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Introduction

Welcome to the Chief Architect X6 Step-by-Step training series.

In this series you will learn how to use the computer CAD program Chief Architect to draw plans for your residential and light commercial new and remodeling projects.

This no-nonsense series will teach you what it takes to create the highest quality plans for your projects in the least amount of time.

The entire series is presented by Dan Baumann a Chief Architect Certified trainer and longtime user.

If you're new to Chief Architect or a long time user, Dan's workshops and methods of teaching will put you light years ahead of the competition.

Each workshop was presented live and recorded. The recordings were edited and this index was added to make it easy to find any topic you want. You can review a complete course or just the parts you need help with. It couldn't be easier. All of the recordings are hosted at ChiefExperts.com

To get access to the entire workshop and more just click the "Sign Up" link below.

Get Access to the
Mastering Chief Architect X6
Series at ChiefExperts.com

Alread Enrolled
Login Here
Common Questions

How do I sign up?
Get your membership at ChiefExperts.com “Signup Page.”

How long is each workshop?
Each workshop approximately 90 to 120 minutes and is broken into short segments. Each segment can be played in order or individually using the build in clickable index.

Are there any live workshops?
We meet a couple of times a month in the live Tip Time webinars. As a member of ChiefExpert.com, you’ll have access to all of the live and recorded Tip Time Webinars. Check the schedule for dates and times. After you register for the webinars you’ll be notified one day and one hour before each workshop. You only have to register once for the recurring series.

What is online training?
All you do is click the link you’ll get via email and you are connected through the GoToWebinar server over your high-speed Internet. You'll be viewing the instructor’s screen in real-time.

Is it Secure?
Yes, we are never connected directly to your computer.

How do I hear what's being discussed?
You can listen on your computer speakers or call in with the included phone number.

Does Dan the instructor have samples of projects he’s done with Chief Architect?
Yes – Samples at His Blog and Samples at ChiefExperts.com

How do I find specific topics in the recordings?
Use the PDF search function, go to the recording and use the index to navigate to the topic.

Is it Secure?
Yes, we are never connected directly to your computer.

How do I hear what's being discussed?
You can listen on your computer speakers or call in with the included phone number.

Are you associated with the makers of Chief Architect?
We are completely independent and have no affiliation with them.

Who teaches the online training class?
Dan Baumann teaches Chief Architect and guest speakers will present at the Tips Time Coaching.

Is there Q&A time during the live Tip Time classes?
You enter your questions in the webinar control panel.
**Mastering Chief Architect X6 Step by Step**

To truly use Chief Architect to its fullest it’s important to understand the many tools in the program and their use in the design process. The X6 Step-by-Step series is designed to do just that. Here is where you’ll discover how the program thinks and what you can do to get it to do what you want. Follow along as 21 year Chief Architect veteran Dan Baumann leads you though each facet of the inner workings of Chief Architect.

**Mastering Chief X6 Open Forum**

Here's a member bonus meeting where you can ask those elusive Chief Architect related questions. Members asked many questions having to do with notes in plans, walls, levels, materials and more.

1. Introduction (2:52)
2. Where Should the Basement Plan be Drawn (7:54)
3. Where to Store General Notes For Layouts (7:40)
4. Reusing Items in Other Plans (2:12)
5. Getting Familiar with X6 (2:36)
6. Adding Additional Floors (0:32)
7. Porch Screen Transparency in Elevation (2:05)
8. Creating New Materials (4:42)
9. Screen Material Using a Molding Polyline (1:48)
10. Transparency or No Material in Vector View (4:06)
11. Creating Adjoining Gables (2:38)
12. Manually Creating Roof Returns (6:41)
13. Walls Have Multiple Main Layers (3:30)
14. Lining Up Foundations With The First Floor (2:32)
15. Post and Beam Building Design (3:49)
16. Post and Beam With Slab Grade Beam (1:26)
17. Multiple Copy (0:36)
18. Transform Replicate (0:41)
19. Slabs for Post and Grade Beam Designs (3:02)
20. Site Plan From Survey Data (3:34)
21. Place Windows and Doors in Slab Walls (1:56)

**Total Running Time: 1 Hour, 7 Minutes**

**1. In Depth Optimizing Techniques**

In the introduction to Chief Architect X6 you’ll get a firm understanding of how to navigate the inner working of the program. You get an Overview of Chiefs 4 main parts, Optimal Toolbar Settings, proper use of the mouse, things you must know about defaults and preferences, best keystroke shortcut, navigating the menus and icons, zoom tools, cameras, important time saving tips and you'll also learn many of the functions of the text tools and call outs.

1. Introduction (1:29)
2. What is Chief Architect (11:16)
3. Dan Baumann's History (2:46)
4. Overview of the User Interface (13:40)
5. File Management & Default Directories (10:17)
   a. Using drop box
b. Storing plans by year  
c. Keeping file details turned on in view  
d. Right click for new folder  
e. Create an archive folder for old plans  
f. Bringing older files into X6  
g. File save as to keep it all in the same folder  
h. Chief creates archives with auto save  
i. Templates stored in Documents, Chief X6 Data
6. Save As Versus Export Entire Plan (3:27)  
a. Using backup entire plan ensures textures are not lost  
b. Exporting these files
7. Understanding the Mouse Function (6:57)  
a. Left mouse button draws and selects  
b. Push spacebar to use select all button  
c. Left mouse button grab and drag items  
d. Center wheel for zooming  
e. Right mouse button picks items  
f. Right click twice to see contextual menus  
g. Use right mouse button to draw walls  
h. Draw stairs going down with the right mouse button  
i. Bend lines, walls, and stairs with the right mouse button
8. Understanding & Customizing Toolbars (7:24)  
a. Extended toolbar configuration  
b. Reseting a toolbar  
c. Turning tools on and off in different views  
d. Grabbing and moving toolbars  
e. Customize toolbar by adding specific tools  
f. Turn on architectural tools in CAD details
9. The Library Browser (9:42)  
a. Moving and docking the browser  
b. Resizing and stacking the library browser  
c. Searching in the browser  
d. Search attributes  
e. Adding an item to the user catalog in the library  
f. Importing items from 3D warehouse  
g. Download a Sketchup "model"  
h. Add it to a library
10. "Program Specific" Preferences (9:53)  
a. Changes the way the program functions on your computer  
b. Contextual menus, right click twice to display  
c. Change colors under appearance  
d. Edit, change handle size  
e. F1 opens help  
f. Scale icons for high resolution screens  
g. Set the number of undo's  
h. Autosave every five minutes  
i. Auto archive  
j. Specify plan template
k. Turn off select room before wall in architectural
l. Edit, enable crosshairs

11. Setting "Plan Specific" Defaults (4:53)
12. Set framing defaults first
13. Setting cabinet defaults in a 3D view
14. General Plan Defaults (4:52)
   a. Ignore casing for opening resize
   b. Allow editing in Chief home designer versions
   c. Additional angles
   d. Grid snaps
e. Living area

15. Templates (4:08)
   a. Any plan can become a template
   b. Edit area and delete everything first
c. Set a reasonable zoom
d. Save as a template
e. Default profile plan

