Creating a Floor Plan with Colors and Patterns

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The information in this article applies to:

PRO

QUESTION

I would like to create a detailed floor plan of my structure. What are the methods available for accomplishing this task?

ANSWER

There are several ways to create a detailed floor plan in Home Designer Pro that we will discuss in this article, including:

- Colored Fill Patterns and Line Styles
- Rendered Image Floor Plans
- Vector Image Floor Plan

Colored Fill Patterns and Line Styles

To be able to have a colored floor plan where the openings are easy to view and where you can use the Text tools directly to annotate and view the Room Types; simply change the colors you currently have assigned for the various items in your 2D floor plan view.
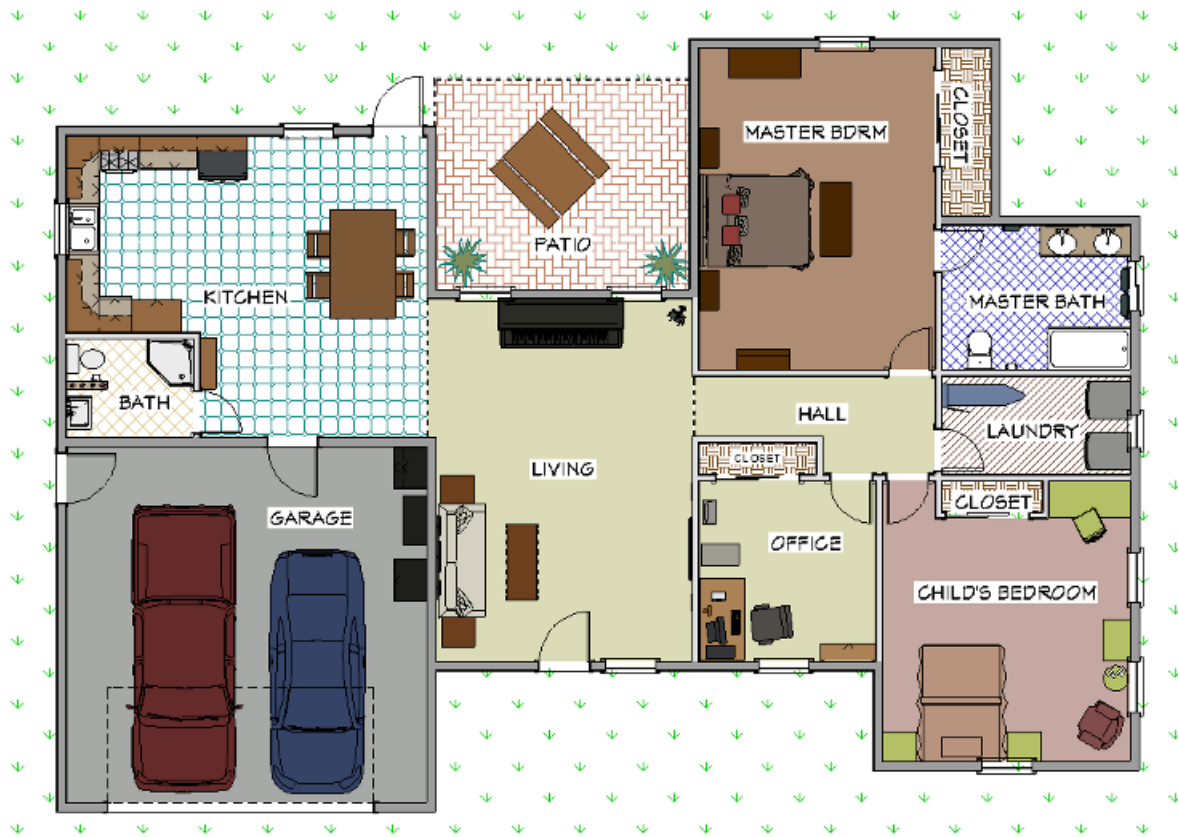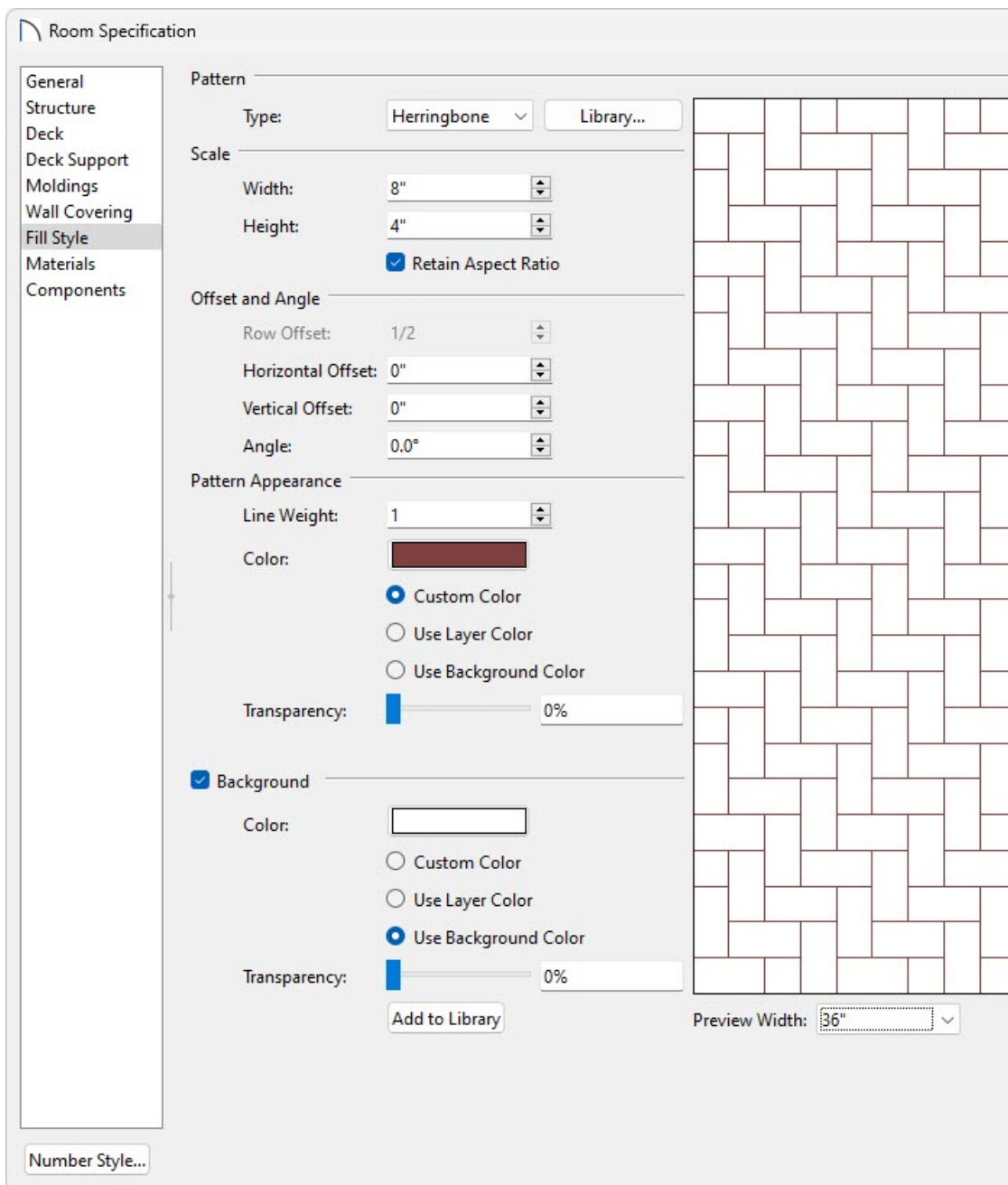
To set the color or pattern of rooms

1. Use the **Select Objects** ⬚ tool to click in a room to select it, then choose the **Open Object** ⬚ edit tool.

2. On the Fɪʟʟ Sᴛʏʟᴇ panel of the **Room Specification** dialog that displays, use the **Type** drop-down menu to select a pattern.

