

# Creating a Suspended Ceiling

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The information in this article applies to:



## QUESTION

How do I show a suspended ceiling with recessed lights that fit the ceiling tile grid?

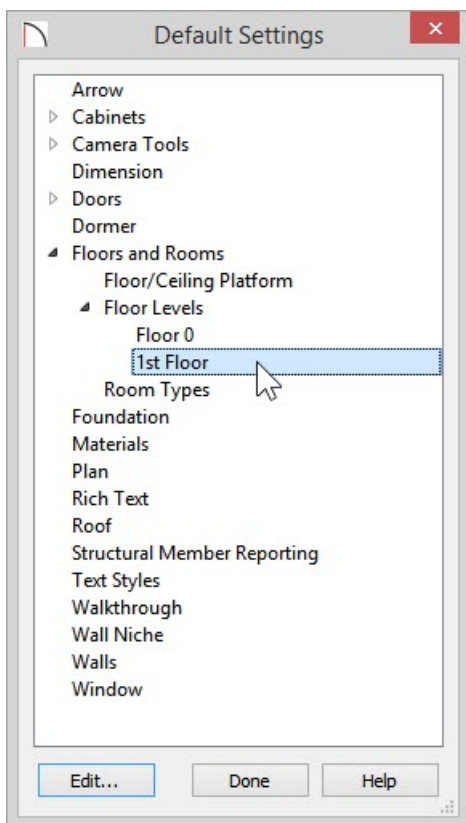


## ANSWER

A suspended ceiling can be created by raising the ceiling height and using a soffit to hang the ceiling surface. To show the lights in line with the runners we can take an overview and remove the floor.

## To create the suspended ceiling

1. Click **Edit> Default Settings** , expand **Floors and Rooms**, expand **Floor Levels** and highlight **1st Floor** then click **Edit**.



2. In the **1st Floor Defaults** dialog, on the **STRUCTURE** panel, specify **Ceiling** as the height of the structural ceiling. In this article 121 1/8" is used. When done click **OK** to close the dialog and click **Done** to close out of Default Settings.

Home Designer Pro has the ability to modify the layers of the Ceiling Structure and Finish. With the ability to modify the Ceiling layers it is not necessary to use the Soffit discussed in the following steps.

1st Floor Defaults

Structure  
Moldings  
Fill Style  
Materials

Absolute Elevations

Floor Above: 126 5/8"

Ceiling: 121 1/8"

Floor: 0"

Floor Below: -46 1/8"

Relative Heights

Rough Ceiling: 121 1/8"

Finished Ceiling: 119 5/8"

SWT To Ceiling: 121 1/8"

Ceiling Below: 33 1/2"


Stem Wall: 37 1/2"

