

Applying Ceiling Materials

Reference Number: **KB-00474**

Last Modified: **April 12, 2022**

The information in this article applies to:



QUESTION

I would like to change the color or material of the ceiling in my model. How is this accomplished?



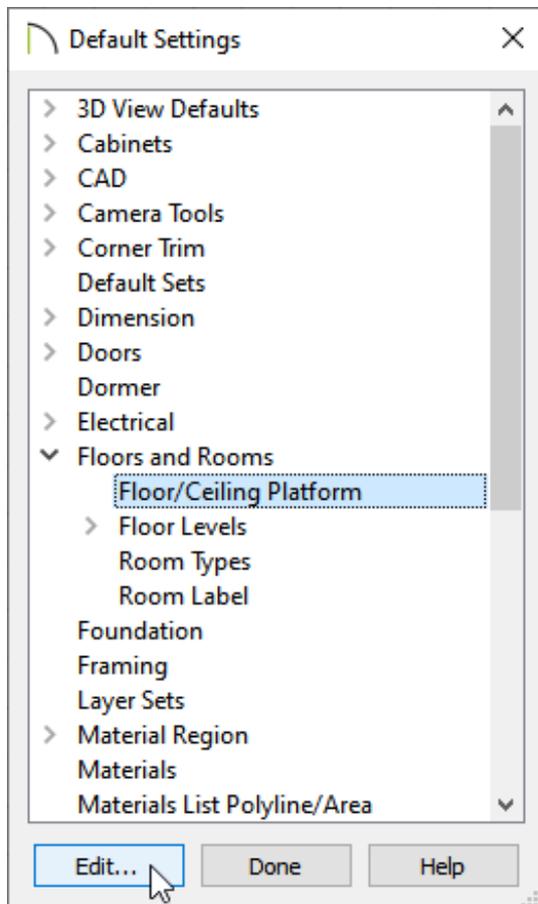
ANSWER

There are several methods for adjusting the material applied to your ceiling, which will depend on how the ceiling in your room has been constructed, including:

- [Adjusting the ceiling finish defaults](#)
- [Adjusting the ceiling finish for a single room](#)
- [Using the Material Painter](#)
- [Using the Ceiling Plane Specification dialog](#)

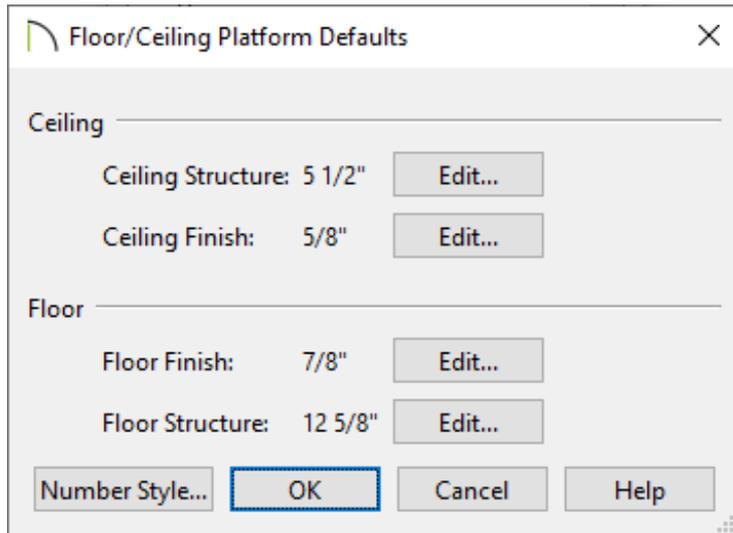
Adjusting the ceiling finish defaults

1. Navigate to **Edit> Default Settings**  from the menu.
2. Expand the **Floors and Rooms** category, select the **Floor/Ceiling Platform** option, then click **Edit**.

