



# Importing and Creating Custom Library Materials

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This article also applies to the following legacy products:

Pro | Architectural | Suite

## QUESTION

I have a custom image that I would like to use in my plan as a material, such as for siding, roofing, terrain, wallpaper, or to apply to another type of object. How can I bring this image into Home Designer and use it as a material?



## ANSWER

Materials are digital images that can be applied to the surfaces of objects. You can create your own custom materials and save them in your User Catalog.

Bear in mind that materials typically cover a surface by tiling an image repeatedly and should be edited so that they tile seamlessly. With this mind, not all outside images that you may want to import will necessarily serve as effective materials.

When searching for images online, make use of the word: tileable. For example, when searching for stone images to be used as materials, consider searching for the term: tileable stone.


## To add a custom material to the library

1. If you will be using a custom image saved on your system as a material, it's recommended to place image file in a location where it will not be moved or deleted, especially if you're using a legacy product.

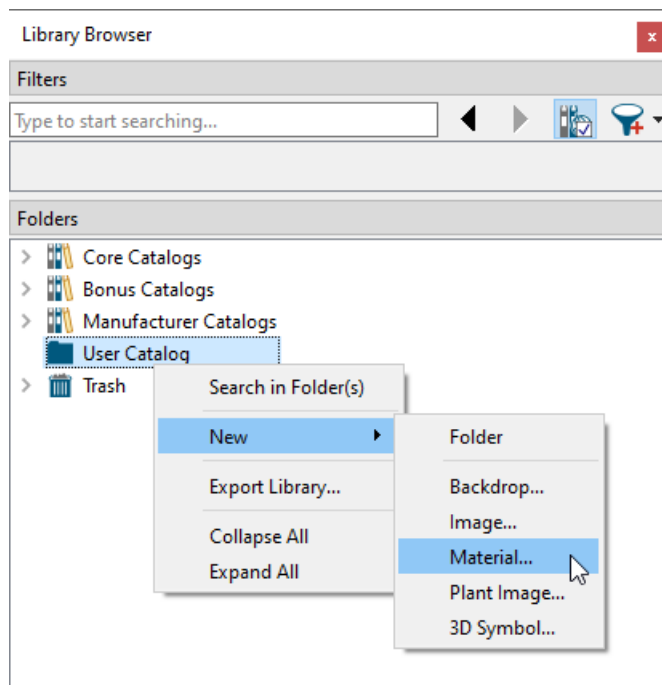
We recommend placing the image file in the programs Textures folder. The default file location of the Textures folder is listed below for each platform.

- **Windows:** `C:\Users\[YOUR USERNAME]\Documents\Home Designer [YOUR PRODUCT VERSION] Data\Textures`
- **Mac:** `/Users/[YOUR USERNAME]/Documents/Home Designer [YOUR PRODUCT VERSION] Data/Textures`

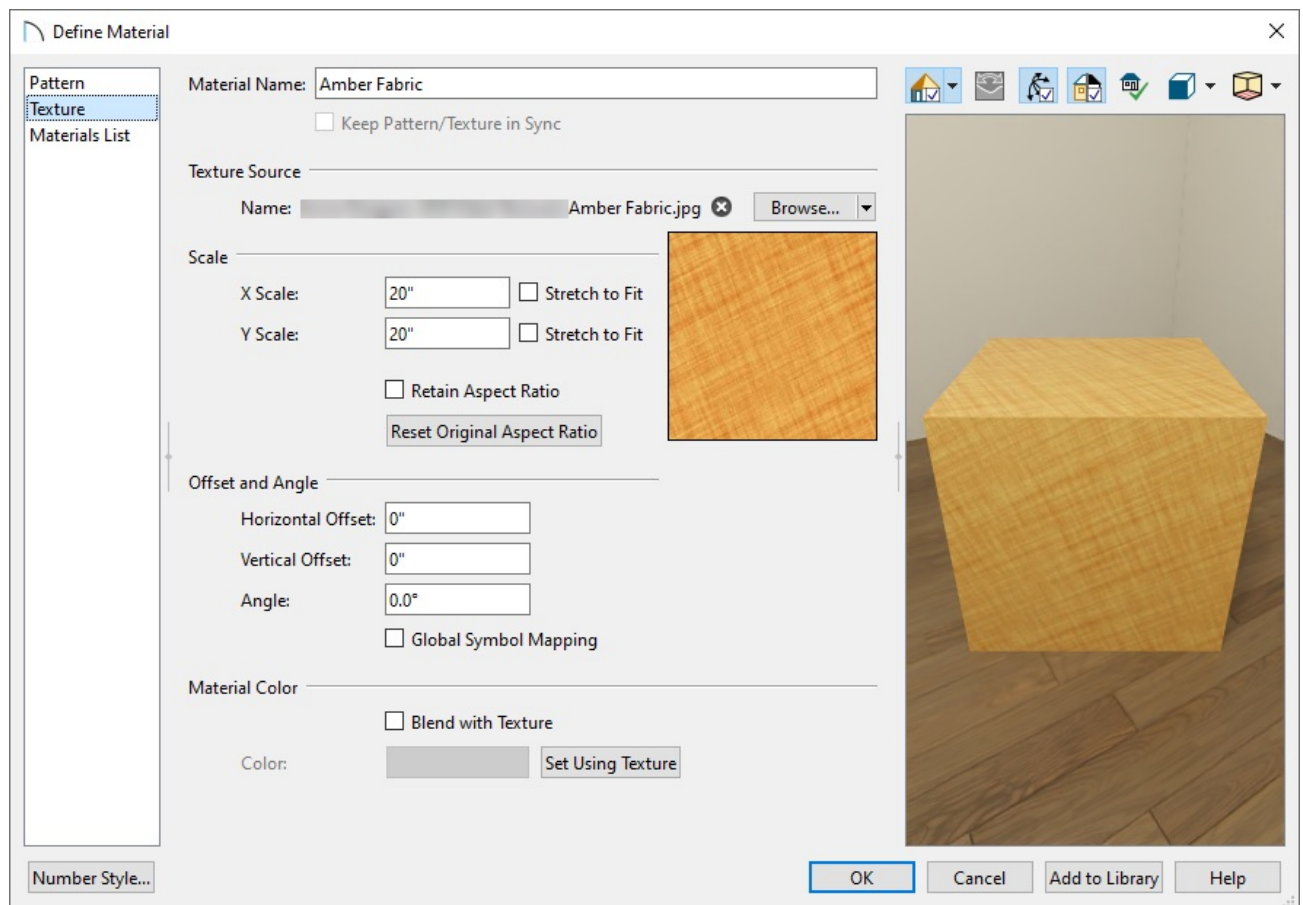
**Note:** If the programs data folder was moved, or installed to a different file location, then navigate into the programs Preferences, select the Folders dialog panel, and use the file path under the My Data Folder heading to locate the programs data folder, along with the Textures sub-folder.

