

# Restoring Default Materials

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Reference Number: **KB-00556**

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The information in this article applies to:





## QUESTION

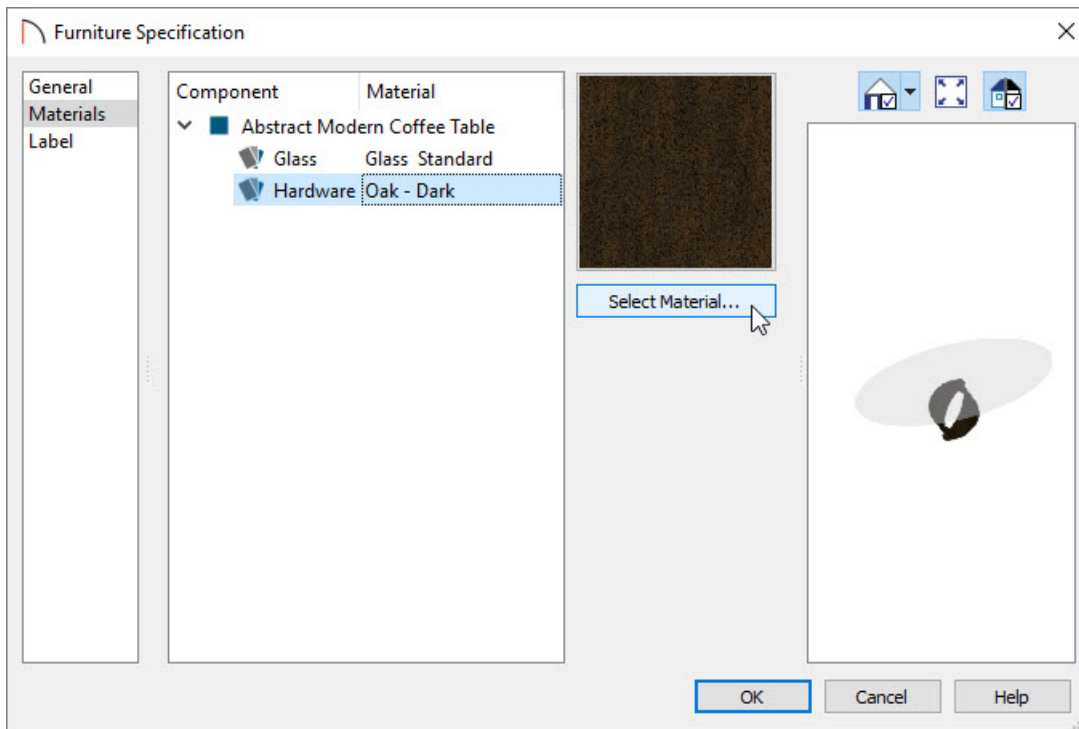
I changed the colors and textures on some of the objects in my plan, and now I want to restore them back to their default materials. How do I do this?

## ANSWER

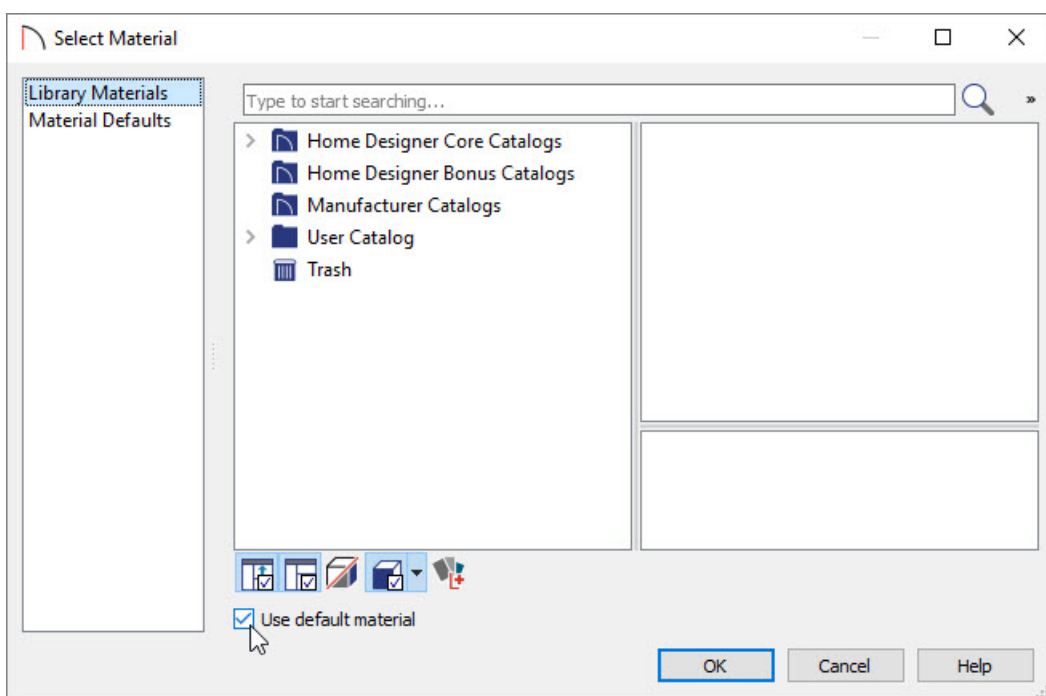
Default materials can be restored to objects, including walls, by either opening the specification dialog and making a single change on the Materials dialog panel or by using the Material Painter tool in 3D camera views.