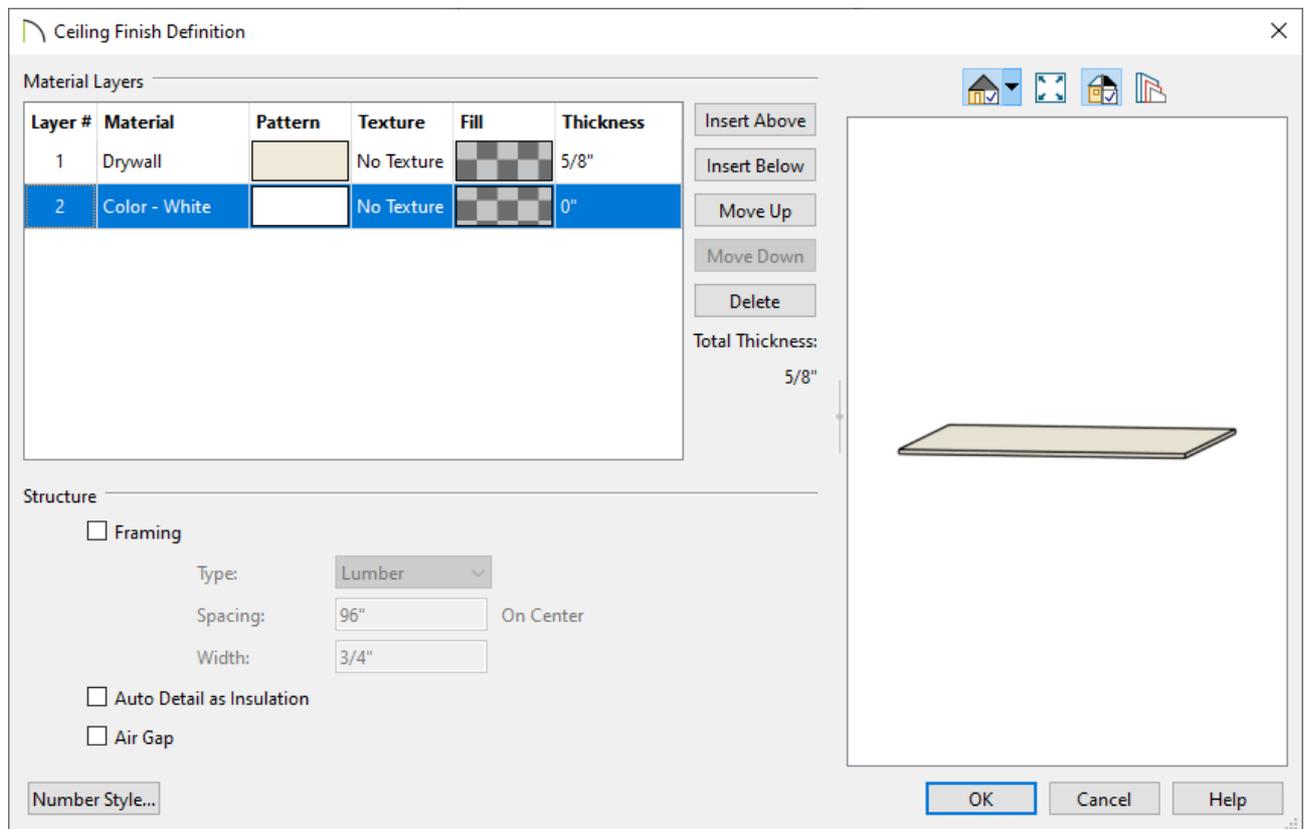


The ceiling finish can also be changed for each individual floor level or for each specific room type. To do so, access the Floor Levels or Room Types categories instead of Floor/Ceiling Platform.

3. In the **Floor/Ceiling Platform Defaults** dialog that opens, click on the **Edit** button next to Ceiling Finish.



4. In the **Ceiling Finish Definition** dialog that displays, change Layer 2 to a material of your choosing by clicking on the **Material, Pattern, or Texture** cell..



- Set its **Thickness**, make any other adjustments, then click **OK**.

