

Toggling Textures in Camera Views

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The information in this article applies to:



DESCRIPTION

I'm using a Home Designer 2021 or a prior version, and when I take a camera view, I do not see material textures. Instead, I only see solid colors for items such as flooring, cabinets, and wall paintings. How do I turn on the display of textures so that I can see wood grain, tile, and other materials correctly?




RESOLUTION

In Home Designer 2021 and prior versions, there is an option to toggle material textures. If all you see are solid colors when you create standard camera views, it's likely that textures are simply toggled off.

To toggle textures


1. Navigate to **3D> Create Camera View> Perspective Full Overview**  from the menu.


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

2. With the camera view open, select **3D> Camera View Options**  from the menu.
 - If **Toggle Textures**  has a check mark next to it, it is currently turned on and you can click outside of the menu to close it without selecting anything.
 - If **Toggle Textures**  is unchecked, it is currently turned off so you should click on this menu option to select it and turn it on.

Note: Toggle Textures does not apply to the Vector View, Glass House, and Technical Illustration Rendering Techniques.

Related Articles

 [Home Designer Minimum System Requirements \(/support/article/KB-01095/home-designer-minimum-system-requirements.html\)](/support/article/KB-01095/home-designer-minimum-system-requirements.html)

 [Troubleshooting 3D Camera View Display Problems in Home Designer \(/support/article/KB-00897/troubleshooting-3d-camera-view-display-problems-in-home-designer.html\)](/support/article/KB-00897/troubleshooting-3d-camera-view-display-problems-in-home-designer.html)