Creating a Transom and Side Lites for a Door

Reference Number: **KB-01262** Last Modified: **May 13, 2025**

The information in this article applies to:



QUESTION

I would like to add a transom and side lites to a door in my plan. How do I do this?



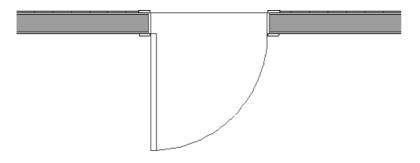
ANSWER

In Home Designer, a selection of entryways with transoms and side lites can be found in the Library Browser under Home Designer Core Catalogs> Architectural> Doors and Doorways> Entryways.

However, if you do not find a doorway that suits your needs in the library, you can create one yourself using the Door and Window Tools.

To create a door with side lites

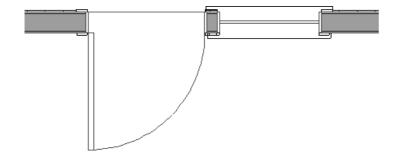
1. In the file you'd like to create a door with side lights, select **Build> Door> Hinged Door** from the menu, then click once on the entry wall to place a door at that location.



2. With the door selected, click the **Open Object** edit button and in the **Exterior Door Specification** dialog that opens:

C Exterior Door Specif	×		
General Options Casing Lintel Lites Jamb Arch Hardware Shutters Framing Materials Label Components Object Information	General Door Style: Door Type: Swing Angle: Size and Position Width: Height: Thickness: Elevation Reference: Floor to Top: Floor to Bottom:	Use Default Library Hinged 90° 36" 36" 36" 13/4" From Floor 80" 0"	Note: No

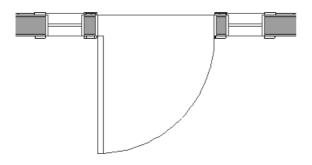
- On the GENERAL panel, specify the **Width** and **Height** that you would like your entry door to be.
- $\circ~$ On the MATERIALS panel, specify the materials that you would like applied to this door.
- Make any other changes that you would like, then click **OK** to close the dialog.
- 3. Select **Build> Door> Fixed Door** and click once on the wall of your entry to create a side lite at that location.



• If you are not able to place the fixed door on the entry wall because the area is too constricted, temporarily

move the hinged door to one side.

- If there is still too little room, place the fixed door in another wall where there is enough room, make the fixed door smaller, then copy and paste it onto the entry wall.
- 4. Using the **Select Objects** k tool, click on fixed door to select it, then click the **Open Object** edit button.
- 5. In the **Exterior Door Specification** dialog that displays, make any necessary changes to the side lite.
 - On the GENERAL panel, specify the **Width** and **Height** that you would like your side lite to be.
 - $\circ~$ Choose to add lites to the window on the Lites panel.
 - Make any other necessary changes then click **OK** to close the dialog.
- 6. Using the **Select Objects** tool click on the fixed door to select it, click the **Copy/Paste** edit tool, then click on the other side of your hinged door to create a copy.



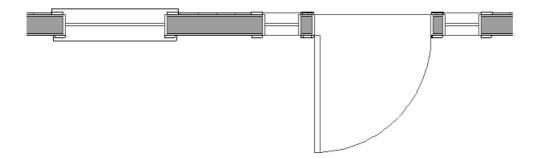
- 7. If necessary, click on each of the fixed doors and use the **Move** \Leftrightarrow edit handle to move them into place.
- 8. Select **3D> Create Perspective View> Full Camera ()** from the menu and click and drag a camera in the direction of the entry door and side lites.

Select **3D> Create Camera View> Full Camera** if you're using Home Designer Suite or Home Designer Architectural.

2	

To create a transom

1. Select **Build> Window> Window** and click once on a wall near your entry to create a window at that location. This window will become the transom and will be moved into position, so its location at this time is not important.



- 2. Using the **Select Objects** \geqslant tool, click on this window to select it, then click the **Open Object** \prod edit button.
- 3. In the **Window Specification** dialog that displays:
 - On the GENERAL panel, specify the **Window Type**, **Width**, **Height**, and **Floor to Top** that you would like the transom window to be.

For this example, the Window Type is set to Fixed Glass, the Width is set to 68", the Height is set to 12", and the Floor to Top value is set to 96".

Note: The exact size isn't critical at this time, but you do want this window to be high and narrow enough that it will fit between the ceiling of the room inside the door and the top edge of the door and side lites.

Window Specificatio	n		×
General Options	Window Type:	Fixed Glass V	🌧 - 🗔 🔂 🔲 📼
Casing	Size and Position		-
Lintel	Width:	68"	
Sill Sash	Height:	12"	
Frame	Elevation Reference:	From Floor V	
Lites			
Shape	Floor to Top:	96"	
Arch	Floor to Bottom:	84"	
Treatments			
Shutters Framing	Component Options		
Materials	Component Size:	0"	
Label	Component Opens:	Left Hinge Right Hinge	Exterior
Components	• Left		LXCENO
Object Information	Center		
	Right		
	Options		-
	Louver Size:	1"	

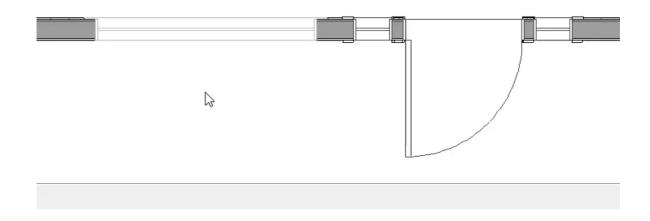
• On the **OPTIONS** panel, specify the **Vertical Stacking** as Level 1.

This panel and setting are not available in Home Designer Suite and Home Designer Architectural.

• On the SILL panel, uncheck Use Interior Sill and Use Exterior Sill.

In Home Designer Suite and Home Designer Architectural, sill settings are located on the CASING panel.

- $\circ~$ Choose to add lites to the window on the Lites panel.
- If you'd like an arched transom, you can go to the ARCH panel panel and specify the **Type** to **Round Top**.
- Click **OK** to close the dialog and apply your changes.
- 4. Using the **Select Objects** tool, click on the transom window to select it, click the **Center Object** + edit button, then click once on the middle of the door to center it on the door.



5. Select **3D> Create Perspective View> Full Camera** from the menu and click and drag a camera arrow in the direction of the entryway to see the results.

Select **3D> Create Camera View> Full Camera** () if you're using Home Designer Suite or Home Designer Architectural.



Changing the Hinge Side or Swing Direction of Doors (/support/article/KB-00294/changing-the-hinge-side-orswing-direction-of-doors.html)

d Creating a Mulled Window (/support/article/KB-00759/creating-a-mulled-window.html)

<u>Creating a Two Story Entry (/support/article/KB-00502/creating-a-two-story-entry.html)</u>

Editing the Shape of a Window (/support/article/KB-01024/editing-the-shape-of-a-window.html)

Reversing, Reflecting, or Mirroring a Structure or Plan (/support/article/KB-00315/reversing-reflecting-ormirroring-a-structure-or-plan.html)

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