

Rotating the Direction of a Material

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The information in this article applies to:



QUESTION


I have found a material that I like and want applied to my floors or elsewhere in my design, but I want it facing in a different direction from one object, or room, to another. How can I accomplish this?



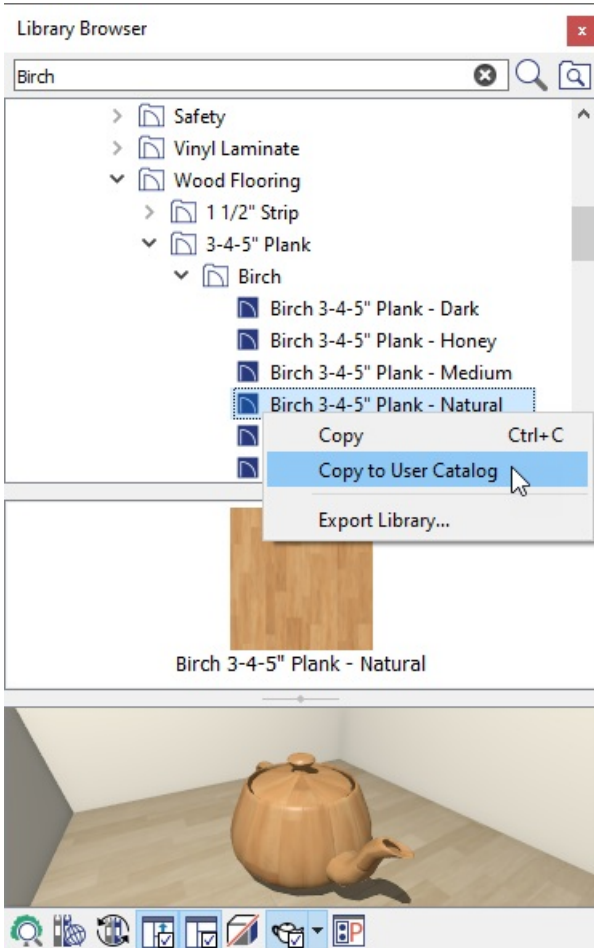
ANSWER

It's easy to make copies of materials in Home Designer to change elements such as their orientation, scale and even color.

To copy the material

1. Select **View> Library Browser**  to display it and locate the material that you want to copy.
2. Right click on the material and choose **Copy to User Catalog**.

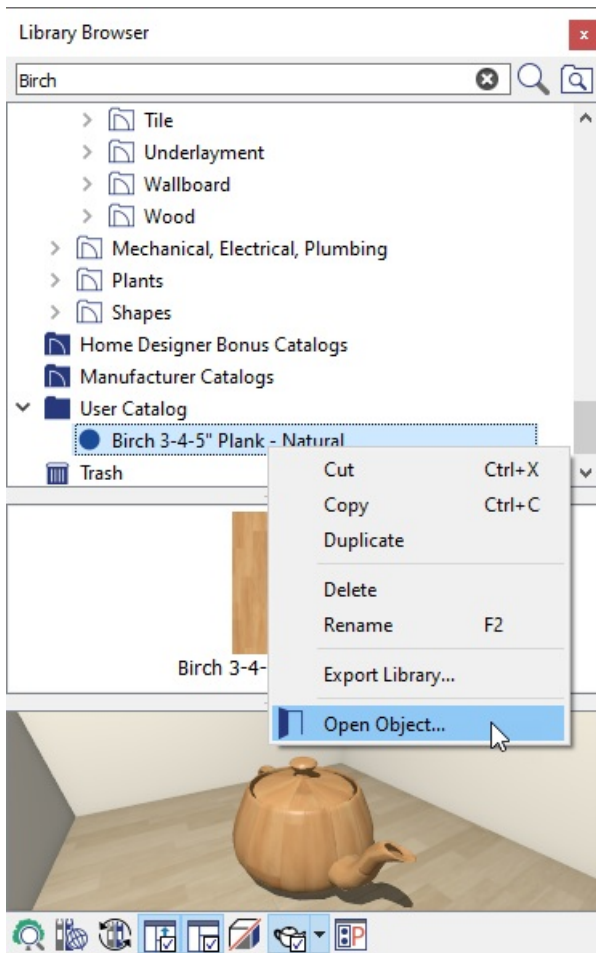
In 2021 and prior versions, you can click on **Copy**, then right-click on the User Catalog and choose **Paste**.



