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Creating a Trey or Coffered Ceiling Using Polyline Solids

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The information in this article applies to:

Premier Interiors

QUESTION

How can I use polyline solids to create a trey or coffered ceiling?

ANSWER

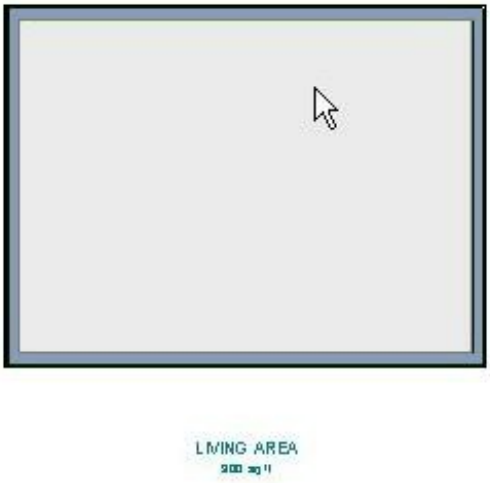
There are several ways to create trey and coffered ceilings in Chief Architect. One easy method uses Polyline Solids and the Convert Polyline edit tool.

To create a trey ceiling using Polyline Solids

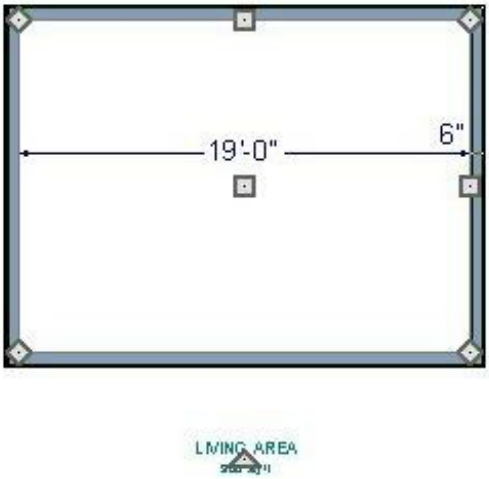
1. Open a plan in which you want to create a trey or coffered ceiling, or create a new plan by selecting **File> New Plan** from the menu.

   In this example, we use a single 15' x 20' room with a ceiling height of 121 1/8".

2. Using the Select Objects tool, click in the room in which you will create a trey ceiling to select it, then click the **Make Room Polyline** edit button.

