

Creating a Custom Fireplace and Chimney

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The information in this article applies to:



QUESTION



I would like to create a custom fireplace with an insert, hearth, and mantel. How can I do this?

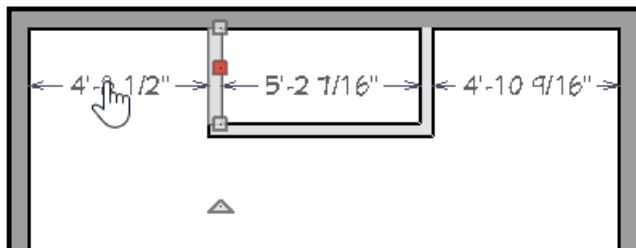


ANSWER

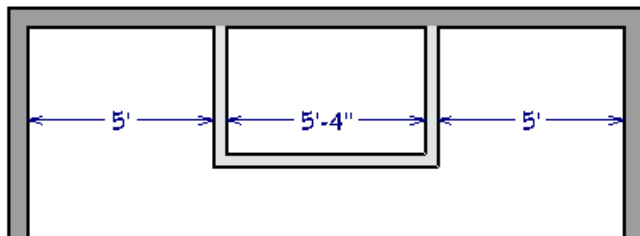
Creative combinations of different objects such as fixtures, soffits, walls and wall openings allow you to create a wide variety of fireplace and chimney designs.

To build a chase for a fireplace insert


1. Select **Build> Wall> Straight Interior Wall**  from the menu and draw three walls to form the chase for your fireplace and chimney. Don't worry about the exact placement of the walls right now - they can be moved into position accurately in a moment.
2. Select **CAD> Dimensions> Interior Dimension**  from the menu and drag an Interior Dimension line across the room - beginning at one wall and dragging straight through the side walls of the chase.
3. Select the left side wall of the chase. Use the Interior Dimension on the left to set the correct distance from the left side of the room.



4. Repeat this process with the wall on the right side of the chase and the wall forming the front of the chase.




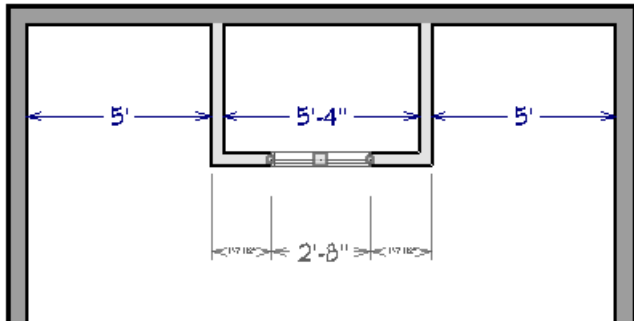
To place an insert into the chase

1. Select **Build> Window> Window**  from the menu and click on the front wall of your chase to place a window at that location.

This window will be used to create a wall opening an insert can be modeled in.

If the program warns you that you are placing a window in an interior wall, click **OK**.

2. Click on the window to select it, click the **Center Object**  edit button, and click inside the chase 'room' area. This will center the opening exactly between the two side walls.




3. With the window still selected, click the **Open Object**  edit button and in the **Window Specification** dialog that displays:

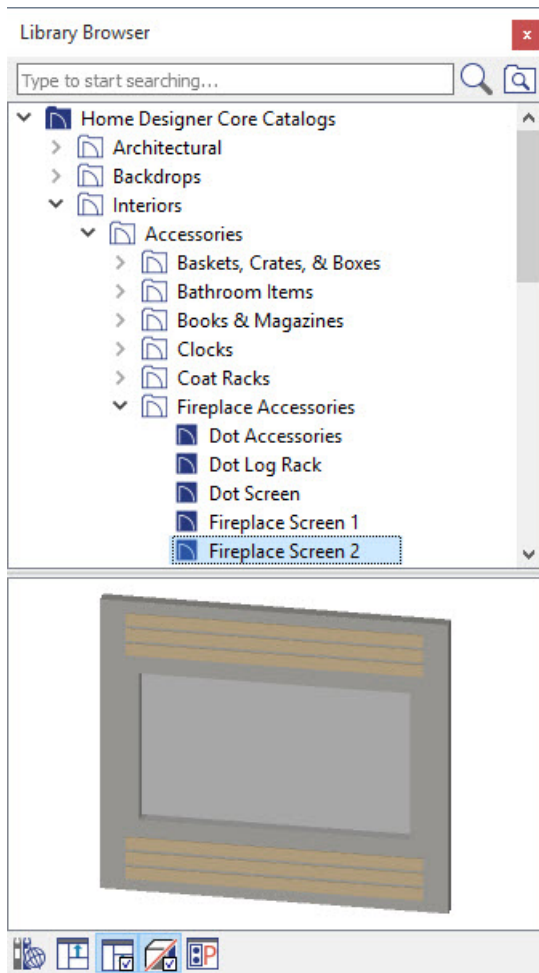
- On the **GENERAL** panel, click the **Window Type** drop-down arrow and select **Fixed Glass** from the list. If you already know the size and height you want the opening to be, you can also specify it here.
- On the **CASING** panel, uncheck **Use Interior Casing** and **Use Exterior Casing**.
- In Home Designer Pro, select the **SILL** panel, and uncheck **Use Interior Sill** and **Use Exterior Sill**.
- On the **LITES** panel, specify 1 for both **Lites Across** and **Lites Vertical**.
- On the **MATERIALS** panel, click on the word **Glass**, click the **Select Material** button, then browse and select a **Fire** material from the Library.

You can choose the other materials now if you like or wait until later. They can, of course, be changed at any time.

- Click **OK** to close the dialog and apply your changes.

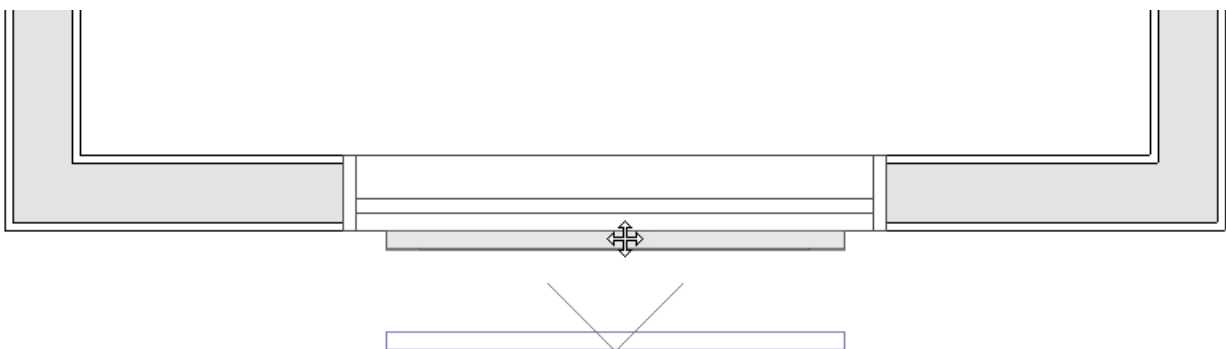
4. Select **View> Library Browser**  from the menu to open the Library Browser window.


- Browse to **Interiors> Accessories> Fireplace Accessories**.



- Depending on your program, there may be several fireplace screens available. Click on one to select it, and then click once in your floor plan to place the selected screen in your plan.

5. With the fireplace screen still selected, click the **Move**  edit handle and drag the screen so that it is directly in front of the window forming the insert opening.