Now that you have made a copy of the material, you can change its attributes.

To modify the material

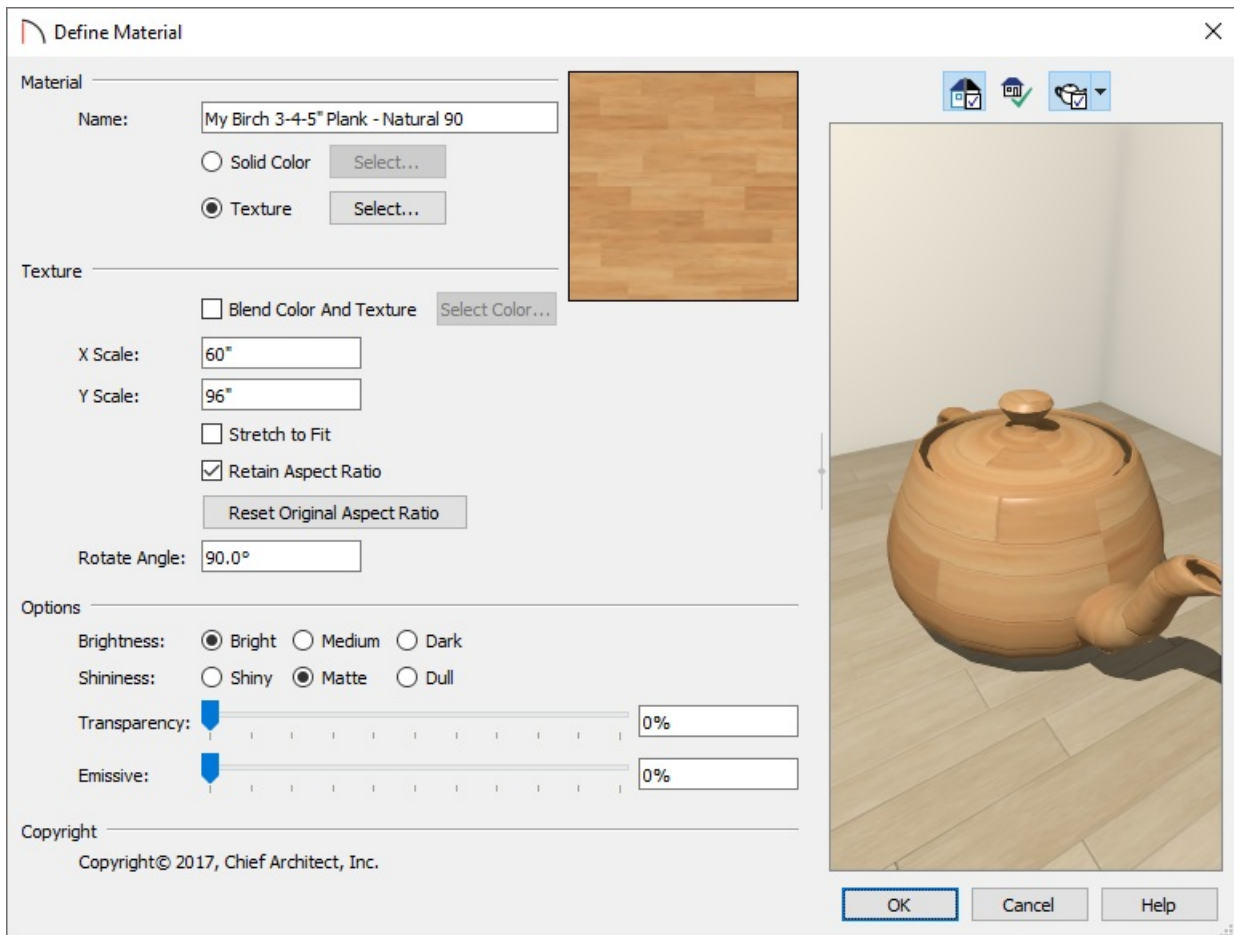
1. Right click on the copied material and select **Open Object**  to display the **Define Material** dialog.



