

# Customizing a Light Fixture

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## QUESTION



I would like to adjust the size of a light fixture. How can I do this?



## ANSWER

A light fixture has several properties that can be customized in Chief Architect, including the size, the light source, materials, as well as the properties relating to a materials list and schedule.

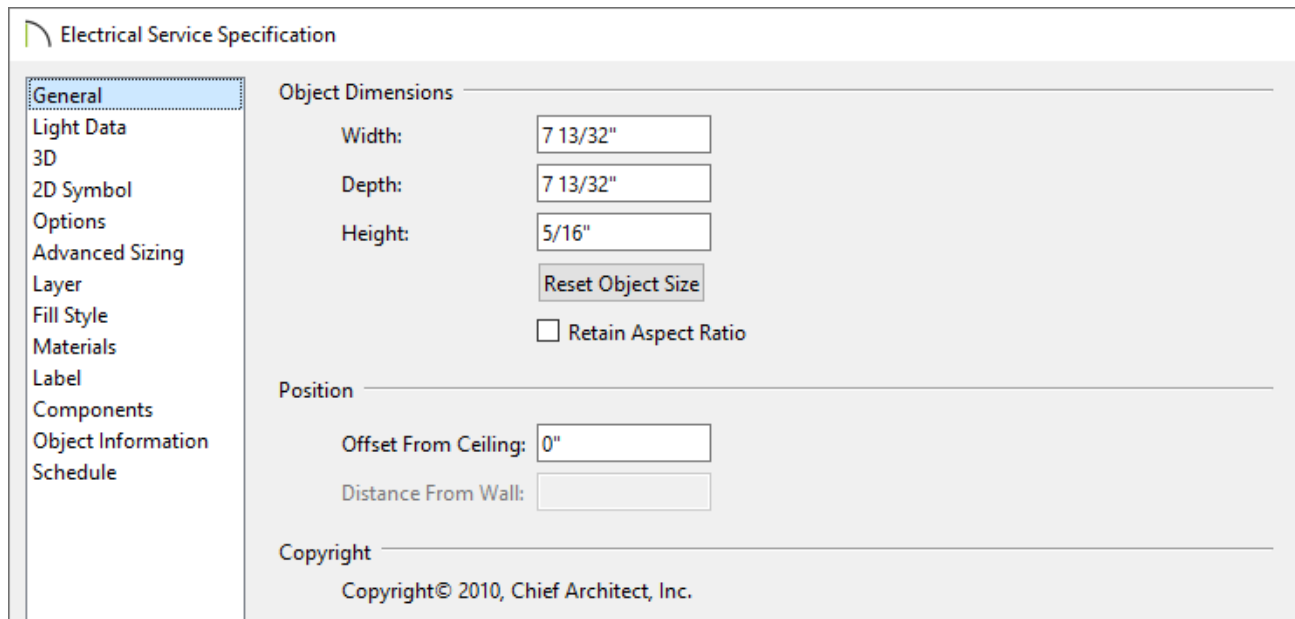
## To customize a light fixture

1. Access the plan in which you would like to customize a light fixture.
2. Using the **Select Objects**  tool, click on the light fixture to select it, then click the **Open Object**  edit tool.

In this example, a Recessed Down Light 6 is selected.

3. On the **GENERAL** panel of the **Electrical Service Specification** dialog that opens, adjust the **Width**, **Depth**, **Height**, and **Offset From Ceiling** values to your liking.

If you're working with rope lighting, different options will be listed, including the **Elevation Reference** and **Height...**, **Distance Between Lights** and the **Light Display Size**.



The screenshot shows the 'Electrical Service Specification' dialog box with the 'General' panel selected. The left sidebar lists various options: General, Light Data, 3D, 2D Symbol, Options, Advanced Sizing, Layer, Fill Style, Materials, Label, Components, Object Information, and Schedule. The main area is divided into sections: 'Object Dimensions' with input fields for Width (7 13/32"), Depth (7 13/32"), and Height (5/16"), a 'Reset Object Size' button, and a 'Retain Aspect Ratio' checkbox; 'Position' with input fields for 'Offset From Ceiling' (0") and 'Distance From Wall'; and a 'Copyright' section at the bottom stating 'Copyright© 2010, Chief Architect, Inc.'