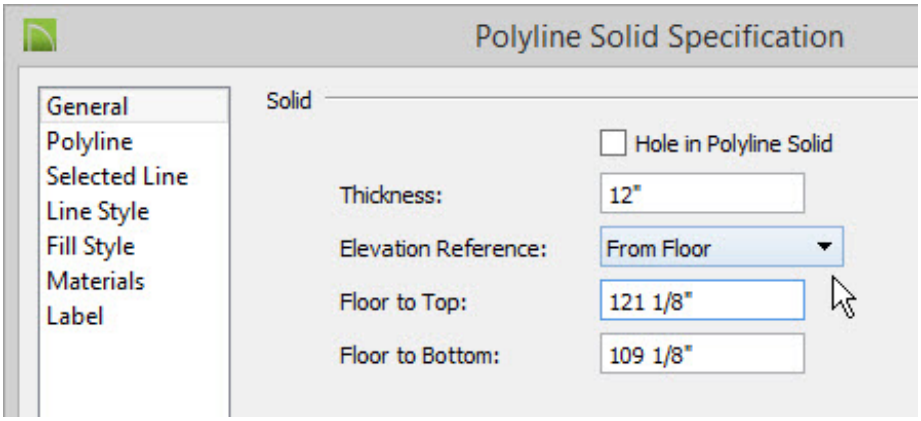


3. With the room polyline selected, click the **Convert Polyline** edit button.



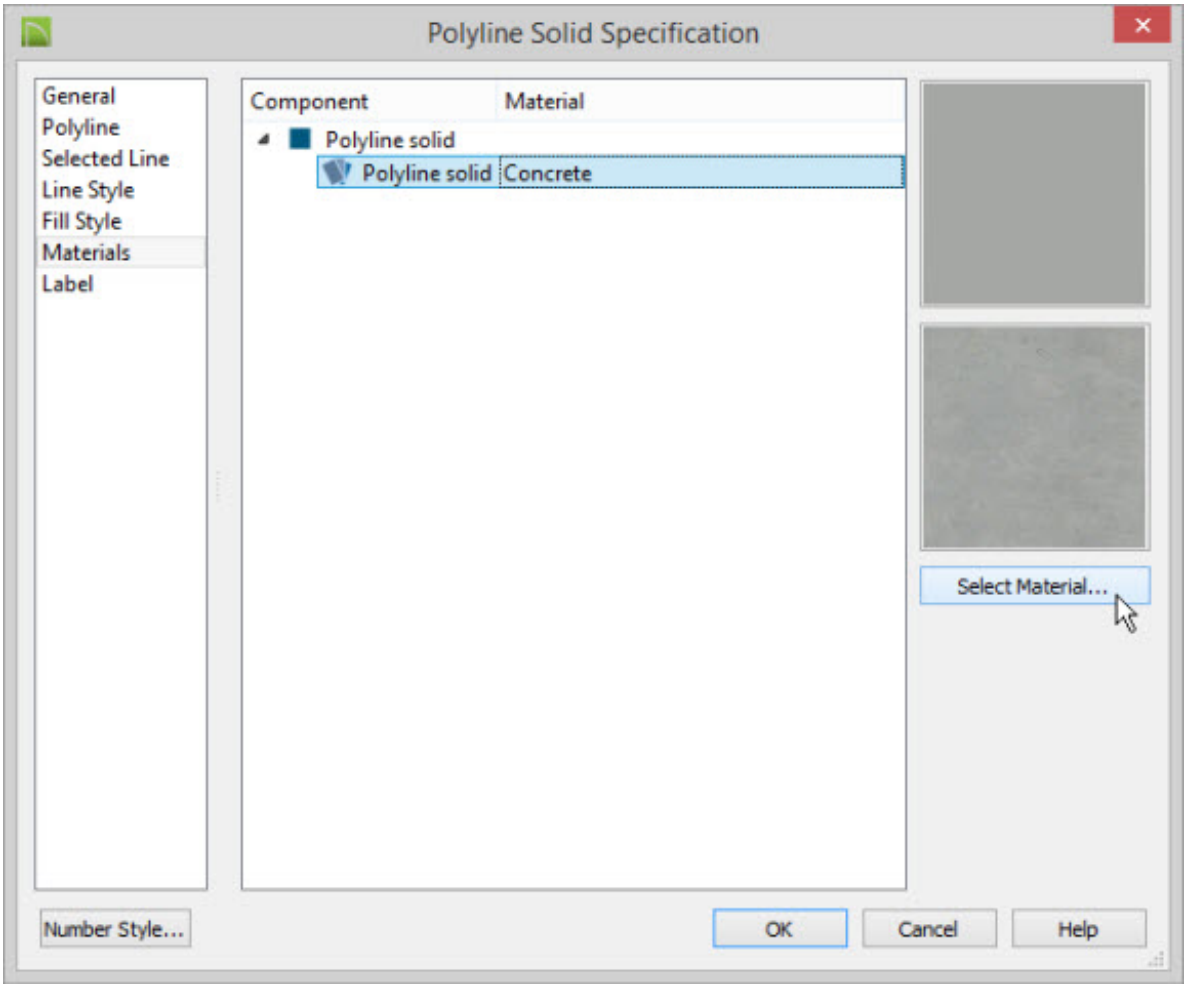
4. In the **Convert Polyline** dialog, click the radio button beside **Polyline Solid**, then click **OK**.

5. On the GENERAL panel of the **Polyline Solid Specification** dialog:



- Use the Elevation Reference drop-down menu to select **From Floor**.
- Change the **Floor to Top** value to 121 1/8".
- Set the **Thickness** to 12".

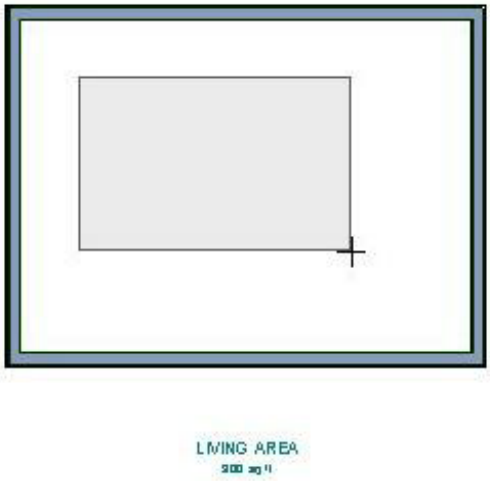
- On the MATERIALS panel, click on the default concrete material, and then click **Select Material**.



