

Modifying Materials

Reference Number: **KB-00583**

Last Modified: **October 14, 2020**

The information in this article applies to:



QUESTION

I found a material in the library that I would like to modify and then use in different plans. How can I do this?




ANSWER

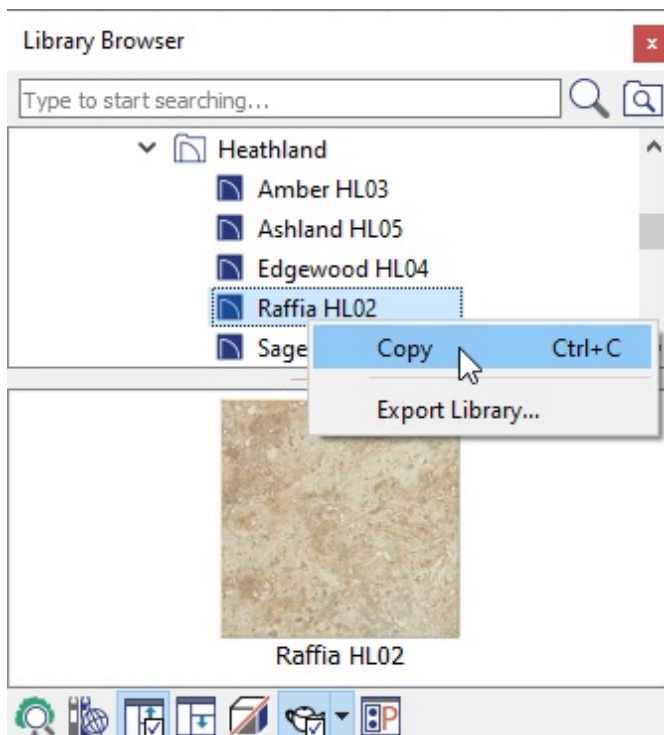
Existing materials can be copied and modified, then applied to individual walls, entire rooms, or specific surfaces.

The Adjust Material Definition tool is useful for quickly changing plan materials directly from a 3D view, however, changing a material's definition with this tool affects all objects in the current plan that are using this material.

If you wish to customize a material that you see in the Library Browser and make those changes available for use in other plans or for exporting, begin by creating a copy of the material and then modify it as needed.

To make a copy of the material

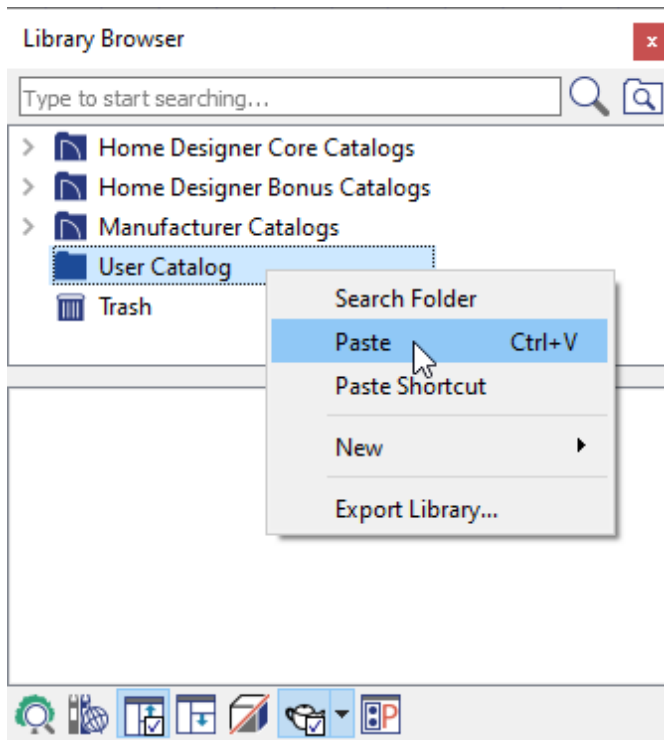
1. Select **View> Library Browser**  and locate a tile material that you would like to modify.
2. Right-click on the text that is specified as the Material's name and choose the **Copy** option.



