# Special Ceilings

By default, the program builds a flat ceiling platform on top the wall plates of a room. More varied and complex ceilings are made using settings in the Room Specification dialog and the **Ceiling Plane** 🔲 tool. Ceiling planes are drawn and can be edited much like roof planes. See Ceiling Planes.

LOWERED CEILINGS

If you require uniform top plate heights and a single floor platform with a uniform height and thickness but different ceiling heights for the rooms below, specify a lowered ceiling. You can define a lowered or dropped ceiling in a room without affecting the top height of the walls by specifying the lowered ceiling framing as a layer in the Ceiling Finish Definition. See Floor and Ceiling Platforms.

In the following illustration, the default ceiling height for the entire first floor is 120", and the room on the right has a ceiling finish lowered to 96".
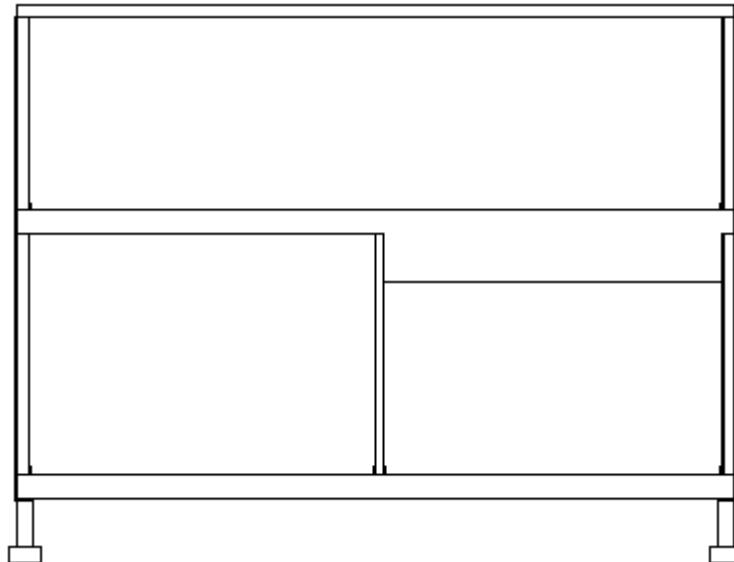

When a Soffit is positioned against the ceiling in a room, the Ceiling Finish layers located directly above it - including any lowered ceiling framing - will not generate. See Placing Soffits.

To create a lowered ceiling

1. Select the room in which you would like to specify a lowered ceiling.

2. Click the **Open Object** 🔲 edit button to open the Room Specification dialog.

3. On the STRUCTURE panel, click the **Ceiling Finish** button to open the Ceiling Finish Definition dialog. See Material Layers Definition Dialogs.

   - Select Layer 1 of the ceiling finish definition, then click the **Insert** button to create a new layer above the current Layer 1.

   - Specify the desired **Thickness** of the new layer, which will form the lowered ceiling framing.

   - Click the **Select Material** button and specify the new layer's material as a Framing material.

   - Specify the **Structural Type**, the type of framing member you want to use to frame the lowered ceiling.

4. Repeat step 3 if you require additional layers, such as an air gap, above the lowered framing.

5. When you are finished, click OK to close the Ceiling Finish Definition dialog.

6. On the Structure panel, notice that the preview diagram represents the Finished Ceiling height (F).
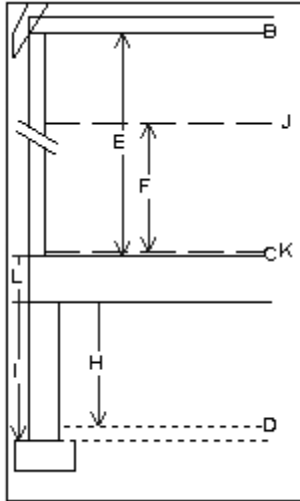
VAULTED AND CATHEDRAL CEILINGS

A cathedral ceiling has the same pitch as the roof and is created using the underside of the roof above the room. A vaulted ceiling typically has a different pitch from that of the roof and is often framed using scissor trusses. See Scissors Trusses.

To create a cathedral ceiling

1. Build a roof for your plan. See Roofs.

2. Select the room and open the Room Specification dialog. See Room Specification Dialog.

3. On the STRUCTURE panel, uncheck **Flat Ceiling Over This Room**.

You can also remove or restore a selected room's flat ceiling by clicking the **Turn Off Ceiling** or **Turn On Ceiling** edit button.

By default, cathedrals ceiling use the ceiling material set in the Room Specification dialog. If you require a different material on a given roof plane, uncheck **Use Room Ceiling Finish** in the Roof Plane Specification dialog. See Options Panel.

To create a vaulted ceiling

1. To create a ceiling pitch different from the roof's, select **Build> Roof> Ceiling Plane** and draw ceiling planes. See Ceiling Planes.

2. Select each ceiling plane and specify its pitch. See Ceiling Plane Specification Dialog.

TRAY CEILINGS

A tray ceiling is an area within a ceiling that is raised and has either vertical or sloping sides. A variety of different tray and coffered ceiling configurations can be created using Tray Ceiling Polylines. See Tray and Coffered Ceilings.

CANTILEVER UNDERSIDES

Occasionally, a room will cantilever out past an exterior wall. You can specify the surface material of the underside of a cantilever on the MATERIALS panel of the Room Specification dialog. For no material, select "No Material" from the Plan Materials dialog. See Room Specification Dialog.