

Creating a Dog Kennel

Reference Number: **KB-00992**

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The information in this article applies to:



QUESTION

I would like to model a dog kennel or dog run. How can I do that?

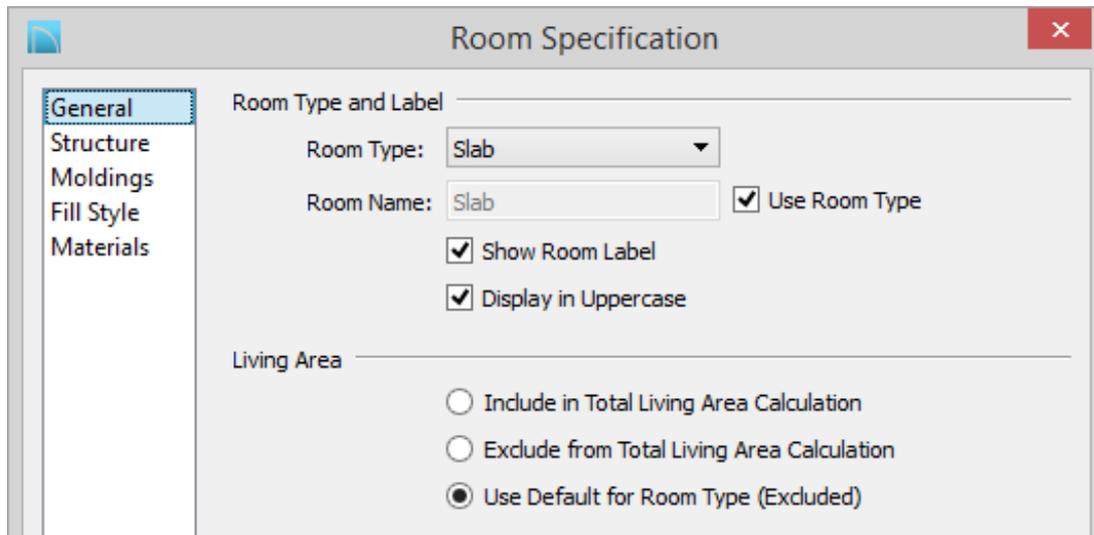


ANSWER

Creating an enclosed kennel area, or dog run, is easy to accomplish in Home Designer.

To create a chain link enclosure

1. Select **Build > Railing and Deck > Straight Railing** , then click and drag out a basic rectangular enclosed area.
2. Use the **Select Objects**  tool to select the enclosed room created by the railings, and click on the **Open Object**  edit tool to display the **Room Specification** dialog.
3. On the **GENERAL** panel, use the drop down menu to change the **Room Type** to **Slab**, which will create a concrete floor.



4. On the **STRUCTURE** panel, uncheck **Ceiling Over this Room**.

Room Specification

General

Structure

Moldings

Fill Style

Materials

Absolute Elevations

Floor Above (A): Default

Ceiling (B): Default

Floor (C): Default

Floor Below (D): Default

Relative Heights

Rough Ceiling (E): Default

Finished Ceiling (F): Default

SWT To Ceiling (G): Default

Ceiling Below (H): Default

Stem Wall (I): Default

SWT = Stem Wall Top

Ceiling

Roof Over This Room

Ceiling Over This Room

Use Soffit Surface for Ceiling

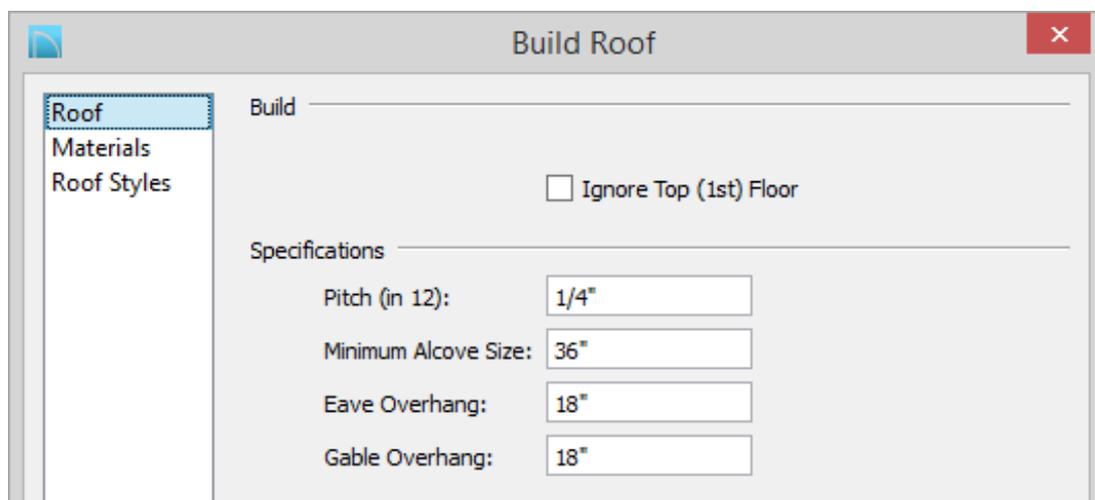
Ceiling Structure:

Ceiling Finish (J): Default

- Specify an appropriate **Ceiling (B)** Height. For the purposes of this example, we chose a value of 105".
- In the **Ceiling Finish (J)** value box, insert a value of 0".
- You can also remove the checkmark next to **Roof Over this Room** if you prefer to not have a roof on the kennel.