16. Favorite "Must Know" Keystrokes (4:08)
17. Shift+A + Auto Dimension
18. Ctrl+S = Save
19. F1 = Help (Plus other help resources)
20. 3 = Break line
21. 2 = Join roofs
   a. CTRL = Unrestricted in all views
   b. Space bar = Select all
c. F6 and F6+Shift - Fill screen options (Use Tab)
d. Group selecting items
e. Printing a keystroke list
f. Adding custom keystrokes - Point to point snap
g. Delete objects CTRL+space
h. CTRL + Tab to switch views
i. CTRL + C = Copy Drag or CTRL + V = Paste
j. TAB key and next button

22. Zoom Tools (3:36)
   a. Zoom window shift + Z
   b. Fill window F6
c. Zoom in and out with the mouse wheel
d. Pan window center mouse button
e. Swap current views
f. Tile vertically

23. Camera Tools (15:39)
   a. Render versus vector camera how materials work
   b. Review of different cameras
c. Review of types of camera views
d. Cross Section Slider
e. Saving cameras
f. Adjusting 3D view defaults
g. What auto rebuild walls/floors/ceilings does
24. Selecting and Grouping Items (3:59)
   a. Select All = Space Bar
   b. Select Icon, Hold Shift Key and Marquee Select Those Items
   c. Using the all offset
   d. Purge CAD Block to Reduce File Size and Increase Plan Speed
   e. Making an architectural block
   f. Naming a CAD Block

25. Text Tools (7:20)
   a. Adding Rich Text with an Arrow
   b. Adding Rich Text without Arrow
   c. Add Plain Text
   d. Linking text to items on a computer etc..
   e. Adding Arrows
   f. Adding Callouts
   g. Use the resize button
   h. Adding Plan Markers

26. Lines with Arrows - Bending Lines (0:54)

27. Creating Callouts & Markers (2:49)
   a. Adding Arrows
   b. Adding Callouts
   c. Use the resize button
   d. Adding Plan Markers

28. Using the Time Log Tool & Exporting (6:02)
   a. Export this Time to a Spreadsheet to Add up Different Numbers
   b. Adjust time tracker in preferences

29. Using the Loan Calculator (1:54)

30. Q&A (3:29)
   a. Q: Will the time tracker link the plan and layout work together?
   b. Q: What is the difference between floor and full camera?

Total Running Time: 2 Hours, 25 Minutes

2. Mastering Chief's CAD Tools

Chief Architect is an outstanding 2D and 3D CAD program. It has tools that help make drawing and modeling easier and you'll get more accurately results. In this workshop you'll discover the right way to use the many CAD tools. With an understanding of how things like, snaps, X-Y-Z, trim, fillet, chamfer and many other functions work in Chief, you'll have a much better understanding of why all of those tools are in the program, how to use them and how they save you time throughout the drawing process.
3. Learn to Think in Terms of CAD - X, Y, Z (2:57)
   a. X = Left and Right on Screen
   b. Y = Top to Bottom of Screen
   c. Z = Up and Down or Front to Back on your Screen
4. Everything You Draw is Based on CAD Polylines (2:07)
   a. All 3D Elements Are Based On Polylines
   b. Walls are boxes
   c. Stairs are boxes
   d. Floor framing members are boxes inside floor platform boxes
5. Review of Common CAD Tools (3:39)
   a. Extended toolbar configuration
   b. CAD lines, arcs, boxes, splines
   c. CAD details
   d. View to CAD
   e. Lock in CAD layers
   f. CAD default
   g. Edit behavioral tools
   h. Snap tools
   i. Edit toolbar
6. CAD Lines (1:35)
   a. Lines
   b. Arcs
   c. Circles
   d. Boxes
   e. Line styles
7. Drawing in CAD Part 1 (9:29)
   a. Allows all details to be saved in one plan file
   b. Renaming a detail
   c. CAD detail to view
   d. Line weights
   e. Start and end indicators
   f. Resize wall and line lengths
8. Drawing in CAD Part 2 (8:32)
   a. Next button for stacked cad items (same as tab key)
   b. Line specification dialog
   c. Setting the current CAD layer
   a. Transform replicate
   b. Group select CAD items
   c. Multiple copy
   d. Copy and reflect
10. Drawing in CAD Part 4 (9:27)
    a. Make parallel
    b. Point to point move
    c. Handles as snap tools
    d. Using CAD lines as center snaps
    e. Add CAD items to a library
11. Drawing in CAD Part 5 (7:25)
a. Centering tool  
b. Drawing CAD on a layout sheet  
c. Situations for adding text to a layout

12. Drawing in CAD Part 6 (7:15)  
a. Reflect about object  
b. Edit -- edit area  
c. Edit area and reflect about to create a fourplex  
d. Move to front of group  
e. Break tool (#3 key)

13. Drawing in CAD Part 7 (9:18)  
a. Trim and extend tool  
b. Make fence tool  
c. Trimming framing  
d. Trim to a CAD line cuts joists off square  
e. Trim to a like item cuts at an angle  
f. Reverse direction  
g. Revision cloud  
h. Change a line to an arc  
i. Make arc tangent  
j. Create a round room

14. Drawing in CAD Part 8 (8:35)  
a. Create round countertops  
b. Object layer properties  
c. Fillet and chamfer tools  
d. Join line tool  
e. Align / distribute along a line  
f. Create a hole

15. Draw a Cross Section Manually Part 1 (7:45)  
a. Draw cross as a precursor to the design  
b. Gives you an understanding of what you are trying to model  
c. Size and fill cad boxes  
d. Copy and point to point move  
e. Copy / move with transform replicate  
f. 3 key to break and shape CAD boxes  
g. Move items to the back

16. Draw a Cross Section Manually Part 2 (7:57)  
a. Box tool  
b. Cross box tool  
c. Edit object parts tool  
d. Multiple copy  
e. Keep snaps turned on  
f. Rotate rafters with transform replicate  
g. Display number style as pitch

17. Draw a Cross Section Manually Part 3 (9:29)  
a. Dimension fascia into place  
b. Move object versus move edge  
c. Insulation boxes  
d. Text with leader line
e. Only draw half of the section  
f. Reflect button to create other half of the section  
g. Polyline union  
h. Group select, block it, and add it to the library  
i. Ungroup and make individual modifications to that library item

18. Grouping CAD Items (0:32)  
a. Select All = Space Bar  
b. Select Icon To Be Part of Specific Marque Select  
c. Select Icon, Hold Shift Key and Marquee Select Those Items

19. Other Tools (3:00)  
a. F8 color on and off  
b. Drawing sheet alt+F3  
c. Line weight  
d. Print preview  
e. Temporary dimensions  
f. Edit polyline parts  
g. Show arc center point  
h. Turn grid on and off

20. Miscellaneous CAD functions (2:32)  
a. Snap settings  
b. Snap setting turned on help accuracy

21. Edit Behaviors - How Things Act (7:54)  
a. Default behavior  
b. Resize  
c. Resize works well on a text box  
d. Fillet tool rounds all four corners of a box  
e. Concentric resize  
f. Bumping and pushing  
g. Control key allows free movement

Total Run Time: 2 Hours, 3 Minutes

3. Dimensioning, Walls and Pony Walls
Understanding how to dimension your plans and do it quickly is the focus of this workshop. You'll discover the procedures and the tools used to layout everything correctly for a complete set of working documents.