   > **Note:** Additionally, you can select the Library button to browse additional pattern options.

3. Set the **Scale**, **Offset and Angle**, **Color**, and other properties associated with the pattern.

Room Specification

	Pattern
General	
Structure	**Type:** Herringbone ⌄ Library...
Deck	
Deck Support	**Scale**
Moldings	**Width:** 8"
Wall Covering	**Height:** 4"
Fill Style	☑ Retain Aspect Ratio
Materials	**Offset and Angle**
Components	Row Offset: 1/2
	Horizontal Offset: 0"
	Vertical Offset: 0"
	Angle: 0.0°

Pattern Appearance

Line Weight: 1

Color: [dark red swatch]

- ● Custom Color
- ○ Use Layer Color
- ○ Use Background Color

Transparency: [slider] 0%

☑ Background

Color: [white swatch]

- ○ Custom Color
- ○ Use Layer Color
- ● Use Background Color

Transparency: [slider] 0%

Add to Library   Preview Width: 36" ⌄

Number Style...

4. Once you have finished making your changes, click **OK** to apply them and close the dialog.

To set the color or pattern of symbols in 2025 and newer versions

1. Use the **Select Objects** ⬚ tool to select the symbol you'd like to change and choose the **Open Object** ⬚ edit tool to open the object's Specification.

2. On the FILL STYLE panel of the **Specification** dialog that displays, use the **Type** drop-down menu to select a pattern.
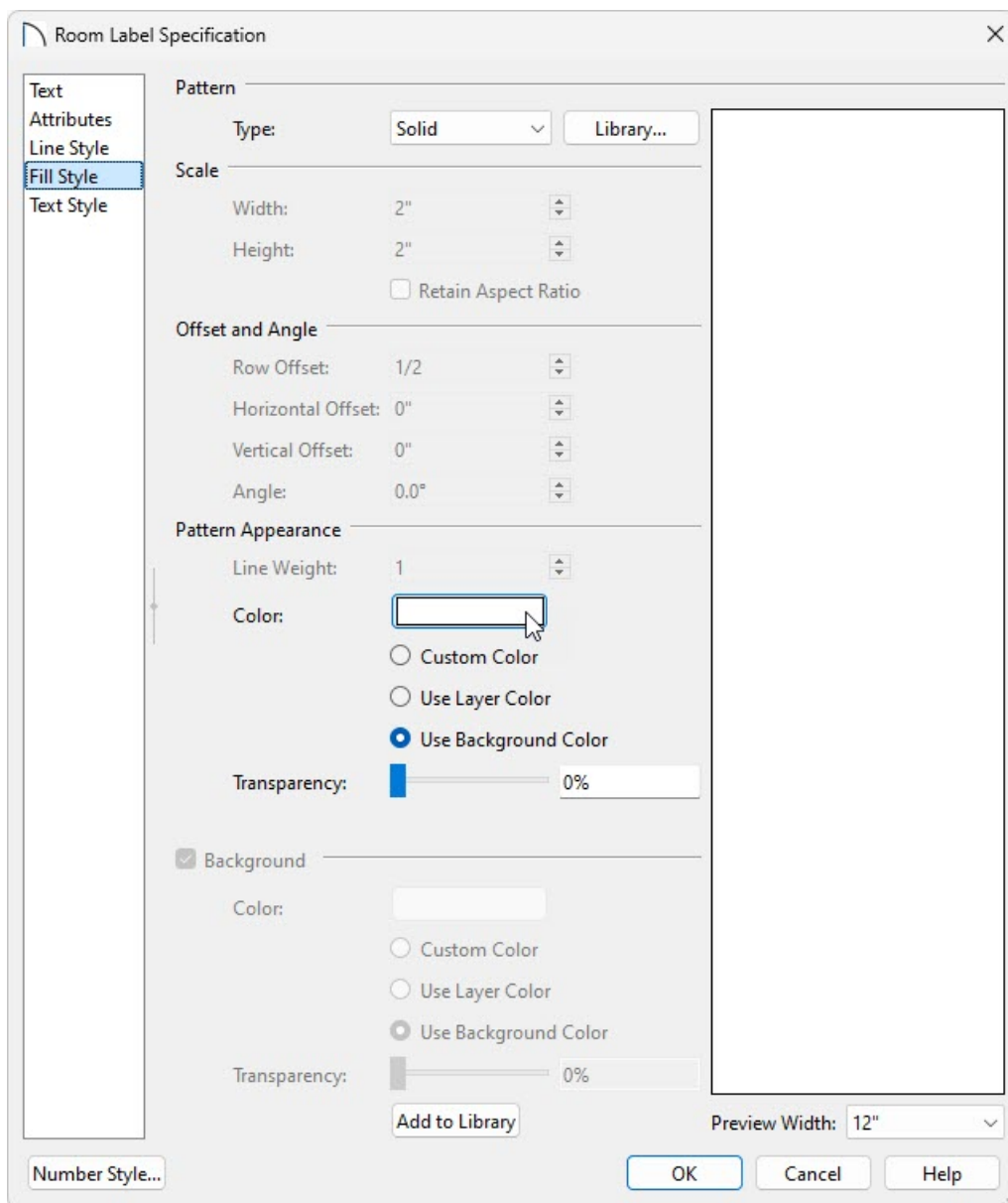
> **Note:** The Fill Style panel is found in the specification dialogs for a variety of objects in the program. This panel is not available for Electrical Connection splines, Sprinkler Lines, or any object that does not form a closed shape.

