Using the Different Material Painter Modes

The information in this article applies to:

Premier
Interiors

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.

Related Articles

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