Creating a Custom Dentil Molding

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The information in this article applies to:



QUESTION

My project calls for a custom dentil molding. How can I create this in Chief Architect?



ANSWER

A custom dentil molding can easily be created in Chief Architect using 3D Solids or 3D Boxes, then converting them to a molding symbol using the Convert to Symbol tool.

To create a simple dentil molding

- 1. Select **File> New Plan** to open a new, blank plan.
- Select Build> Primitive> 3D Solid , then click and drag to create a rectangular 3D Solid.

In X13 and prior versions, navigate to **Build> Primitive> 3D Box** instead.



- 3. Click the **Select Objects** button, then click on the box to select it and click the **Open Object** edit button.
- 4. On the **3D** SOLID/Box panel of the **3D** Solid/Box Specification dialog that opens:

☐ 3D Solid Specif	ication		×
3D Solid Polyline Selected Line Line Style Fill Style Materials	Size Width: Depth: Height:	2" 1/4" 3"	- 🖍 🖸 🖾 ն 🖾 🧾
Label Components		Retain Aspect Ratio Recalculate Bounding Box	
	Elevation		
	Elevation Reference:	From Finished Floor $$	
	Finished Floor to Top:	3"	
	Finished Floor to Bottom:	0*	
	Rotation		
	Axis:	○ x ○ y ◉ z	1
	Angle:	90.0° Rotate + Rotate -	
	3D Surface Quality		-
		Automatic	
	Maximum Deflection:	0"	
Number Style			OK Cancel Help

• Specify the **Width**, **Depth**, and the **Height**.

In this example we specified the Width as 2", the Depth as 1/4" and the Height as 3".

- Click **OK** to close the dialog and apply your changes.
- 5. With the 3D Solid/Box still selected, click **Copy/Paste** ■↔■, then **Paste Hold Position**
- 6. Click the **Open Object** dit button.
- 7. On the **3D** SOLID/Box panel of the **3D** Solid/Box Specification dialog that opens:

☐ 3D Solid Specif	fication		Х
3D Solid Polyline Selected Line Line Style Fill Style Materials Label Components	Size Width: Depth: Height: Elevation Elevation Reference: Finished Floor to Top: Finished Floor to Bottom: Rotation Axis: Angle: 3D Surface Quality Maximum Deflection:	1* 1/4* 2* □ Retain Aspect Ratio Recalculate Bounding Box From Finished Floor ✓ 3* 1* O X O Y O Z 90.0° Rotate + Rotate - Automatic 0*	
Number Style			OK Cancel Help

• Specify the **Width**, **Depth**, and the **Height** for this second 3D Solid/Box.

In this example we specified the Width as 1", the Depth as 1/4" and the Height as 2".

- Click **OK** to close the dialog and apply your changes.
- 8. With the smaller box still selected, click the **Transform/Replicate Object** → edit button to display the dialog.
- 9. In the Transform/Replicate Object dialog:

Transform / Replicate Object						
Сору						
Number of Copie	es: O					
Move						
X Delta:	1/2"	Relative To Itself				
Y Delta:	1/4"	Absolute Location				
		Relative To Current Point				
Angle:	26.565051°	Relative Angle To Itself				
Distance:	9/16*	Absolute Angle				
Z Delta:	1"					

- Check the box beside **Move**.
- Specify the distance needed to move the small box on the X axis so that it is centered over the large box.

In this example, it is moved 1/2" in the X Delta, 1/4" in the Y Delta, and 1" in the Z Delta.

• Click **OK** to move the small box into position over the large box.



10. Select **3D> Create Perspective View> Full Overview** from the menu to see the results so far. .



11. The default material for 3D Solid/Box objects is concrete; however, you can apply

any material you wish using the Material Painter. Select **3D> Material Painter> Material Painter** from the menu.

- In the **Select Material** dialog, browse and select a material that appeals to you, then click **OK**.
- Click on each of the boxes to apply that material to them.
- If you wish, you can apply a different material to each box.



• When you are satisfied, select **File> Close View** to return to floor plan view.

To create a molding symbol

1. With the **Select Objects** tool, drag a marquee over both 3D Solids/Boxes to select them.

You can also hold down the **Control** key on Windows or the **Command** key on Mac while clicking on both objects to select multiple objects.

- 2. On the Edit toolbar, click on **Convert Selected to Symbol** 👫.
- 3. In the **Convert to Symbol** dialog:

Convert To Symbol X					
Symbol Name: Dentil Molding					
Symbol Category:	Molding \checkmark				
Add to Library					
Show Advanced Options					
OK	Cancel Help				

• Give the symbol a **Name**.

In this example, we used "Dentil Molding".

- Select **Molding** from the drop-down list of categories.
- Check **Add to Library** to save your molding symbol in the Library Browser under the User Catalog.
- Click **OK** to close the dialog.
- 4. Your custom molding is now saved in the library.

The molding symbol is now ready to be used in any plan.

To apply symbol molding to a room

- 1. **Open** the plan in which you would like to use your custom dentil molding.
- 2. Using the **Select Objects** \searrow tool, click inside of a room that you would like to apply the molding to, then click the **Open Object** \square edit button.
- 3. On the MOLDINGS panel of the **Room Specification** dialog that opens:

Room Specifica	ation								
General	Use Floor Defaults								
Structure	Molding Profiles								
Deck Deck Support	Name	Width	Height	Repeat Distance		Vertical Offset	То Тор		Add New
Moldings Wall Covering	Default Base Molding		3 1/2"	N/A	0"	0"			Make Copy
Fill Style	Dentil Molding	1/2"	3"	2"	0"	0"	\checkmark		Edit
Materials Components									Replace
Schedule									Delete
									Make Stack
									Explode Stack
									Move Up
									Move Down
									Add to Library
	Retain Aspect Ratio	Aut	o Offset						
	Selected Profile Options								
	Type:	Crown M	Iolding		~				
		Profile Ro	tation:	0.0°					
		Reflect I	Horizontal	Reflect	Vertical				
				ents in Mate			\square		
		Coun	t Compon	ents in Mate	nais List				
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								Dentil Molding)

- Uncheck **Use Floor Defaults**.
- Click **Add New** to browse the Library Browser for your custom dentil molding, select it, then click **OK**.
- Modify the Width, Height, and Repeat Distance of the molding.
- Change the **Horizontal** and **Vertical Offset** values, as necessary.

By default the molding will be considered a Crown Molding and placed at the ceiling.

• Click **OK** once all desired changes have been made.

and drag a camera inside of the room to see the results.

Related Articles

Creating and Editing Molding Profiles (/support/article/KB-00166/creating-andediting-molding-profiles.html)

<u>A Removing Moldings from a Single Wall (/support/article/KB-01959/removing-moldings-from-a-single-wall.html</u>)

Using 3D/Polyline Solids (/support/article/KB-02925/using-3d-polyline-solids.html)



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