

Changing the Direction of a Material's Pattern and Texture

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The information in this article applies to:



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.

To rotate a material

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

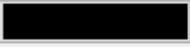
Texture
Properties
Materials List
Manufacturer


Material Name: Checker D4100 & D4101 Rotated

☒ Keep Pattern/Texture in Sync


Colors

Material Color: 

Line Color: 

Shading Contrast: 31% 

Pattern

Pattern Type: Grid  Library...

Pattern From Texture...

Scale

Width: 16"


Height: 16"

Scale: 1.0

Offset and Angle

Horizontal Offset: 0"

Vertical Offset: 0"

Angle: 45.0° 

☐ Global Symbol Mapping

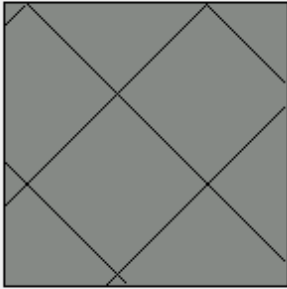
Line Weight: 0

Copyright

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Number Style...

OK Cancel Add to Library Help



- Provide a short, 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:

Define Material

Pattern
Texture
Properties
Materials List
Manufacturer

Material Name:

☒ Keep Pattern/Texture in Sync

Texture Source

File:

Scale

X Scale:

Y Scale:

☐ Stretch to Fit
☒ Retain Aspect Ratio

Offset and Angle

Horizontal Offset:

Vertical Offset:

Angle:

☐ Global Symbol Mapping

Material Color

☐ Blend with Texture

Color:

Bump Map

File:

Scale:

☐ Invert

Normal Map

File:

Ambient Occlusion Map

File:

- 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 **Plan Materials** dialog.

In X13 and newer program versions, you can also click the Add to Library button located in the Define Material dialog to add the rotated material directly to the User Catalog without closing the dialog. This allows you to add several material variations to the library without the need to create copies beforehand.

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.

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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