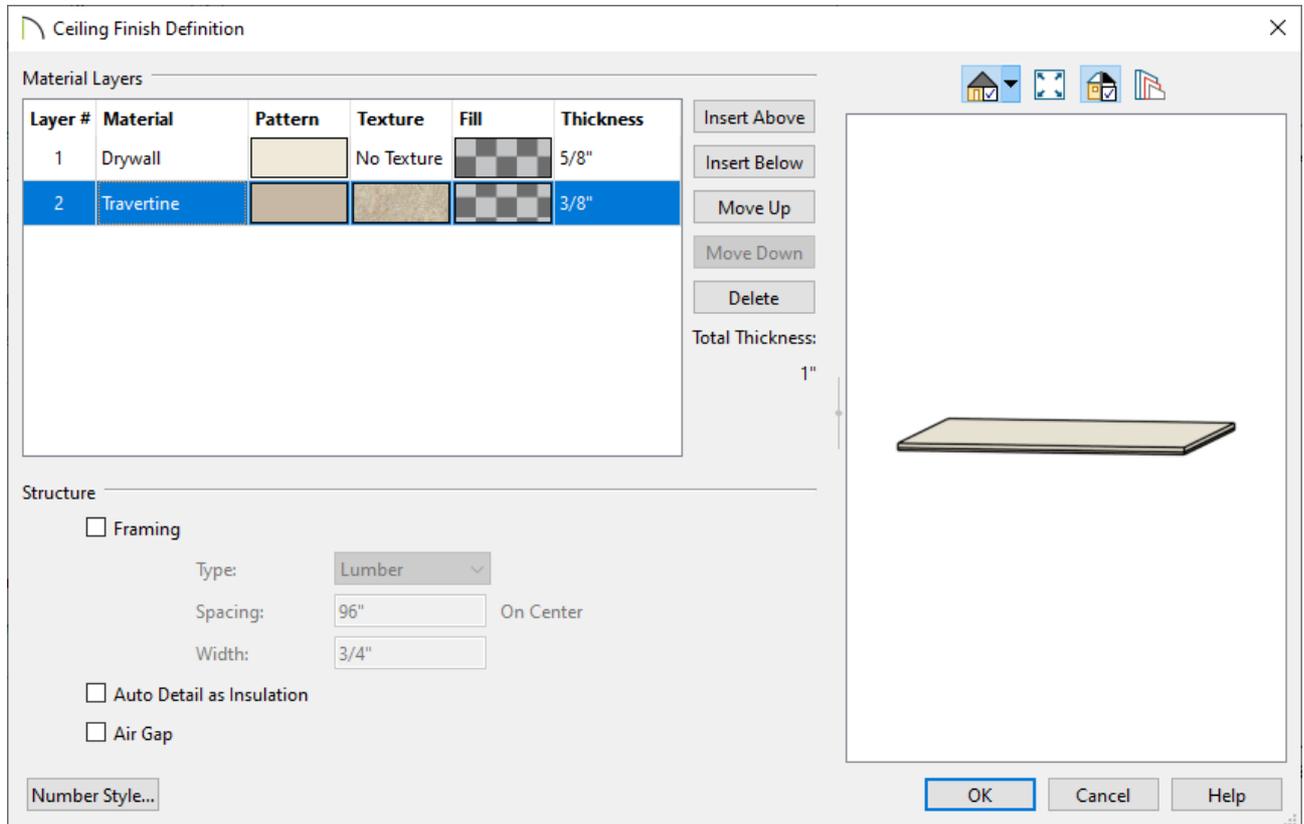
Note: Ceiling finish properties are dynamic, meaning they will apply to existing rooms/floors in your plan as long as they are set to use the default. If you're unsure if an area is set to use the default, open the room in question up to specification, select the Structure panel, and check to see if the Default box is checked next to the Ceiling Finish field.

- Click **OK** and **Done** to close the dialogs and confirm the changes.

Adjusting the ceiling finish for a single room

- Using the **Select Objects**  tool, click inside of the room you want to change the ceiling's material, and click on the **Open Object**  edit tool to display the **Room Specification** dialog.

2. On the **STRUCTURE** panel, click on the **Edit** button next to Ceiling Finish.
3. In the **Ceiling Finish Definition** dialog that displays, change Layer 2 from the default material to the one of your choosing by clicking on the **Material**, **Pattern**, or **Texture** cell.



4. Set its **Thickness**, make any other adjustments, then click **OK**.
5. Click **OK** once more to close the dialog, and take a **Camera**  view to see the results.

Using the Material Painter

1. Select **3D> Create Perspective View> Full Camera**  from the menu, then click and drag a camera arrow inside the room in which you would like to change the ceiling material.

2. In the 3D view of the room, use the Up arrow key on your keyboard or the **Orbit** , **Tilt** , or **Move Camera**  tools to adjust the camera position so that you can see the ceiling planes.

3. Select **3D> Material Painter> Material Painter**  from the menu.

4. In the **Select Material** dialog that appears:
 - Browse the **Materials** library category to find a material that you would like to apply to the ceiling.

 - Click on a material to select it, then click **OK** to close the dialog.

5. When you move your cursor into the 3D view, it will display the **Material Painter**  cursor.
 - Click on a ceiling plane to apply the selected material to that plane.

 - Continue clicking on additional ceiling planes or other objects to apply the material to these objects as well.

 - When you are satisfied with the appearance of your ceilings, click the **Select Objects**  tool or press the Spacebar on your keyboard to deactivate the Material Painter.

6. You may need to adjust the position of your camera or even create more than one camera view to make the needed changes to any ceiling planes that you wish.