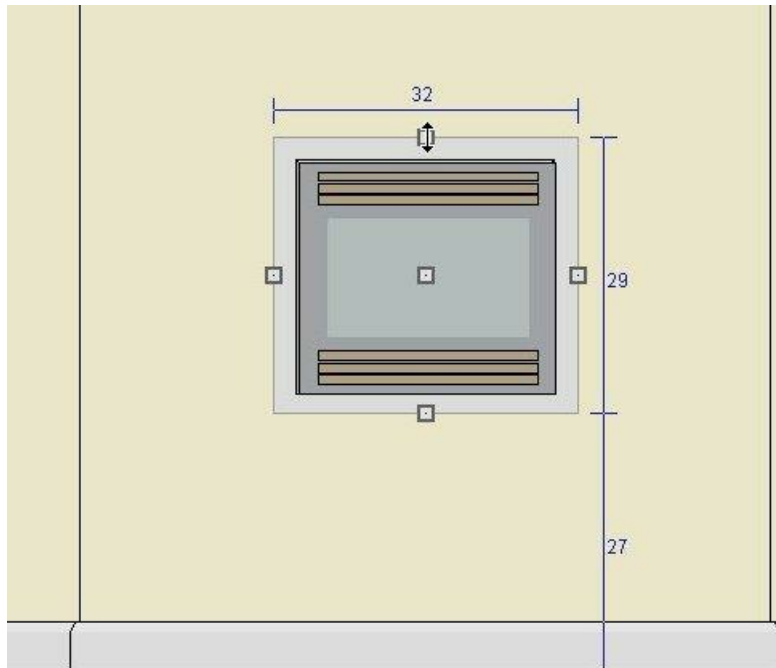


6. Select **3D> Create Camera View> Elevation**  from the menu and click and drag a camera view in the direction of the window and screen, keeping the camera arrow perpendicular to the front wall.




7. If you don't see the fireplace screen, navigate to **Tools> Display Options**  from the menu and place a

checkmark in the **Disp** column for the "Furniture, Interior" display layer. In this elevation view:

- Click on the frame of the window to select it and resize the opening as desired using the edit handles that display.
- Click on the fireplace screen to select it, and move and resize it using the edit handles so that it fits inside the frame of the window.
- When you are satisfied with the appearance of the frame and screen, select **File> Close View** to close the camera view and return to floor plan view.



The Elevation tool is not available in Home Designer Interiors. The Full Camera tool, which is available in all programs, can be used instead.


8. In floor plan view, select **Window> Zoom**  from the menu, then click and drag a rectangular marquee around the fireplace insert chase, including the screen in the selection.
9. Click on the fireplace screen to select it, hold down the **Ctrl/Command** key on your keyboard, and drag the screen into the center of the window using the **Move**  edit handle. If the screen snaps to the outside edge of the window opening, click the **Open Object**  edit button and increase the **Depth**, or thickness, of the screen to **6** inches, then click **OK** and try again.

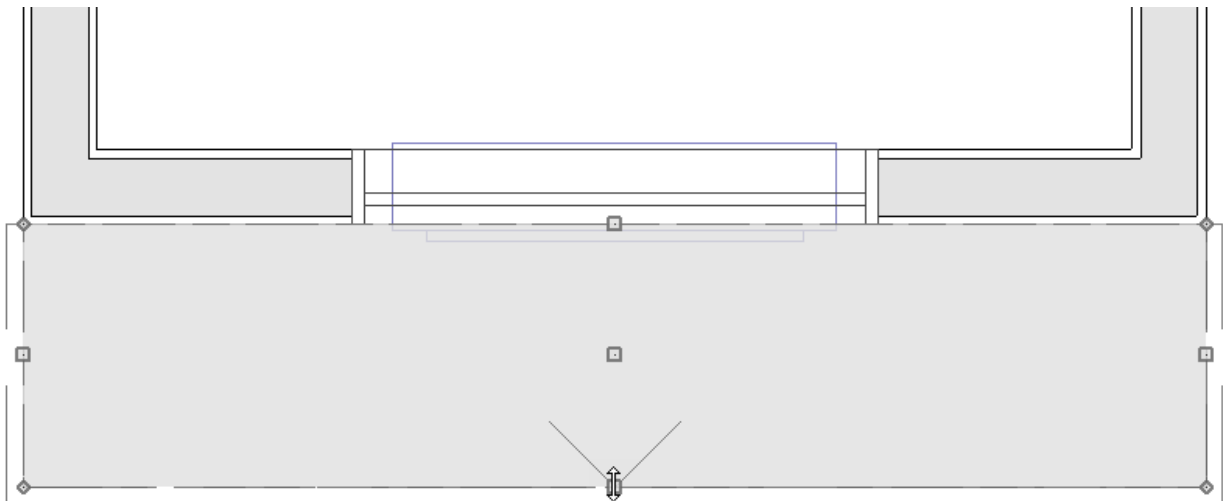



If you have trouble selecting the fireplace screen, selecting nearby objects such as the wall or window instead, click the Select Next Object edit button or press the Tab key on your keyboard until the screen is selected.

Many custom objects can be designed using the **Soffit**  tool.

