

Changing the Direction of a Material's Pattern and Texture

Reference Number: **KB-00194**

Last Modified: **June 17, 2025**

QUESTION

How do I rotate the pattern or texture associated with a material?




ANSWER

In Chief Architect, materials display a pattern in Vector Views and a texture in most other rendering techniques, including Standard and Physically Based. Both the pattern and texture associated with a material can be rotated to your liking by accessing the Define Material dialog. Alternatively, in X17 and newer versions you can use the

Interactive Material Editor to edit a material's texture in real time.

To rotate a material using the material definition

1. Select **3D> Materials> Plan Materials** .
2. In the **Plan Materials** dialog, select the material that you wish to rotate, then click the **Copy** button.

Note: If the material you're wanting to rotate is not located in the plan that's currently open, you will instead want to access the Library Browser and search for the material you want to rotate. With the correct material selected, right-click on it, select Copy, then Paste it into your User Catalog. With the copied material in the User Catalog, right-click on it one last time and select Open Object.

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).

3. On the **PATTERN** panel of the **Define Material** dialog that opens next:


Define Material


Pattern
Texture
Properties
Materials List
Manufacturer

Material Name: Checker D4100 & D4101 Rotated

☒ Keep Pattern/Texture in Sync

Colors

Material Color: 

Line Color: 

Line Weight: 0

Shading Contrast: 31%

Pattern

Pattern Type: Grid Library...
Pattern From Texture...

Scale

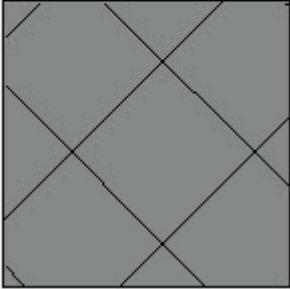
Width: 16"
Height: 16"
☒ Retain Aspect Ratio

Offset and Angle

Row Offset: 1/2
Horizontal Offset: 0"
Vertical Offset: 0"
Angle: 45.0°
☐ Global Symbol Mapping

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- Provide a descriptive **Material Name**.

In this example, the word "Rotated" is added to the end of the original name.

- Specify the desired **Angle** for the pattern.

In this example, a vinyl tile material that is applied to the floor is rotated 45°.

- Check the **Keep Pattern/Texture in Sync** box (if applicable) if you want to maintain consistent **Scale** and **Offset and Angle** settings for the material's pattern and texture.

To learn more about the various settings listed here, select the Help button at the bottom of the dialog to open your program's documentation, or see the [Related Articles](#) section below.

4. On the **TEXTURE** panel:

The screenshot shows the 'Define Material' dialog box with the 'Texture' panel selected in the left sidebar. The dialog is titled 'Define Material' and has a sidebar with options: Pattern, Texture (selected), Properties, Materials List, and Manufacturer. The main area contains the following settings:

- Material Name:** Checker D4100 & D4101 Rotated
- ☒ **Keep Pattern/Texture in Sync**
- Texture Source**
 - Name: Checker D4100 & D4101.jpg
 - Select... button
- Scale**
 - X Scale: 32" ☐ Stretch to Fit
 - Y Scale: 32" ☐ Stretch to Fit
 - ☐ Retain Aspect Ratio
 - Reset Original Aspect Ratio button
- Offset and Angle**
 - Horizontal Offset: 0"
 - Vertical Offset: 0"
 - Angle: 45.0°
 - ☐ Global Symbol Mapping
- Material Color**
 - ☐ Blend with Texture
 - Color: [Color Picker]
 - Set Using Texture button
- Bump Map**
 - Name: [Select...]
 - Scale: 0.01 [Slider]
 - ☐ Invert
- Normal Map**
 - Name: [Select...]
- Ambient Occlusion Map**
 - Name: [Select...]

A preview window on the right shows a checkerboard pattern rotated 45 degrees.


- Specify the desired **Angle**.

If the Keep Pattern/Texture in Sync box was checked in the step above, the Angle may already be at the correct value.

- Click **OK** to confirm the changes and close the dialog.



5. Your rotated material is now listed in the **Plan Materials** dialog or in the User Catalog if you copied and edited a material directly from the Library Browser.

If the material is not in the User Catalog and you would like to use it in future plans, click the to **Add to Library** button located in the **Define Material** or **Plan Materials** dialog.

6. Your rotated material can now be applied to any object in the plan using the **Material Painter**  or by opening the object's specification dialog and accessing the MATERIALS panel.






To rotate a material's texture using the Interactive Material Editor*







**Applies to X17 and newer versions.*

1. Create a perspective 3D view by selecting **3D> Create Perspective View> Full Camera**  and clicking and dragging in the area you'd like to create 3D view.
2. With the material in view go to **3D> Adjust Materials> Interactive Material Editor** .

Note: The Interactive Material Editor is only available in Rendering Techniques that support material textures. Although not supported in views that use material patterns, patterns are nevertheless affected by the Interactive Material Editor provided that the material has Keep Pattern/Texture in Sync checked in the Define Material dialog.

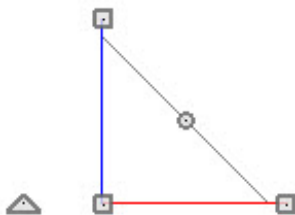
3. On the bottom toolbar, choose the scoping mode you'd like to use.

If you'd like to create a copy of your material to rotate, select **Component** , **Object** , **Room** , or **Floor Mode** . If you'd like to edit the material everywhere it's used, select **Plan Mode** .

If you chose the **Component** , **Object** , **Room** , or **Floor Mode**  you will receive the **Create Copy of Material** dialog asking if you want to **Create a Copy of the Material** or **Edit the Source Material**. If choosing to create a copy, fill out the **Copy Name** section and click **OK** to add the new material to your **Plan Materials** . Choosing **Edit the Source Material** will not create a copy, and will instead edit the existing material in your **Plan Materials** .

For more information on the various scoping modes, please see the "Using the Different Material Painter Modes" resource in the [Related Articles](#) section below or access your software's Help documentation.

4. With the **Interactive Material Editor**  tool active, click on the material you'd like to adjust and the following symbol will display.



5. The triangular-shaped Rotate handle is located to the left of the axis polyline. Click and drag this handle clockwise or counter-clockwise to edit the material's angle.

Press the Tab key while dragging this edit handle to open the Enter Texture Angle dialog where you can enter a precise value.

For more information regarding the various edit handles that display along this symbol, please access your software's Help documentation.

Note: If your cursor displays a red circle icon with a slash when hovering over a material with the Interactive Material Builder tool, the material you're attempting to adjust does not have a texture applied to it, and cannot be edited.

Related Articles

📄 [Blending Colors with Materials \(/support/article/KB-00004/blending-colors-with-materials.html\)](/support/article/KB-00004/blending-colors-with-materials.html)

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

📄 [Customizing a Library Material \(/support/article/KB-01006/customizing-a-library-material.html\)](/support/article/KB-01006/customizing-a-library-material.html)

📄 [Using the Different Material Painter Modes \(/support/article/KB-00793/using-the-different-material-painter-modes.html\)](/support/article/KB-00793/using-the-different-material-painter-modes.html)



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