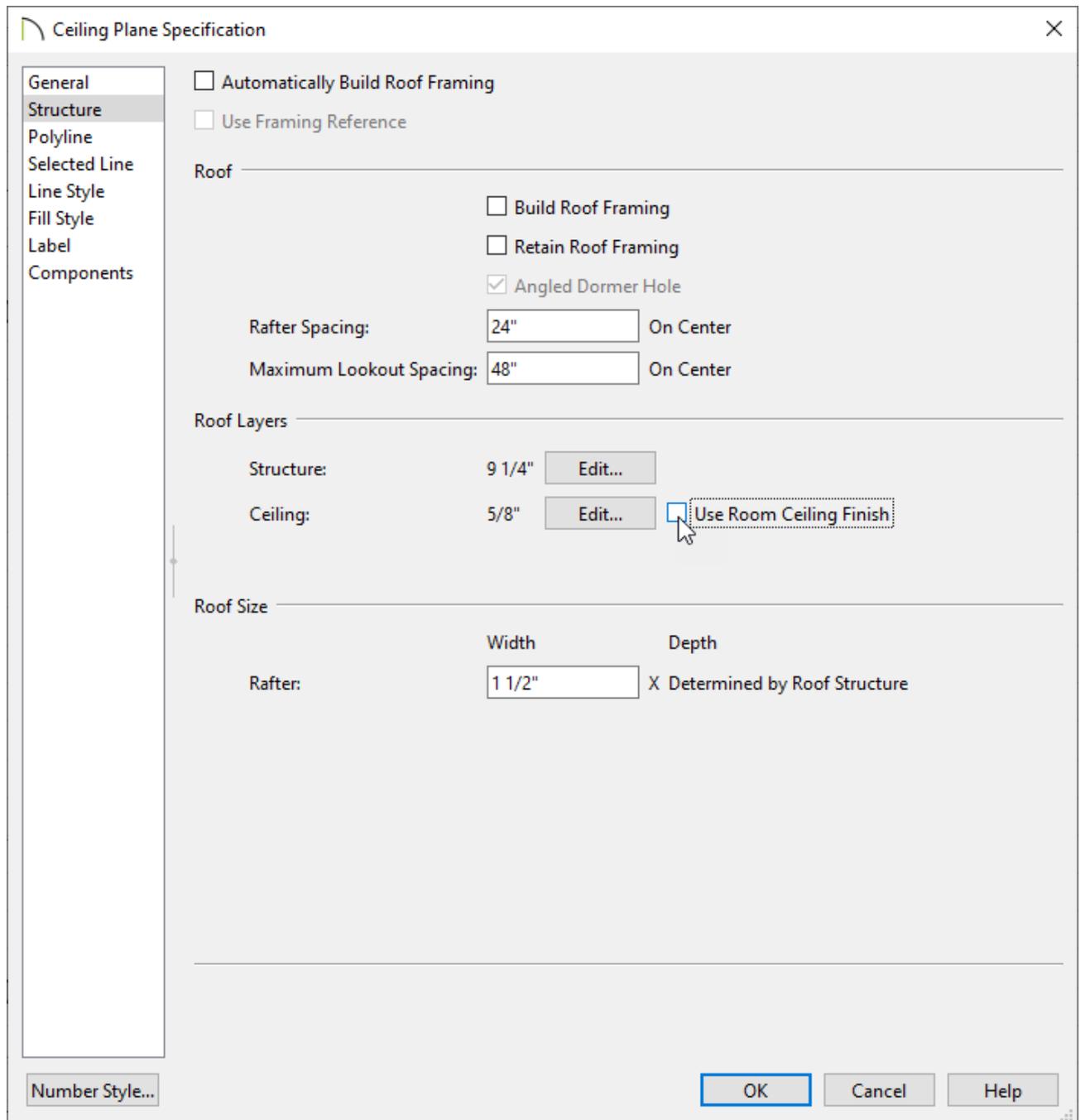
If you have created ceiling planes manually using the Ceiling Plane tool, you can select them in floor plan view and change the material that they display.

Using the Ceiling Plane Specification dialog

1. Using the **Select Objects**  tool, click on a ceiling plane to select it, then click the

Open Object  edit button.

2. On the **STRUCTURE** panel of the **Ceiling Plane Specification** dialog, uncheck **Use Room Ceiling Finish**.



3. Click on **Edit** next to Ceiling to modify the ceiling layers and the associated materials.
4. Once all desired changes have been made, click **OK**.

[📄 Changing the Material of the Ceiling or Flooring in a Room \(/support/article/KB-00105/changing-the-material-of-the-ceiling-or-flooring-in-a-room.html\)](/support/article/KB-00105/changing-the-material-of-the-ceiling-or-flooring-in-a-room.html)

[📄 Creating a Coffered Ceiling \(/support/article/KB-00738/creating-a-coffered-ceiling.html\)](/support/article/KB-00738/creating-a-coffered-ceiling.html)

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

[📄 Creating a Vaulted Ceiling and Scissor Trusses \(/support/article/KB-00068/creating-a-vaulted-ceiling-and-scissor-trusses.html\)](/support/article/KB-00068/creating-a-vaulted-ceiling-and-scissor-trusses.html)



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