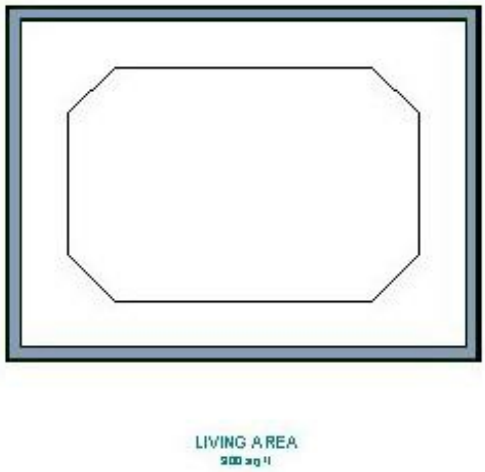
- This will display the Select Material dialog, where you can browse for an appropriate ceiling material to apply to the polyline solid. Select the material and click **OK**.

- Then click **OK** once more to close the **Polyline Solid Specification** dialog and finish converting the room polyline into a polyline solid.

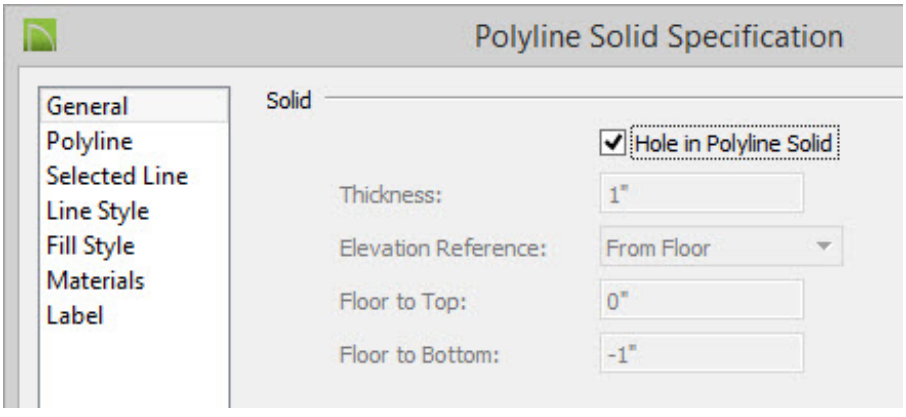
- Select **Build> Primitive> Polyline Solid** from the menu, then click and drag to draw the desired shape of the raised portion of the ceiling in the center of the room.



- Select the polyline solid, select the **Chamfer Lines** edit button and then select **Set Chamfer Distance**. Set your distance to where you would like it, and then select the **Chamfer All Corners** edit button to adjust the size and shape of the polyline solid so that it meets your needs.



- With this second polyline solid selected, click the **Open Object** edit button, then on the GENERAL panel of the Polyline Solid Specification dialog, check the box beside **Hole in Polyline Solid**, then click **OK**.



