

Editing Objects in 3D Views

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The information in this article applies to:






QUESTION

Is it possible to edit my plan in 3D views?

ANSWER




In the Home Designer programs, you can create and edit a number of objects, including wall openings, fixtures and furniture, and images in 3D views. In this example, a window is created and then edited in 3D; however, the same basic rules apply to doors, fireplaces, fixtures, furniture and images.

To edit objects in a 3D view

1. Select **Build > Wall** from the menu to access the **Wall Tools**  and draw your exterior and interior walls.
2. When your walls are in place, select a 3D view tool from the 3D menu, such as the **Full Overview** and create a 3D view.
3. To create a window in this view, select **Build > Window > Window**  from the menu, then click on a wall in your view to place a window at that location.
4. To edit this window, click on the **Select Object**  arrow tool, then click on the window to select it.



5. There are several ways to edit this object:

- Use the edit handles that display along its edges to resize the window.
- Use the **Move**  edit handle that displays at its center to move it to a new location.
- Click the **Open Object**  edit button to open the **Window Specification** dialog.
- Select **3D> Material Painter> Material Painter** , then choose a new material for any component of the window and click on that component to apply the new material.

Related Articles

 [Using the Material Painter Modes \(/support/article/KB-00851/using-the-material-painter-modes.html\)](/support/article/KB-00851/using-the-material-painter-modes.html)