Chief Architect®
Architectural Home Design Software

Locating and Importing 3D Symbols

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The information in this article applies to:

PREMIER INTERIORS

QUESTION

I can't find the objects I want in the Library Browser. Where can I obtain a larger selection of these types of symbol files to use in Chief Architect?

ANSWER

Chief Architect allows you to import 3D symbols from many different sources, as long as they have one of the following file formats: 3D .dwg, .dxf, .obj, .3ds, .stl, .skp, and .dae.

To locate additional 3D symbols

The sites listed below are just a few of the options in which you can find additional 3D symbols.

> Chief Architect does not endorse or support the use of any symbols obtained from third party sources. We cannot guarantee the reliability nor can Chief Architect be held responsible for the content found on third party websites. Some editing of models in third party software may be required.
>
> Please keep in mind that third party symbols with extremely high face counts may severely increase rendering times.

> If you plan on downloading multiple symbols to bring into your design, you may find it helpful to create a folder in an easy-to-access location on your computer, such as your Desktop or Documents folder.

- **Chief Architect Catalog and Content Resources**
  https://www.chiefarchitect.com/3d-library/ (https://www.chiefarchitect.com/3d-library/)

  Chief Architect customers who have an active software subscription and/or current Support & Software Assurance (SSA) (https://www.chiefarchitect.com/products/ssa/) can download and install a wide array of additional content.

  For more information on obtaining additional library content hosted by Chief Architect, please see KB-00090 - Obtaining and Updating Library Content

(https://www.chiefarchitect.com/support/article/KB-00090/obtaining-library-content.html).

- **Chief Architect's ChiefTalk User Forum**
  https://chieftalk.chiefarchitect.com/ (https://chieftalk.chiefarchitect.com/)

  Our free, online user forum, **ChiefTalk**, provides a Symbols & Content (https://chieftalk.chiefarchitect.com/forum/9-symbols-and-content/) section for registered users to post symbols that they have created, links to third party websites where they have obtained objects for use in their Chief Architect plans, or request symbols from other Chief Architect users.

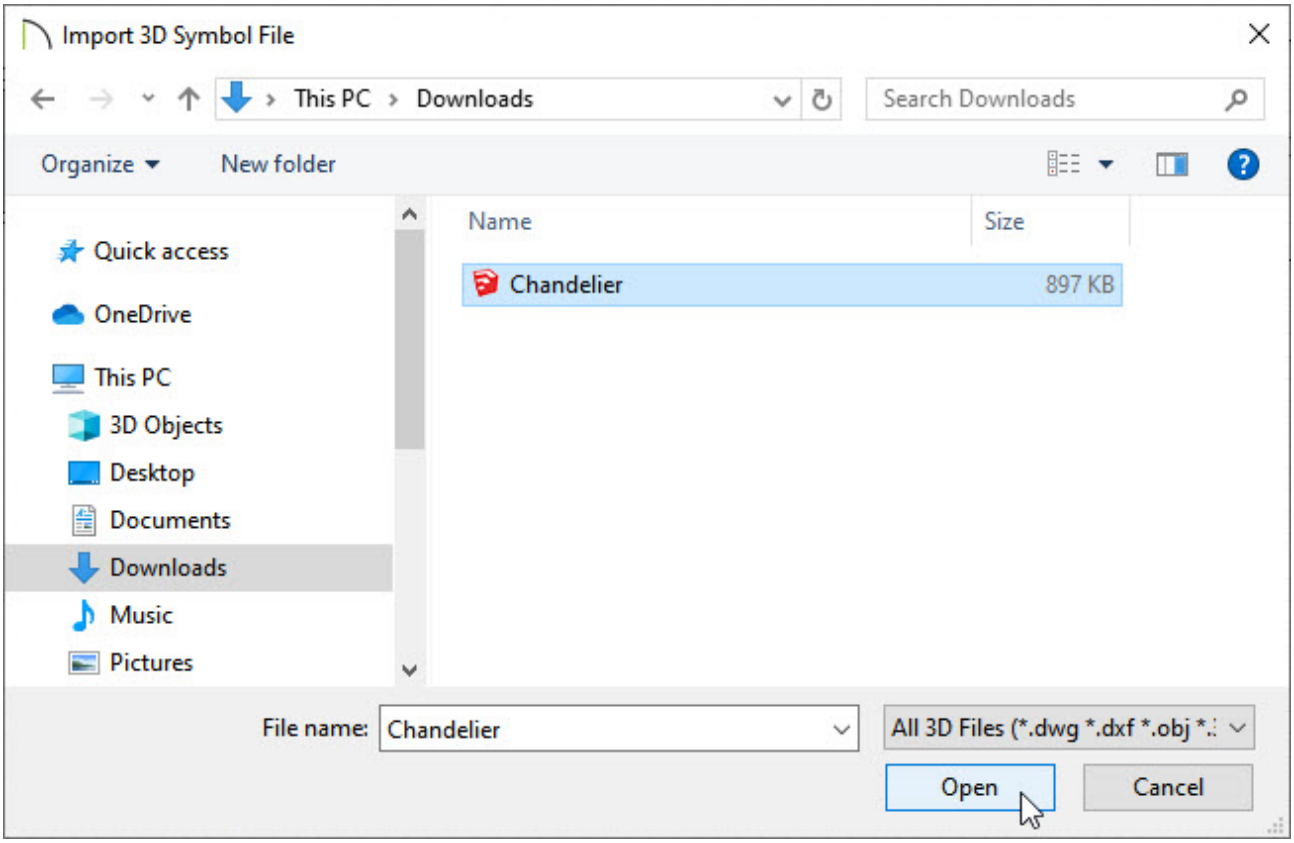
- **Sketchup's 3D Warehouse**
  https://3dwarehouse.sketchup.com/ (https://3dwarehouse.sketchup.com/)