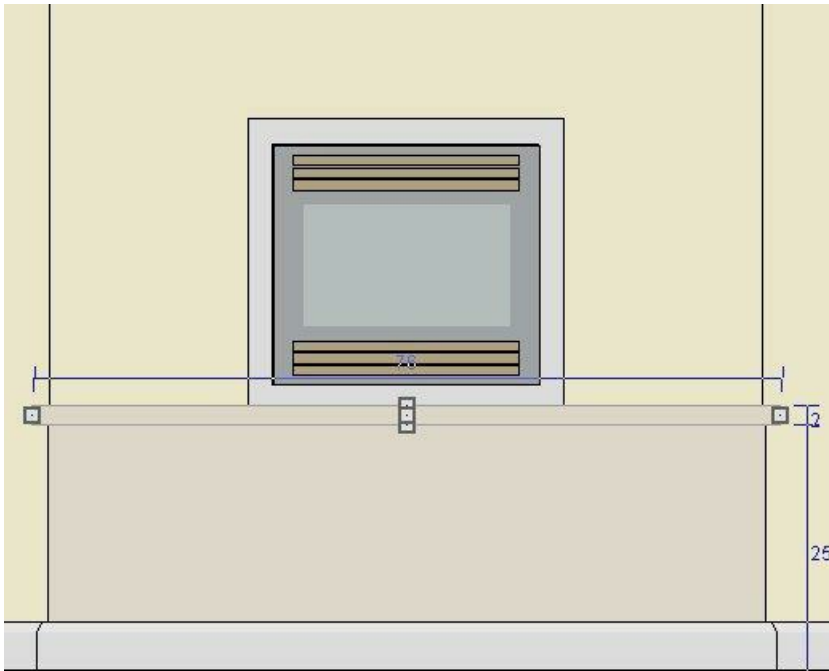
To add a hearth

1. Select **Build> Cabinet> Soffit**  from the menu, then click once in the plan to create a soffit.
2. Select the soffit to display its edit handles and use those handles to move the soffit into position in front of the fireplace and then resize it as needed.





3. With the soffit still selected, click the **Open Object**  edit button and in the **Soffit Specification** dialog that displays:
 - On the **GENERAL** panel, specify the desired **Height** of the hearth, which should be near the bottom of the insert opening.
 - Specify the **Floor to Bottom** distance as 0", since this hearth should rest on the floor.


- On the **MATERIALS** panel, click on the word **Soffit**, then click the **Select Material** button and browse the Materials library to find an appropriate material for the hearth. Remember that this material can be changed at any time.
 - Click **OK** to close the dialog and apply your changes.
4. You can create a cap for your hearth using a second, thinner soffit placed on top of the first if you so desire.




As cabinets feature front items such as drawers, doors and panels, the Full Height Cabinet tool, which is another child of the Cabinet Tools, can be used to create customized mantels and square columns beneath.

To add a mantel with columns


1. Select **Build> Cabinet> Full Height**  from the menu, then click to create a full height cabinet in front of the fireplace.
2. Click on the full height cabinet to select it then click the **Open Object**  edit button. In the **Full Height Cabinet Specification** dialog that displays:
 - On the **GENERAL** panel, specify the **Depth** of your mantel.

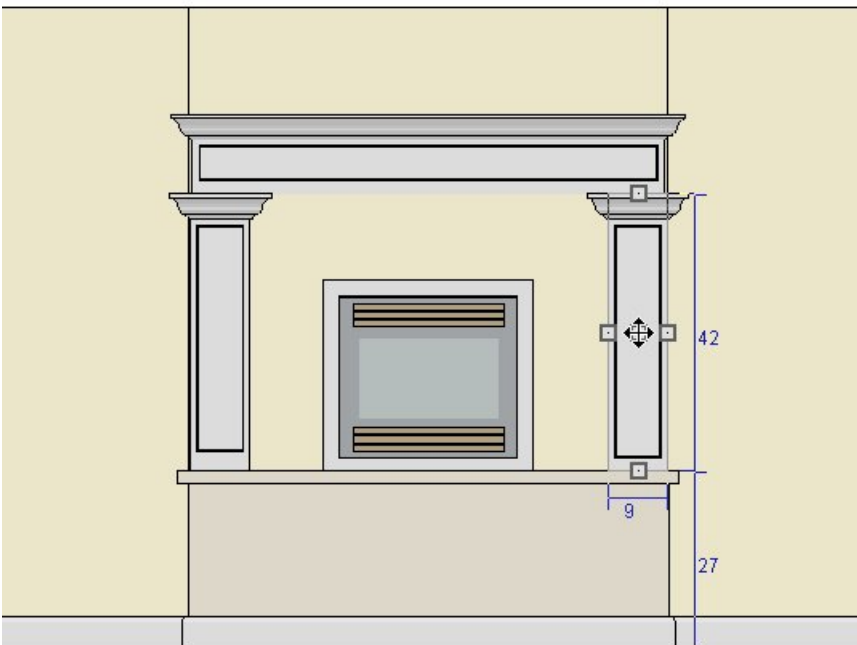
The **Height**, **Width** and **Floor to Bottom** distance can be set using the edit handles in an **Elevation**  view.

