

Materials Tutorial

Materials display on the surfaces of objects in 3D views and can make a 3D view appear highly realistic. When applied to most objects, material quantities will also be calculated in the Materials List.

This tutorial continues from where the Kitchen and Bath Design Tutorial ended. You may want to save this tutorial using a new name to archive your previous work. In this tutorial you will learn about:

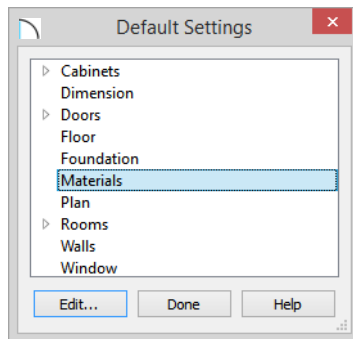
- Setting Materials Defaults
- Using the Materials Panel
- Using the Material Painter
- Blending Colors with Materials
- Using the Material Eyedropper
- Custom Materials, Images, and Backdrops
- Generating a Materials List

Setting Materials Defaults

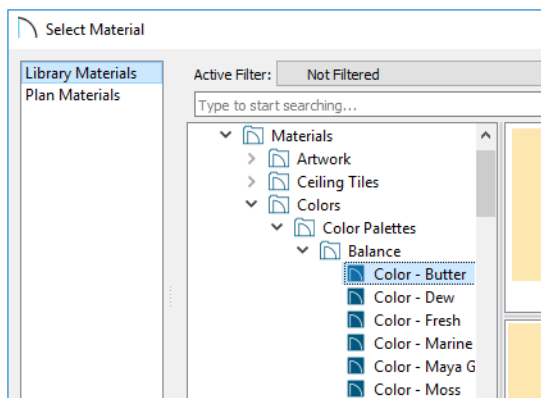
Material default settings determine the materials used by different objects when they are initially created. Setting the correct material defaults before beginning a project may help you save time. For more information, see “Preferences and Default Settings” on page 59 of the Reference Manual.

To set material defaults

1. Select **Edit> Default Settings**  to open the **Default Settings** dialog.



2. There are two options. You can do either or both:
 - Select an item in the tree list and click the **Edit** button to open the defaults dialog for that type of object. The default dialogs for architectural objects such as doors and windows have a **MATERIALS** panel that allows you to set the material defaults for object components. See “Using the Materials Panel” on page 3.
 - Select **Materials** and click the **Edit** button to open the **Material Defaults** dialog. Here you can set the material defaults for many different objects, including some that do not have default dialogs. See “Material Defaults” on page 364 of the Reference Manual.





3. When you are finished, click **OK** to close the defaults dialog, then click **Done** to close the **Default Settings** dialog.

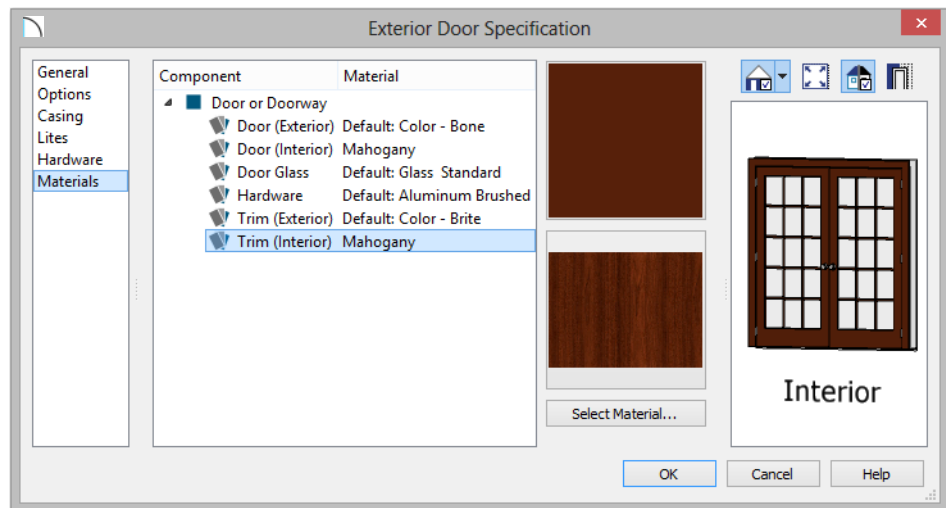
Once an object has been placed in a plan, the materials applied to it can be changed in a number of ways.