2. Once the image is placed in the recommended location, select **View> Library Browser**  to open the Library Browser side window if it's not already open.
3. Right-click on the **User Catalog** folder and select **New> Material** from the contextual menu.

**Note:** On a Mac, hold down the Control key while clicking to initiate a right-click command. More information about right-click commands on Apple input devices can be found in the following Apple resource: [Right-click on Mac](https://support.apple.com/guide/mac-help/right-click-mh35853/mac) (<https://support.apple.com/guide/mac-help/right-click-mh35853/mac>).



4. In the **Define Material** dialog that displays:



- Provide a **Material Name**.
- On the **TEXTURE** panel, under the Texture Source section, click **Import** and browse your computer for the image that you'd like to use as a custom material. If the image was placed in the programs Textures folder as recommended in Step 1, browse to this folder and select the image.

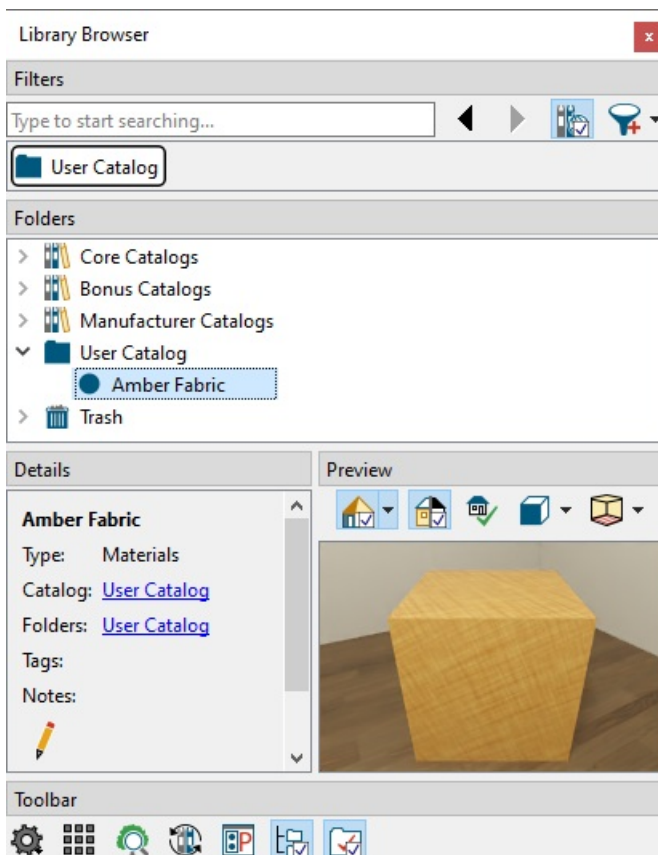
If you see **Select** instead of **Import**, either click **Select** to choose an image from your **Asset Management**, or click the drop-down next to **Select** and choose **Import**.


If you're using Traditional File Management or you're using Home Designer 2025 and prior, click the **Browse** button instead and browse your computer for the image that you would like to use as a custom material.

If you're using Traditional File Management and you see **Edit Path** instead of **Browse**, click the drop-down next to **Edit Path** and choose **Browse**.


- Adjust the Scale, Offset and Angle, as well as any additional settings that you may want to change at this time.
- For more information on the various settings here, select the **Help** button at the bottom of the dialog to open your program's documentation.

5. Click **OK** to add the new material to your User Catalog folder.



You are now ready to apply this material to objects in your plan by using either the object's specification dialog or the **Material Painter**  tool.

#### 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)
-  [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)
-  [Modifying Materials \(/support/article/KB-00583/modifying-materials.html\)](/support/article/KB-00583/modifying-materials.html)
-  [Rotating the Direction of a Material \(/support/article/KB-00863/rotating-the-direction-of-a-material.html\)](/support/article/KB-00863/rotating-the-direction-of-a-material.html)
-  [Using the Material Painter Modes \(/support/article/KB-00851/using-the-material-painter-modes.html\)](/support/article/KB-00851/using-the-material-painter-modes.html)