- On the **FRONT** panel, click on the bottom door of the cabinet in the preview image and click on the **Delete** button to remove this face item. Then click on the remaining door and specify it as a **Panel** in the **Item Type** drop-down list.



- On the **DOOR/DRAWER** panel, select **None** from the **Door Handle** and **Drawer Handle** drop-down lists.
 - Click **OK** to close the dialog and apply your changes.
3. With the full height cabinet still selected, use the **Move**  edit handle to move it into position over the hearth.

If you encounter any move restrictions while moving the mantel into place, press the **Ctrl/Command** key on your keyboard to override these restrictions.

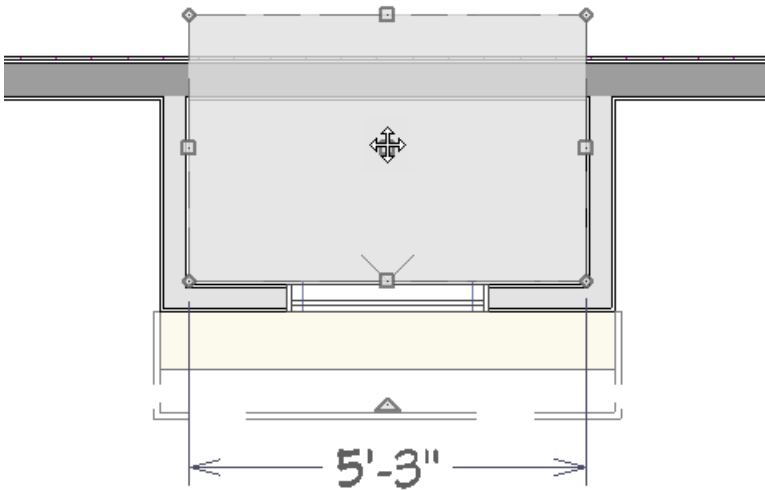
4. A second square, paneled column can be created using the same steps as above. A mantel can be created to span the two columns.
5. Select **3D> Create Camera View> Elevation**  from the menu and click and drag a camera view in the direction of the fireplace. Use the edit handles to adjust the size and position of the mantel and columns as needed.






To create a chimney

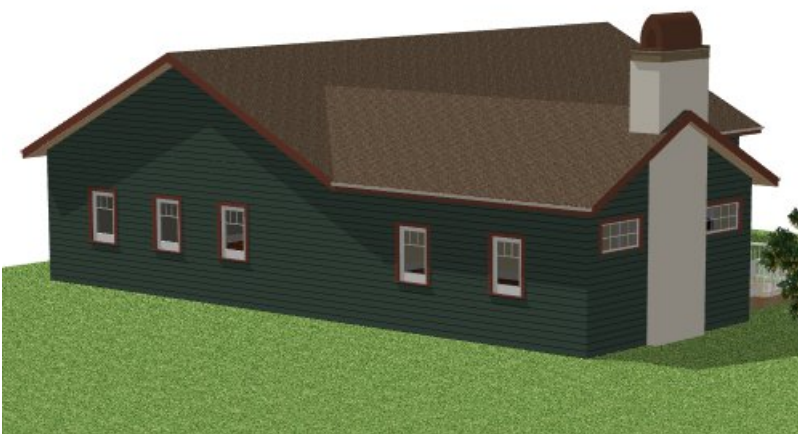
1. Select **Build> Cabinet> Soffit**  from the menu, then click once in the plan to create a soffit.
2. Select the soffit to display its edit handles and use those handles to move the soffit into position inside the chimney chase and then resize it so that it fills the interior space of the chase 'room'.
3. To extend the soffit through the exterior wall so that it displays on the exterior of your plan, press the **Ctrl/Command** key on your keyboard, and then use the **Move**  edit handle to move the soffit through the


exterior wall at the back of the chase 'room'.