Using the Materials Panel


Most objects' materials can be assigned in their specification dialog in both 2D and 3D views. The materials used by a door, for example, can be edited on the MATERIALS panel of the **Door Specification** dialog. For more information, see "Materials Panel" on page 368 of the Reference Manual.

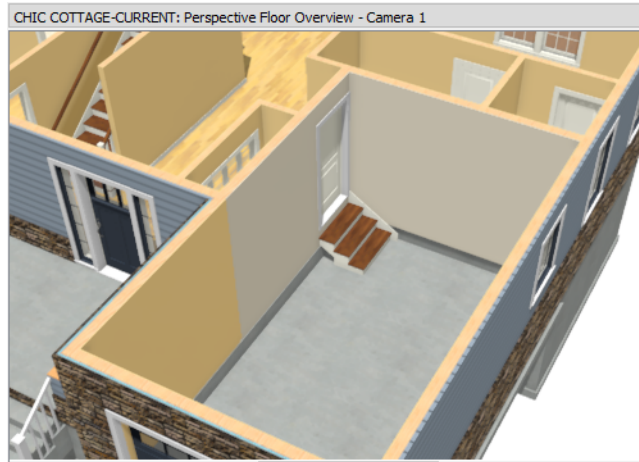
To change material on an object using the Materials panel

1. Click the **Select Objects**  button, then click on the double door leading from the master bedroom to the deck on Floor 2 to select it.
2. Click the **Open Object**  edit button to open the **Door Specification** dialog.
3. Select one of the door's components from the list on the left.



- Click on the name of a material component in the tree list to select it.
 - Click the **Select Material** button to open the **Select Material** dialog.
4. Find and select a material and click **OK**. to apply it to the selected component.
 5. You can continue to specify component materials. The preview in the dialog updates as changes are made. When finished, click **OK** to close the specification dialog.


6. Create a **Camera**  view of the door to see the results.




The materials used in individual rooms can also be specified. Rooms can be selected in both floor plan and 3D views:

- In floor plan view, click in an empty space within a room. When selected, the whole room is highlighted. If you accidentally select an object other than the room, you can press the Tab key on the keyboard until the room is selected.
- In camera views and overviews, click on the floor of the room to select it.


To edit a room using the Materials panel

1. Select the master bedroom and click the **Open Object**  to open the **Room Specification** dialog.
2. In the tree list on the MATERIALS panel, select "Molding" under the Crown Molding component and click the **Select Material** button.
3. In the **Select Material** dialog, select a material and click **OK** to close the dialog.
4. Click **OK** to close the **Room Specification** dialog.

5. The results can be seen in a **Camera**  view.






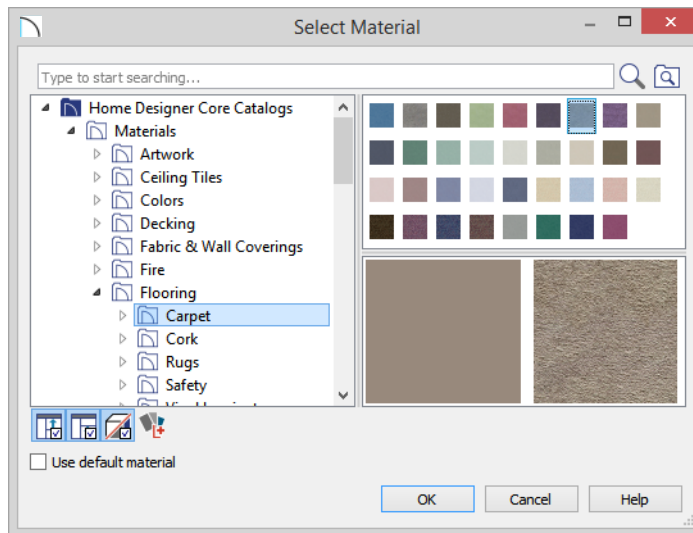
Using the Material Painter


The **Material Painter**  tool allows you to select a material and then apply it to an object in a 3D view.