5. Click **OK** to apply these changes and close the **Room Specification** dialog.

6. Next, select **Build> Roof> Build Roof**  to display the **Build Roof** dialog, set a **Pitch** of 1/4", and click **OK**.



- On the **MATERIALS** panel, you can change each roof component to your desired material.
7. Use the **Select Objects**  tool to select one of the railings, and click on the **Open Object**  edit tool to display the **Railing Specification** dialog.
 8. On the **GENERAL** panel of the **Railing Specification** dialog, decrease the **Thickness** to **2"**.
 9. On the **RAIL STYLE** panel, change the **Railing Type** to **Panels**.
 - Uncheck the Raise Bottom Rail/Panel option if enabled.
 10. On the **NEWELS/BALUSTERS** panel, click on the **Library** button next to **Panel Type**. The **Select Library Object** dialog comes up, click on the **Home Designer Core Catalogs> Architectural> Fences & Railings> Chain Link> Tall Chain Link Fence** and click **OK**.
 - In Home Designer Essentials, the **Library** button for the panel type is on the **RAIL STYLE** panel.
 11. Set the **Railing Height** and **Newel Height** so that they will meet the roof generated

above it.

Railing Specification

General
Roof
Rail Style
Materials

Railing Type

Balusters Open with Middle Rail
 Solid No Rail
 Open Panels

Newels/Posts

Large Post
 Post to Rail
 Post to Beam
 Post to Ceiling

Bottom Rail

Include Bottom Rail
 Raise Bottom Rail/Panel
Floor to Bottom:

Height/Spacing

Railing Height:
Baluster Spacing: On Center
Newel Height:
Newel Spacing: On Center

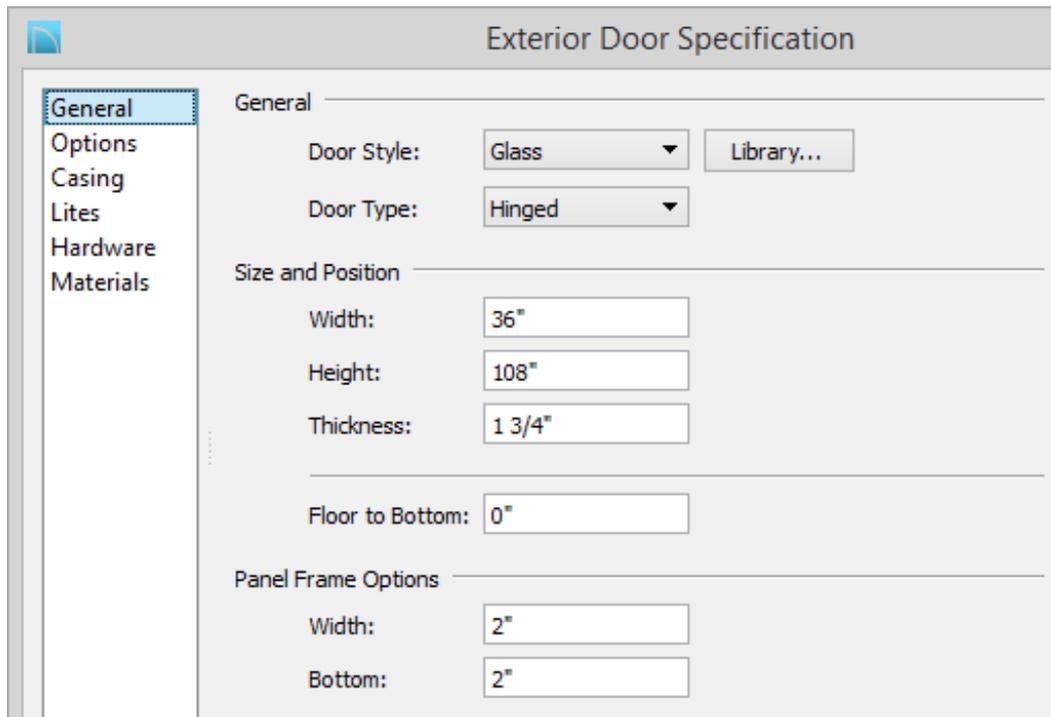
- For the purposes of this example, we set the Railing Height to 108" and the Newel Height to 112".

12. Once you have completed making changes in this dialog, click **OK** to apply them and close the dialog, then follow the same procedure for the remaining railings.

To place and create a door

1. Select **Build > Door > Hinged Door**  and click at the location on the Railing that you want this to be placed.
2. Use the **Select Objects**  tool to select the door, and click on the **Open Object**  edit tool to display the **Door Specification** dialog.

3. On the **GENERAL** panel, change the **Door Style** to **Glass** using the drop down menu, and set the **Door Type** to **Hinged**.



- Placing a Hinged Door into a railing will automatically convert it to a doorway thus why we must manually make this change.
 - Set the appropriate **Width**, **Height**, and **Thickness** values for your door.
 - Set the **Panel Frame Width** and **Bottom** to 2".
4. On the **LITES** panel, set the **Lites Across** and **Lites Vertical** both to **8**, and change the **Type** to **Diamond**.
 5. Choose the **CASING** panel and remove the check boxes for both the Interior and Exterior casing.
 6. Next, on the **HARDWARE** panel, set the appropriate handle, lock, and hinges, if necessary.

7. On the **MATERIALS** panel, set the **Door Glass** to **Opening (no material)** which can be located in the **Misc** category, and set the Door to be the appropriate metal material.
8. Once you have finished making these changes, click **OK** to apply them and close the dialog.
9. Take a **Camera**  view to see the results.

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