3. Set the **Scale**, **Offset and Angle**, **Color**, and other properties to your liking.

4. Once you have finished making your changes, click **OK**.

Depending on the color that you have chosen for your room or objects, you may notice the room label and other objects blend with the room color.

To change the background color for your room labels

1. Use the **Select Objects** ▷ tool to select the text of the Room Label and choose the **Open Object** ⍁ edit tool to display the **Room Label Specification** dialog.

2. On the FILL STYLE panel, select the **Solid** option from the **Type** drop-down, then click on the **Color** box to specify the background you want for this room label.

Room Label Specification				✕
Text	**Pattern**			
Attributes	Type:	Solid ⌄	Library...	
Line Style	**Scale**			
Fill Style	Width:	2"	⬍	
Text Style	Height:	2"	⬍	
	☐ Retain Aspect Ratio			
	Offset and Angle			
	Row Offset:	1/2	⬍	
	Horizontal Offset:	0"	⬍	
	Vertical Offset:	0"	⬍	
	Angle:	0.0°	⬍	
	Pattern Appearance			
	Line Weight:	1	⬍	
	Color:			
	○ Custom Color			
	○ Use Layer Color			
	⦿ Use Background Color			
	Transparency:	▮———— 0%		
	☑ **Background**			
	Color:			
	○ Custom Color			
	○ Use Layer Color			
	◉ Use Background Color			
	Transparency:	▮———— 0%		
	Add to Library	Preview Width: 12" ⌄		
Number Style...		OK	Cancel	Help

> If you want to change the actual text of a Room Label (such as from Bedroom to Child's Bedroom), you can open the Room Specification dialog and type in what you want in the Room Name field on the General panel.

3. Repeat this process until all of the room label backgrounds have been updated.

> Group selecting room labels and changing them all at once can also be done. Please see the Related Articles section below to learn more.

In some cases, we may want to change the color, or line style, that is applied to an object in our 2D floor plan view. For example, electrical objects display as a bright red, and we may want to change their outline to black instead.

