

Placing a Fence on a Terrain Wall

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The information in this article applies to:



QUESTION



I need to place a fence on top of a solid wall on my lot. How can I accomplish this in Home Designer?





ANSWER

You can easily create a wall with fence panels using the [Terrain Wall](#) and Fencing tools.

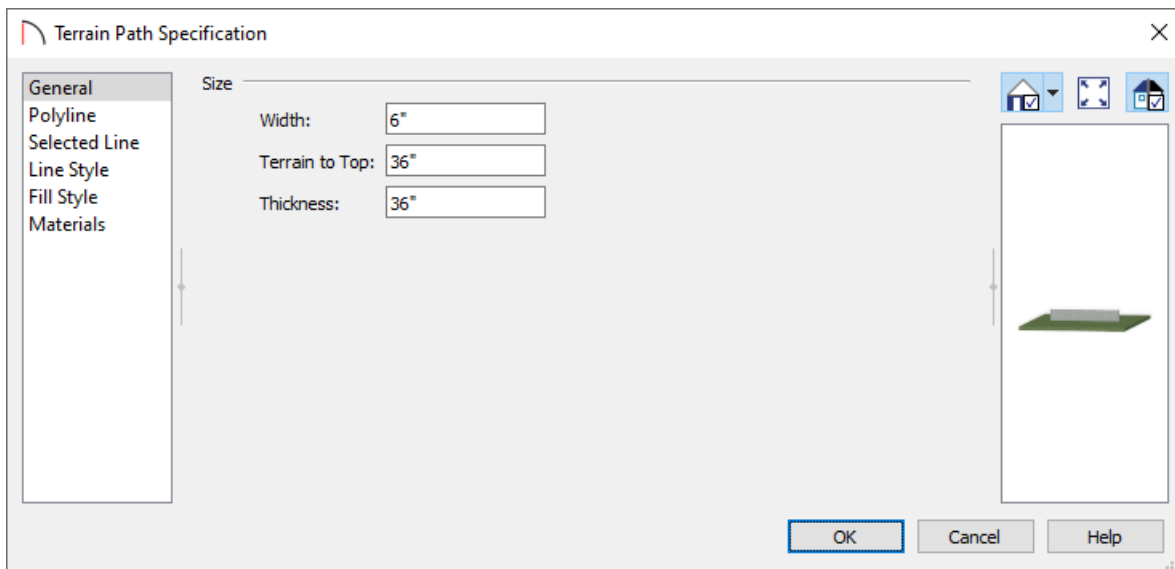
To draw a terrain wall

1. Launch Home Designer and **Open**  the plan in which you want to create a fence above a solid wall.
2. Select **Terrain > Terrain Wall and Curb > Straight Terrain Wall** , then click and drag in a straight line to draw the solid lower section of the wall.

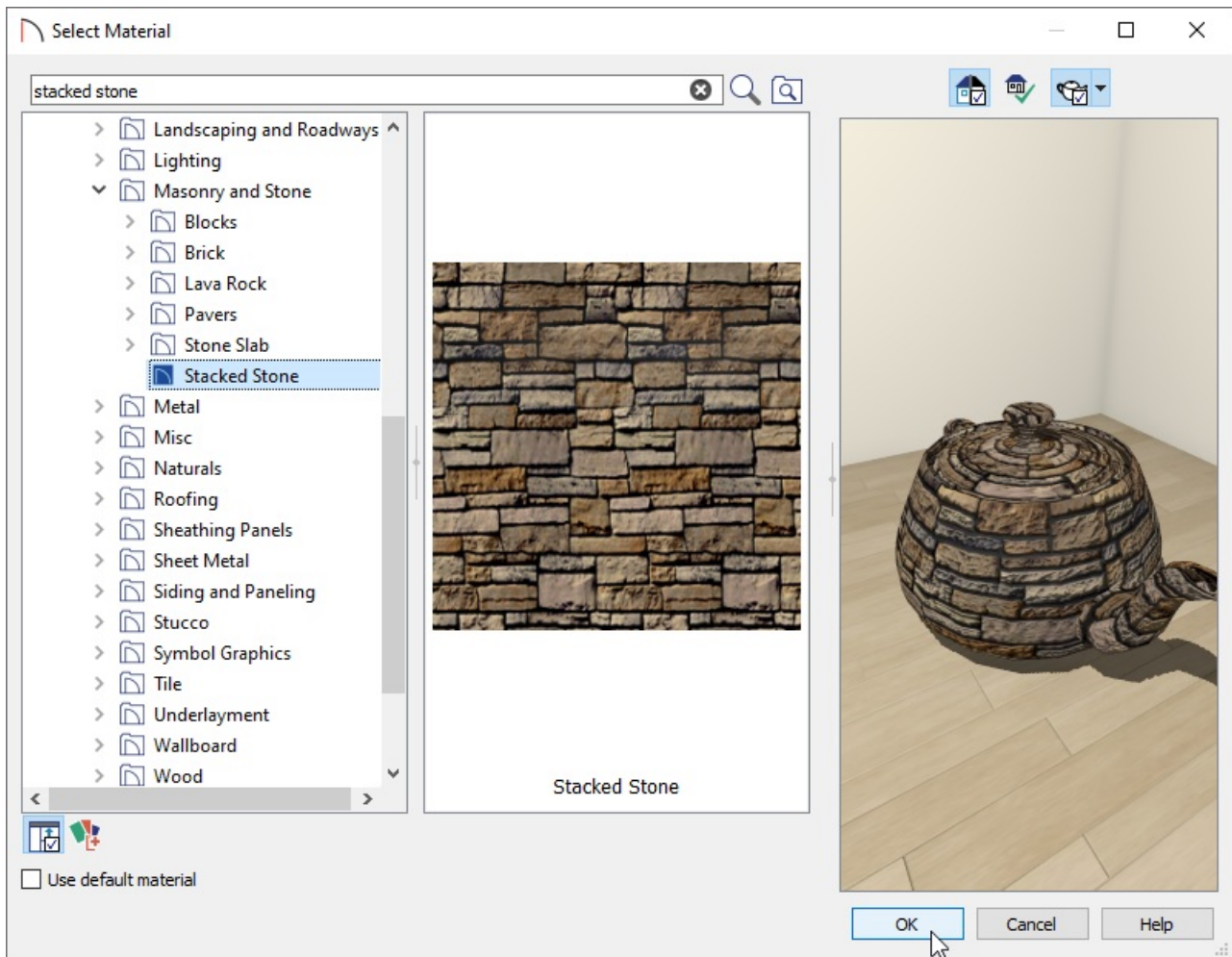
If the Straight Terrain Wall tool is grayed out, then you may not have a Terrain Perimeter established. To create a terrain perimeter, select the Terrain menu button and choose the Create Terrain Perimeter option.

