

# Creating a Fire or Flame

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The information in this article applies to:



## QUESTION

Chief Architect contains several fire materials, however, they are just images. How can I make these look more realistic?





# ANSWER


Creating a 3D flame in Chief Architect is very simple. The first thing you need is a shape with only a few surfaces for the flame material to be applied to.

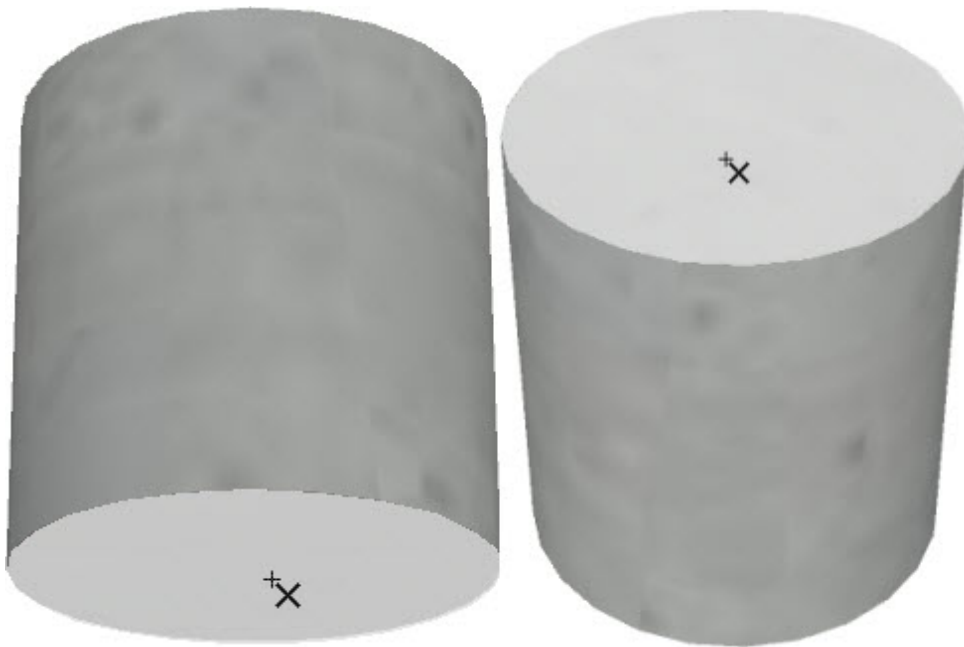
In this example we will create the curling flame shown above by applying a fire texture to a hollow cylinder.


## Creating the cylinder

1. In a new plan, select **Build> Primitive> Cylinder** , then click and drag in floor plan to create a simple cylinder shape.
2. Once the cylinder has been created, go to **3D> Create Perspective View> Perspective Full Overview** .



3. Next, use the **Delete Surface**  tool hide the two end surfaces of the cylinder.



4. Click **Tools> Symbol> Convert to Symbol** , choose **Geometric Shapes** as the Symbol Category, and click **OK**.
5. Now place your new shape into a plan and resize it as needed.
6. Apply a fire material, found in the library under **Chief Architect Core Catalogs> Materials> Fire**.




Using this method, you can use different shapes to make your flame look however

you'd like for your camera views.

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Related Articles

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



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