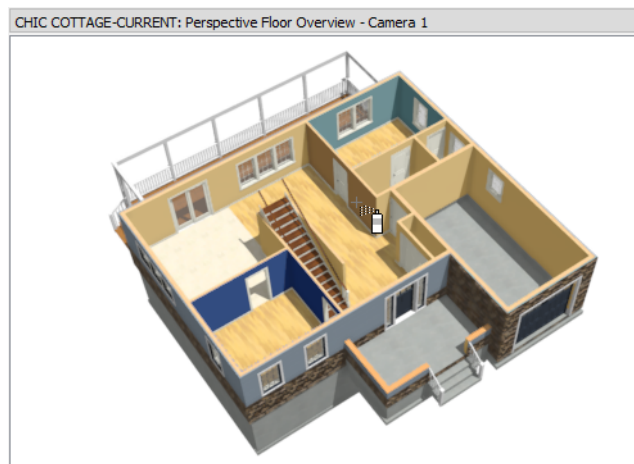
There are five Material Painter Modes which specify how broadly or narrowly the selected material will be applied to surfaces in your plan. In this tutorial, the **Component Mode** is used. For more information, see “The Material Painter” on page 365 of the Reference Manual.

To apply a material using the Material Painter




1. While still in the 3D view of the door, select **3D> Material Painter**  and confirm that there is a checkmark next to **Material Painter Component Mode** .
2. Click the **Material Painter**  button to open the **Select Material** dialog. Browse to **Flooring> Carpeting**, select a carpet material, and click OK.





3. Move your cursor into the 3D view and notice that it displays a spray can icon .
4. Click on the floor of the master bedroom to apply the selected material to that surface, which is a component of the room.

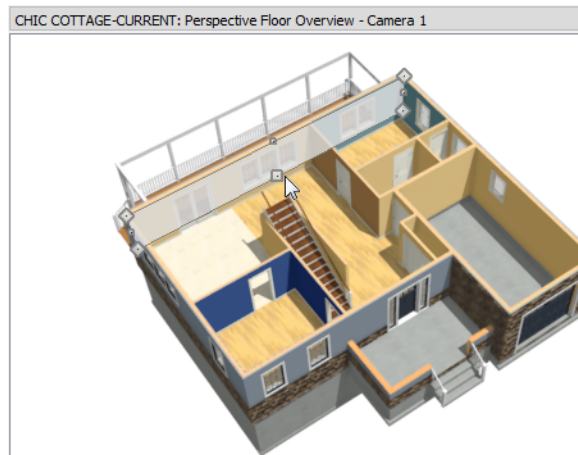


You can also place an area rug symbol from the library in a room and assign to it whatever material you wish. See "Placing Library Objects" on page 349.

With the **Material Painter**  tool you can apply a material to nearly any surface, including many that can't be individually selected like the base molding on a wall or the frame of a window. When either the **Component**  or **Object**  Modes is active, you can continue to apply the selected material to objects until a different tool is selected.



To add artwork to a frame

1. A variety of frames can be found in the Interiors library category. Place a wall or desk frame in your plan and create a camera view in which it can be seen.
2. Select **3D> Material Painter** and confirm that there is a checkmark next to **Material Painter Component Mode** .
3. Click the **Material Painter**  button to open the **Select Material** dialog and choose a painting, photo or print from the Artwork library.
4. Move your cursor over the middle area of the frame and click to apply the selected artwork.









The artwork displayed in a frame can also be specified in the frame's specification dialog. See "Symbol Object Specification Dialogs" on page 353 of the Reference Manual.

