

# Importing and Creating Custom Library Materials

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The information in this article applies to:



## 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, search 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 important to place this image file in a location where it will not be moved or deleted

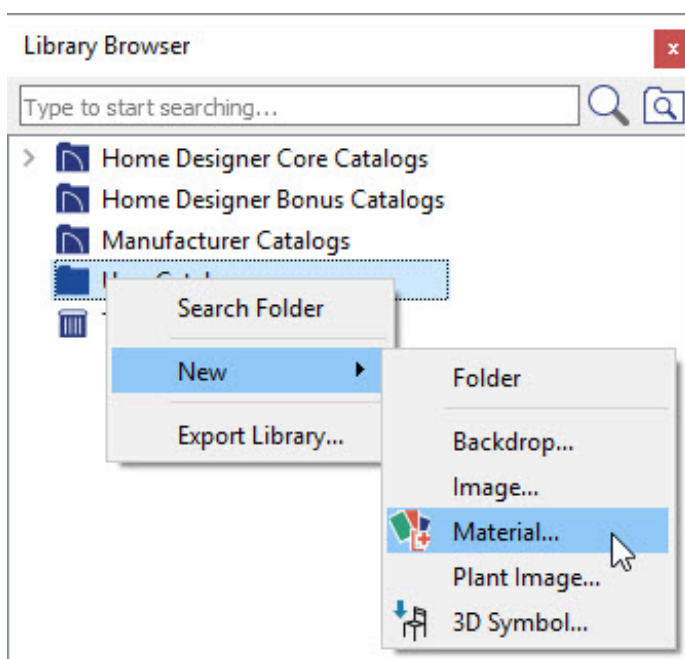
**Note:** We highly recommend placing the image file in the programs Textures folder. The default file location of the Textures folder is listed below for each platform.

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

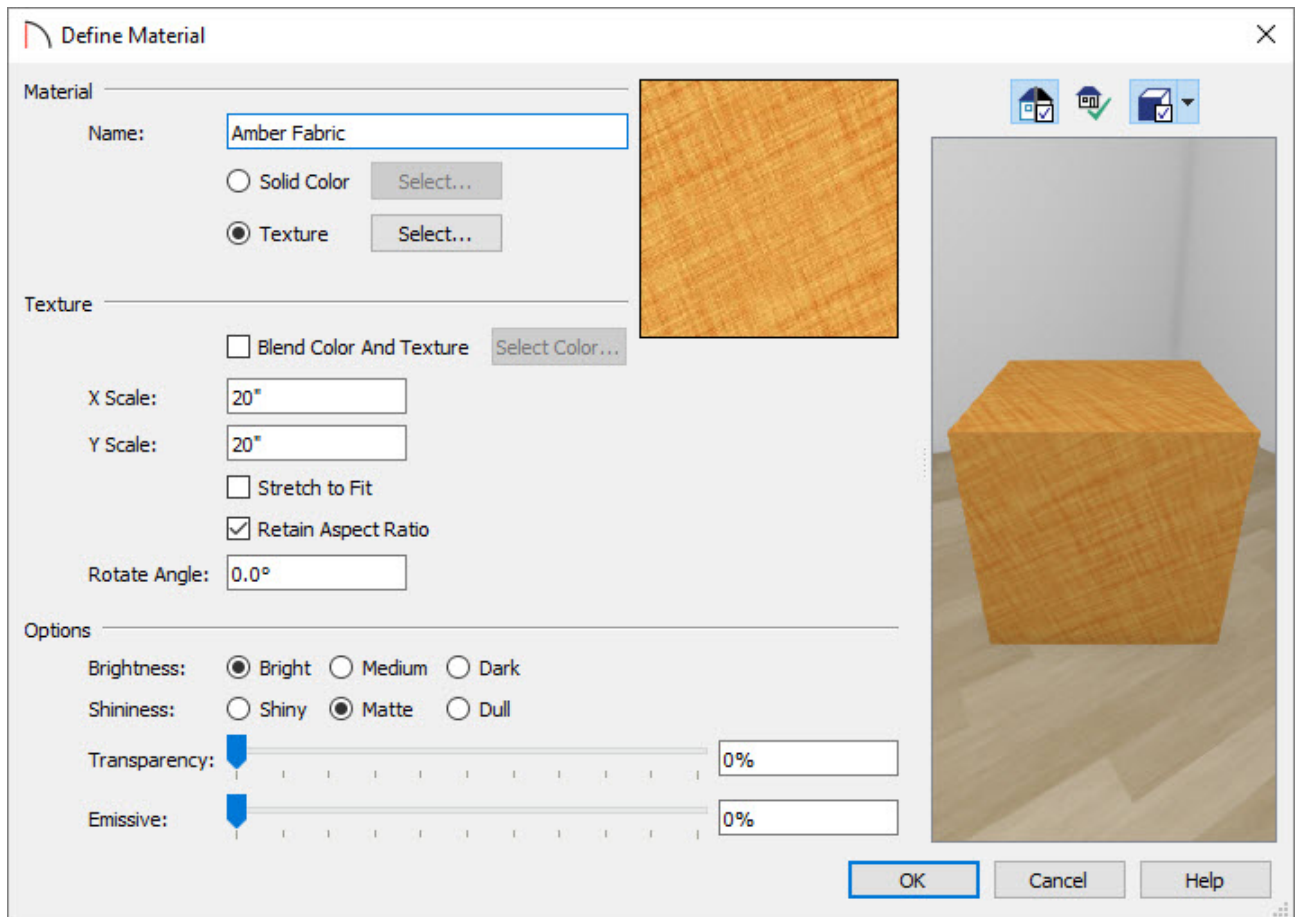
**Mac:** /Users/[YOUR USERNAME]/Documents/Home Designer [YOUR PRODUCT VERSION] Data/Textures

