

# Deck Tutorial


The Deck Tutorial continues where the Landscaping Tutorial left off, and explains how to create a deck off the back of the house and connect it to the terrain with an exterior staircase. You may want to save this tutorial using a new name to archive your previous work.

In this tutorial you will learn about:

- Decks and Porches
- Drawing Decks
- Drawing Stairs
- Adding Exterior Furniture

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## Decks and Porches







Decks and porches are exterior rooms that are defined by the deck railings and exterior walls that enclose them. When an exterior room is drawn using the **Deck Railing**  tool, the room is automatically assigned the exterior room type of Deck. For more information, see “Room Types” on page 169 of the Reference Manual.

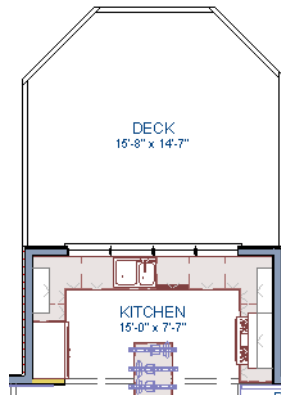
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## Drawing Decks

Railings and Deck Railings are drawn just like walls. For more information, see “Railing and Deck Tools” on page 141 of the Reference Manual.

*To draw a deck*

1. In floor plan view, select **Tools> Display Options**  to open the **Display Options** dialog. Click in the Disp column to remove the checkmark for both the "Terrain, Elevation Data" and "Plants" layers and click **OK**. See "Display Options Dialog" on page 94.
2. Make sure **Angle Snaps**  and **Object Snaps**  are turned on.
3. Go to Floor 0 and **Zoom**  in on the back portion of the house.
4. Select **Build> Railing and Deck> Straight Deck Railing** .
5. Draw five Deck Railings as shown in the following image. The angled railings are drawn at a 45° angle to the others. For more information, see "Drawing Walls" on page 6.
  - The Status Bar at the bottom of the program window will state a wall's length and angle as it is being drawn.
  - Notice that when a room is created using **Deck Railing** , the room is automatically specified as a Deck and given a room label.



6. Click the **Select Objects**  button, then click in the Deck room to select it.
7. Click the **Open Object**  edit button to open the **Room Specification** dialog:
  - On the **STRUCTURE** panel, note that by default, **Roof Over This Room** and **Ceiling Over This Room** are unchecked for Deck rooms. You can select these options if you would like; however, for this tutorial they will remain unchecked.
8. Create a **Camera**  view showing the first floor deck and notice that the program automatically generated planking and beams.




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## Drawing Stairs

A set of stairs can now be drawn to connect the deck to the terrain. For more information, see “Stairs and Landings” on page 295 of the Reference Manual.

### *To draw deck stairs to the terrain*

1. Select **Window> Tile Vertically**  to see a side by side of both the 2D and 3D views.
2. In the floor plan view, and on Floor 0, select **Build> Stairs> Click Stairs** .
3. Click just to the outside of the deck platform, as shown in the following image:
4. In most cases when using the **Click Stairs**  tool, an opening will be added automatically to the deck railing at the top of a staircase.
5. If an opening is not created, select **Build> Door> Doorway**  in either floor plan or a 3D view, then click on the deck railing to create an opening in front of the staircase.

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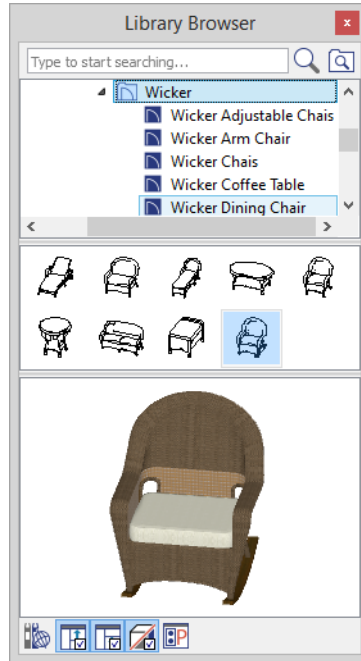
## Adding Exterior Furniture


A selection of exterior furnishings is available in the Library Browser and can be accessed either by browsing or using the Search feature. For more information, see “The Library Browser” on page 336 of the Reference Manual.

### *To add furniture to the deck*

1. Select **View> Library Browser**  to open the Library Browser.

2. Browse to Home Designer Core Catalogs> Exterior> Outdoor Living> Outdoor Furniture and select a chair for placement. In this example, a Wicker Dining Chair from the Furniture Sets folder is selected.



3. In floor plan view or a 3D view, click on the deck to place a chair symbol. You can continue clicking to place more chairs.
4. Use the Library Search to find an outdoor grill, select it for placement, and place it on the deck.
5. Next, add some exterior lighting and any other desired exterior elements to your deck design.
6. Finally, create a **Camera**  view to see the results.