You may need to adjust the size again afterward.

4. With the soffit still selected, click the **Open Object**  edit button, and on the **GENERAL** panel of the the **Soffit Specification** dialog:
 - Specify a **Height** that will place the chimney top at an appropriate height above the roof.
 - Specify the **Floor to Bottom** distance at **-18** so that the soffit reaches through the floor platform to the ground level outside.
 - Click **OK** to close the dialog and apply your changes.
5. You can also add a cap to the chimney if you like by selecting **View> Library Browser**  from the menu, browsing to **Mechanical, Electrical, Plumbing> Ventilation** and selecting a cap from the **Chimney Tops** folder.
6. Select **3D> Create Camera View> Perspective Full Overview**  from the menu to create a bird's-eye view of the exterior of your plan, including the chimney.




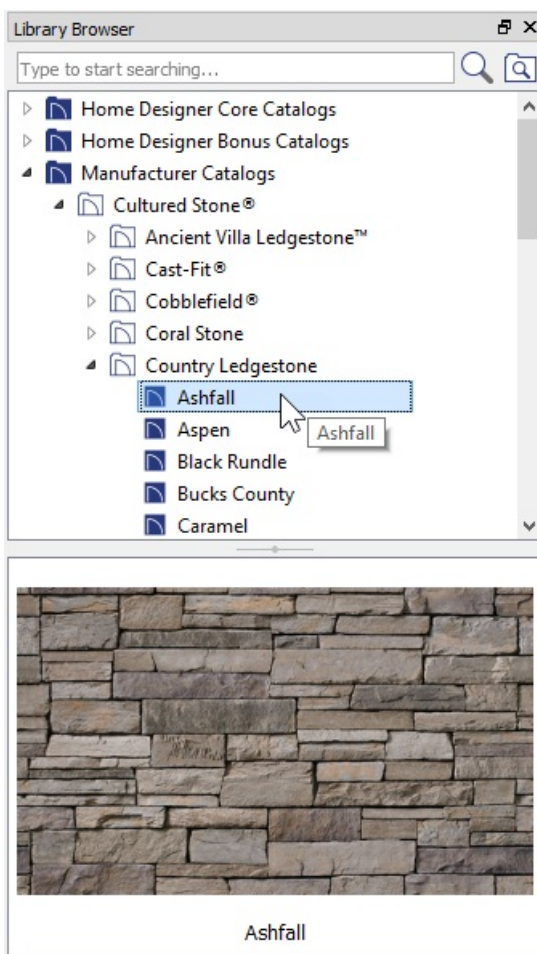
The Full Overview tool is not available in Home Designer Interiors, instead create an exterior **Full Camera**  view.


Notice that the chimney displays a beige sheetrock material. You can select a more appropriate material for the chimney right here in this view.

Materials for different objects can be selected at any time. A great way to choose materials is in a 3D Full Camera view using the Material Painter and Material Eyedropper tools.

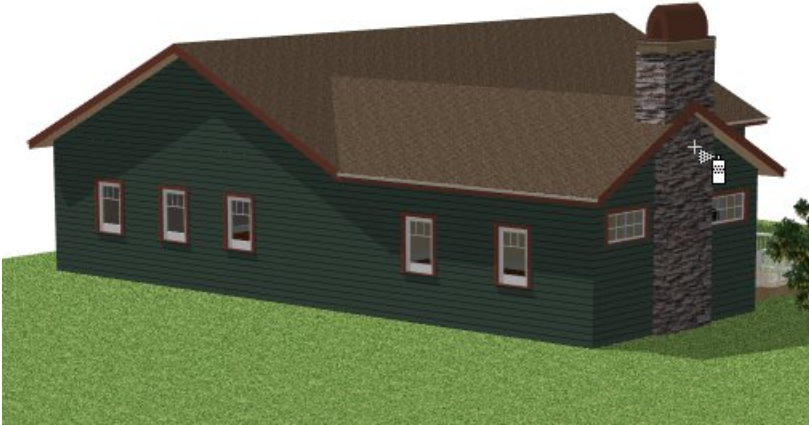
To apply materials to the fireplace and chimney



1. In the camera view displaying the chimney created above, select **3D > Material Painter > Material Painter**  to open the **Select Material** dialog.
2. Browse into **Home Designer Core Catalogs > Materials** to find an attractive material for your chimney. The **Masonry & Stone** category and the **Cultured Stone®** Manufacturer catalog are two good places to browse for brick, block and stone materials.





