

Creating a Custom Dentil Molding

Reference Number: **KB-00840**

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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.

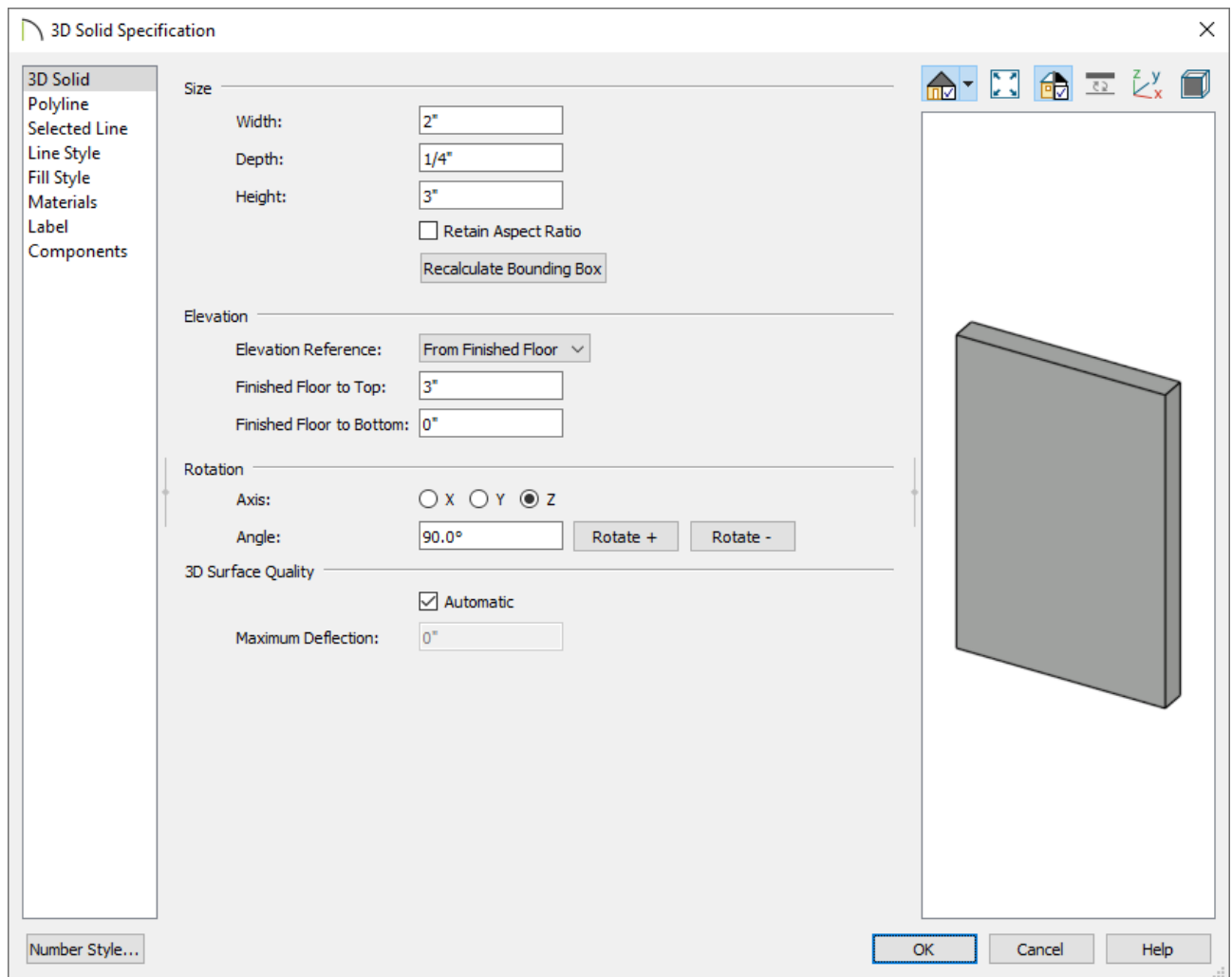
To create a simple dentil molding