In this example, we are using materials found in a manufacturer catalog from DalTile®.

You can download the DalTile® manufacturer catalog (<https://3dlibrary.chiefarchitect.com/index.php?r=site/detail/684>) from the 3D Library (https://www.chiefarchitect.com/3d-library/index.php?r=site/library&search=&x=0&y=0&x=true&soft_family_2=2&hid_soft_family_2=2&).

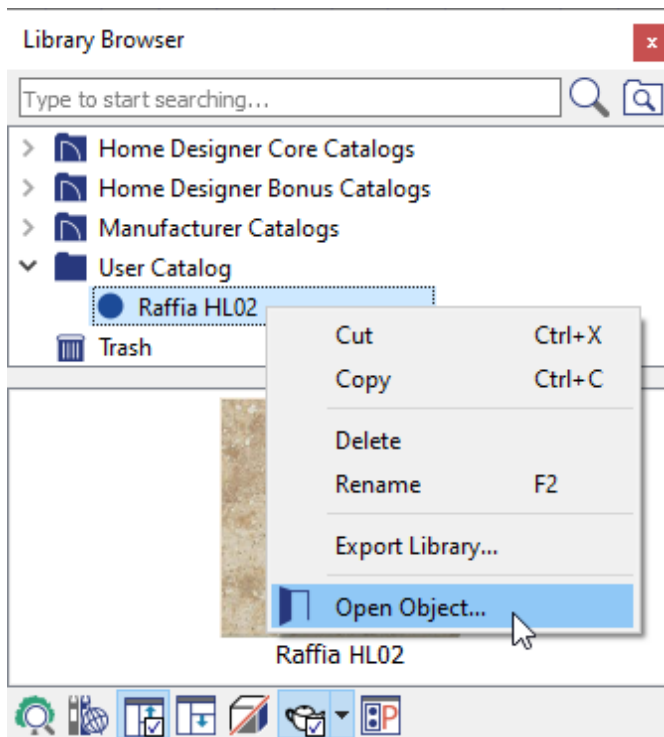
3. Move your cursor over the **User Catalog** folder and right-click to select the **Paste** option in the contextual menu.