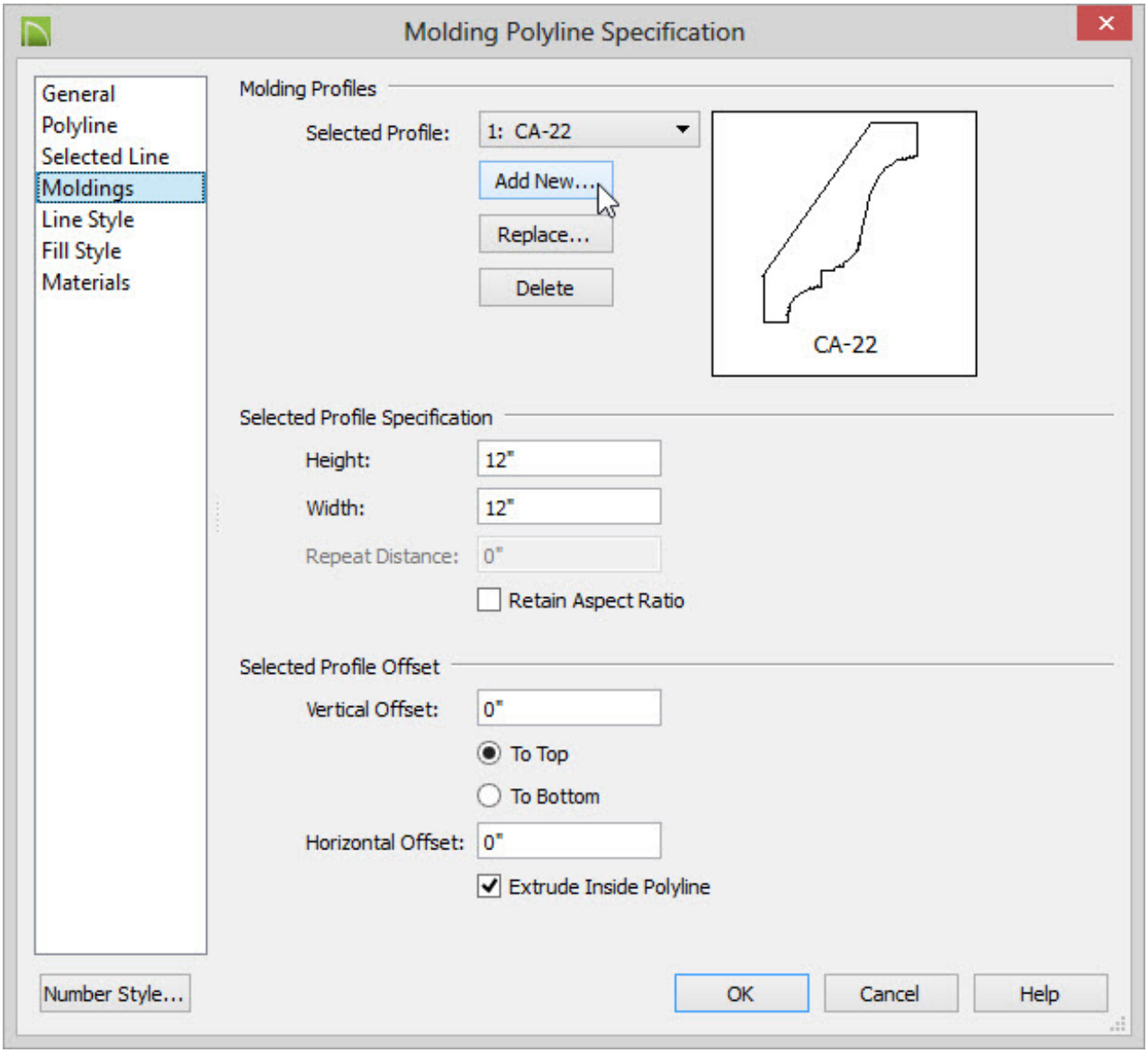
- Click on the polyline solid hole to select it, then click the**Copy/Paste** edit button.

- Click once outside of your drawing to paste a copy of the polyline at that location.

- With the new polyline selected:
  - Click the **Convert to Plain Polyline** edit button.
  - Click the **Convert Polyline** edit button.
  - In the **Convert Polyline** dialog, select **Molding Polyline** and click **OK**.

- On the GENERAL panel of the **Molding Polyline Specification** dialog, change the **Height** to 121 1/8", which is the ceiling height of this room.

- On the MOLDINGS panel of the **Molding Polyline Specification** dialog:



- Click the **Add New** button.

- In the **Select Library Object** dialog, browse to the **Moldings** category to find a molding profile to display on the inside edges of the raised ceiling, then click **OK** to return to the **Molding Profile Specification** dialog.

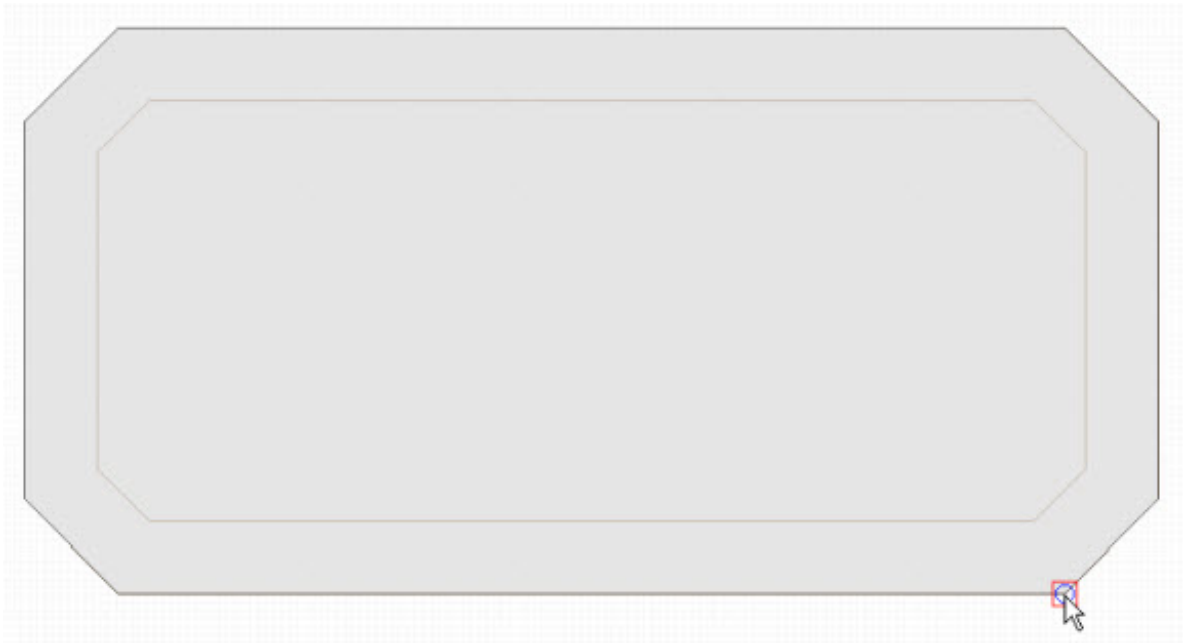
- Specify a **Height** of 12", which is the thickness of the polyline solid forming the perimeter of the trey ceiling.

