Creating a Dog Kennel

The information in this article applies to:

**QUESTION**

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

![Exterior Door Specification](image)

- 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.