To change the line color

1. Select **Tools> Display Options** ☑.

2. Scroll down to the layer that you want to change, such as the "Electrical" layer, then click on the **Color** box associated with the layer to change it.
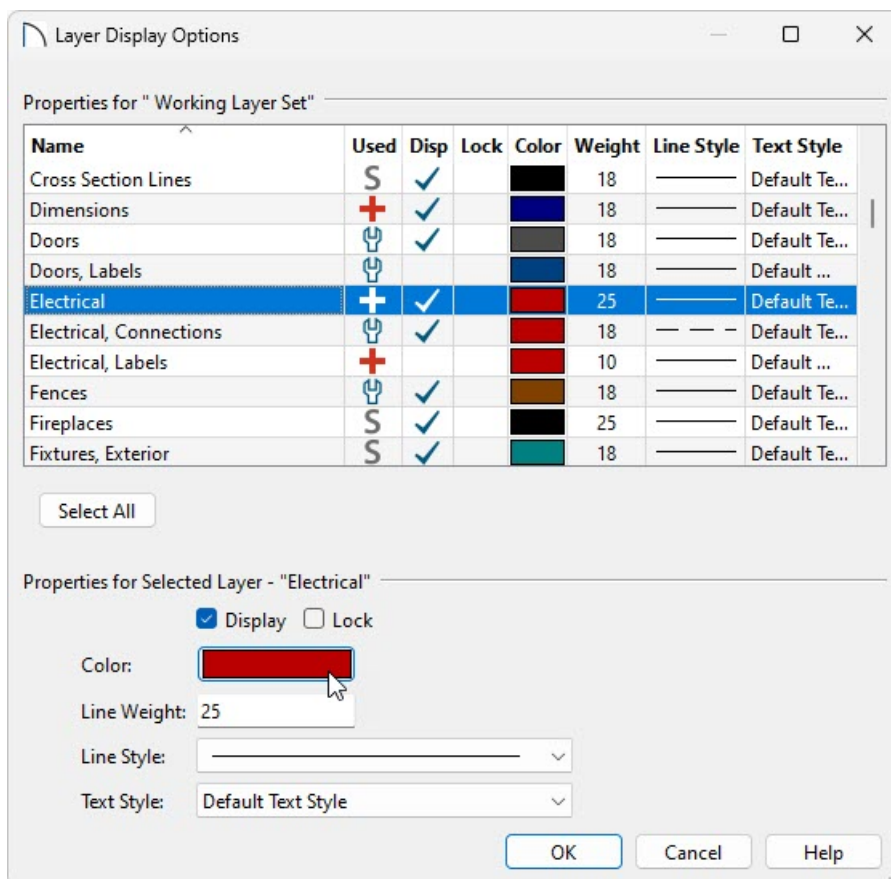
3. Note that you can also change the Line Style, so if we wanted to have a dashed line instead of a continuous one, we would change this here for that layer as well.

> **Note:** The Layer Display Options dialog is also where we can turn off the display of certain objects. For example, if we did not want to see any of the invisible walls used to separate out sections of the plan, we could scroll down to "Walls, Invisible" and remove the check from the Disp column.