3. Click on a material to select it, then click the **OK** button to close the dialog. Your cursor will now display the **Material Painter**  icon.

4. Click on the chimney to apply your selected material to this object.



5. Now, apply new materials to the fireplace, mantel, and hearth inside the model. Select **File> Close View** to close the camera view and return to floor plan view.
6. Select **3D> Create Camera View> Full Camera**  from the menu and click and drag a camera view of the fireplace inside the model. As before, use the **Material Painter**  tool to apply new materials to the objects in your view.



- Once you select a material in the **Select Material** dialog and click **OK**, you can click on as many objects as you like to apply the selected material to each.
- To apply a different material, select **3D> Material Painter> Material Painter**  and choose a new material from the **Select Material** dialog.
- If you would like to apply a material on one object to a different object in the view, select **3D> Material Painter> Material Eyedropper** , click on the first object to load the desired material and then click on the second object to apply it.

If you want to paint the walls it is recommended that you use the wall specification dialog.

To view your custom fireplace and chimney



Select **3D> Create Camera View> Doll House View**  from the menu to see the entire floor, including the chimney, but without the ceiling or roof planes.






To create the appearance of a masonry chimney, you can apply a stone, block or brick material to the chase that you created using Interior Walls in the walls' specification dialogs.

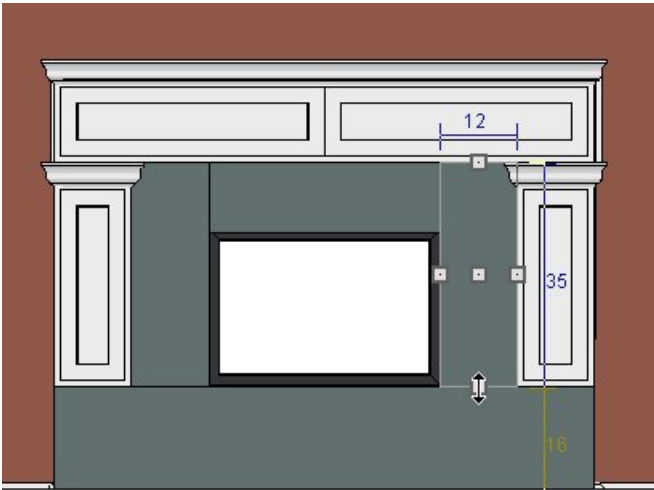
If you want to use a second material to surround the fireplace opening, use the Soffit tool.

To apply materials to the chase walls and fireplace surround




1. Click on the wall that defines the front of the chimney chase 'room' to select it, and then click the **Open Object**  edit button.
2. On the **MATERIALS** panel of the **Wall Specification** dialog, click on the words **Interior Wall Surface**, then click the **Select Material** button and browse the Materials library to find the material you prefer.
3. If you would like to, repeat this process with the walls defining the sides of the chase 'room.'
4. To create a surround for the fireplace opening, begin by placing a **Soffit**  in your plan.

5. With the soffit selected, use the edit handles to reduce its width to one inch or so, depending on the material you would like to use for your surround, then use the **Move**  edit handle to position the soffit directly against the front wall of the chase.
6. Select **3D> Create Camera View> Elevation**  from the menu and drag a camera view in the direction of the window and screen, keeping the camera arrow perpendicular to the front wall.

Home Designer Interiors does not have the Elevation tool, instead use the **Full Camera**  tool.



In this view:

- Click on the soffit to select it and click the **Copy/Paste**  edit button. Click once in an empty area of the front wall of the chase to create a copy of the soffit. Then repeat these steps to create a second copy in another empty area.
- Click the **Select Objects**  tool and edit the size, shape and location of each soffit so that they form a complete surround for the fireplace opening.
- Select **3D> Material Painter> Material Painter**  from the menu and apply the desired material to the soffits forming your fireplace surround.

Related Articles

 [Creating a Chimney Chase \(/support/article/KB-00885/creating-a-chimney-chase.html\)](/support/article/KB-00885/creating-a-chimney-chase.html)

 [Creating a Glowing Effect from a Fireplace \(/support/article/KB-00976/creating-a-glowing-effect-from-a-fireplace.html\)](/support/article/KB-00976/creating-a-glowing-effect-from-a-fireplace.html)