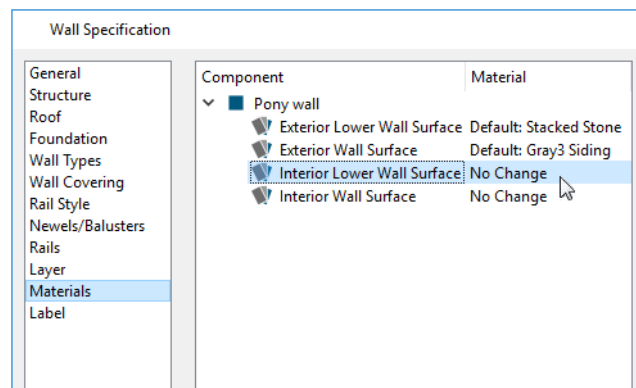
Blending Colors with Materials

Instead of using the **Material Painter**  to replace a material with a new one, you can use it with the **Blend Colors With Materials**  feature to blend a color with a textured material such as the carpet in the master bedroom and create a new material. For more information, see



“Blend Colors With Materials” on page 366 of the Reference Manual.


To blend a color with a texture



1. In a 3D view, select **3D> Material Painter> Material Painter** .
2. In the **Select Material** dialog, select a solid color for the carpet from the Generic Colors library, then click OK.
3. When you move your cursor into the view, it displays a paint roller icon .
 - When **Blend Colors with Materials**  is active and a solid color is loaded in the Material Painter, your cursor displays the paint roller icon .
 - If you see the spray can icon  instead, select **3D> Material Painter> Blend Colors With Materials**  to turn this feature on.
4. Click on the carpet to blend the selected color with the carpet texture. The result is a new material with the textured appearance of the carpet as well as the color you selected.

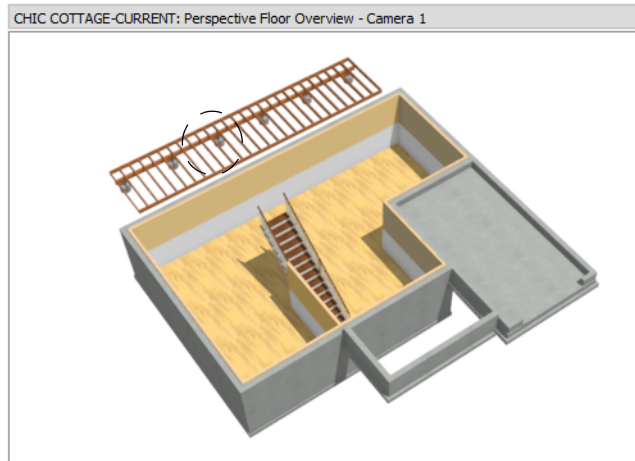



Using the Material Eyedropper

The **Material Eyedropper**  tool allows you to load a material that can be seen on a surface in a 3D view into the **Material Painter**  tool and then apply it to another surface. For example, in the master bedroom the wood material assigned to the crown molding is different

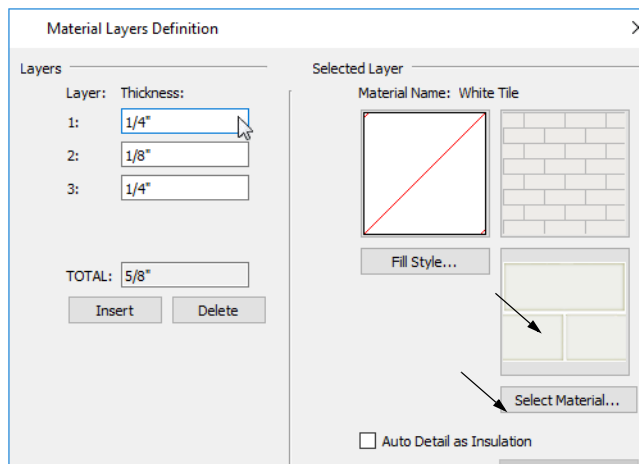
than the material assigned to the chair rail and base molding. They can easily be made the same using the **Material Eyedropper**  tool.

1. Return to the Camera view.
2. Select **3D> Material Painter> Material Eyedropper**  and notice that the mouse pointer displays an eyedropper icon .



3. Click once on the crown molding to load the wood material. Notice that the mouse pointer changes to a spray can , indicating that the loaded material is ready to apply to another object.

- Click on the chair rail and base moldings to apply the loaded material.



Custom Materials, Images, and Backdrops



Home Designer Essentials allows you to customize your 3D views by importing your own materials, image objects, and backdrops that display in 3D views. For more information about images, see “Pictures, Images, and Walkthroughs” on page 409 of the Reference Manual.