SWT = Stem Wall Top

Ceiling

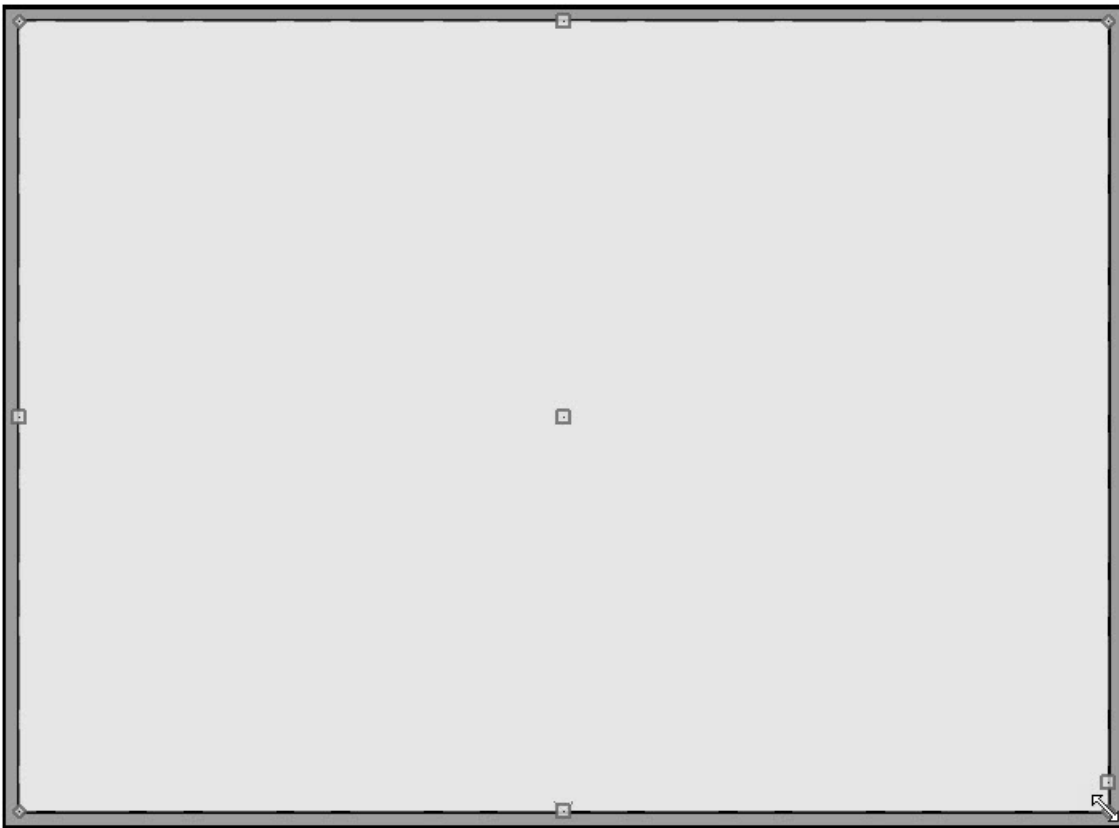
☒ Roof Over This Room

☒ Flat Ceiling Over This Room

3. Select **Build> Cabinet> Soffit**  and place a soffit within the area where a suspended ceiling is going to be drawn.



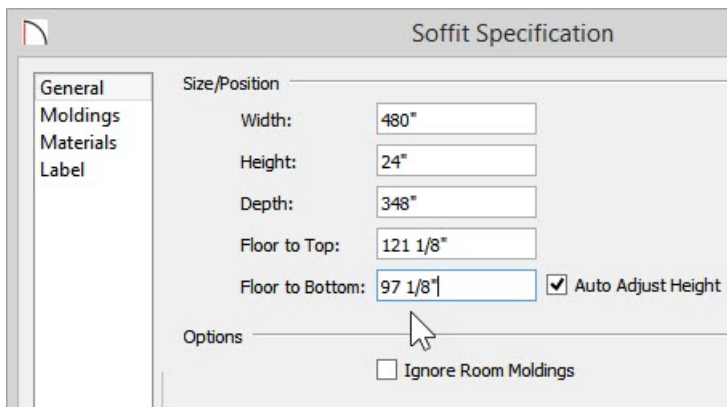
4. With the Soffit selected use the edit handles to resize the soffit to match the size of the room.



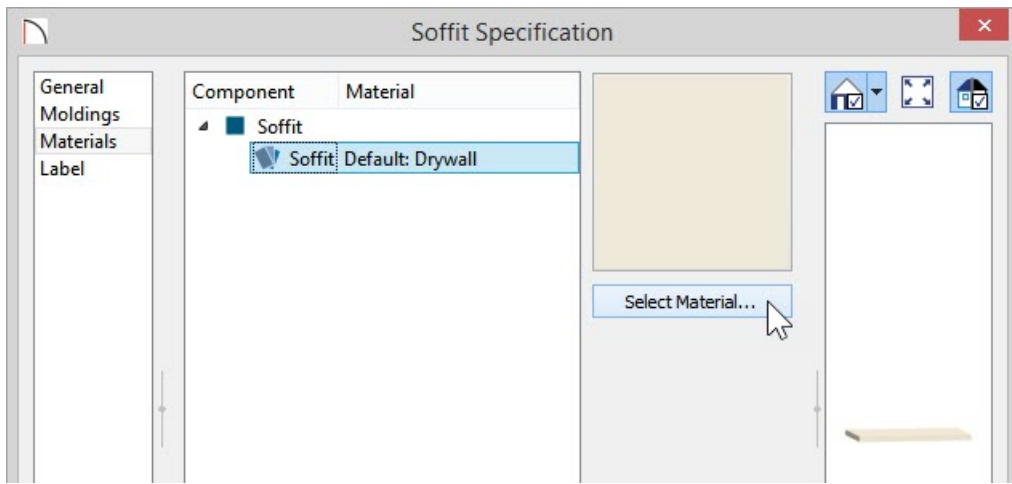
5. With the soffit still selected click **Open Object** .

6. In the **Soffit Specification** dialog, on the **GENERAL** panel specify the **Height** of the soffit and the **Floor to Bottom** distance.