To reset objects to their default materials using the specification dialog

1. Using the **Select Objects**  tool, click on an object you'd like to restore the default material for.
2. Click the **Open Object**  edit button to open the specification dialog, and on the **MATERIALS** panel, click on the name of the component that you would like to change, then click the **Select Material** button.



3. In the **Select Materials** dialog that displays, check the **Use default material** box in the bottom left corner, then click **OK**.





4. Click **OK** to close the specification dialog and apply the change.
5. Repeat these steps to restore the default material for other objects in the plan.

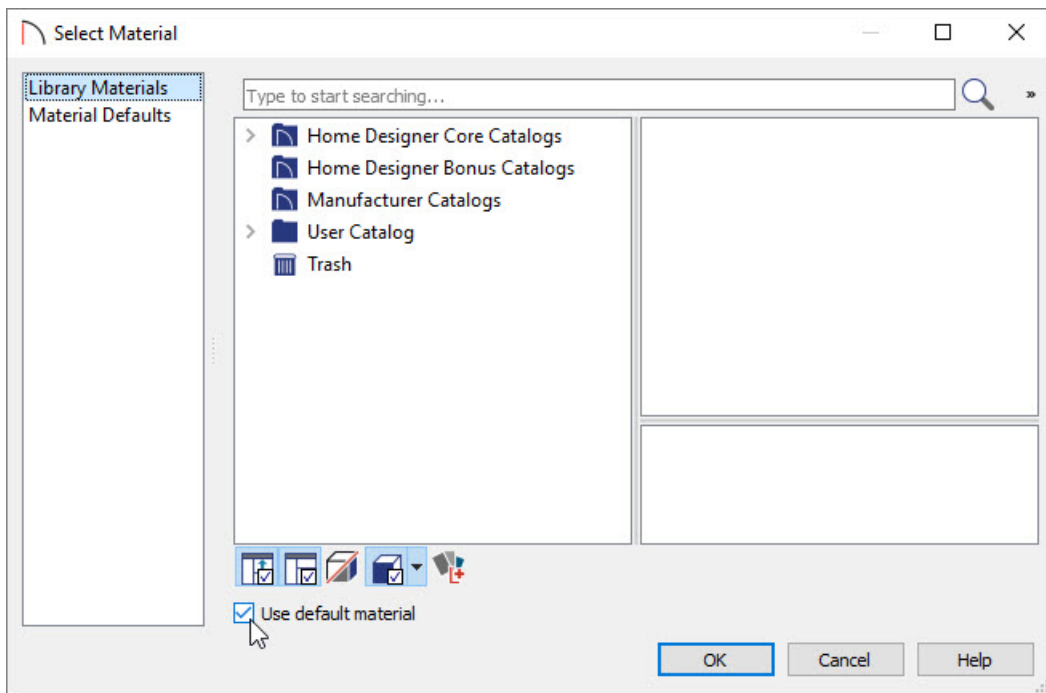
## To reset objects to their default materials using the Material Painter

1. Select **3D> Create Camera View> Full Camera**  and create a 3D view looking at the object that you want to

change.

In Home Designer Pro, navigate to **3D> Create Perspective View> Full Camera**  view instead.

2. Select **3D> Material Painter> Material Painter**  to select the **Material Painter**  tool.
3. In the **Select Materials** dialog that displays, check the **Use Default Material** box in the bottom left corner, then click **OK**.



4. Finally, click on the surface of an object in the 3D camera view that you want to return to its default material

The view will update and you will now see that the default material has been applied to the 3D object that you clicked on.