Note: The following steps make use of image files that are not included with the program. You can use your own image files to create materials, images, and backdrops.

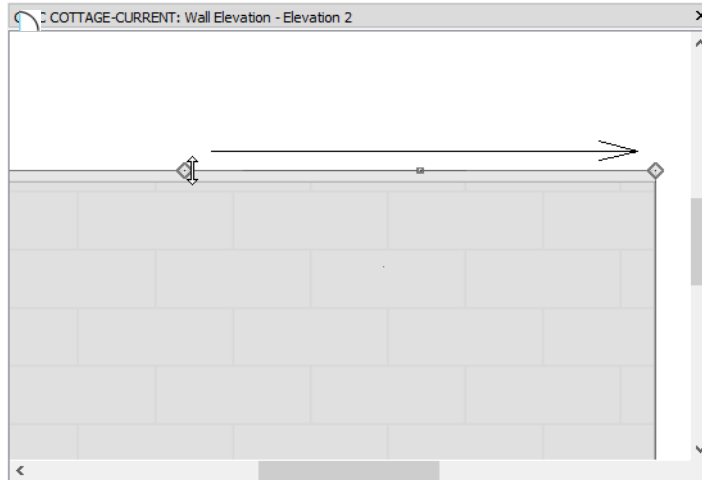
Creating Materials

You can create your own custom materials and save them in the library for use in any plan. Many materials are represented in 3D views using textures, which are digital images that have been specially edited to tile seamlessly when applied to a 3D surface. Bear in mind, therefore, that not all images will necessarily serve as effective material textures.

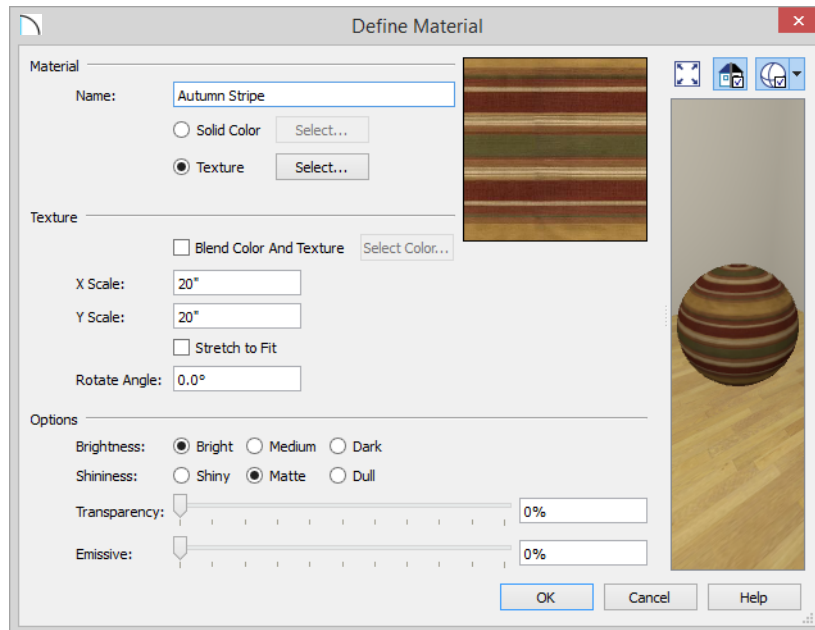
To add a new material to the library

- Select **View> Library Browser**  or press Ctrl + L to open the Library Browser.
- Right-click on the User Catalog and select **New> Material**  from the contextual menu.
- In the **Define Material** dialog, give the new material a short, descriptive **Name**.

4. Click the **Texture** radio button, then click the **Browse** button to open the **Select Texture File** dialog, where you can choose an image file saved on your computer to be the new material's texture.



5. Select an image file and click the **Open** button to return to the **Define Material** dialog.




6. Specify the **Scale** of the texture, which controls how large the image will appear on the surfaces it is applied to.
7. Under the Options heading, Specify additional attributes of the material. A Matte material will most closely resemble cloth, which is what this material will be used for.
8. Click **OK** to add the new material to the **User Catalog**.