4. Once you have finished making changes in this dialog, click **OK** to apply them to your 2D floor plan view.

Rendered Image Floor Plans

To create a rendered floor plan

1. Select **3D> Create Orthographic View> Orthographic Doll House View**.

2. Select **3D> Rendering Techniques> Standard**.

3. With the camera view still active, select **3D> Edit Active Camera** and in the Specification dialog that appears:
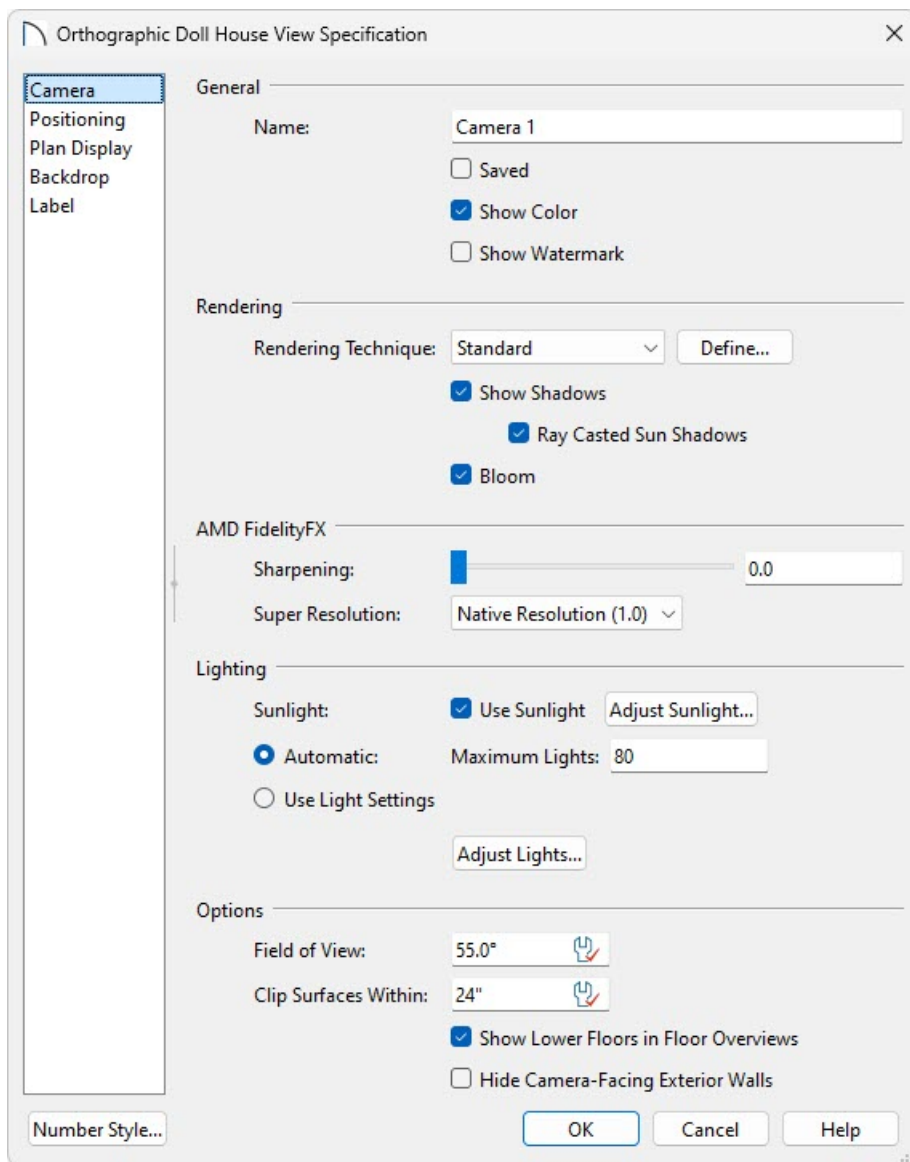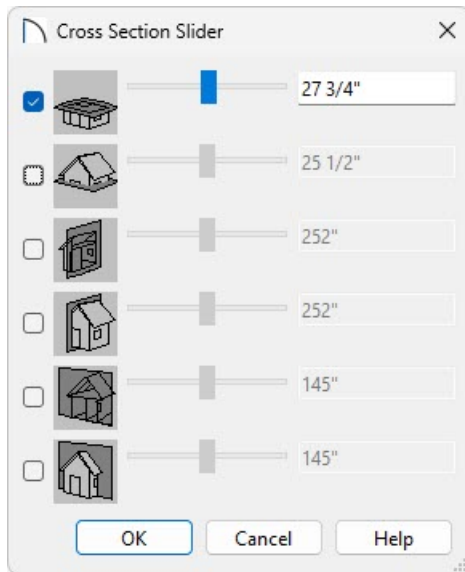
- Set whether or not you want shadows to display by selecting or deselecting the **Show Shadows** box.

