Troubleshooting Wall Display Issues in 3D Camera Views

Reference Number: **KB-00378** Last Modified: **July 19, 2024**

The information in this article applies to:



QUESTION

The walls in my model are visible in plan view and I can select them and open their specification dialog, but when I create 3D camera views, they are not visible. How do I correct this?

ANSWER

There are several reasons why walls that are visible in a plan view might not be visible in 3D camera views: the Hide Camera-Facing Exterior Walls tool is enabled, the walls are specified as "Invisible" in their specification dialog(s), the "Walls, Normal" layer or other "Wall..." layers are not set to display in 3D camera views, or the ceiling heights of the rooms that the walls are enclosing are set to 0, preventing the program from generating walls upward.

Floor Overviews show the current floor, not including the ceiling, plus any floors beneath it. For example, if you create a Floor Overview on floor 1, but a floor 2 exists in the plan, the walls on floor 1, along with the content below that floor will display in the 3D view; walls present on any higher floors will not be visible unless you navigate to one of those floors.

To see all of the content located in a plan, use a Full Overview camera instead.

To restore the display of walls in 3D

While in a camera view, navigate to 3D> Camera View Options A to see if the Hide Camera-Facing Exterior
 Walls setting is enabled. When enabled, exterior walls facing the camera will be hidden, like shown in the image below. Select this setting to toggle this functionality on/off.



- 2. If the setting above is disabled and you're still experiencing issues with seeing your walls, select one of the problem walls, then click on the **Open Object** edit button.
- 3. On the GENERAL panel of the **Wall Specification** dialog, ensure the **Invisible** box is unchecked.

Wall Specification			
General Structure Roof Foundation Wall Types Wall Cap Wall Covering Rail Style Newels/Balusters Rails Layer Materials Label Components	General Thickness: Wall Length: Wall Angle: Lock: Options	Foundation Wall Railing Terrain Retaining Wal Attic Wall 6 15/16" 240" 90.0° Start O Center O	
Object Information Schedule		Invisible	No Room Moldings Exterior
		No Room Definition	No Room Moldings Interior
		No Locate	Automatically Generated Wall
		Lock Center	Ignored by Hide Exterior Walls

4. If unchecking the setting above does not resolve the problem, select Tools> Layer Settings> Display Options
 while in a camera view, ensure the Camera View Layer Set is specified, then make sure the "Walls, Attic,"
 "Walls, Foundation," "Walls, Normal," and "Walls, Railing" layers are set to display.

*If you are using a different layer set for your camera views, ensure that the layers mentioned above are displayed in that layer set instead.

*Additionally, if your walls, and/or the walls assembly layers have been placed onto different layers, ensure that the correct layers are set to display. For more information, please refer to the "Adjusting the Display of Wall Layers" resource in the <u>Related Articles</u> section.

*Applies to Chief Architect only.

Note: If the layers mentioned above are displayed, but you don't see foundation components displayed in the camera view, including foundation walls, the "Foundation" layer may not be displayed. Enable the display of the "Foundation" layer, as well, to see if this resolves the problem.

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Reset Layer Name	ec Delete I	Jnused L	avers					
Reset Edyer Name	Delete e	muscul	uyers					
Properties for Selected La	ayer Set 🦳							
Name Filter:]			
Name	Used	Disp Lo	ck Color	Weight	Line Style	Text Style		^
Walls, Attic	S	\checkmark		18		Default Text	Style	
Walls, Foundation	+	\checkmark		35		Default Text	Style	
Walls, Invisible	e e	\checkmark		18		- Default Text		
Walls, No Locate	S	\checkmark		18		 Default Text 		
Walls, Normal		 ✓ 		35		- Default Text	<u> </u>	
Walls, Railings		\checkmark		18		Default Text	Style	×
Select All New	N	Сору	Me	rge	Delete			
roperties for Selected La	ayer - Multip	le Layers	; (Walls, A	Attic and 3	others)			
	Display 🗌	Lock						
Color:								
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Line Style: —				— v	Library			
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- 5. If enabling the various display layers does not resolve the problem, Select **Edit> Reset To Defaults** from the menu, and in the dialog that displays:
 - Select the **All Floors** option.
 - Check the Floor Heights, Ceiling Heights, Wall Top Heights and Wall Bottom Heights boxes, then click OK.

Reset to Defaults			
Reset Scope			
○ 1st Floor			
All Floors			
Default			
✓ Floor Heights			
Ceiling Heights			
Roof Groups			
Roof Directives in Walls			
Roof Gable Lines (Delete)			
🗹 Wall Top Heights			
☑ Wall Bottom Heights			
Overridden Dimension Text (Entire Plan)			
OK Cancel Help			

You can also reset the floor and ceiling heights of rooms in your plan on a room-by-room basis in the Room Specification dialog; however, Reset to Defaults is a faster and more thorough option.

6. Finally, select **Build> Floor> Rebuild Walls/Floors/Ceilings** from the menu. If you're still in an active camera view, navigate to **3D> Rebuild 3D** as well.

Related Articles

Adjusting the Display of Wall Layers (https://www.chiefarchitect.com/support/article/KB-00034/adjusting-thedisplay-of-wall-layers.html)

Troubleshooting 3D Camera View Display Problems in Chief Architect (https://www.chiefarchitect.com/support/article/KB-00106/troubleshooting-3d-camera-view-display-problemsin-chief-architect.html)

Troubleshooting 3D Camera View Display Problems in Home Designer (/support/article/KB-00897/troubleshooting-3d-camera-view-display-problems-in-home-designer.html)

Troubleshooting Spikes in Camera Views (https://www.chiefarchitect.com/support/article/KB-02971/troubleshooting-spikes-in-camera-views.html)

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