For more information, see “Define Material Dialog” on page 372 of the Reference Manual.

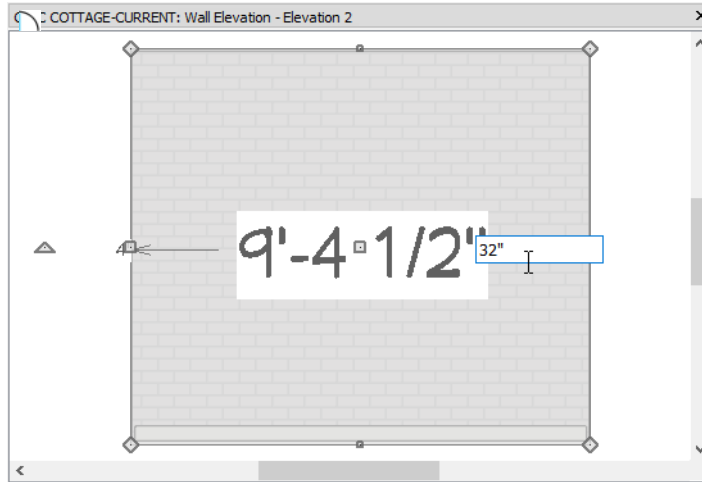
Creating Images

In Home Designer Essentials, image objects are more than just 2D pictures. Images have size and height attributes and can contain transparency information. In floor plan view, they display only as 2D symbols; but in 3D views, the visual information that images contain can be seen.

To create an image and save it to the library

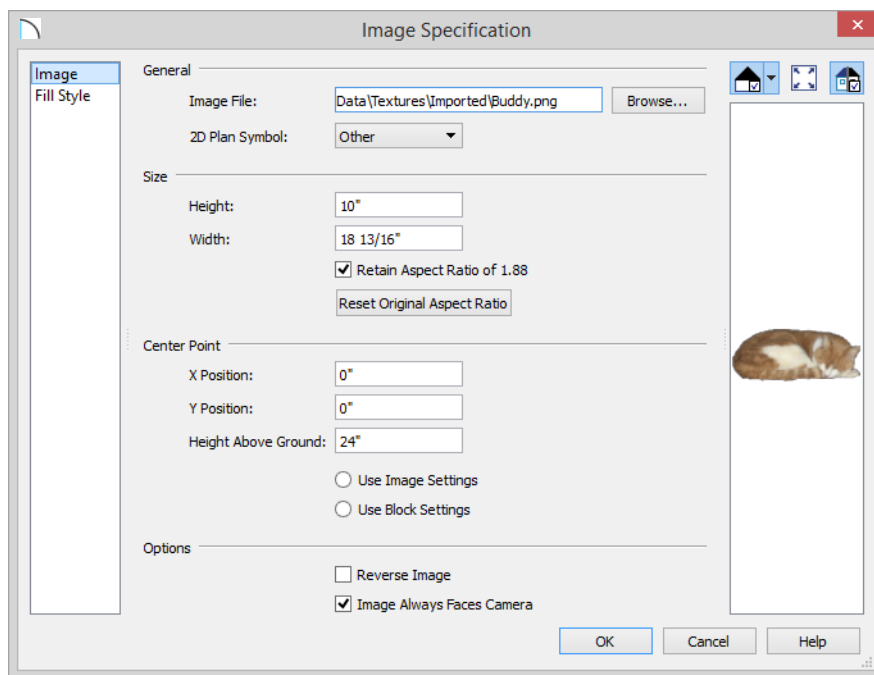
1. Right-click on the User Catalog folder, then select **New> Image**  from the contextual menu to open the **Image Specification** dialog. For more information, see “Image Specification Dialog” on page 412 of the Reference Manual.

2. On the IMAGE panel, click the **Browse** button and browse to an image file saved on your computer. Here, an image of a cat that has transparency data associated with it is used; however, you can use any image.



3. Click **Open** to return to the **Image Specification** dialog.
4. On the IMAGE panel, enter the **Height** or **Width**, adjusting one will adjust the other, maintaining the correct proportion. Enter a **Height Above Ground** value to specify the

elevation at which the image displays. A value of 24 inches works well in this case as we'll be placing the image on a piece of furniture.




