-00206/fixing-an-issue-where-a-roof-is-generating-over-a-foundation-wall.html)
-  [Deleting an Entire Floor or the Foundation \(/support/article/KB-00298/deleting-an-entire-floor-or-the-foundation.html\)](/support/article/KB-00298/deleting-an-entire-floor-or-the-foundation.html)
-  [Modifying Garage Floor and Stem Wall Heights \(/support/article/KB-01845/modifying-garage-floor-and-stem-wall-heights.html\)](/support/article/KB-01845/modifying-garage-floor-and-stem-wall-heights.html)