- Specify a **Width** that will produce a balanced looking profile. In this example, 12" is used.

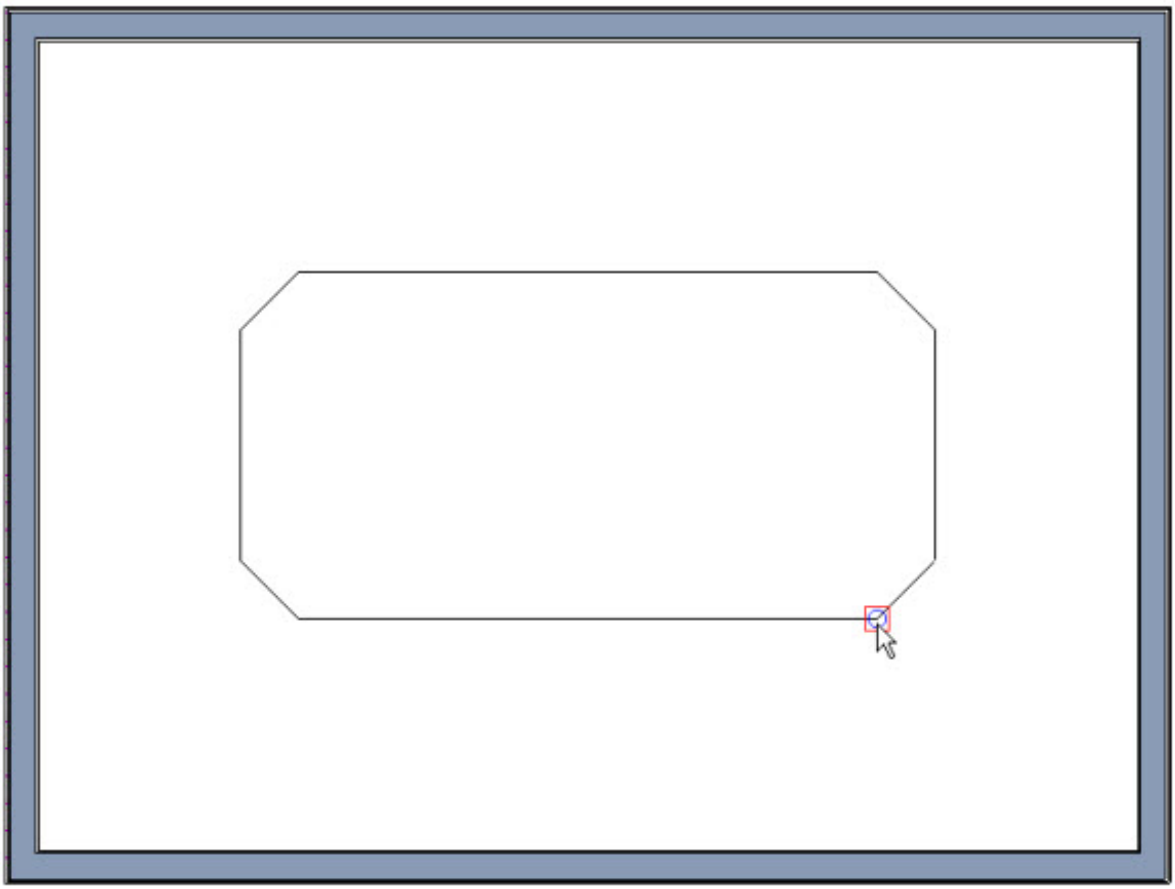
- Specify an **Offset** of 0 and click the radio button beside **To Top** so that the profile's top height is set at exactly 121 1/8".