You can also modify the 2D CAD block that's assigned to the light fixture. To learn more, please see the "Editing 2D CAD Blocks Assigned to 3D Symbols" resource in the [Related Articles](#) section below.

4. On the **LIGHT DATA** panel, modify the light source(s) to serve your needs.

**Note:** The exact changes that you specify will depend on the effect you wish to create, as well as the specific conditions in your plan. For more information on lighting, please see the "Working With Lighting" resource in the [Related Articles](#) section below.

Electrical Service Specification

General  
**Light Data**  
3D  
2D Symbol  
Options  
Advanced Sizing  
Layer  
Fill Style  
Materials  
Label  
Components  
Object Information  
Schedule

☒ Specify As Light  
☒ Use Area Light(s)

Adjust Brightness...

Name	On	Source Type	Max Intensity	Color	Casts Shadows	Show Position	Brightness
Light 1	<input checked="" type="checkbox"/>	Spot	500 lm		<input checked="" type="checkbox"/>	<input type="checkbox"/>	100.00%
Light Bulb (Lighting ...)	<input checked="" type="checkbox"/>	Area	Auto				100.00%

Add Light
Copy Light
Delete Light
Adjust Material...

Light Characteristics

Source Type: Spot
Max Intensity: 500 Lumens 500.0
Color:
Tilt Angle: -90.0°
Direction Angle: 0.0°
Cut Off Angle: 175.0°
Drop Off Rate: 1.5

Offset


X Position: 0"
Y Position: 0"
Z Position: -1/2"

