

## Importing and Applying a Custom Picture to a Frame, Computer, or TV Screen

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The information in this article applies to:



### QUESTION



How can I add and apply a custom photograph to a frame, computer, or TV screen in my plan?

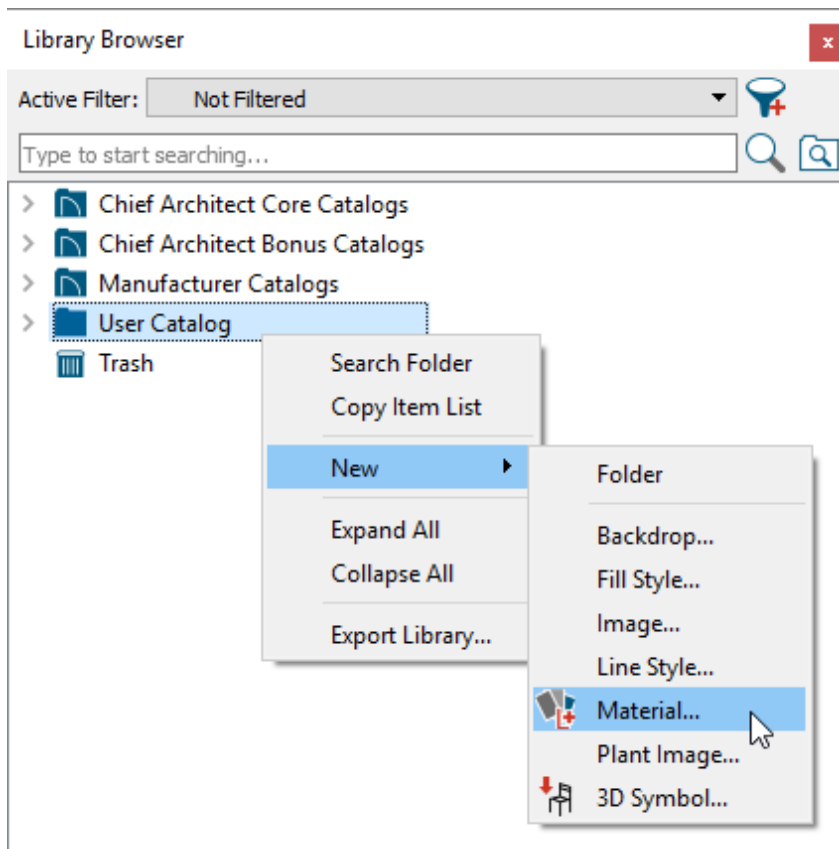


## ANSWER

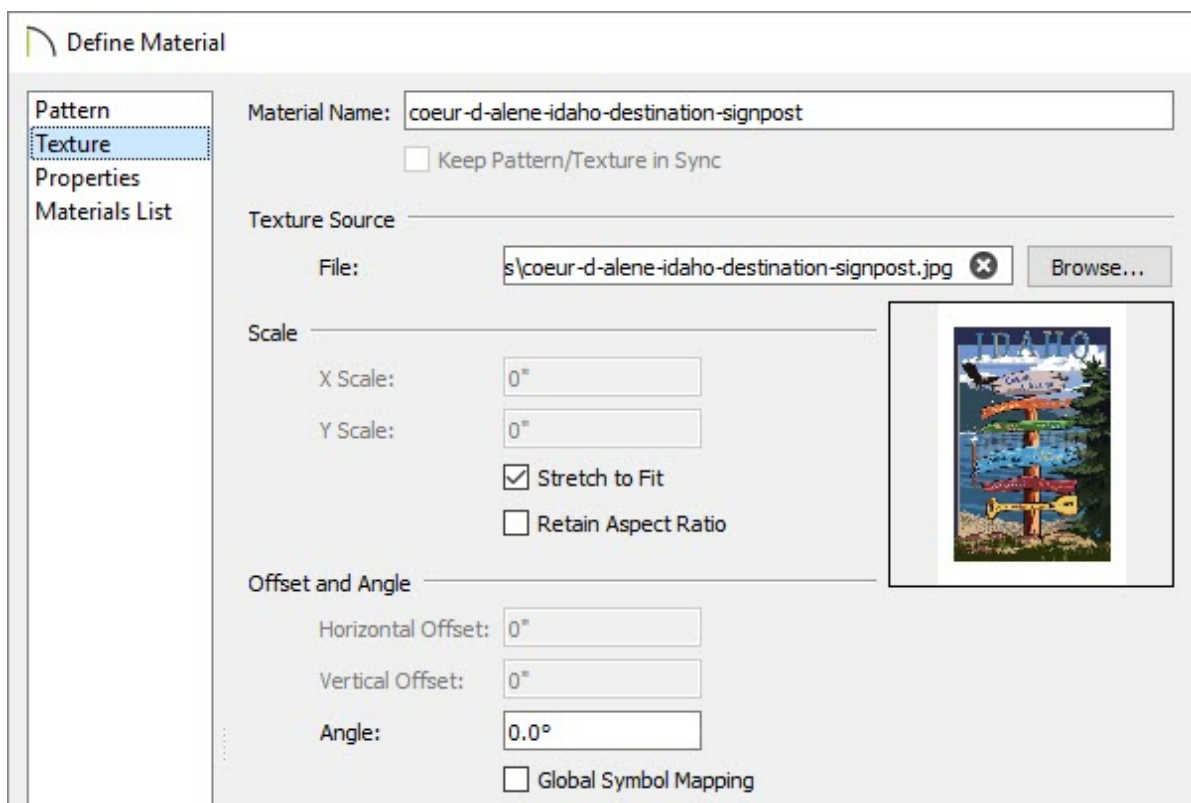
In Chief Architect, a custom picture can be imported and defined as a material. Once this custom material is created, it can be added to your User Catalog and applied to an object in your plan. Some common objects in which you may want to add a custom picture to include a picture frame, a painting canvas, or a computer or TV screen.