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 in a location where it will not be moved or deleted, select **View> Library Browser**  to open the Library Browser.
3. Right-click on the **User Catalog** folder and select **New> Material** from the contextual menu.



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

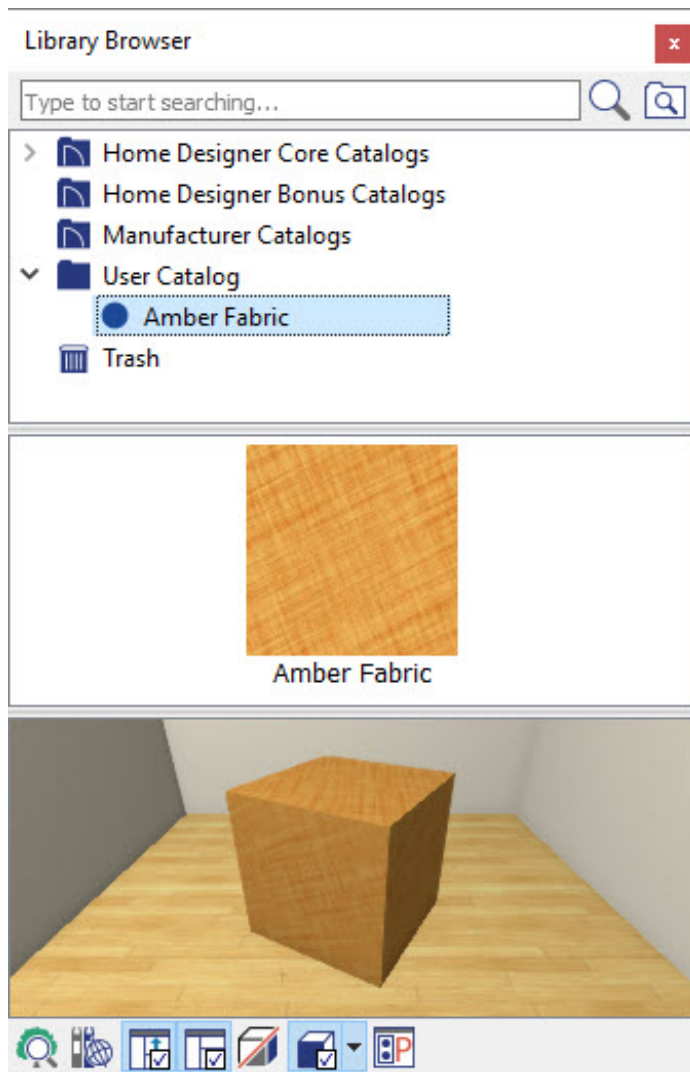



- Select the **Texture** radio button and then click on the **Select** button to browse for the image you'd like to use for your custom material. If the image was placed in the programs Textures folder as recommended in Step 1, browse to this folder and select the image.

**Note:** The Select Texture File dialog will display the file types which can be used to create custom materials, which includes: \*.jpg, \*.bmp, \*.png, \*.tif, \*.tiff, \*.gif, and \*.tga

- Give the new material a short, descriptive **Name**.
- Adjust the scale, along with any additional settings that you may want to change.


5. Hit **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 objects specification dialog, or the **Material Painter**  tool.

If you later move or delete the file that your material is referencing, you will receive a warning message when you open the file or take a 3D camera view, and the image will no longer be displayed in your plan.

#### 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)

 [Rotating the Direction of a Material \(/support/article/KB-00863/rotating-the-direction-](/support/article/KB-00863/rotating-the-direction-)

of-a-material.html)

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