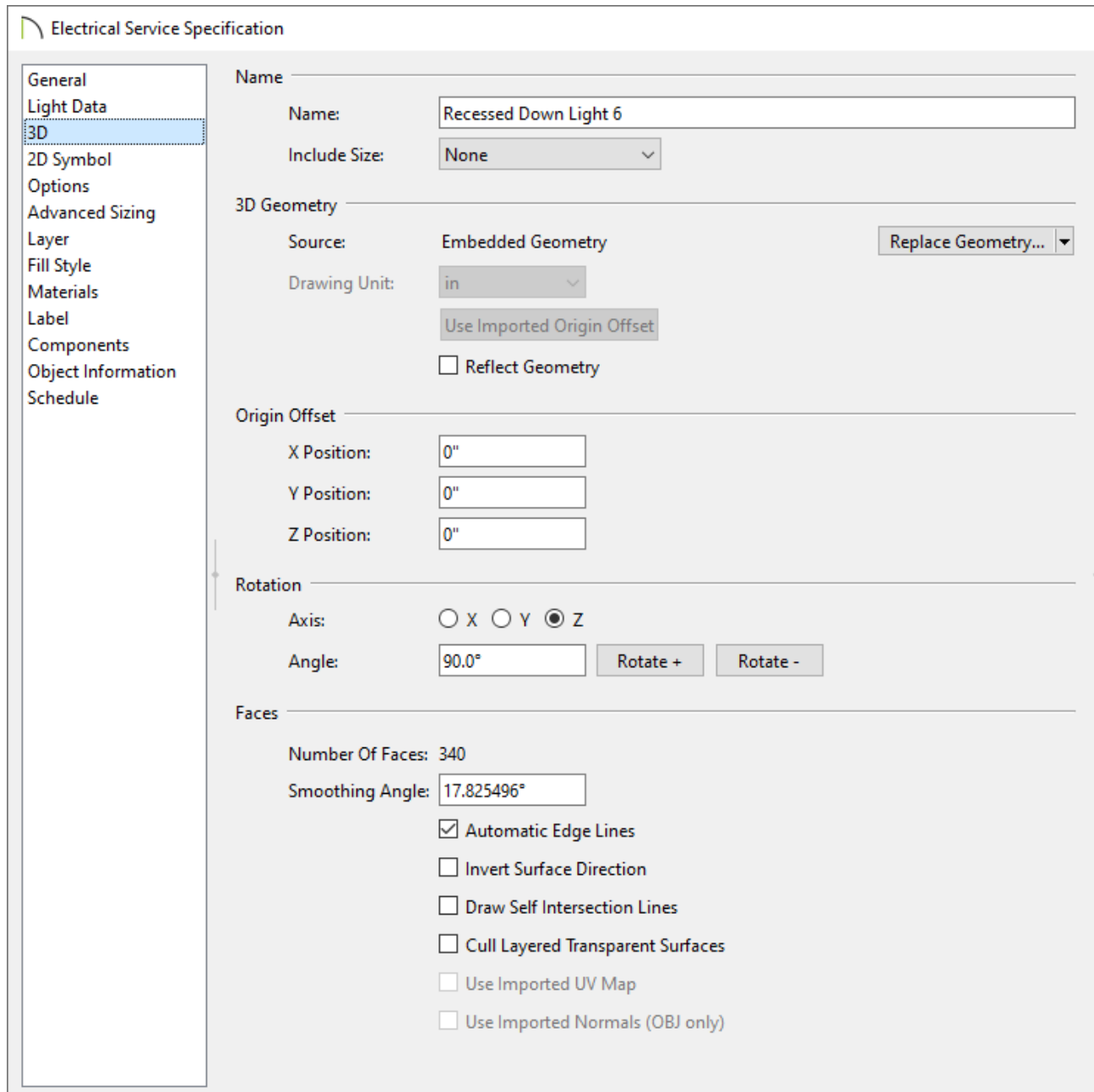
Options

☒ On in Default Light Set  
☒ Casts Shadows  
☐ Show Position in Camera View

5. 3D, 2D SYMBOL, OPTIONS, and ADVANCED SIZING panels are available that allow you to edit additional characteristics associated with the fixture, including the 3D geometry, how it appears in 2D views, placement settings, and additional sizing controls.

If you're working with rope or strip lighting, **POLYLINE**, **SELECTED LINE**, and **MOLDINGS** panels will be available instead. For more information on rope lighting, please refer to your program's Help documentation.

In X14 and prior versions, these panels can be accessed by closing the dialog and selecting the **Open Symbol**  edit tool for the selected fixture.