1. Select **File> New Plan**  to open a new, blank plan.
2. 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:



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

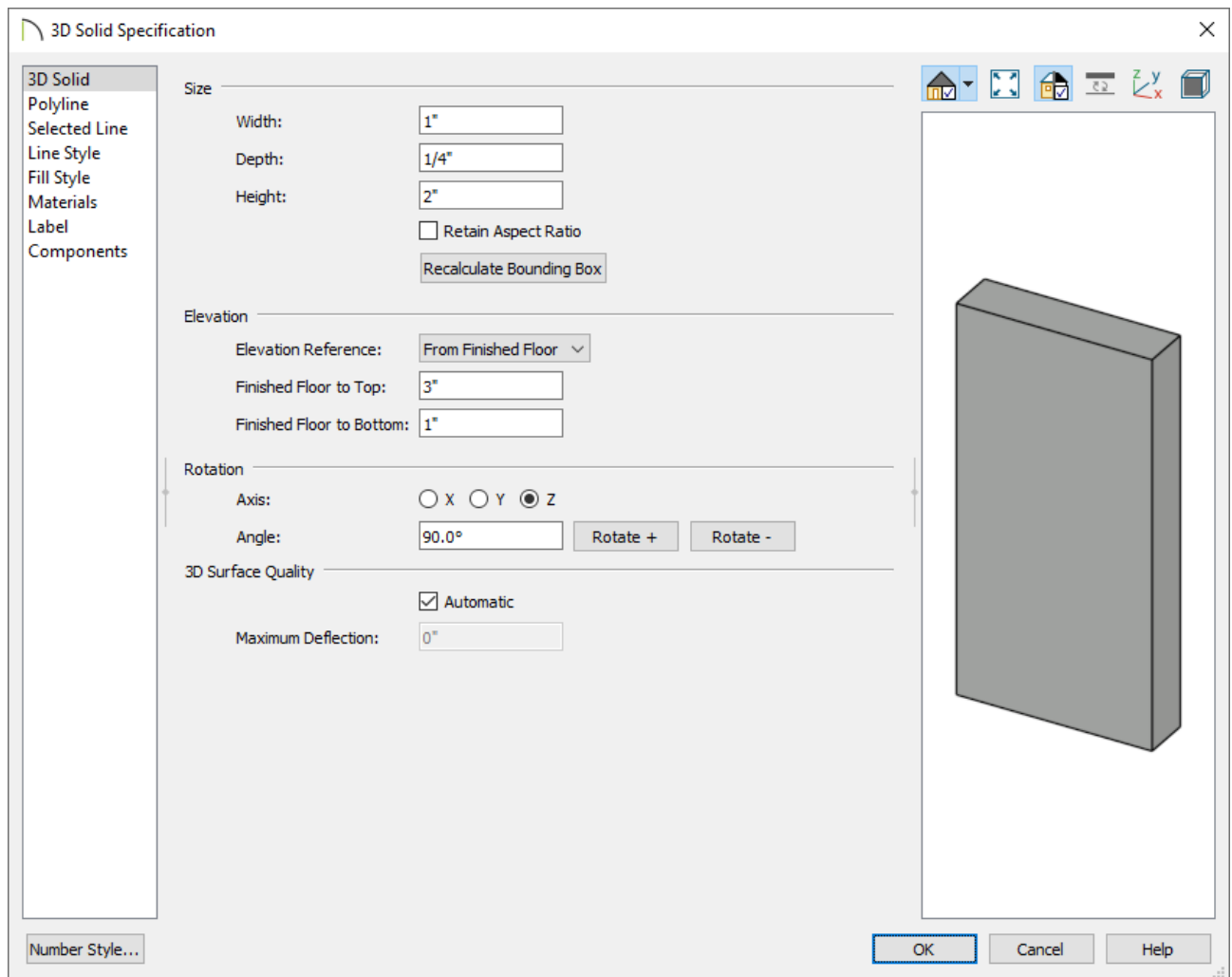
In this example we specified the Width as 2", the Depth as 1/4" and the Height as 3".