1. Introduction (0:56)  
2. Start by Setting Dimension Defaults (8:41)  
a. Extended tool configuration  
b. Goals is to eliminate fractions  
c. Annotation sets (scale templates)  
d. Setting dimension defaults  
e. Setting defaults line for walls  
f. Dimension defaults for door and windows  
g. Auto exterior dimensions  
h. Auto interior dimensions
3. How Walls Are Dimensioned (13:33)
   a. Defining wall main layers in wall type dialog
   b. Shift + A for auto dimensions
   c. Auto refresh dimensions
   d. Group select and delete dimensions
   e. Temporary dimension behaviors
   f. Copy and Paste in Place to Add Walls to Other Floors
   g. Use Wall Bumping to Line Up Walls

4. Use Annotation Sets To Add Dimensions (6:34)
   a. Annotations are the Templates
   b. Annotation sets control how are dimensions appear
   c. Use Annotation Sets to place correct type of dimensions

5. Manual Dimensioning (22:30)
   a. Manual dimension defaults
   b. Primary format options
   c. Secondary dimensions
   d. Change extensions in defaults
   e. Different types of dimensions on different layers
   f. Changing arrow size and type
   g. Move edge versus move entire object
   h. Set dimension locations with diamond handles
   i. Dimensioning to accurately move items
   j. Q: If you input metric, will it convert to imperial?
   k. Different wall layer snap points for dimensioning
   l. Ruler icon dimensions everything it passes over
   m. End to end tool
   n. Angular dimensions
   o. Interior dimensions
   p. Point to point dimensions
   q. Baseline dimensions
   r. Running dimensions
   s. Center line dimensions
   t. Tape measure

6. Automatic Dimensioning (7:07)
   a. Auto interior dimensions
   b. Q: Change the wall angle with angular dimensions?
   c. Cross section dimensions
   d. NKBA auto elevation dimensions

7. Procedures for Dimensioning Your (8:50)
   a. Use CAD Lines to Dimension Kitchen (Critical) Items
   b. Use layer painter tool and layer hider tool
   c. Group select dimensions
   d. Save final Dimensions till the end of Plan Process
   e. Use Layers to mark finished dimensions

8. Introduction to Walls, Railings and Fences (9:14)
   a. Q: Can you lock a dimension?
b. Q: Change a wall layer color in views?
c. Transform replicate to copy dimension lines
d. Deleting all walls in a plan
e. Review of available types for walls

9. Walls, Railings & Fences PART 2 (7:28)
   a. Double click icons to open default settings
   b. Q: What is the No Locate option for?
c. Different areas of the wall type dialog box
d. Main wall layer explanation
e. Why you draw walls counter clockwise

10. Walls, Railings & Fences PART 3 (6:03)
    a. Flip layer function
    b. Sips walls
    c. Adjust the footing width from the floor plan
    d. Create a multi main layer firewall in one wall type

11. Walls, Railings & Fences PART 4 (8:47)
    a. Create a wall library
    b. Create a custom wall type
    c. Exporting custom libraries into a new computer

12. Walls, Railings & Fences PART 5 (9:36)
    a. The problems using the spray icon to change wall materials
    b. Q: can you replace a wall with something from the library?
    c. How walls are similar to CAD lines
    d. Breaking walls
    e. Room specification dialog
    f. Adjusting wall heights automatically and manually

13. Walls, Railings & Fences PART 6 (9:39)
    a. Resetting top and bottom of wall defaults
    b. Manually build A bay window
    c. Small offsets in walls
    d. Group selecting walls to change, copy or move
    e. Importance of the main layer in walls

14. Walls, Railings & Fences PART 7 (6:22)
    a. Q: Circle showing up when two walls are not connected
    b. Attic walls and how they are created
    c. Removing unwanted attic walls

15. Procedures for Laying Out Walls (4:14)
    a. Using the join walls tool
    b. Edit wall layer intersections
    c. How walls form rooms
    d. Using no-room definition and invisible walls
    e. Use no room definition option
    f. Determining how walls interact with platforms

16. Adding and Creating Walls in a Plan (2:27)
    a. Selecting walls to add to the plan
    b. Changing walls with different thickness
    c. Creating new walls types and selecting "Main Layers"
    d. Adding and changing materials on walls
e. Changing and adding attic walls

17. Special Wall Layout (5:13)
   a. Creating and dimensioning polygon rooms
   b. Aligning walls next to each other and floor to floor
   c. Working with angle snaps on/off
   d. Additional angles
   e. Creating special angled walls

18. Double Walls (6:51)
   a. Creating a furring wall
   b. Adding furred walls foundation walls
   c. Adding windows and doors to double walls
   d. How joists interact with double walls

19. Materials and Wall Surfaces (4:19)
   a. Wall cover on a single wall versus an entire room
   b. Using the painting tool on wall exteriors

20. Curved Walls (4:08)
   a. Converting straight walls to curved
   b. Use the arc tool
   c. Make tangent tool
   d. Creating a round room
   e. Adding windows and doors to a curved wall
   f. Adjusting the settings of a curved wall

   a. Adding footings to a wall
   b. Editing the shape of pony walls in 3D views
   c. Showing both parts of a pony wall in the plan view
   d. Use a corner board to fix a corner
   e. Creating a ledge on a pony wall
   f. Q: Curved walls

Total Running Time: 2 hours, 45 minutes

4. Levels, Platforms, Foundations, Garages
   It's not a 2D world anymore! If you've been in the industry long enough you no doubt remember the
days of 2D drawing with pen and paper. Welcome to the digital age. In this session you'll discover what
it takes to create an accurate 3D model. It's a key step in creating accurate sections and elevations.

1. Introduction (1:33)
   2. Learn to Think in terms of CAD - X, Y, Z (1:23)
      a. X = -Left and Right on Screen
      b. Y = Top to -Bottom of Screen
      c. Z = Up and Down or Front to Back on your Screen
2. Introduction to Platforms (10:07)
   a. The Goal: Create a 3D Model that is Accurate in All Views
   b. Determine Heights Right Away (CAD Detail)
   c. Draw a cross section first
   d. Setting Floor Defaults
e. All plans start with closed rooms on Floor #1
f. Floor Reference Display Tools
g. Change Floor in Reference
h. Change Floor Reference Layers
i. Modify all layer sets option
3. Platforms PART 2 (4:37)
a. All Plans Start on Floor 1 and Have a 0” Floor Height
b. Q: Can you lock the reference set in place?
c. Q: How do you make the reference lines red again?
d. Chief creates an attic level automatically
e. Never draw rooms in an attic
4. The Platform Process (10:33)
a. All plans start with closed rooms on Floor #1
b. Set Floor Defaults
c. Explanation of the floor default dialog
5. The Platform Process PART 2 (5:20)
a. Draw a platform guide if needed
b. Drawing a section from scratch
6. Creating an Accurate 3D Model (8:34)
a. Dimension outside walls
b. Add platform walls
c. Setting platform and ceiling heights
d. Adding additional floors and setting defaults
e. Make Adjustments for as Much of model as Possible
f. Adding a second floor
g. How new floors affect floor and ceiling height
7. Creating an Accurate 3D Model PART 2 (9:06)
a. Aligning walls between floors
b. Adjusting floor & ceiling per room or as a group
c. Using the select same type tool
8. Adding Foundations (15:02)
a. Floor material region explanation
b. Setting foundation defaults
c. How stem wall height in a foundation is set
d. Setting garage room name for foundations
e. How stem wall height in a foundation is set
9. Adding Foundations PART 2 (8:17)
a. Creating a crawl space
b. Understanding ceiling height in a foundation
c. How foundation walls align with walls above
d. How room SF totals are displayed and calculated
e. Adding walls and railings that define platforms
f. Dimensioning in section view
10. Adding Foundations PART 3 (7:17)
a. Adding a tall room like 2 story entry
b. How foundations are different than other floors
c. Changing floor material in a foundation
d. Adding and adjusting pony walls in a foundation
11. Adding Monolithic Foundations (2:51)
   a. Overview of monolithic foundation slabs
   b. Adding slabs automatically
   c. Using slab footing walls to do mono footings
12. Creating Garage Footings (5:42)
   a. Adding garage doors and the display in the foundation
   b. Using a 2D CAD box to show a 4" garage curb on the plan view
   c. Option to show or don't show concrete cutout for a garage door on your plan view
13. Foundation with Piers and Grade Beams (6:15)
   a. Adding and adjusting piers
   b. Adding piers manually
   c. Default for adding piers
14. Miscellaneous (8:18)
   a. When to use blank additional floors
   b. Copy and paste in place from floor to floor
   c. Creating a suspended ceiling with a material air gap
   d. Q: What is the best way to put a shower in a mono slab?
15. Miscellaneous PART 2 (8:05)
   a. Q: How do you add the foundation to a two story house?
   b. Building a story and a half

