

Using the Material Painter Modes

Reference Number: **KB-00851**

Last Modified: **October 28, 2021**

The information in this article applies to:



QUESTION

What does each of the five Material Painter modes do and how can I use them?


ANSWER

The Material Painter modes help you specify exactly what is painted when you use the Material Painter tool. To access the list of modes, while in a camera view, select 3D> Material Painter> Material Painter from the menu. A check mark indicates the mode that is currently active.

Material Painter Modes


Component Mode

By default, when you first activate the Material Painter, **Component Mode** is selected. This mode applies materials to the component of an object when you click on that particular component.

- **Example:** To paint the door of a cabinet a different color, select **Component Mode** if it is not already selected by default, then use the **Material Painter**  to change only the door.

Object Mode

As its name implies, the **Object Mode** applies materials to an entire object.


- **Example:** To make an entire cabinet another material, select Object Mode, then use the **Material Painter**  to change the whole cabinet.

- In this example, the countertop does not change because it is a different material than the rest of the cabinet.
- Similarly, if you already changed part of the cabinet using component mode, that part does not change again because it is no longer the same material as the rest of the cabinet.

Room Mode


Room, Floor and Plan modes can make extensive changes to a plan, and sometimes give you results that you do not expect. Carefully consider the possible results before you select one of these modes.

If you activate the **Room Mode** for the Material Painter, it applies materials to every object in a room that has the same original material.

- **Example:** To change the oak cabinets in the kitchen to cherry, select Room Mode. Now use the **Material Painter**  to change all the cabinets in the kitchen. You only need to click once on a single cabinet to accomplish this.
- If you have other oak items in the same room, they also change to cherry.


Floor Mode

The **Floor Mode** applies materials to every object that has the same original material and is on the same floor of the plan.

- **Example:** To change the tile countertops to granite, choose Floor Mode. Now a single click on one counter in the kitchen with the **Material Painter**  changes not just all of the kitchen countertops, but the countertops in any bathrooms on the same floor, as well.

Plan Mode

The most extensive changes can be made by activating **Plan Mode**. Use this mode to apply materials to every object in the plan that has the same original material.


- **Example:** To install the same carpet on all floors of a plan, select Plan Mode. Choose the **Material Painter**  and click in a single room to change all the floor coverings to carpet.

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 [Changing the Floor Materials in one Area of a Larger Room \(/support/article/KB-00030/changing-the-floor-materials-in-one-area-of-a-larger-room.html\)](/support/article/KB-00030/changing-the-floor-materials-in-one-area-of-a-larger-room.html)

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