- If you would like a backdrop image to be displayed, select the backdrop of your choice on the BACKDROP panel.

- Select **OK** to confirm the changes.

4. Once all changes have been made, select **3D> View Direction> Top View** .

> If you'd like to see the Terrain Perimeter in the view, navigate to Tools> Display Options and put a check in the Disp column next to the "Terrain Perimeter" display layer.

5. The view can now be exported by selecting **File> Export> Export Picture** . Give the file a name and specify a location to save the image to.

If you would like to be able to add text to your rendered floor plan, you can choose to re-import the exported picture file into a new, blank floor plan by navigating to File> Import> Import Picture and browsing for the exported image.

While this option of a rendered floor plan provides the most realistic looking results, you will notice that it can be difficult to tell where door and window openings are located, unless you use the **Cross Section Slider** tool and adjust the position such that the walls above the door and window openings get cut off, as in the example below. To access this tool, navigate to **3D> Camera View Options> Cross Section Slider** .

Vector Image Floor Plans

Your second option for creating a colored floor plan is to use the Vector View rendering technique instead of Standard.

To create a vector floor plan

1. Select **3D> Create Orthographic View> Orthographic Doll House View** .

2. With the camera view still active, select **3D> Edit Active Camera** and in the Specification dialog that appears:
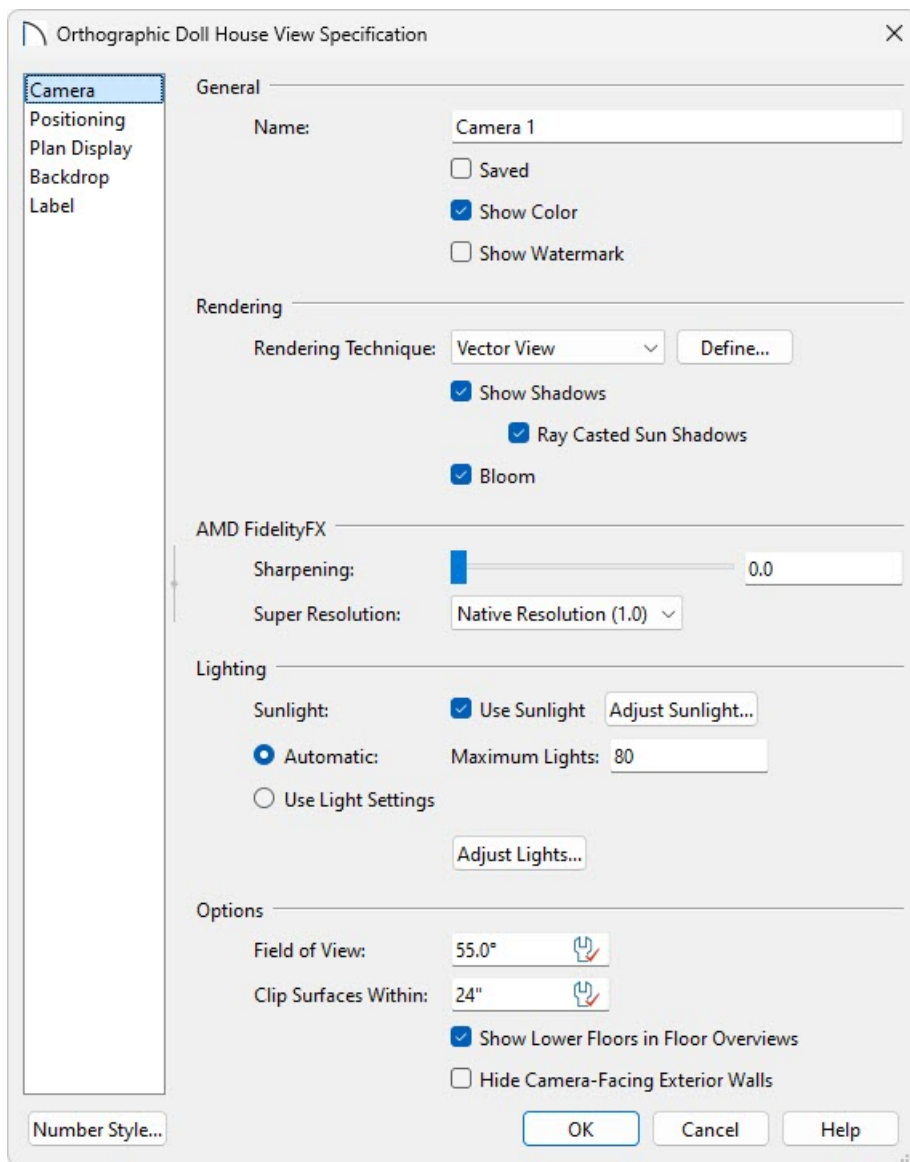
- Set whether or not you want shadows to display by selecting or deselecting the **Show Shadows** box.

