Changing the Direction of a Material's Pattern and Texture

The information in this article applies to:

Premier | Interiors

QUESTION

I created a custom material and would like to rotate it so that its pattern and texture run in a different direction in 3D views. How can I do this?
ANSWER

In Chief Architect, materials display a pattern in Vector Views and a texture in most other Rendering Techniques, including Standard. Both can be rotated as needed in the Define Material dialog.

To rotate a material's texture

In most Rendering Techniques, materials are represented using textures.


2. In the Plan Materials dialog, select the material that you wish to rotate, then click the Copy button.

3. On the TEXTURE panel of the Define Material dialog which opens next:
Give the new material a short descriptive name: here, for example, the word "rotated" is added to the end of the original name.

Specify the desired **Angle** for this material.

In this example, a tile material is rotated 45°.

If you'd like to adjust the **Offset** or **Scale** of the pattern, you can do so here as well.

Check the **Keep Pattern/Texture in Sync** box if you want the pattern and texture to be in sync with one another.
When you are satisfied with your changes, click OK to close the Define Material dialog.

4. Your custom material is now listed on the PLAN MATERIALS panel of the Select Material dialog. It can be applied to any object in the plan using the Material Painter or by opening the object's specification dialog.

You can also add the material to your User Catalog by selecting the newly copied material in the Plan Materials dialog and selecting the Add To Library button.

To rotate a material's pattern

In Vector Views, materials are represented using patterns.

1. Return to the Plan Materials dialog, select your custom material, and click the Edit button.

2. On the Pattern panel of the Define Material dialog:
Specify the desired **Angle** to which you would like to rotate the material's pattern.

- If you would like to adjust the offset of the pattern, you can also do this here.
- Check the **Keep Pattern/Texture in Sync** box if you want the pattern and texture to be in sync with one another.
- When you are satisfied with the changes you have made to your new material, click **OK** to close all dialogs.

3. Because you edited an existing material, your changes affect any objects in the current plan that are using it.

You can also add the material to your User Catalog by selecting the newly copied material in the Plan Materials dialog and selecting the Add To Library button.
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))

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