- Click **OK** to close the dialog and finish converting the polyline into a molding polyline.

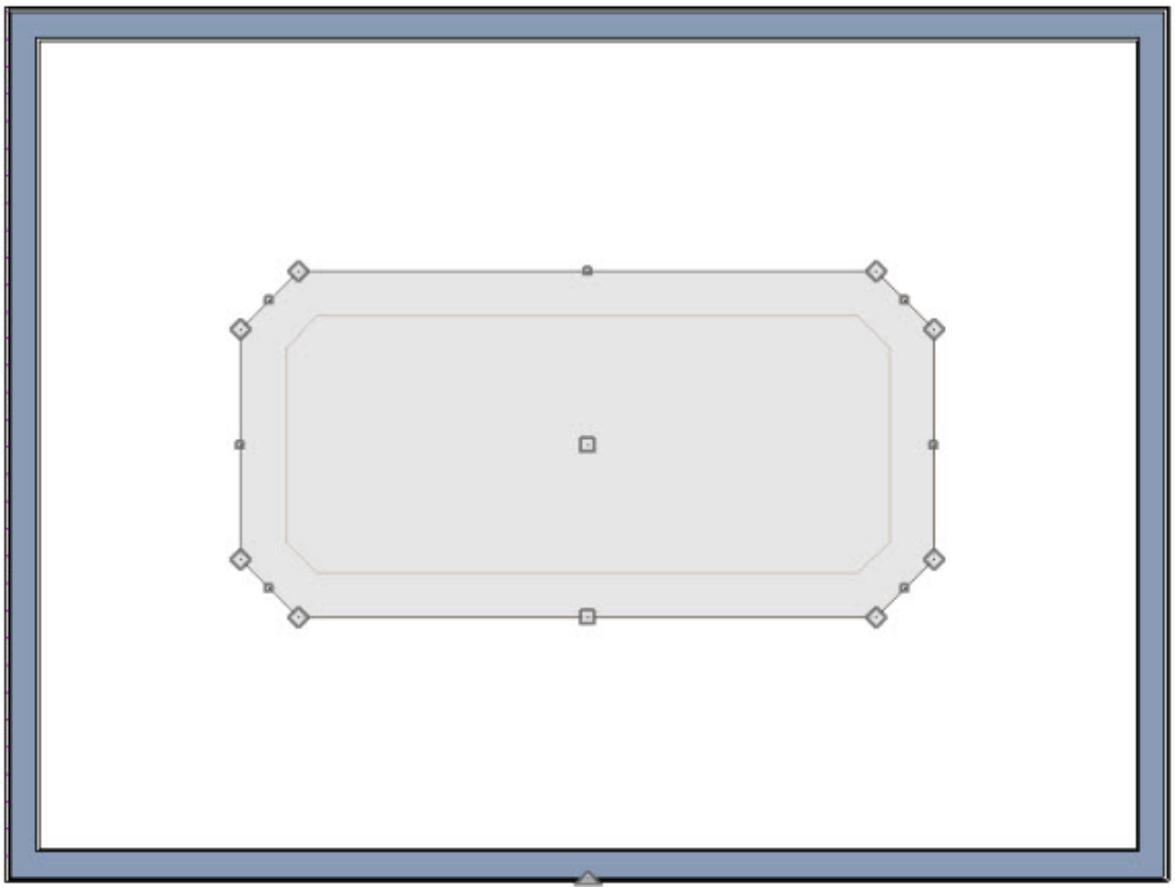
- Click on the molding polyline to select it, then click the**Point to Point Move** edit button.
    - Click once on a corner of the molding polyline.



    - Click once on the corresponding corner of the polyline solid hole.



- The molding polyline will move so that the two corners share the same position.



- To make this task easier, make sure that **Object Snaps**, particularly **Endpoint** snaps, are enabled.

- Select **3D> Create Perspective View> Full Camera** from the menu, then click and drag a camera arrow in the room to see the results.

Related Articles

- Creating a Trey or Coffered Ceiling Using the Platform Hole Tool (/support/article/KB-00738/creating-a-trey-or-coffered-ceiling-using-the-platform-hole-tool.html)
- Modeling Custom 3D Objects (/support/article/KB-00761/modeling-custom-3d-objects.html)

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