**Total Running Time: 1 Hour, 53 Minutes**

5. Stairs, Ramps, Decks and Porches
One of the great things about working with a 3D modeling program is it understands things like floor and
ceilings heights. It knows how to make the calculations for stairs and ramps. You just tell it what you
want. You can also create detailed decks and porches and in this session you'll discover many tips that
allow you to really bring them to life.

1. Introduction (1:07)
2. Overview of Stairs (18:01)
   a. Always draw stairs going up
   b. Exception: deck stairs drawn down
   c. Stair defaults
   d. Opening the stair dialog
   e. Tread depth
   f. Style settings
   g. Q: Generate riser and tread plan info
   h. Create a hole in the floor
   i. Starter treads
2. Creating Different Types of Stairs (16:45)
   a. L shape stairs
   b. Point to point move
   c. Checking headroom
   d. Making a manual angled stair header
   e. Curved stairs
3. Floor Openings & Tall Rooms (6:47)
   a. Open below room definition
   b. Balloon framing
4. Curved Stair Following a Curved Wall (7:18)
   a. Drawing a curved wall
   b. Creating a curved stair
   c. Using Arcway 2D CAD details
5. Winders (9:30)
   a. First method of creating a winder
   b. Winder function in stair dialog
   c. Adjusting the width to avoid inside points
   d. Second method of creating a winder
   e. Manual Landings
6. Exposed Stairs and Railing (9:47)
   a. Stairs cut wall tops off
   b. Winder function behavior
   c. Contraction function under style tab
   d. Using F12 keystroke
   e. Using 2D CAD in conjunction with 3D model
7. Basic Deck Layout Features (13:31)
   a. Setting deck defaults
   b. Using the railing libraries
   c. Deck railing tool
   d. Changing the deck structure in the dialog
   e. Making changes in the deck room dialog
   f. Controlling post thickness
   g. Adding terrain
   h. Adding a foundation
   i. Terrain influences deck framing
   j. Contouring terrain
   k. Using the elevation region tool
   l. Auto deck framing
   m. Regenerate deck framing
8. Deck Stairs (4:42)
   a. For deck stairs add terrain first
   b. Draw down with right mouse button
   c. Make best fit
   d. Click stair
   e. Open risers
   f. Q: can you eliminate center stringer?
   g. Wrap stairs around the corner
   a. Ramp tool
   b. Right mouse button
6. Tips and Procedures that Work

The purpose of this section is to give you an overview of some of the steps that go into creating an accurate plan. A roadmap of the best procedures to start a plan that is full of tips and tricks that will save you a lot of time. While it's not a workshop that demonstrates some of the steps needed to do a complete working drawing, you will discover many procedures not found anywhere else and come away with a better understanding of how Chief Architect works.

1. Introduction (1:12)
2. Download the Acme Brick Library (3:50)
3. Exporting Libraries to Different Computers (4:28)
4. What Happened to my Custom Library? (4:13)
5. Importing Sketchup Symbols & Libraries (3:12)
6. Showing File Extensions in Windows (0:55)
7. Using Acme Brick in Plans (529)
8. Backup Entire Plan (3:51)
9. Looking for Stone Veneer Materials (1:54)
10. Proper Way to Export a Library (0:34)
11. Change the Color of Any Material (5:20)
12. Library Search Function (0:55)
13. How is Text Scaled on a Layout (0:33)
14. Zoomit.exe to Draw on Screen (10:29)
15. Adding and Dimensioning CAD Details (3:18)
16. Reversing/Reflecting a Detail with Text (2:31)
17. Right Size Dimensions for a Scaled View (1:50)
18. Create an Annotation Set (3:17)
20. Drawing Roofs with Lots of Plate Heights (1:23)
21. What Other Programs Are You Using? (1:23)
22. Adding Diagonal Dimensions (3:58)
23. Exporting Chief's Time Tracker Info (5:38)
7. Windows, Doors, Cabinets, Fireplace
Imagine if you had to create every element of your plan from scratch. Fortunately Chief gives you the tools you need to add these items to your plan with a few clicks. In this session you'll discover how to add, change, customize, group and display these elements for your clients as realistic as possible.

1. Introduction (0:33)
2. Doors and Door Defaults (12:49)
   a. Setting default door styles
   b. Adding doors to walls and adjusting hinging
   c. Review of the different door styles
   d. Q: Child menus on the side of the screen?
2. Different Types of Doors (10:55)
   a. Using doors from the library
   b. Adding glass doors
   c. Changing door options in material lists
   d. Changing glass grid styles
   e. Jamb thickness
   f. Adding shutters
   g. Bonus catalogs
   h. Framing options
   i. Labeling
3. Custom Doors with Sidelights & Transoms (11:00)
   a. Adjusting mulls
   b. Minimum separation
   c. Adding a transom
   d. Grouping
4. Vertical Stacking for Centering Transoms (13:08)
   a. Arched transom windows
   b. Vertical stacking
   c. Q: Can you use the centering tool?
   d. Adding custom labels
   e. Schedules
5. Garage Doors (5:15)
   a. Library doors
   b. Manufacture catalogs
   c. Changing panels
   d. Foundation cut out
   e. Showing a 2D curb
6. Windows (18:20)
   a. Setting default window styles
   b. Review the different window types
   c. Component options
   d. Custom grouping and stacking
   e. Creating pass through openings
   f. Changing window shapes
g. Making a triangle window
h. Making a custom angle window

7. Bows and Bay Windows (12:14)
   a. Use a wall type
   b. Roof options
   c. Changing components
   d. Ignore casing for opening resize
   e. Using the tab key to select windows
   f. Q: Can you save window groups to the library?