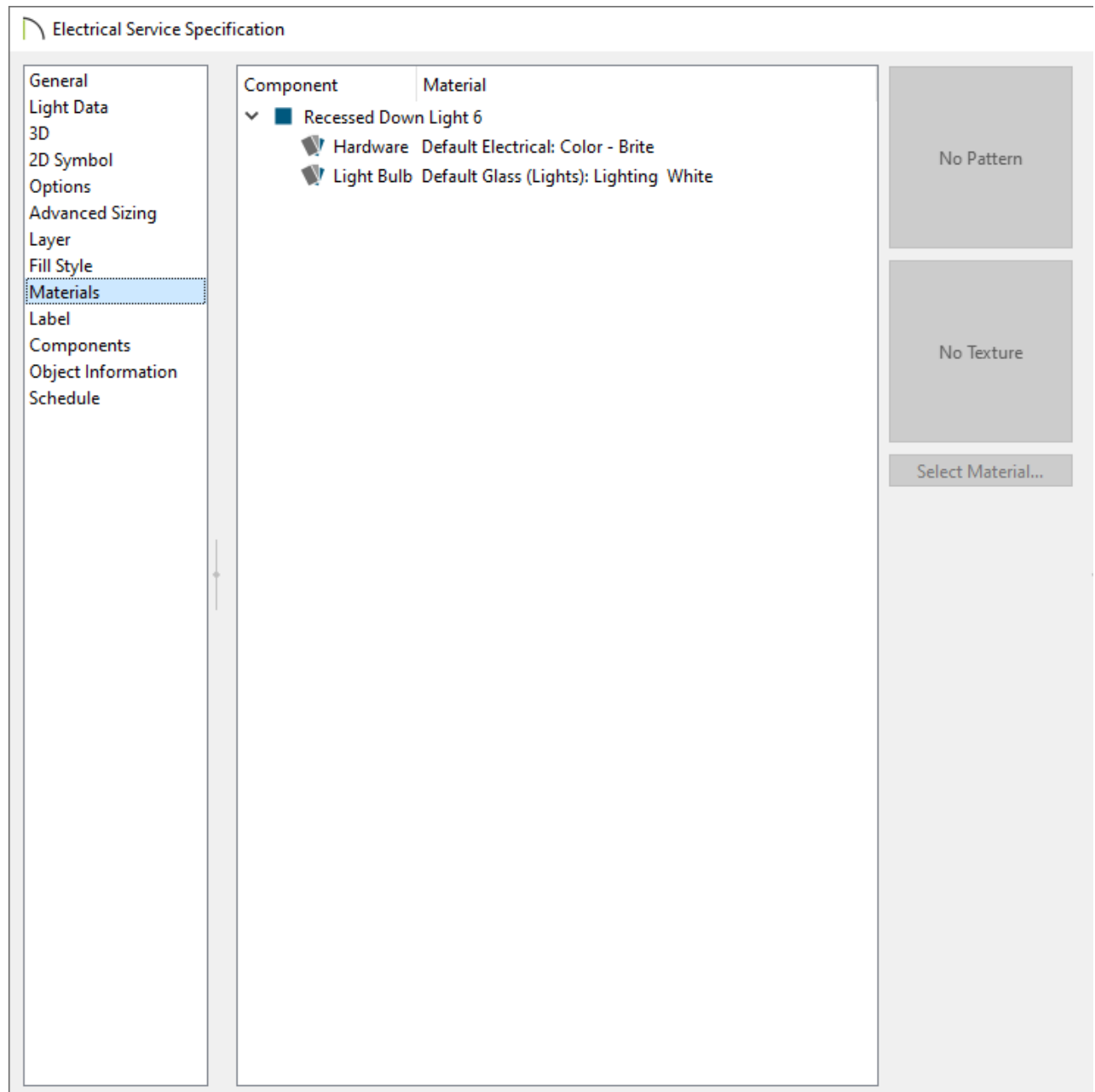
The screenshot shows the 'Electrical Service Specification' dialog box with the '3D' panel selected in the left-hand navigation pane. The '3D' panel is highlighted in blue. The main area of the dialog is divided into several sections:

- Name:** A text field containing 'Recessed Down Light 6'.
- Include Size:** A dropdown menu set to 'None'.
- 3D Geometry:**
  - Source:** A dropdown menu set to 'Embedded Geometry'. To its right is a button labeled 'Replace Geometry...' with a dropdown arrow.
  - Drawing Unit:** A dropdown menu set to 'in'.
  - A button labeled 'Use Imported Origin Offset'.
  - ☐ **Reflect Geometry**
- Origin Offset:**
  - X Position:** A text field containing '0"'. To its right is a button labeled 'Replace Geometry...' with a dropdown arrow.
  - Y Position:** A text field containing '0"'. To its right is a button labeled 'Replace Geometry...' with a dropdown arrow.
  - Z Position:** A text field containing '0"'. To its right is a button labeled 'Replace Geometry...' with a dropdown arrow.
- Rotation:**
  - Axis:** Three radio buttons labeled 'X', 'Y', and 'Z'. The 'Z' radio button is selected.
  - Angle:** A text field containing '90.0°'. To its right are two buttons labeled 'Rotate +' and 'Rotate -'.
- Faces:**
  - Number Of Faces:** A text field containing '340'.
  - Smoothing Angle:** A text field containing '17.825496°'.
  - ☒ **Automatic Edge Lines**
  - ☐ **Invert Surface Direction**
  - ☐ **Draw Self Intersection Lines**
  - ☐ **Cull Layered Transparent Surfaces**
  - ☐ **Use Imported UV Map**
  - ☐ **Use Imported Normals (OBJ only)**

6. Access the **LAYER** and **FILL STYLE** panels to adjust the layer the fixture is located on and whether you want to apply a fill pattern to the fixture's 2D symbol. The Fill Style panel is not available for rope lighting.
7. Specify a material for the light, as well as the components associated with the

fixture itself on the **MATERIALS** panel.