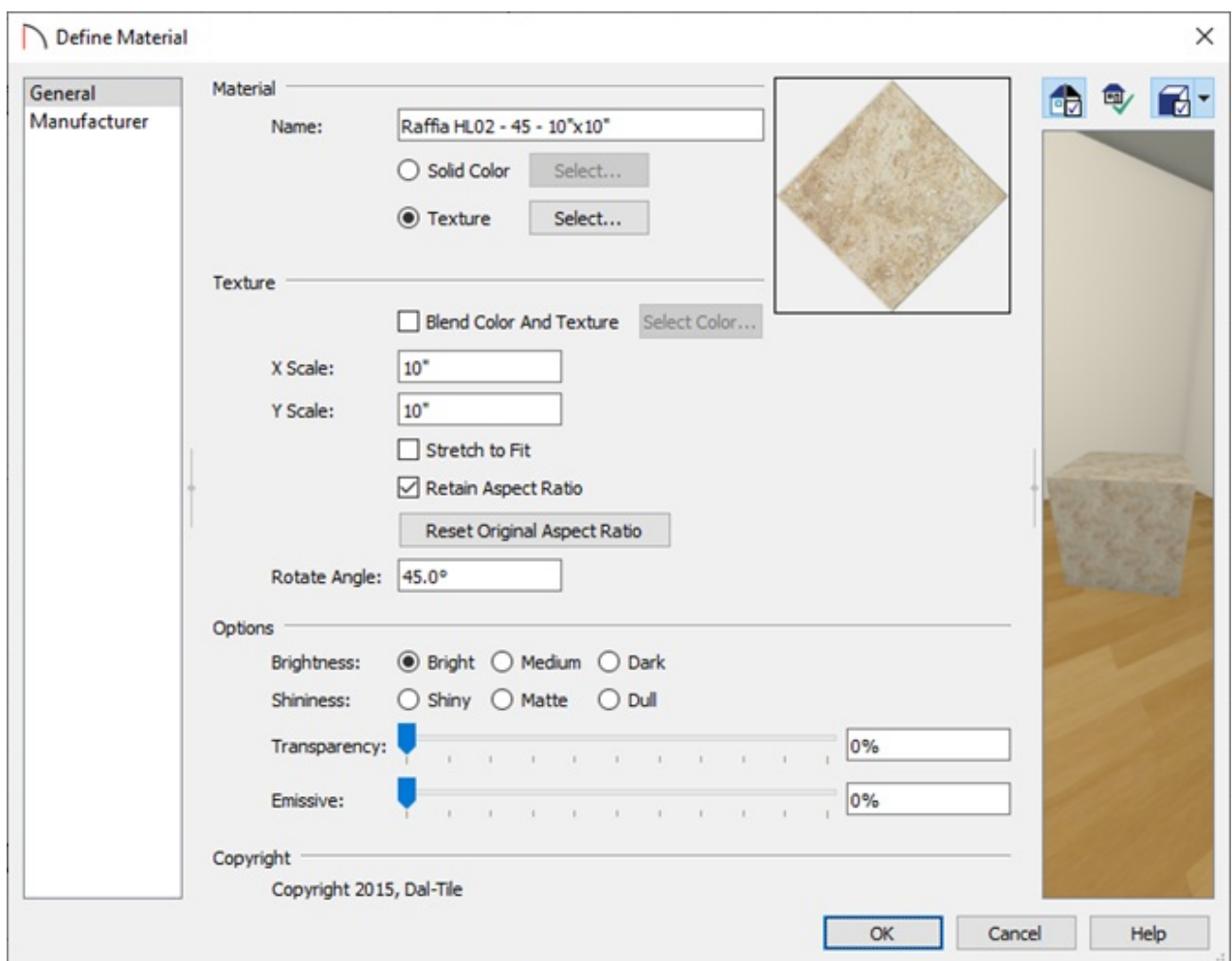
With the material copied to your **User Catalog**, you'll be able to modify it.

