Adding a Custom Picture or Painting

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This article also applies to the following legacy products:

Pro | Architectural | Suite

QUESTION

I would like to use an actual photograph or an image of a painting in my plans. How can I accomplish this task in Home Designer?
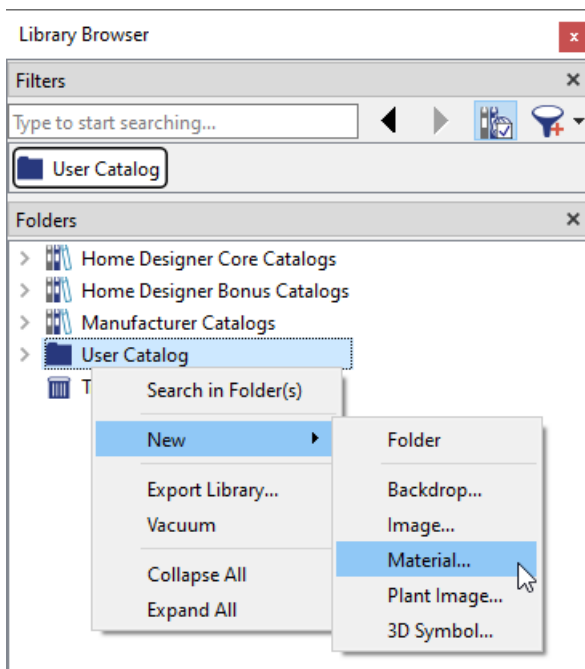

ANSWER

Placing a picture using the Home Designer products is an easy process. It first involves importing the picture, adding it to the Library as a material, and then placing it in your design by applying it to an object. Some of the most common uses for importing your images, such as photographs, would be to place them in a picture frame, apply them to a television or computer screen, or to bring in a custom material for walls, floors, ceilings, or other items in your plan like library objects.

> A variety of existing artwork can be found in the Library Browser by navigating to Home Designer Core Catalogs> Materials> Artwork.
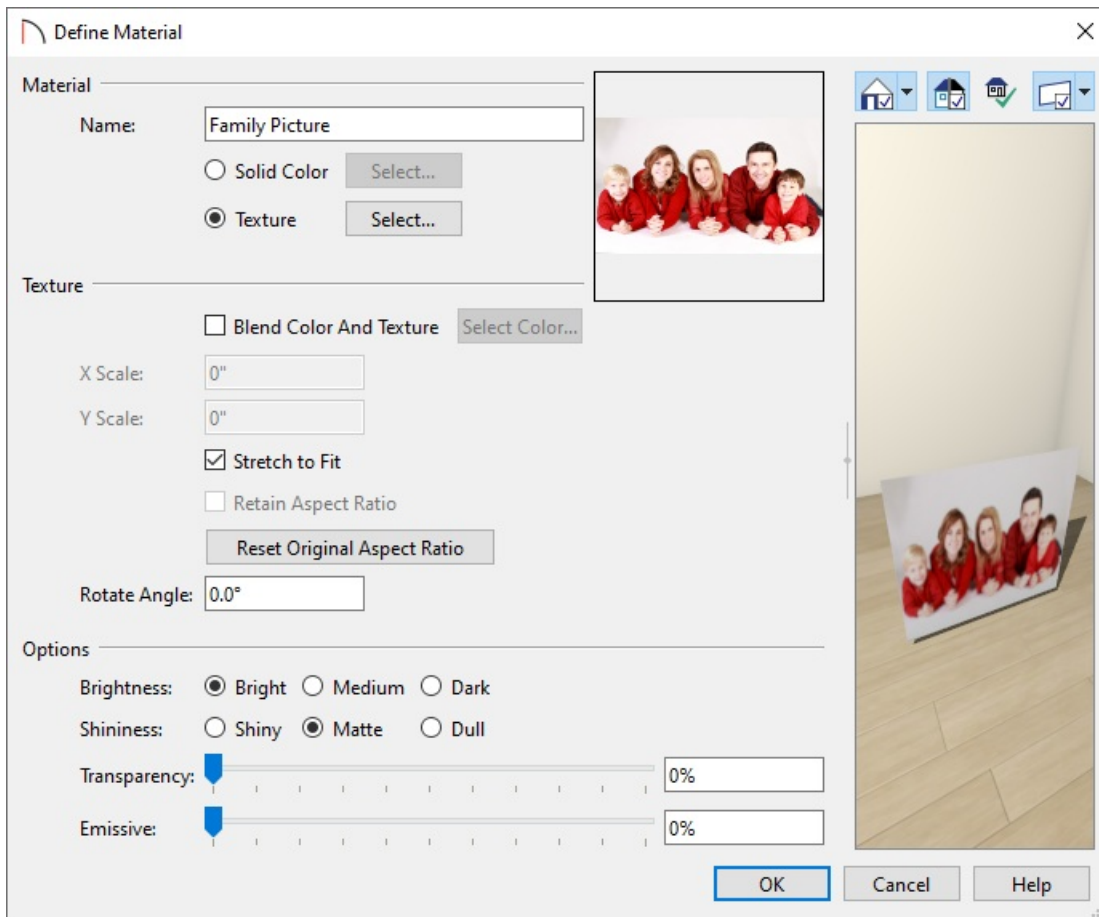
Additionally, more artwork is located in the Materials Art (https://www.chiefarchitect.com/3d-library/index.php?r=site/detail/1295) Bonus Catalog, which is available for Home Designer 2024 and newer versions.