5. Click **OK** to close the **Image Specification** dialog and add the new image to the **My Images** category in the Images library.

Images can be placed in a plan just as plants, furnishings and fixtures are: by selecting the image and clicking any floor plan view, camera view or overview.


Importing Backdrops

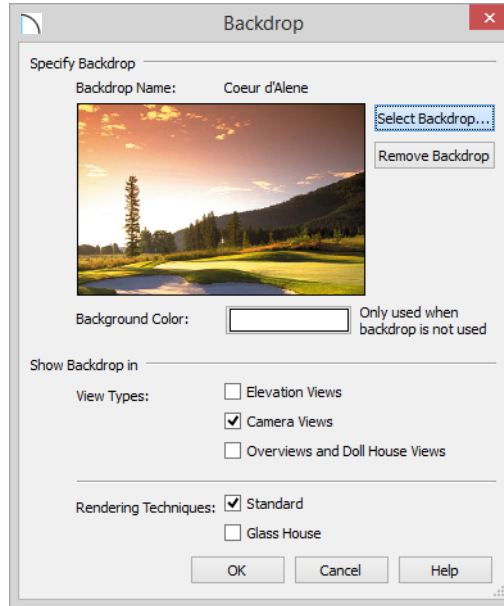
Backdrops are images that display behind 3D views. In Home Designer Essentials, you can take a photo of a site, save it to the library as a backdrop, and display it behind 3D views to create a realistic rendering of your model and its surrounding view.

To import a backdrop and save it to the library


1. Select **File> Import> Backdrop**  and browse to an image on your computer.
2. Select the image and click **Open** to add it to the User Catalog.

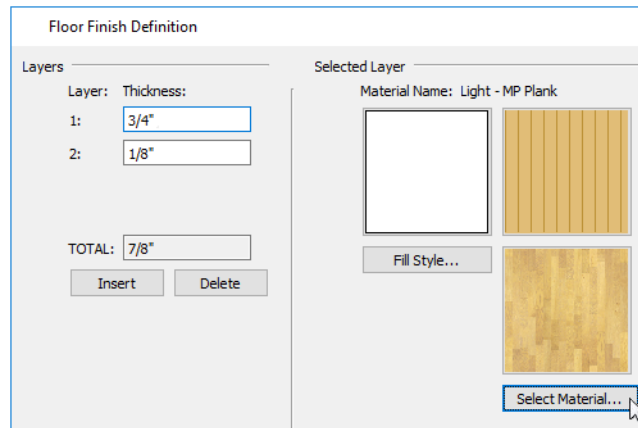
To apply a backdrop to 3D views

1. Select **3D > 3D Backdrop**  to open the **Backdrop** dialog.
2. Click the **Select Backdrop** button and in the **Select Library Object** dialog, find and select your new backdrop in the User Catalog and click **OK**.



3. Click **OK** to close the **Backdrop** dialog.

You can see your custom material, image, and backdrop by creating a **Camera**  view.





Generating a Materials List


To conclude this tutorial, we'll generate a materials list for the house. For more information, see "Materials Lists" on page 439 of the Reference Manual.

Note: The Materials List is only a rough cost estimate. Always compare the Materials List with a manual take-off before ordering materials for a project.

To generate a materials list for the whole plan

1. Select **Tools> Calculate Materials for All Floors** . A materials list is generated for all floors of the house.
2. Locate the item, such as one under the Fixtures category.
3. Click in the "Price" column and type in a value. Notice that the subtotal and Total both update to reflect the pricing change. You can specify prices for every material in your plan, allowing you to generate a cost estimate.
4. If you wish, you can select **File> Export Materials List**  and save the list as a Tab-delimited **.txt** file, which can be opened in a spreadsheet application.

Close the materials list by selecting **File> Close Window** from the menu. You can generate a materials list to estimate the cost of an entire plan or just a portion of a plan. For more information, see "Materials Lists" on page 439 of the Reference Manual.

5. When you have finished, remember to **Save**  your work.

When you are ready, you can continue working on this plan in the Landscaping Tutorial.