For this article a soffit Height of 24" and a Floor to Bottom distance of 97 1/8" is used.




7. On the **MATERIALS** panel select the lower of the two Soffits and then click the **Select Material** button.



8. In the **Select Material** dialog browse to the desired material.

In this article **Materials> Ceiling Tiles> Rectangle Ceiling Tiles** is used.


9. Click **3D> Create Camera View> Full Camera**  then click and drag a camera view to see the results so far.

Home Designer Pro has the ability to modify the origin of the Ceiling Tile material making it easier to get the grid positioned.





## To place lights


1. Close the 3D view to return to your floor plan view.

- Click **View> Library Browser**  and within the library browser select the desired lighting fixture. Place the desired number of lights into the plan.

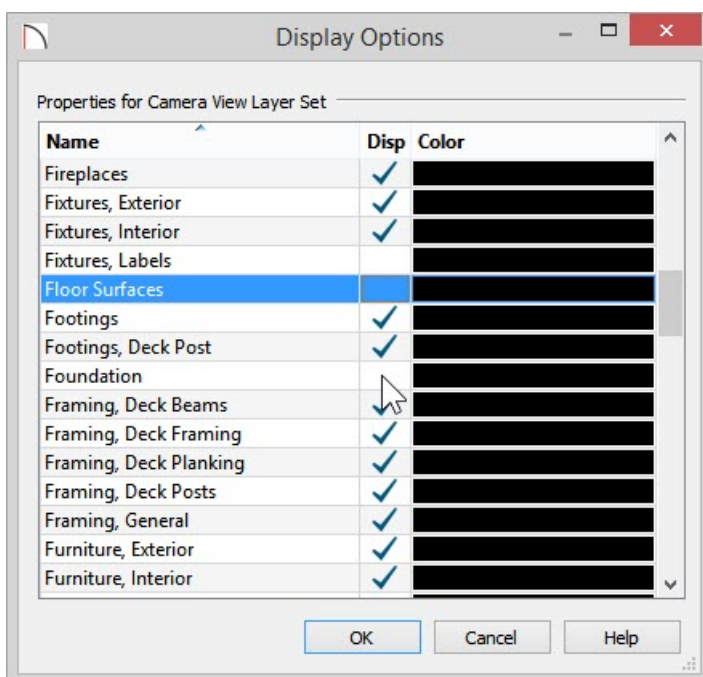
In this article **Architectural> Lighting> Tube Lighting> Recessed> 24x48 Recessed** is used.

- Next click **3D> Create Camera View> Perspective Full Overview**  and using the **Mouse-Orbit Camera**  feature rotate the view until a straight on view of the bottom of the structure is seen.

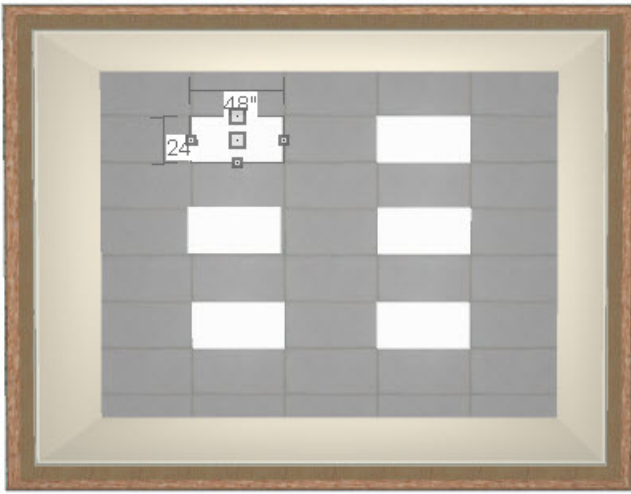


- From the menu click on **Tools> Display Options** .
- In the **Display Options** dialog uncheck the **Disp** column for the "Foundation" and "Floor Surfaces" layers then click **OK**.



If the area is already furnished you may need to uncheck the Furniture and Fixtures layers as well.



- Now it is possible to view the ceiling surface and the light fixtures. Select one of the light Fixtures and place it within the grid provided by the Ceiling Tiles material.



If you have trouble getting the light within the grid hold down the Ctrl/Command key on your keyboard to allow for free movement.

7. When lights are placed click **Tools> Display Options**  and put a check the **Disp** column to display the layers that were turned off in step 5 then click **OK** to close out the dialog. Close out of the overview by clicking **File> Close View**.
8. Click **3D> Create Camera View> Full Camera**  then click and drag a camera view to see the results.