To add a custom picture

1. Launch your Home Designer program and choose to **Open** [ ] the plan in which you want to use your custom picture.

2. Once the plan is open, select **View> Library Browser** [icon] to display the Library Browser window.

3. Right-click on the **User Catalog** option and select **New> Material**.

4. In the **Define Material** dialog that opens:

- Give your material a **Name**.

- Select the **Texture** radio button, and then click on the **Select** button to browse for the picture you'd like to use.

  In Home Designer Architectural and Home Designer Pro, access the TEXTURE panel, then click the **Browse** button next to the Texture Source File instead.

  > If you later move, or delete the picture file that you're referencing for this custom material, you may receive a warning message in the file, and the image may no longer be displayed in your plan.
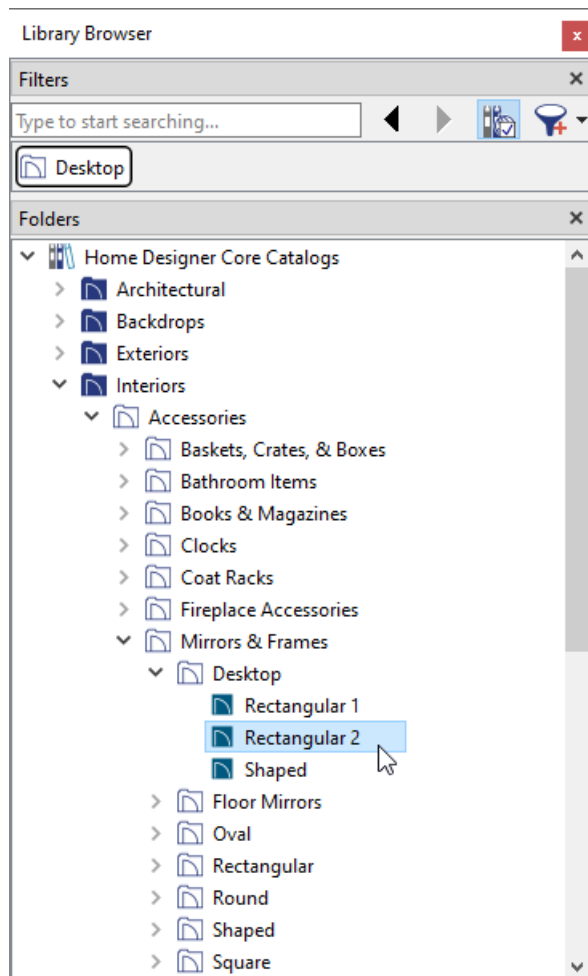
- Once the picture has been selected, select the **Stretch to Fit** box. This will stretch the picture to fit the frame it will be used in, and not tile the same image across the surface per the X and Y scale parameters.

- Make any other additional modifications including changing the brightness, shininess, and other photo related properties.

- Click **OK** to apply these changes.