- 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**  edit button.


7. On the 3D SOLID/Box panel of the **3D Solid/Box Specification** dialog that opens:



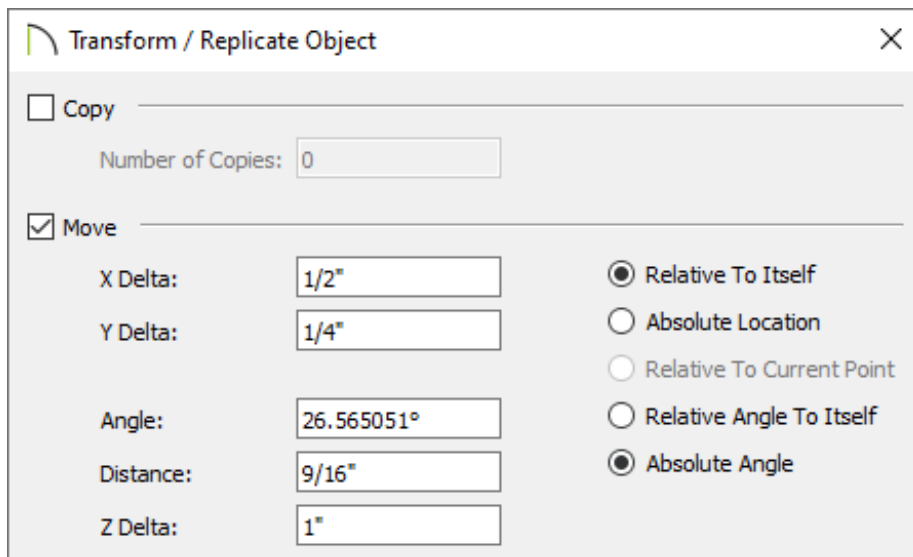
- Specify the **Width**, **Depth**, and the **Height** for this second 3D Solid/Box.

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:




- 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.



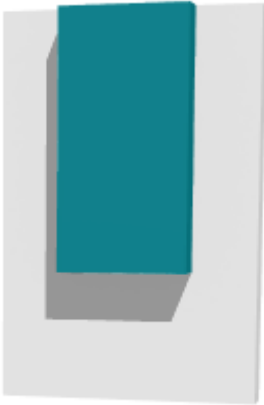
10. Select **3D> Create Perspective View> Full Overview**  from the menu to see the results so far. .



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.




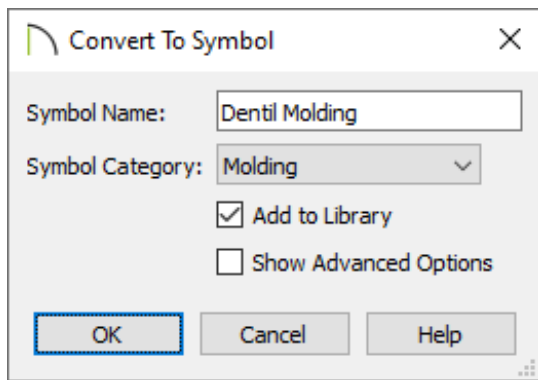
- When you are satisfied, select **File> Close View** to return to floor plan view.

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:



- Give the symbol a **Name**.




In this example, we used "Dentil Molding".