To modify a material

1. Right-click on the material in your **User Catalog** folder and select **Open Object**.



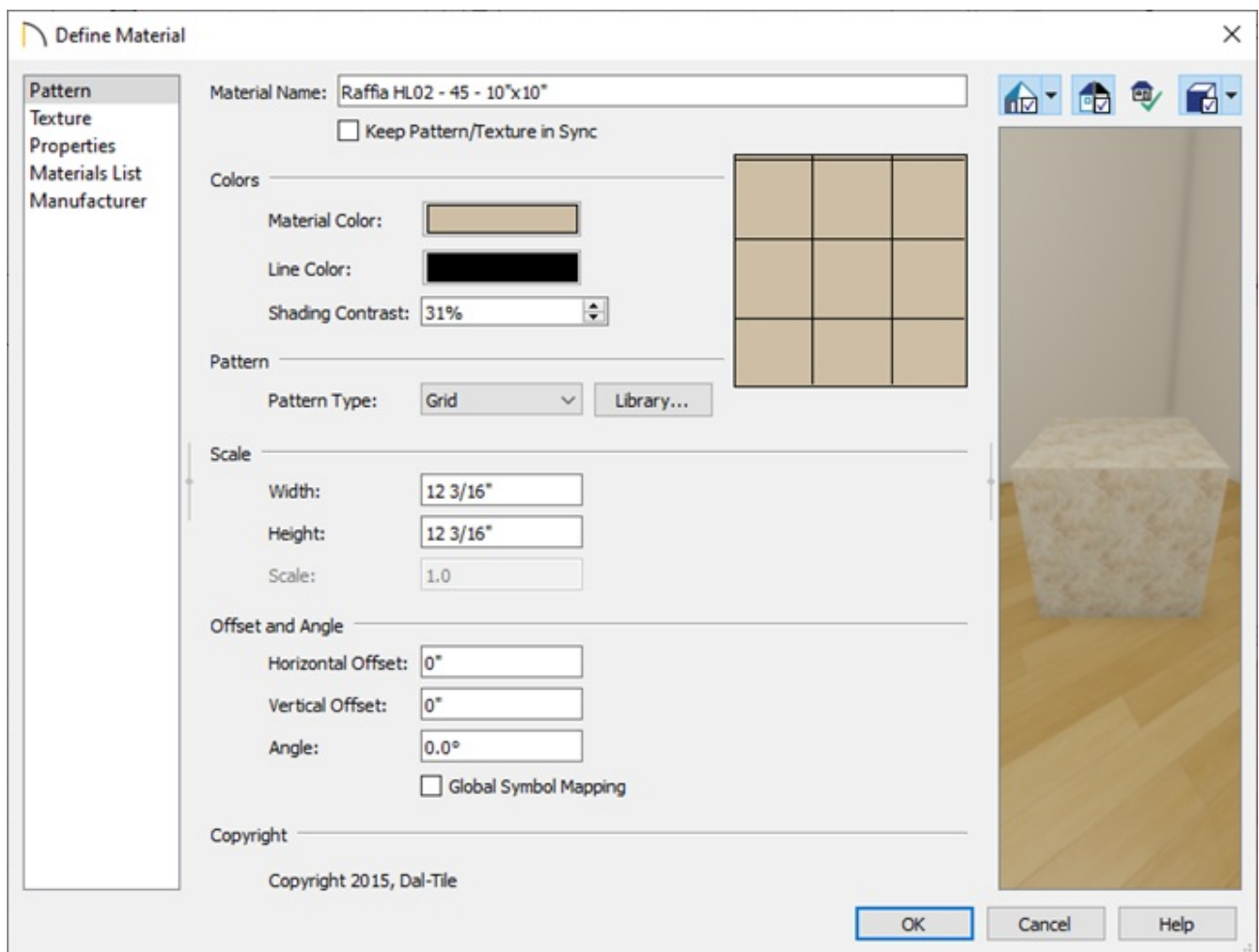
2. On the **GENERAL** panel of the **Define Material** dialog that displays:



Note: The display of the above dialog may vary slightly between the different

product versions of Home Designer.

- Enter a **Name** for this material to identify the changes you make. In this example, we've changed the scale to 10" x 10" and the angle to 45°.
 - The **Scale** can be modified to your liking. In this example, we set the X and Y Scale to 10".
 - The **Rotate Angle** can be modified to your liking. In this example, we've rotated the texture 45°.
 - Adjust any of the general options under **Options** to change how bright, shiny, transparent, and emissive the texture is.
3. In Home Designer Architectural and Home Designer Pro, you'll also have control over the pattern of the material. On the **PATTERN** panel:



- The **Name** of the material can be modified here, just like the **TEXTURE** panel in the



previous step.