8. Customizing Grids (9:32)
   a. Cad lines
   b. Load muntins button
   c. Change muntin width
   d. Architectural window library
   e. Editing symbols
   f. Saving window groupings to a library

9. Adding a Custom Lintel (9:46)
   a. Adding a crown molding
   b. Q: Arching a lintel over a square window?
   c. Place molding profile
   d. Wrap and extend

10. Cabinets (16:54)
    a. Setting general cabinet defaults
    b. Material painter basics
    c. Add crown molding
    d. Setting defaults for base, wall, and tall cabinets
    e. CAD Lines to lay out kitchen ideas
    f. Layers for different kitchen variations

Total Running Time: 2 Hours, 1 Minute

7a. Cabinets and Fireplaces
Chief Architect gives you the tools needed to plan and present kitchen and bath plans. Included is the ability to do it with the NKBA drawing specifications. In this session you'll discover techniques and shortcuts to help you with your designs.

1. Introduction (1:28)
2. Extended Tool Configuration (1:18)
3. Cabinet Layout Tools (9:47)
   a. Using custom countertops to layout kitchen ideas
   b. Reshaping CAD boxes
   c. Using the intersect / join two lines tool
   d. Fillet and chamfer tools
4. Creating Rounded Edges in CAD (4:46)
   a. Using the arc tool
   b. Make tangent tool
5. Setting General Cabinet Defaults (10:20)
a. Setting defaults for base, wall and tall cabinets  
   b. Changing cabinet materials  
   c. Spray tool options  
   d. Blending colors with materials  
   e. The difference between plan and library materials

6. Adding Cabinet Crown Molding (12:45)  
   a. Changing face items  
   b. Picking a molding  
   c. Updating the cabinet defaults  
   d. Using the different material painter modes  
   e. Group selecting cabinets  
   f. Adding to a library

7. Inserting Cabinets Into the Plan (12:44)  
   a. Tab key or next button  
   b. Changing the shape of a lazy Susan  
   c. Working with special type cabinets  
   d. Reshaping cabinet boxes  
   e. Customizing cabinet fronts, sides and backs  
   f. Blind corner cabinets  
   g. Resizing cabinets

8. Adding Accessories to the Cabinet (8:59)  
   a. Drawers  
   b. Lap drawers  
   c. Appliance garage  
   d. Specify cabinet labels  
   e. Working with sinks  
   f. Adding, resizing and moving sinks  
   g. Cabinets that hold appliances  
   h. Working with apron sinks

9. Additional Cabinet Topics (12:54)  
   a. Creating Custom Countertops  
   b. Creating a hole in a countertop  
   c. Using corbels  
   d. Adding multiple moldings to a cabinet  
   e. Edge moldings for custom countertops  
   f. Under cabinet lights  
   g. Custom backsplash  
   h. Adding soffits  
   i. Special soffits

10. Creating Custom Moldings (9:11)  
    a. Point to point move  
    b. Adding a molding polyline  
    c. Adding additional molding polylines to the same object  
    d. The difference between molding lines and 3D molding lines

11. Getting Creative with Cabinets (11:56)  
    a. Refrigerator cabinet  
    b. Creating a refrigerator cabinet side panel  
    c. Note you promised to talk further about making the side panel
**12. Using a Custom Counter for False Beam (5:49)**
   a. Adding a custom molding to the countertop
   b. Changing wood grain orientation
   c. Multiple copy

   a. Adding standard fireplaces in and on walls
   b. Adjusting standard fireplace
   c. Inserting fireplace parts from the library
   d. Floor material region as a hearth
   e. Using a photo for the fireplace rendering
   f. Creating a fireplace chase with slabs
   g. Adding the cap for a fireplace

**Total Running Time: 1 Hour, 55 Minutes**

**8. Automatic and Manual Roofs**

The Automatic roof tools in Chief allow you to quickly model many roof ideas. But it's the manual roof tools that allow you to really get the results that you want. In this workshop you'll discover the steps to add virtually any roof system to your plan. We'll start by discussing what the Automatic roof tool really does and then take you step by step thought how to manually add, edit and create the right roof for your model.

1. **Introduction (3:23)**
2. **Overview to Adding Roofs (8:15)**
   a. The Automatic Roof Tool Will Get Between 0% and 100% Of Your Roof Correct
   b. Position of the baseline in 3D
   c. Baseline Height Set By Room Height Next To Wall
   d. Builds 3D CAD Boxes Up From the Baseline
   e. Attempts to Join the Roof Planes Together

2. **Some Things to Be Aware of With Roofs (10:36)**
   a. There is No Database Intelligence to Add Roofs
   b. No Structural Elements Are Considered
   c. Does not read your mind
   d. Is Not Programmed to Confuse You (That's Up To You)
   e. Won't Add 'Baselines" Over Interior Walls Automatically
   f. Get the walls laid out correctly first
   g. Get your platform heights correct
   h. Room ceiling heights can affect roof plane behavior
   i. What the fix roof tool does
   j. Intersect - join two line tool

3. **Getting the Automatic Roof Tools to do More (17:54)**
   a. Pre determining gable walls
   b. Roof height adjustments for an energy heel
c. Same roof height at exterior walls
d. Make roof baseline polylines
e. Turning roof labels on
f. Generating gables over windows
g. Setting temporary ceiling heights
h. Auto roof return tool

4. Adding Roof Planes Manually (6:43)
   a. Set the pitch
   b. Baseline on top of a wall
   c. Reset to defaults function to start over fresh

5. Reshaping and changing 3D location of roof planes (16:51)
   a. Turning the ceiling off
   b. Roof plane specification dialog explained
   c. Attic walls are created automatically
   d. Manipulating pitch, baseline, fascia height, ridge height
   e. Joining the ridge
   f. Using the join tool or its keystroke shortcut #2
   g. Using the break tool (#3 Key)
   h. Resetting default wall height

6. Using the Join Tool Correctly (15:42)
   a. The "JOIN TOOL" works 100% of The Time
   b. Hip to Hip
   c. Ridge to Ridge
   d. Hip To Ridge
   e. Valley to Valley
   f. Valley to Fascia
   g. Valley to Gable
   h. Fascia to Ridge
   i. Dimensioning eaves into place

7. Reshaping and Manipulating Roof Planes in 3D (11:31)
   a. Keeping fascia's the same height
   b. Overlay roof framing onto an existing roof pitch
   c. Temporary intersection points

8. Creating a Vaulted Ceiling (5:37)
   a. Ceiling off in room specification dialog
   b. Using the roof plane tool
   c. Making a tray ceiling

9. Skylights (4:52)
   a. Changing attributes
   b. Skylight shaft is a cad box
   c. Manually editing the ceiling plane hole

10. Create a Story and a Half (8:13)
    a. Add another floor
    b. Setting up and drawing the roof plane
    c. Lower the roof planes as needed
    d. Transform replicate tool
    e. Display roof lines on a different floor

11. Adding Dormers (9:08)
a. Auto dormers  
   b. Adding a knee wall  
   c. Temporary ceiling heights to locate a knee wall  
   d. Naming a room an attic  
   e. Why auto dormers generate error messages  
   f. Auto floating dormer

12. Creating a Manual Dormer (7:05)  
   a. Creating a hole in the roof allowing walls to penetrate through the roof  
   b. Roof cuts walls of at the bottom

13. Curved Roofs (4:29)  
   a. Curved roof checked in the roof plane specification  
   b. Convert fascia line to an arc  
   c. Join a curved roof as a valley

14. Flat roofs (4:41)  
   a. Create a second floor with solid railings  
   b. Flat roof plane inside railing walls  
   c. Drain holes in a parapet wall

**Total Running Time: 2 hours, 15 Minutes**

**9. 3D Slabs, Moldings, Trim & Solids**

Just about anything you draw can be a 3D object in Chief. Discovering how to add details to your 3D model allows you to show your clients a much better representation of what they are getting. Your plans will shine about the rest. In this workshop you’ll learn the steps to add just about any detail you want.