- If you would like a backdrop image to be displayed, select the backdrop of your choice on the BACKDROP panel.

  Note: If the backdrop that was chosen is not being displayed, navigate to 3D> Rendering Techniques> Technique Options to open the Rendering Technique Options dialog, select the Vector View panel, place a check in the Use Backdrop Image box, then hit OK.

- Select **OK** to confirm the changes.

3. Next, select **3D> View Direction> Top View** 🏠.

  If you'd like to see the Terrain Perimeter in the view, navigate to Tools> Display Options and put a check in the Disp column next to the "Terrain Perimeter" display layer.

4. The view can now be exported by selecting **File> Export> Export Picture** . Give the file a name and specify a location to save the image to.

> If you would like to be able to add text to your rendered floor plan, you can choose to re-import the exported picture file into a new, blank floor plan by navigating to File> Import> Import Picture and browsing for the exported image.

While this option provides a clean line drawing look, you will notice that it can be difficult to tell where door and window openings are located unless you use the **Cross Section Slider** tool and adjust the position such that the walls above the door and window openings get cut off, as in the example below. To access this tool, navigate to **3D> Camera View Options> Cross Section Slider** .*

The ability to use the Cross Section Slider tool with the Vector View Rendering Technique is available in 2025 and newer versions.
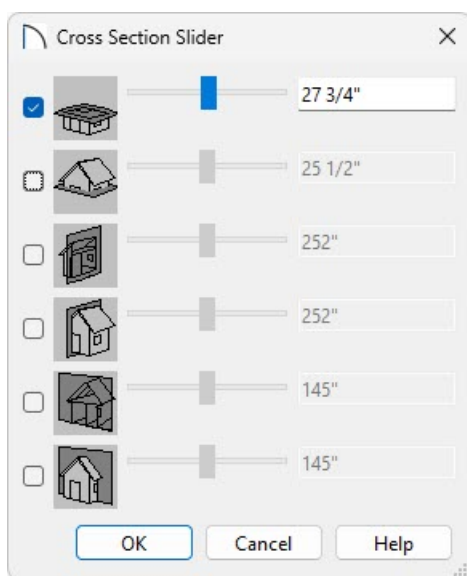
Related Articles

Changing a Walls Fill Color to Black (/support/article/KB-00200/changing-a-walls-fill-color-to-black.html)
Changing the Line Colors Used in Plan View for Objects (/support/article/KB-00304/changing-the-line-colors-used-in-plan-view-for-objects.html)
Group Selecting Objects (/support/article/KB-00624/group-selecting-objects.html)
Understanding Layers (/support/article/KB-03183/understanding-layers.html)
Using the Cross Section Slider (/support/article/KB-00632/using-the-cross-section-slider.html)