Chief Architect®

Architectural Home Design
Software

Creating a 360 Degree Flame for a Fire Pit

Reference Number: **KB-01830**

Last Modified: **July 20, 2021**

QUESTION

Chief Architect contains several fire materials, however, they are just flat images that are meant to be applied to surface. How can I create a 360 degree flame for use with a fire pit?

ANSWER

Creating a flame for a fire pit 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.
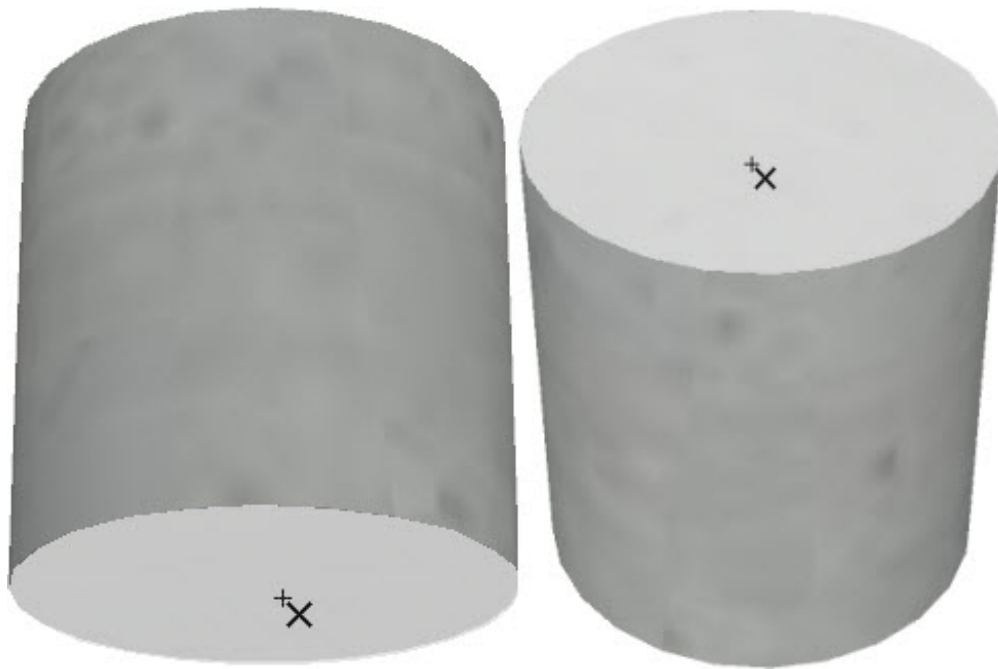
4. Click **Tools> Symbol> Convert to Symbol** 🪑, choose **Geometric Shapes** as the Symbol Category, and click **OK**.

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.

Related Articles

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

(https://chieftalk.chiefarchitect.com/)
 (/blog/)

(https://www.facebook.com/ChiefArchitect)

(https://www.youtube.com/user/ChiefArchitectInc)

(https://www.instagram.com/chiefarchitect/)

(https://www.houzz.com/pro/chiefarchitect/)

(https://www.pinterest.com/chiefarchitect/)