Lighting materials, including LED options, can be found by navigating to Chief Architect Core Catalogs> Materials> Lighting.



8. Specify your desired label properties on the **LABEL** panel.

9. On the **COMPONENTS** panel, enter the **Price** of the fixture, as well as other information, if you wish.

10. On the **OBJECT INFORMATION** panel:

Electrical Service Specification

General  
Light Data  
3D  
2D Symbol  
Options  
Advanced Sizing  
Layer  
Fill Style  
Materials  
Label  
Components  
**Object Information**  
Schedule

Code  Insert: > M

Comment  Insert: > M

Description  Insert: > M

Manufacturer  Insert: > M

Supplier  Insert: > M

Custom Object Fields

Custom Fields:  Field Value:  Insert: > M

Create New Field...

- Use the **Code** field to specify a SKU, if applicable.
- Use the **Comment** field to specify any additional comments.
- Use the **Description** field to specify a description for the fixture.
- Specify the fixture's **Manufacturer**.
- Specify the fixture's **Supplier**.

- Custom Object Fields can also be setup. This setting allows you to specify custom field values for use in schedules. For more information on Custom Object Fields, please refer to your program's Help documentation.


11. Specify your desired schedule settings on the **SCHEDULE** panel.


The screenshot shows the 'Electrical Service Specification' dialog box with the 'Schedule' panel selected in the left-hand navigation pane. The 'Schedule' panel contains the following settings:


- ☒ Include in Schedule
- ☒ Show Schedule Callout
  - Callout Location Rotation:
- ☒ Auto Schedule Category (Electrical - Lights)
- ☐ Include in Schedule As:
  - ☐ 3D Solids
  - ☐ Backsplashes
  - ☐ Cabinet
  - ☐ Cabinet Doors/Drawers
  - ☐ Ceiling Planes
  - ☐ Countertops
  - ☐ Door
  - ☒ Electrical
  - ☐ Fixture
  - ☐ Framing
  - ☐ Furniture
  - ☐ Geometric Shapes
  - ☐ Hardware
  - ☐ Material Regions
  - ☐ Millwork
  - ☐ Molding
  - ☐ Note
  - ☐ Piers/Pads
  - ☐ Plant
  - ☐ Polylines
  - ☐ Roof Planes
  - ☐ Roof Trim
  - ☐ Room
  - ☐ Slabs
  - ☐ Sprinkler
  - ☐ Terrain
  - ☐ Wall
  - ☐ Window
  - ☐ Custom


At the bottom of the panel is a button labeled 'New Custom Category...'.


12. Once all desired changes have been made, click **OK**.

 [Creating Custom Schedules \(/support/article/KB-03120/creating-custom-schedules.html\)](/support/article/KB-03120/creating-custom-schedules.html)

 [Creating Realistic Lighting Effects for a Fireplace \(/support/article/KB-01234/creating-realistic-lighting-effects-for-a-fireplace.html\)](/support/article/KB-01234/creating-realistic-lighting-effects-for-a-fireplace.html)

 [Customizing a CAD Block or Detail \(/support/article/KB-00500/customizing-a-cad-block-or-detail.html\)](/support/article/KB-00500/customizing-a-cad-block-or-detail.html)

 [Editing 2D CAD Blocks Assigned to 3D Symbols \(/support/article/KB-00805/editing-2d-cad-blocks-assigned-to-3d-symbols.html\)](/support/article/KB-00805/editing-2d-cad-blocks-assigned-to-3d-symbols.html)

 [Working With Lighting \(/support/article/KB-00777/working-with-lighting.html\)](/support/article/KB-00777/working-with-lighting.html)



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