To add a custom picture to the user catalog as a material

1. Select **View > Library Browser**  from the menu to open the Library Browser window.
2. Navigate to the **User Catalog** folder, right-click once on **User Catalog** and select **New> Material**  from the menu that displays



3. In the **Define Material** dialog that displays, select the **TEXTURE** panel.




- Under **Texture Source**, click on the **Browse** button to display the **Select Texture File** dialog. Navigate on your computer to the image file that you would like to add to the library, click on it to select it, then click the **Open** button to close the dialog


and return to the **Define Material** dialog.

- Type a **Material Name** for your new material.
  - Check the box beside **Stretch to Fit**.
  - Make any other desired changes.
4. Click **OK** to close the dialog and add your new material to the library.


To display the material in a frame or on a screen using the specification dialog


1. Browse the library for a picture frame or a screen that you'd like to apply the material to.
  - Picture frames can be found by navigating to **Chief Architect Core Catalogs> Interiors> Accessories> Mirrors & Frames**.
  - TV screens, along with monitors can be found by navigating to **Chief Architect Core Catalogs> Interiors> Electronics> Televisions & Monitors**.
2. Once an object has been selected from the library, click in your plan to place it in the desired location.
  - Place a desk frame, a TV, or a monitor on a desk, table, or entertainment center and its height will automatically adjust so that it sits on top of the furniture.
  - Place a wall-mounted picture frame or a wall-mounted TV against a wall and it will snap to the wall's surface.
3. Click on the object that was placed to select it, and then click on the **Open Object**  edit button.
4. On the **MATERIALS** panel of the **Furniture Specification** dialog that opens, click on the **Picture, Photo, Screen, Image**, or other component that relates to the object, then

click the **Select Material** button.

5. In the **Select Material** dialog, browse to the **User Catalog** folder, click on the custom material that was created in the section above, then click **OK** to close the dialog.
6. Click **OK** to close the **Furniture Specification** dialog.
7. Select **3D> Create Perspective View> Full Camera**  from the menu to see the results.


To display the material in a frame or on a screen using the Material Painter

1. Browse the library for a picture frame or a screen that you'd like to apply the material to.
  - Picture frames can be found by navigating to **Chief Architect Core Catalogs> Interiors> Accessories> Mirrors & Frames.**
  - TV screens, along with monitors can be found by navigating to **Chief Architect Core Catalogs> Interiors> Electronics> Televisions & Monitors.**
2. Once an object has been selected from the library, click in your plan to place it in the desired location.
  - Place a desk frame, a TV, or a monitor on a desk, table, or entertainment center and its height will automatically adjust so that it sits on top of the furniture.
  - Place a wall-mounted picture frame or a wall-mounted TV against a wall and it will snap to the wall's surface.
3. Navigate to **3D> Create Perspective View> Full Camera**  and click and drag a camera in your floor plan looking at the object you'd like to apply the material to.

4. Once the view has generated, select **3D> Material Painter> Material Painter**  and in the **Select Material** dialog that displays, browse to the **User Catalog** folder, click on the custom material that was created, and click **OK** to close the dialog.
5. Click once in the center of the picture frame, TV screen, or monitor to paint the material onto the object.

It's important that you're clicking on the objects surface that you want the picture to be applied to. If you click onto the picture frame component or the TV/Monitor component that is not part of the screen, the picture that is used for the material will be applied to these surfaces.


#### Related Articles

 [Changing the Direction of a Material's Pattern and Texture \(/support/article/KB-00194/changing-the-direction-of-a-material-s-pattern-and-texture.html\)](/support/article/KB-00194/changing-the-direction-of-a-material-s-pattern-and-texture.html)

 [Creating a New Material \(/support/article/KB-00767/creating-a-new-material.html\)](/support/article/KB-00767/creating-a-new-material.html)



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