  Sketchup's online 3D Warehouse provides a wide variety of models for download.

Once a 3D symbol has been downloaded and saved onto your computer, you're ready to bring it into your Chief Architect plan.

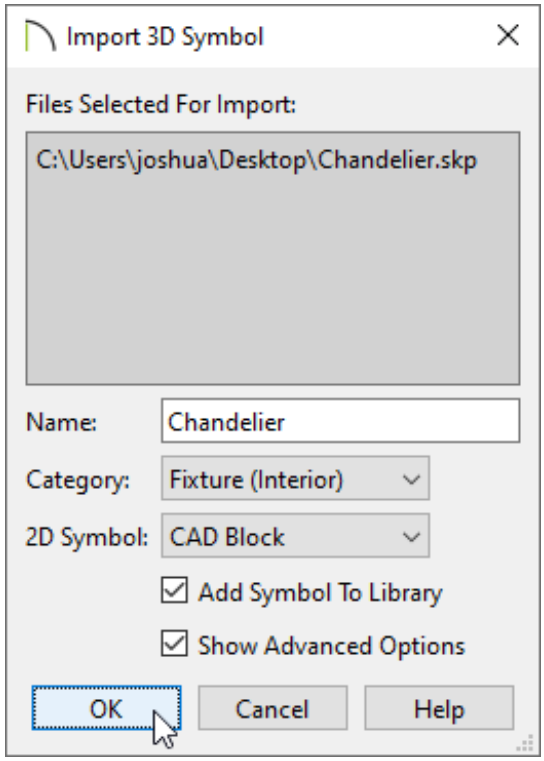
To import a symbol into Chief Architect

1. In your Chief Architect plan, select **File> Import> Import 3D Symbol** to display the **Import 3D Symbol File** dialog.



- Browse to the location where you saved the file, select it, then click **Open**.

- In the **Import 3D Symbol** dialog:



  - Give the imported symbol a **Name**.

  - By default, Chief Architect will import a 3D file as a generic stand-alone interior

fixture. If you prefer, you can select a different **Category** instead.

- In X16 and newer versions, a **2D Symbol** drop-down is available, allowing you to quickly specify how the imported symbol appears in plan view.
- **Add Symbol To Library** will be checked by default, and will result in the symbol being added to the User Catalog folder of the Library Browser.
- Check **Show Advanced Options** to open the symbol/object specification dialog (optional).

- Click **OK** to import the symbol.

> **Note:** If you have already imported this symbol previously, or another symbol using a texture which has the same name as the one you're importing, you may receive the Texture Filename Conflict warning dialog. This dialog will allow you to either Rename the imported texture, Use the existing texture instead of the imported texture, or Replace the existing texture with the imported texture.
>
> If the Symbol has a texture assigned to it that is not contained in the Library or saved with the symbol, you may receive a message stating that a graphic file could not be found. You can choose to replace the texture with another you have saved on your computer or you can change the material later in the Symbol's Specification dialog.

2. The imported object will be selected and is ready to be placed in the plan. Click to place the object where you want it.

3. Take a **Camera** view to see the results.

> **Note:** Some symbols may not come in at the scale you want or using the materials that you would prefer if you do not choose the Show Advanced Options box when importing the symbol.

Once imported into Chief Architect, you can still select these imported symbols and choose the Open Object edit tool to adjust the dimensions, materials, and other settings related to the object.

Files can also be dragged from your Desktop, Documents folder, or other file location, and then dropped directly into a floor plan to initiate the Import 3D Symbol process.

Related Articles

- Converting an Object into a Symbol (/support/article/KB-00809/converting-an-object-into-a-symbol.html)
- Importing a Group of Symbols (/support/article/KB-00953/importing-a-group-of-symbols.html)
- Modeling Custom 3D Objects (/support/article/KB-00761/modeling-custom-3d-objects.html)
- Obtaining and Updating Library Content (/support/article/KB-00090/obtaining-and-updating-library-content.html)

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