1. Introduction (0:14)  
2. Slabs (5:50)  
   a. Think of slabs as 3D objects  
   b. Slabs allow flexibility & control for complex 3D creations  
   c. Prior Chief Experts classes on 3D CAD  
   d. Anything in Chief can become a 3D object  
   e. Edit the shape in the view you drew it  
   f. Reviewing prior classes in 2D cad will benefit your 3D work

2. 2D CAD Tools (6:21)  
   a. Everything in chief originates from a line or a box  
   b. Bend a line with the right mouse button  
   c. Stairs operate as a line  
   d. Break tool  
   e. Cleaning up cad points  
   f. Intersect / join 2 lines tool

3. Examples of 3D Objects (3:24)  
   a. Screens  
   b. Fireplaces  
   c. Beams  
   d. Wall caps  
   e. Columns  
   f. Frieze boards
4. Creating 3D Objects (5:25)
   a. Molding polylines
   b. Molding line
   c. Molding polyline
   d. 3D molding line
   e. 3D molding polyline
   f. Moldings in the library
   g. Scrolling while moving an object

5. Using a Molding Polyline (9:06)
   a. Place a molding profile into a plan view
   b. Combining shapes with the polyline union tool
   c. Adding a shape to the user library
   d. Naming library objects with key words
   e. Creating a CAD polyline around the house perimeter
   f. Converting into a molding polyline
   g. Adding moldings
   h. Adding multiple moldings

6. Adjusting Polyline Molding Offsets (9:28)
   a. Molding heights in relation to first floor elevation
   b. Adjusting molding offsets
   c. Extrude inside or outside the polyline
   d. No molding on selected edge
   e. Reshaping Moldings
   f. #3 key breaks a line
   g. Line to arc tool

7. Creating a Column (9:08)
   a. Draw half of the object
   b. Extrude the object on a box
   c. Double clicking the break tool or the #3 Key
   d. Add the new shape to a library
   e. Re name the library item
   f. Extrude the shape

8. Adding a Molding to a Vaulted Ceiling (6:26)
   a. Edit the shape of the object in the view you've drawn it in
   b. Draw a cad line in elevation view and reshape it as needed
   c. Changing number style to pitch
   d. Turn on show line start and end indicators
   e. Convert to a 3D molding polyline

9. Create a 3D Dentil (5:53)
   a. Use a 3D slab
   b. Convert it to a symbol and call it a molding
   c. Add it to a library
   d. Add the symbol to a 3D molding polyline
   e. Download 3D moldings from the Chief architect website
   f. Add an angled dental to an elevation
10. Slabs (15:06)
   a. Use the slab tool or convert a polyline box
   b. Set slab heights in relation to floor level zero
   c. Using transform replicate to move slabs
   d. Creating a slab cap with concentric jump
   e. Determining the center point of a box
   f. Point to point move tool
   g. Copy and reflect about
   h. Use a slab to create a chimney
   i. Putting a hole through a slab

11. Creating a Bracket (4:56)
    a. Shape a slab in a cross section view
    b. Place slab in floor plan view
    c. Use the multiple copy tool to distribute the shape
    d. Locating the chief experts Acme brick library

12. Custom Lintel (5:45)
    a. Drawing a custom shape
    b. Add a library molding profile to a shape
    c. Add the shape to the library
    d. Edit the search attributes
    e. Add to door or window lintel attributes
    f. Adjust the wrap
    g. Dimensioning slabs

13. Window wells (6:48)
    a. Using a slab
    b. Point to point dimension for slabs
    c. Making a hole in the terrain

14. Solids (8:32)
    a. Turn a slab into a solid
    b. Affecting the shape of solids
    c. Subtract a solid from a solid

Total Running Time: 1 Hour, 43 Minutes

10. Electrical, Lighting, Graphics & Rendering
Creating the electrical plan is one of the easier things to do in Chief. There are many built in tools that make adding electrical items a snap. Along with that you'll also discover important steps to setup the lights to get the best rendering results. And while you're at it you might want to add your job sign in your 3D views so brand your project.

1. Introduction (2:40)
2. Electrical in Plans Part 1 (10:25)
   a. Electrical service specification dialog
   b. Specify electrical labels
   c. Separate and define layers
   d. Layer eyedropper and layer painter tools
2. Electrical in Plans Part 2 (9:22)
a. Hide layer tool
b. Customizing toolbars
c. Electrical annotations
d. Turning off wall layers
e. Modify layers in all layer sets
f. Auto place outlets

3. Electrical in Plans Part 3 (8:31)
   a. Changing default fixtures
   b. Connecting lights and switches
c. Automatic three way switching
d. Modify the connection spline
e. Override the auto three way switch
f. Electrical CAD layer

4. Electrical in Plans Part 4 (10:04)
   a. Drawing a switch connection between floors
   b. Dimensioning electrical items
c. Edit the electrical annotation set
d. Dimensioning lights into place

5. Electrical in Plans Part 5 (7:06)
   a. Show an outlet in the ceiling
   b. Electrical in the library
c. Lighting affects a render viewer
d. Maximum number of lights on in a 3D view

6. Creating a Lighting Schedule (7:20)
   a. Modifying the schedule
   b. Using the callout for the label
c. Using a custom label
d. Existing electrical
e. Group selecting electrical items

7. Graphics (5:45)
   a. 2D graphics
   b. Vector views vs rendered views
   c. Rendering using tiled photos
d. Changing camera view defaults

8. Techniques to Change Materials (7:13)
   a. Spray can tool to change materials
   b. Set wall material back to default
c. Changing materials through the wall type dialog
d. Purging a plan material list
e. Change a material color

9. Adjust Material Definition - Rainbow Tool (3:26)
   a. Finding a color in the library
   b. Using the eyedropper to capture a color
c. Blending colors with the texture

10. Adding a Backdrop (7:55)
    a. Backdrops in the library
    b. Quickly adding a library backdrop
c. Backdrop tab in 3D view defaults
d. Importing your own backdrop image
e. Create a backdrop library
f. Slowing performance with a lot of pictures

11. Keeping Photos to a Manageable Size (8:56)
   a. Using Paint software to resize photos
   b. Importing a resized photo
c. Saving photos in the plan
d. Bringing a PDF file into Chief
e. Signs that a PDF is slowing performance
f. Converting a PDF into photos

12. Scaling Images (6:00)
   a. Point to point resize
   b. Turning on the crosshair
c. Scaling up with ratios
d. Cropping images

13. Adding a Floor Plan Picture to a 3D View (7:19)
   a. Scale the picture to the exact size
   b. Create a new material using the picture
c. Add that material to a 3D slab

14. Show a Floor Plan on a Google Map (7:34)
   a. Find an address on Google Maps
   b. Define a dimension on the map
c. Capture the image
d. Paste the image into Chief
e. Scale the image
f. Place the floor plan on the image
g. View it in 3D

15. Rendering (6:28)
   a. Put in a terrain perimeter
   b. Adjusting the terrain
c. Adding roads
d. Adding sidewalks
e. Adding trees
f. 3D trees vs 2D trees