The new material will now be added to the Library Browser and is ready to be applied to a picture frame.

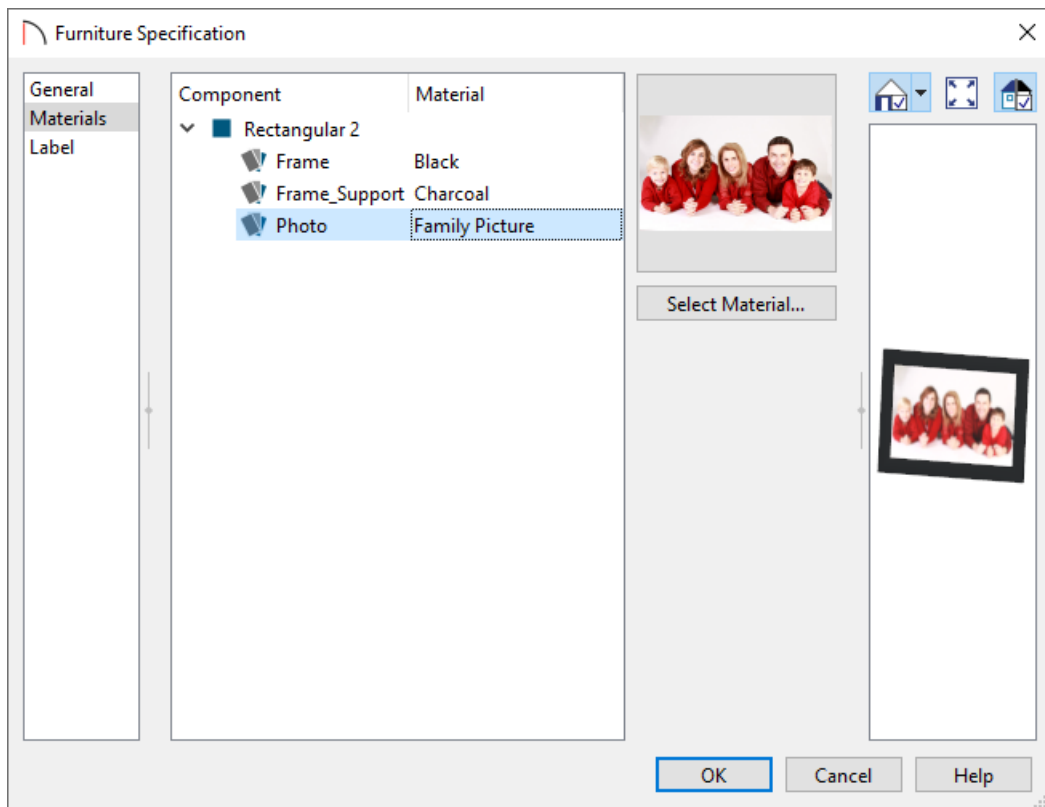## To display the material in a frame

1. Browse to **Home Designer Core Catalogs> Interiors> Accessories> Mirrors & Frames** within the Library Browser, then select either a desk frame or a wall frame that suits your needs.

   In this example, the Rectangular 2 frame is selected.

2. Your cursor will now display the Furnishings (Interior) icon. Click once to place the frame in your preferred location.

   o Place a desk frame on a desk or table and its height will automatically adjust so that it sits on top of the furniture.

   o Place a wall frame against a wall and it will snap to the wall surface.

3. Click on the frame to select it, then click the **Open Object** edit button.

4. In the **Furniture Specification** dialog that opens:

   o On the MATERIALS panel, click on the word **Photo** or **Image** depending on the object you choose, then click on the **Select Material** button.

   o In the **Select Material** dialog, browse to the User Catalog, click on your new custom picture to select it, then click **OK**.

Follow this same procedure if you're adding a painting or applying a picture to a computer or TV screen.

- Click **OK** again to close the Specification dialog and apply the change.

5. Create a **Camera** ⬚ view to see the results.

Related Articles

Downloading and Updating Library Catalogs (/support/article/KB-00048/downloading-and-updating-library-catalogs.html)

Importing and Creating Custom Library Materials (/support/article/KB-01202/importing-and-creating-custom-library-materials.html)