2. Change the **Name** of this material so that you know the difference from the original material.

In this example the material is renamed as **My Birch 3-4-5" Plank - Natural 90** to indicate that it is rotated 90 degrees from the original material that it was copied from.

3. Under **Rotate Angle**, type in **90** and click **OK** to apply these changes to the material.




In Home Designer Pro, select the **TEXTURE** panel to rotate the Angle for the display of materials in Perspective Camera views, since the **PATTERN** panel will only affect Orthographic or views using the Vector rendering technique. Placing a checkmark in the Keep Pattern/Texture in Sync option allows you to change the Angle on one panel and have the other Angle value changed automatically.


To learn more about the other options available in the Define Material dialog such as Scale and Transparency, with it displayed on your screen, click on the Help button to launch the Home Designer's context sensitive help.

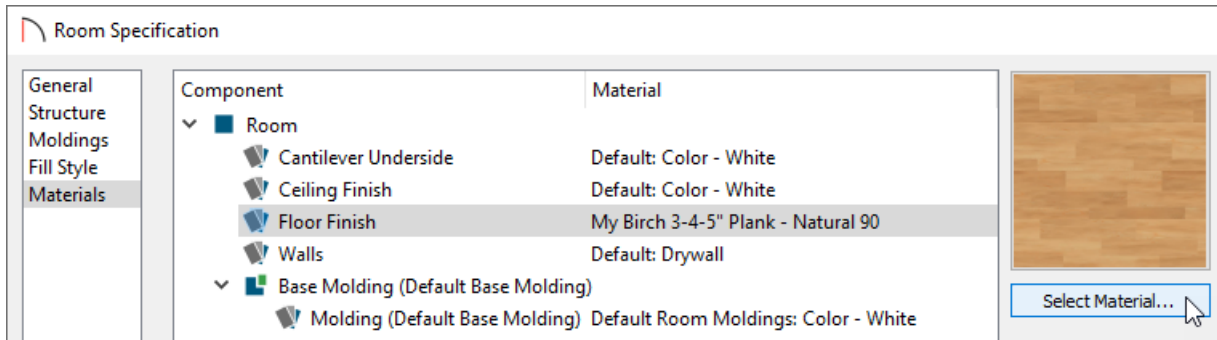
Now that the material has been modified, you are ready to apply it to a surface, such as the Floor in a room.

To apply the newly modified material to the Floor

1. Now, in plan view, use the **Select Objects**  tool to click inside of the room in which you want to change the flooring to the newly created material to select it.

If there is not an actual wall where you want to change the flooring, use a Room Divider, or wall specified as Invisible, to separate out the area in which you want the floor to be the rotated material.

2. Click on the **Open Object**  edit tool to display the Room Specification dialog and go to the **MATERIALS** panel.
3. Select **Floor Finish** and click on the **Select Material** button.



4. This displays the **Select Material** dialog, where you can select the modified material, and **OK** to apply it.
5. Click **OK** once more in the Room Specification dialog to set the change to the flooring material and close it.

Now that you understand the basic process for modifying the orientation of materials, you can take this information and apply it to your own designs including other materials, such as tiles.

Related Articles

- [Adding a Custom Picture or Painting \(/support/article/KB-00138/adding-a-custom-picture-or-painting.html\)](/support/article/KB-00138/adding-a-custom-picture-or-painting.html)
- [Adding Wallpaper to a Room \(/support/article/KB-00450/adding-wallpaper-to-a-room.html\)](/support/article/KB-00450/adding-wallpaper-to-a-room.html)
- [Using the Blend Colors With Materials Tool \(/support/article/KB-00131/using-the-blend-colors-with-materials-tool.html\)](/support/article/KB-00131/using-the-blend-colors-with-materials-tool.html)