16. Adding a Sun Angle (4:31)
   a. Location coordinates from google maps
   b. Setting the sun angle
c. Making shadows
d. Adding a north pointer
e. Rendering a final view with shadows
f. Rotating the north pointer for better lighting

17. Watercolor as a Presentation View (4:50)
   a. Turn on show shadows in preferences for rendering
   b. In technique options check on lines on top

18. Ray Tracing (14:21)
   a. Open ray trace camera
   b. Edit -- save image as
c. Set image size
d. Set time to ray trace limit
e. Set number of passes
f. Rainbow tool to adjust material properties
g. Adjusting transparency
h. Turning up the sun intensity

**Total Running Time: 2 hours, 20 Minutes**

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**11. 2D & 3D Framing, Sections & Detailing**

One of the advantages of modeling your drawing is being able to see how the structure works. With Chief's automatic and manual framing tools you can also see how it's put together. Getting answers to questionable structural issues can save a lot of money in a project. Is this workshop you'll learn how to effectively detail your plan in 2D and 3D. Your plans will fly though inspections and your crews in the field will be able to construct your project in less time with fewer mistakes.

1. Introduction (0:52)
2. Accurate 3D = Framing & Sections (3:15)
   a. Chief is NOT a Structural Program
   b. CAD Details to Draw Cross Sections with 2D Tools
   c. Draw the Framing Details in Plan View
   d. Details Showing New Parts of Remodeling Plans
   e. Simple Sections from the 3D Model
   f. Using Details/Text in the Libraries or Previous Plans
   g. Deck Framing Can Be Added Independently
   h. Import Details Drawn In Other Programs
3. Framing Facts (4:14)
   a. Automatic Framing Is Used To Start the Process
   b. Automatic Framing Will Fill In the Plan Container
   c. Framing Can Be Modified At Any Time
   d. Trusses Must Be Manually Drawn In the Plan
   e. Floor Trusses Resized After Drawn In A Floor Platform
   f. Roof Trusses Can Be Made Into Any Shape You Want
   g. All Truss Details Are Stored In A CAD Detail Window
   h. Auto Frame Will Not Frame In Areas with Trusses
   i. Framing Is Edited Like All 2D CAD Items
   j. You Can Control All Framing Views Using Layers
4. Setting Framing Defaults (5:16)
   a. Setting framing defaults per floor and per room
   b. Defining the floor structure
5. Building a New Floor (8:28)
   a. Setting the floor defaults
   b. Using cross section cameras
   c. Changing ceiling height in the room specification dialog
   d. Changing floor and ceiling thickness in framing defaults
6. Roof, Wall, Opening Framing Defaults (10:34)
   a. Setting truss cords
   b. Matching roof framing defaults to truss cord thickness
c. Wall thickness determined in the individual wall dialog
d. Setting beam and post defaults
e. Rebuilding roof planes and interaction with default settings
f. Energy heels
g. Setting framing defaults per floor and per room
h. Roof interaction when changing ceiling heights
i. Transform replicate to move roof planes
j. Setting framing type

6. Creating a 2D or 3D Framing Layer Set (9:38)
   a. Simplify the view of a complex plan
   b. Make a copy of the all off set
c. Turn on only the framing items you need to see
d. Creating a cross section displaying all
e. Turning the white fill on in framing
f. Use lines for framing

7. Floor trusses (8:12)
   a. Overview of how floor trusses are added
   b. Deleting framing
c. Setting rim joist thickness
d. Manually adding floor trusses
e. Multiple copy truss layout
f. Setting up the plan for floor trusses

8. Floor and Ceiling Framing PART 1 (9:11)
   a. Using room definition to change floor thickness
   b. When to use the auto framing tools to start
c. Changing beams to various sizes
d. Adding bridging (blocking)

9. Floor and Ceiling Framing PART 2 (8:37)
   a. Using room definition floor structure in multiple rooms
   b. Overriding framing defaults inside the room dialog
c. Adjusting blocking type in floor framing defaults
d. Using a bearing wall and changing joist direction
e. Adjusting floor thickness in the joist direction dialog
f. Manually adding and changing framing

10. Changing the Webbing in Floor Trusses (5:27)
    a. End wall floor trusses
    b. Resizing trusses
c. Opening trusses in the CAD detail management
d. Using the trim and extend tools to modify truss webbing

11. Floor and Ceiling Framing (6:05)
    a. Plan view location of floor trusses and floor joists
    b. Designating a wall as a bearing wall
c. Adding beams and posts
d. Changing materials
e. Designating a beam as bearing

12. Roof Trusses PART 1 (7:29)
    a. How roof trusses are added
    b. Setting defaults for roof trusses
12. Import, Export, Plot Plan and Terrain

To truly get an accurate plat plan you'll want to consult with a survey company. But often you're already working with an existing plat plan or you just need something close that displays your building on the property. In this session you'll discover how to create accurate plat plans as well as representations of a plat. You'll also learn how to work with the 3D terrain tools to create a truly exceptions rendering.

1. Introduction (1:52)
2. Exporting (6:50)
   a. Exporting DWG
2. Importing (6:34)
   a. Overview of importing
   b. Creating a line style
   c. Importing a layer set
3. Importing Libraries (5:10)
   a. Importing backdrop pictures
   b. Why you need to downsize imported pictures
4. Importing a DWG Plot Plan PART 1 (9:26)
   a. Import a DWG into a blank plan
   b. Convert DWG lines into polylines or boxes
   c. Importing hatched entities
   d. Drawing units
   e. Fill screen after import
5. Importing a DWG Plot Plan PART 2 (11:02)
   a. Checking dimensions
   b. Slow zooming indicates poorly formatted DWG
   c. Purge unused items CAD block management
   d. Display what layers are in use
   e. Label the layers in use
   f. Rename layers as needed
   g. Display all renamed layers with the all on set
   h. Copy and paste into the actual plan where it will be used
6. Importing a Picture to Trace Over (10:17)
   a. Copy and paste a picture on to the plan
   b. Scaling a picture with the point to point resizing tool
   c. Save the picture in the plan on its own layer
   d. Set current CAD layer and trace over the picture
   e. Using plot plan annotations
   f. Displaying the length and angle as you draw
   g. Changing the line length format in CAD defaults
   h. Using the plot plan photo in the printed drawings
7. Scaling a Picture Mathematically (7:51)
   a. Resetting the pictures original aspect ratio
   b. Using CAD boxes to determine resize ratio
   c. Resize picture using transform replicate
8. Creating an Elevation View from a Picture (13:00)
   a. Using a photo editing program to straighten a crooked picture
   b. Need a known width and height
   c. Using on line help services (PeoplePerHour)
   d. Fixing the picture with Gimp
   e. Scale the picture with point to point resize
   f. Put it on a layer
   g. Overlay cad boxes and dimensions to scale
9. Creating a Plat Using Coordinates (10:30)
   a. How the coordinate system works
   b. Imputing coordinates to create the plat
   c. Creating setbacks
10. 3D Terrain Plan (15:23)
    a. Creating from scratch or using your drawn plot plan
    b. Creating a plot plan in a cad detail window
    c. Using imported contours
    d. Tracing over contours with elevation lines
    e. Converting and setting elevation lines
11. Create a New 3D terrain (7:16)
    a. Terrain configuration toolbar
    b. Creating a simple walkout
    c. Use elevation lines
    d. Using terrain regions
12. Creating Retaining Walls (9:02)
    a. Defining retaining wall heights
    b. Adding landscape items
    c. Adding roads, driveways and sidewalks
    d. Creating side yard slope
    e. Using elevation regions
13. Miscellaneous Terrain Items (4:52)
    a. Follow or step to the terrain
    b. Techniques for adding steps
    c. Window wells

Total Running Time: 2 hours, 1 Minute

13. Layers, Layer Sets, Schedules
    If you're drawings a simple one view plans then you probably don't need to user layer sets. Anything other than that and you will be able to save a lot of time in the process of creating workings docs with a firm understanding of layers and layer sets. In this workshop you'll discover many uses for layer sets and how to take advantage of them.