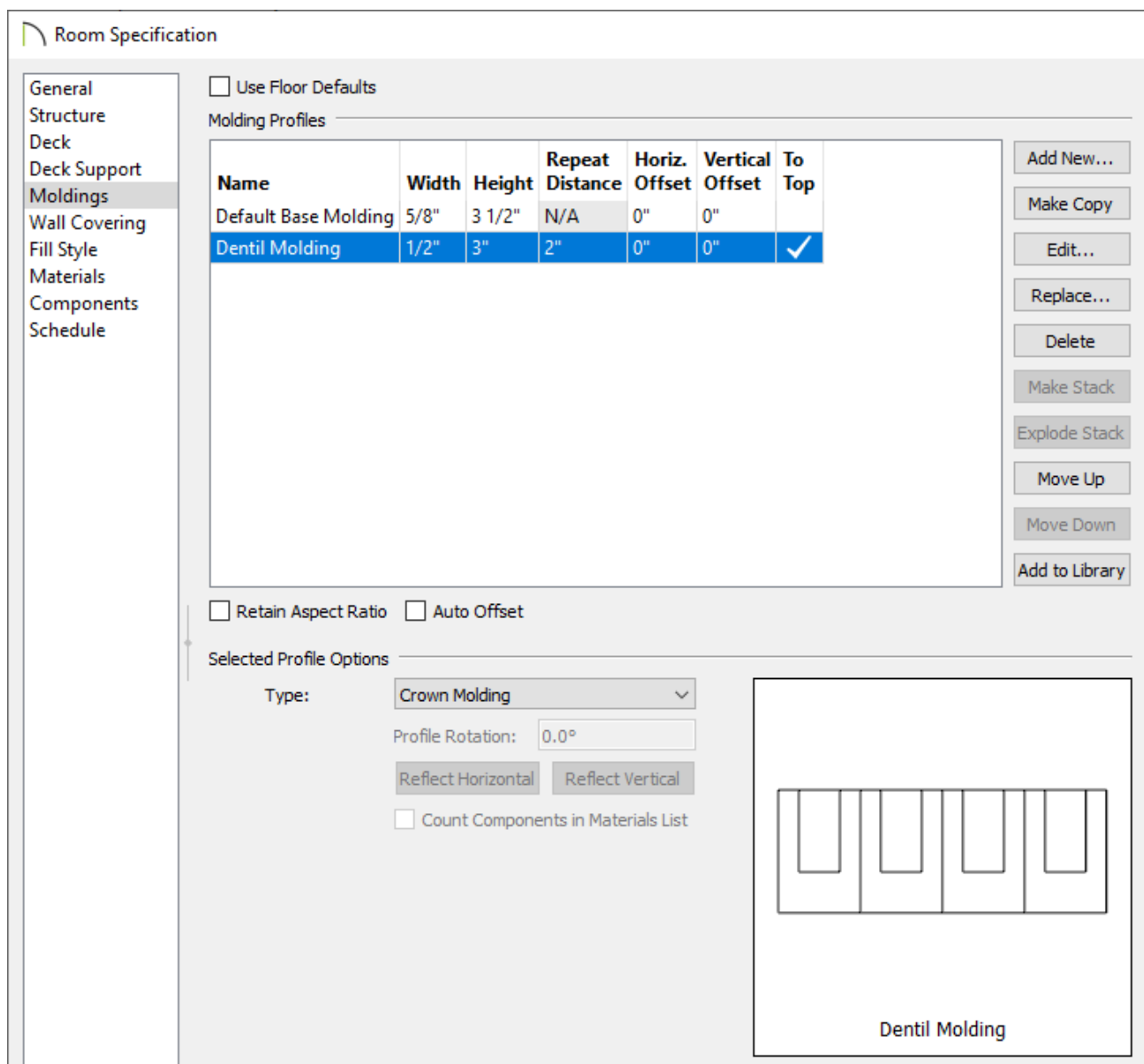
- Select **Molding** from the drop-down list of categories.
- Check **Add to Library** to save your molding symbol in the Library Browser under the User Catalog.
- Click **OK** to close the dialog.

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**  tool, click inside of a room that you would like to apply the molding to, then click the **Open Object**  edit button.
3. On the **MOLDINGS** panel of the **Room Specification** dialog that opens:



- 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.


4. Select **3D> Create Perspective View> Full Camera**  from the menu, then click

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

Related Articles


 [Creating and Editing Molding Profiles \(/support/article/KB-00166/creating-and-editing-molding-profiles.html\)](/support/article/KB-00166/creating-and-editing-molding-profiles.html)

 [Removing Moldings from a Single Wall \(/support/article/KB-01959/removing-moldings-from-a-single-wall.html\)](/support/article/KB-01959/removing-moldings-from-a-single-wall.html)

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



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