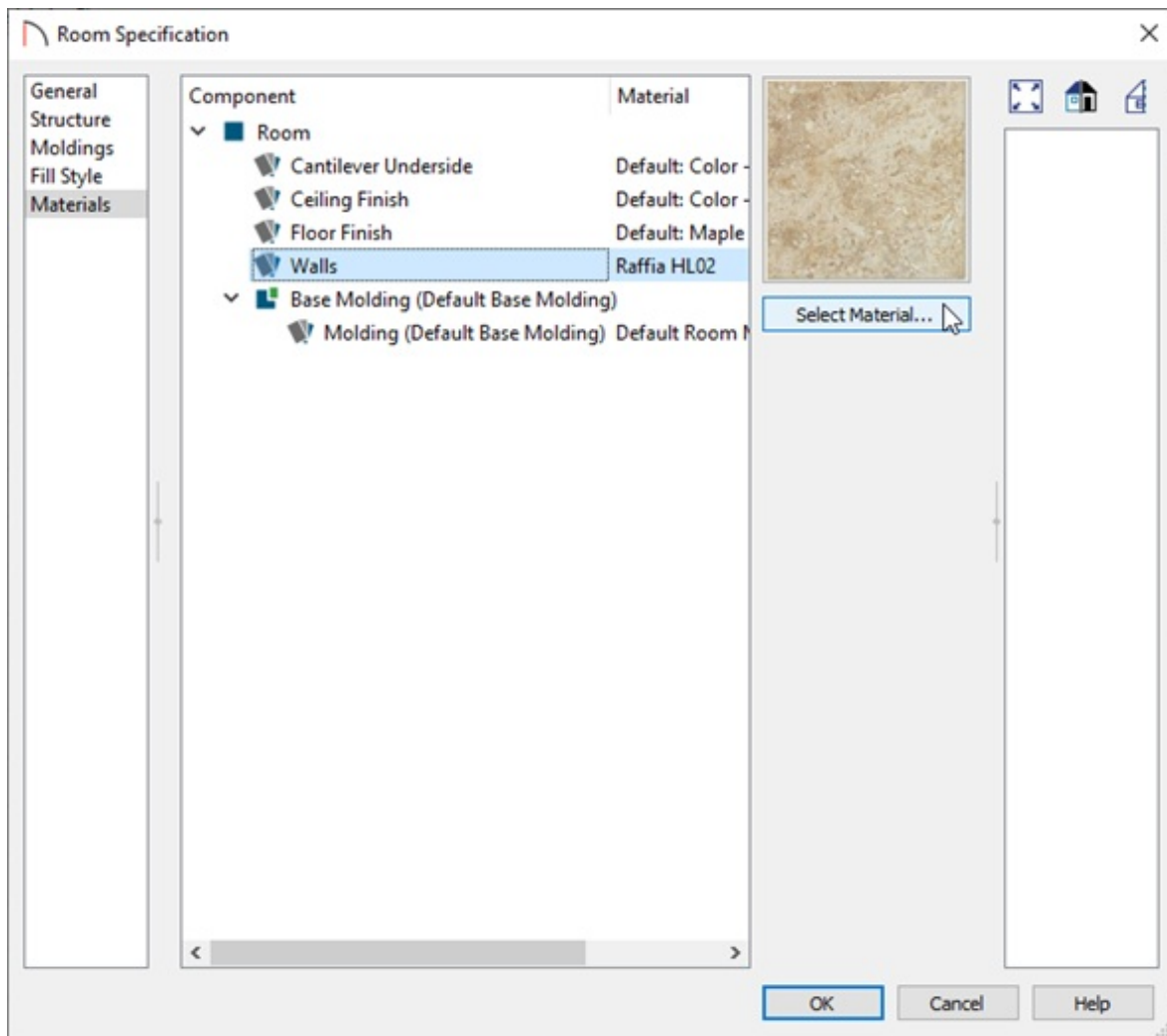
- The **Material** and **Line Color** options can be modified by left-clicking the adjacent color boxes.
- The **Pattern Type** can be changed through the drop down menu, or by browsing your library through the **Library** button.
- The **Width** and **Height** of the pattern can be modified to your liking. In this example, the pattern is 12 3/16" x 12 3/16".
- The pattern can be adjusted to have a **Horizontal** and **Vertical Offset** as well as rotated to an **Angle**. In this example, we've left these values at 0.

4. Select **OK** to confirm your changes.

Finally, repeat this process to create any other additional modified versions of the material that you may want to use in your design.

To apply a material

1. In plan view, use the **Select Objects**  tool to select an object to apply the material to, then click the **Open Object**  edit button.
2. On the **MATERIALS** panel of the **Specification** dialog that displays, select the **Component** that you would like to change, then click on the **Select Material** button.



In this example, a room is opened to specification and the Walls component is selected.

3. In the **Select Material** dialog that displays, navigate to the User Catalog folder, select your modified material, then click **OK**.
4. Once you have finished updating your materials, click **OK** to close the dialog.

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