    1. Introduction (2:34)
    2. Plan Procedures and Goals for Layers (8:59)
       a. Organizing and ordering the working drawings
       b. Why use layers and layer Sets
       c. Keeping it all in one plan file
       d. Planning the views your plan will need
       e. Defining how layers will display
    2. Creating, Managing Layers Layer Sets (11:24)
       a. Creating layers and adding items
       b. Changing item settings on all layer sets
       c. Adding groups of items to a layer
       d. Setting the layers in annotation sets
       e. Using the layer filter to search
f. Changing the layer sets from the layout
   g. Plan example with layer sets
   a. Annotation sets
   b. Changing room label size
   c. Setting up text styles
   d. Changing item label styles
   e. Updating annotation sets for an old plan
4. Setting up a Kitchen Layout PART 1 (11:13)
   a. Creating an NKBA layer set
   b. Changing item settings on all layer sets
   c. Defining active defaults
5. Setting up a Kitchen Layout PART 2 (6:52)
   a. Making changes stick to annotation sets through default dialog
   b. Changing layer set room labels with text style defaults
   c. Adding kitchen dimensions
   d. Adding layer tools to the tool bar
6. Setting up a Framing View (6:37)
   a. Framing annotations
   b. Looking at the active defaults
   c. Every layer set can have a different dimension size
7. Defining the Layers in Different views (8:35)
   a. Layer set management
   b. Reference floor layer set
   c. Camera views are controlled by layer sets
   d. Examples of camera view layer sets
8. Using Layer Sets to Display Views in Layouts (6:32)
   a. Scaling views on the layout page
   b. Changing the layer sets within a view
9. Examples of Different Uses of Layers (10:16)
   a. Uses of all on and all off layer sets
   b. How to find a lost item in your plan
   c. Using the layer eyedropper
   d. Using the layer hider
   e. Using the layer picker
   f. Lock or turn off an item you don't want to select
   g. Creating bearing points that display in your plan
10. Showing New Versus Existing in 2D (11:02)
    a. Create an As Built layer set
    b. CAD detail from view
    c. Paste and hold position
11. Creating Schedules (13:00)
    a. Setting schedule defaults
    b. Callouts and label interaction in schedules
    c. Item specification dialog can affect schedules
    d. Controlling column width
    e. Window and door callouts
    f. Schedules are interactive
14. Assemble Great Looking Plans Using the Layout
Assembling your plans on the layout is often accomplished when everything else is completed. In this workshop you'll get an understanding of how the floorplans, elevations, sections, CAD detail windows, 3D views and more are setup and assembled onto a layout. You'll also discover the importance of layers and layer-sets and how they work with everything that you do. This workshop includes a complete set of layout templates.

1. Introduction (1:23)
2. What is a Layout Page? (3:42)
   a. Layouts organize and display your working drawings
   b. Layouts hold six types of items and viewports
   c. What is a view port?
   d. Floor plans & CAD details in interactive viewports
   e. Camera generated lines and CAD lines
   f. Photographs, render views, text
3. Plan, CAD Detail & Elevation "View Ports" (4:17)
   a. Determining what file your layout page is linked to
   b. Checking referenced plan files
   c. Sending a plan view to the layout creates a "view port"
   d. What the relink file button is
4. Things to Know About Layouts (9:29)
   a. They are a separate file - .layout
   b. Keep the plan and layout in the same directory
   c. Items in a layout are in "viewports" to the plan file
   d. Use "Tools -- Layout -- Referenced plan files" to keep plans linked
   e. Display layout box borders to locate hidden viewports
   f. You can copy views to a layout
   g. Make use of layer sets (Don't make copies of layer sets)
   h. You can add, delete, and move pages in a layout
   i. Deleting layer sets
   j. Layouts have their own layers (separate from the views)
5. Layout Page Zero (7:31)
   a. Page zero is the Master border (You can have multiple masters)
   b. Drawing on the layout page is full size
   c. Creating multiple Master borders
   d. Page labeling
6. Steps in Setting up a Layout (5:26)
   a. Create your own layout template
   b. Use "File -- Template -- New Layout from template"
   c. Use macros to automatically add project and client information
6. Option for Sending a View to the Layout (8:45)
   a. Line scaling explanations
   b. Advanced line weight options
   c. Drawing sheet set up
   d. Saving layout files
   e. Creating your own borders

7. Additional Steps to Set Up a Layout (10:48)
   a. Adding disclaimers from the library
   b. Editing and scaling text blocks from the library
   c. Auto page numbering using macros
   d. Add plan information using macros
   e. Creating a page information table
   f. Using the page info icon
   g. Using page specific information boxes
   h. Different font sizes within title boxes

8. Adding Plan Views to a Layout Page (13:05)
   a. All editing done in plan view
   b. Views are 100% linked to the plan
   c. Copy and paste views anywhere
   d. Control layers and layer sets
   e. Control floor being displayed
   f. Change plan scale
   g. Change dimension size
   h. Control line scaling
   i. Move to other pages
   j. Link to other plans

9. Adding CAD Detail Views to a Layout Page (4:23)
   a. CAD Details are 100% linked to the plan
   b. All procedures for plan views apply to CAD details
   c. View port label can be the title for the CAD detail

10. Adding Section Saved Cameras (11:06)
    a. The three different types of cameras
    b. Elevation - combination of Camera and CAD lines
    c. Camera lines are edited in the layout
    d. CAD lines are edited in the saved camera
    e. Callouts on can link to the page with the layout -- "page label"
    f. Viewport Label view defined in callout window
    g. Text size for layer to change label size

11. Adding Elevation Views (5:43)
    a. Add text in the elevation camera view
    b. Editing camera lines
    c. Check merge generated lines
    d. Changing layout box label size

12. Adding Pictures and Render Views (6:24)
    a. Using sun angles and shadowing
    b. Render views can be "sent" to the layout
    c. "Sent" views are automatically saved in layout
    d. Views can be cropped and resized
e. Views are NOT linked to the original camera
f. Pictures of any type can be added to the layout
g. Save your imported pictures in the plan

13. 3D Vector Cameras (4:03)
   a. Can't be sent "To Scale"
   b. These types of lines are called "Camera Lines"
   c. Views are NOT linked to any plan
   d. Camera lines can be edited with the Edit layout tool
   e. Layout Line Specification

   a. Finding a referenced plan
   b. Changing the drawing sheet setup
   c. Scaling the borders on page zero

15. Printing (4:54)
   a. Create a PDF
   b. PDF File naming protocol

**Total Running Time: 1 Hour, 48 Minutes**