

## Using the Different Material Painter Modes

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The information in this article applies to:




### QUESTION


What does each of the five Material Painter modes do and how can I use them?


### ANSWER


The Material Painter modes help you specify exactly what is painted when you use the Material Painter tool.


To access the list of modes, select **3D> Material Painter> Material Painter**  from the menu.


**Component Mode**  is selected by default and applies the selected material to an object component.


- **Example:** To paint the door of a cabinet a different color, select Component Mode (if it is not already selected), then use the **Material Painter**  to change only the door.
- Using this tool is the same as opening an object for specification and changing the material for one of its components on the Materials panel.


**Object Mode**  applies a material to all components of an object that share the same material assignment.


- **Example:** To make an entire cabinet another material, select Object Mode, then use the **Material Painter**  to change the whole cabinet.
- **Exception:** If you already changed part of the cabinet using component mode, that part does not change again, because it is no longer the same material as the rest of the cabinet.

**Room Mode**  applies a material to all the objects in the room that currently have the same material.


- **Example:** To change the oak cabinets in the kitchen to cherry, select Room mode. Now use the **Material Painter**  to change all the cabinets in the kitchen. You only need to click once on a single cabinet to accomplish this.
- If you have other oak items in the same room, such as a dining table and chairs, they will also change to cherry.


**Floor Mode**  applies materials to every object that has the same original material and is on the same floor of the plan.

- **Example:** To change tile countertops to granite, choose Floor Mode. Now a single click on one counter in the kitchen with the **Material Painter**  changes not just all the kitchen countertops, but the countertops in any bathrooms on the same floor as well.

**Plan Mode**  makes the most extensive changes. Use this mode to apply materials to every object in the plan that has the same original material.

- **Example:** To install the same carpet on all floors of a plan, select Plan Mode. Choose

the **Material Painter**  and click in a single room to change all the floor coverings to carpet.

**Blend Colors with Materials**  - In addition to the Material Painter Modes, the **Blend Colors With Materials** option allows you to apply a solid color to a surface displaying a pattern or texture and blend the two. This option works in all five Material Painter modes.

Room, Floor, and Plan modes can make extensive changes to a plan, and sometimes give you results that you do not expect. Carefully consider the possible results before you select one of these modes.

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#### Related Articles

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



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