3. Once you have the solid section drawn, use the **Select Objects**  tool to select it, and click the **Open Object**  edit button.
4. On the **GENERAL** panel of the **Terrain Path Specification** dialog, set the appropriate **Terrain to Top** and **Thickness** for the solid section.

For the purposes of this example, we set the both of these values to 36".



5. Next, select the **MATERIALS** panel, click on the **Terrain Path** component, then choose the **Select Material** button to open the **Select Material** dialog.



- Choose an appropriate material for the bottom solid section of this fence.




For the purposes of this example, we selected **Home Designer Core Catalogs> Materials> Masonry and Stone> Stacked Stone**.

- Click **OK** once your desired material has been selected.

6. Click **OK** to close the dialog.

Now that we have the first section drawn, we are ready to draw in the fence on top of it.


To place a fence over the terrain wall

1. Select **Build> Fencing> Straight Fencing** , then click and drag to draw the fence parallel to and near the terrain wall.
2. Using the **Select Objects**  tool, click on the fence to select it, then use the **Move**  edit handle to move it so that it is centered within the terrain wall.



Make sure that the fence is completely contained within the terrain wall. If it touches or extends past any terrain wall edge, the fence will drop down to the terrain rather than staying on top of it.

If you're having trouble precisely placing the fence, try holding down the Ctrl/Command key on your keyboard while moving the fence to allow for full temporary control.




3. Now, with the fence still selected, click the **Open Object**  edit button.
4. On the **RAIL STYLE** panel of the **Fencing Specification** dialog, select **Panels** under the Railing Type/Specify Railing section.


In Home Designer Pro, place a checkmark in the **Step Terrain** box under the Build From section.

In Home Designer Architectural and Home Designer Suite, adjust the Railing Height and Newel Height (see step 6 below) to raise the fence up above the top of the wall.





5. On the **NEWELS/BALUSTERS** panel, click on the **Library** button under **Panels** to the right of the **Type** drop-down menu to display the **Select Library Object** dialog.
 - Navigate to **Home Designer Core Catalogs> Architectural> Fences and Railings** and choose an appropriate fence style.
 - Click **OK** once your desired fence style has been selected.
6. When you return to the **NEWELS/BALUSTERS** panel, specify the desired **Railing Height**, **Newel Width**, **Height** and **Spacing**.
7. Select the **MATERIALS** panel to choose the appropriate materials for this section of the fence, then click **OK** to close the dialog.

To place caps on the fence posts

1. If the Library Browser is not already open, navigate to **View> Library Browser** .
2. Browse to **Home Designer Core Catalogs> Architectural> Millwork> Finials & Caps> Caps**, select a cap symbol, and click in your 2D floor plan view to place it at that location.
3. Use the **Select Objects**  tool to select the cap, then click the **Open Object**  edit button.
4. On the **GENERAL** panel of the **Millwork Specification** dialog that displays:

- set the **Floor to Bottom** value so that it rests on top of the newel.
 - Make any other appropriate changes to the **Width, Height, and Depth**.
5. Select the **MATERIALS** panel to set the appropriate material to match the newels and terrain wall, then click **OK**.
 6. Position the cap appropriately over the end newel of the fence railing, then replicate the cap, as needed.
 7. Take a **Camera**  view to see the results.

Related Articles

-  [Drawing a Fence Around an Irregularly Shaped Lot \(/support/article/KB-00726/drawing-a-fence-around-an-irregularly-shaped-lot.html\)](/support/article/KB-00726/drawing-a-fence-around-an-irregularly-shaped-lot.html)
-  [Modifying Fencing \(/support/article/KB-01204/modifying-fencing.html\)](/support/article/KB-01204/modifying-fencing.html)
-  [Placing a Gate in a Terrain Wall \(/support/article/KB-00873/placing-a-gate-in-a-terrain-wall.html\)](/support/article/KB-00873/placing-a-gate-in-a-terrain-wall.html)
-  [Setting the Height of the Terrain \(/support/article/KB-00322/setting-the-height-of-the-terrain.html\)](/support/article/KB-00322/setting-the-height-of-the-terrain.html)