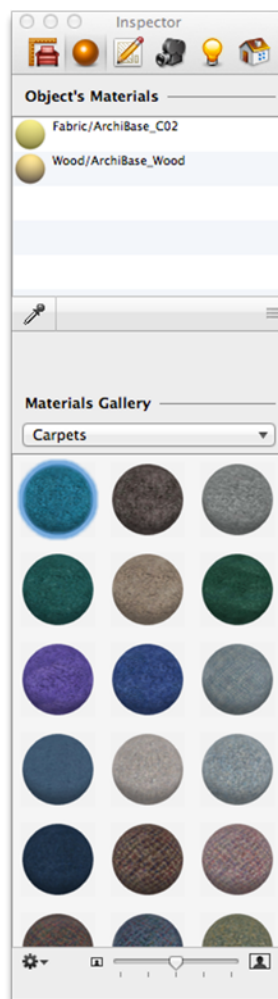




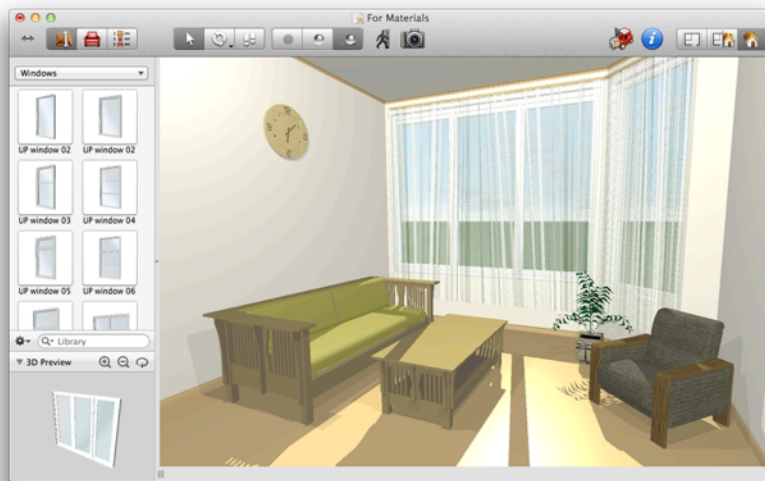
## Applying Materials

This tutorial explains how to apply and do basic editing on materials (textures). This PDF is meant to serve as a companion to the [video tutorial](#) of the same name.

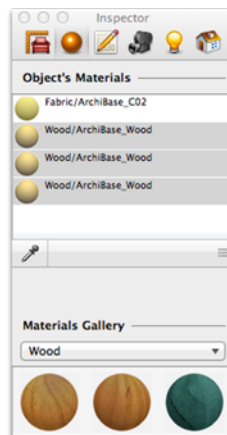
- 1. Open the library of materials (00:12).** To get to the *Material Library*, click on the *Materials* tab of the *Inspector*. The collection is broken up into categories for easy navigation.



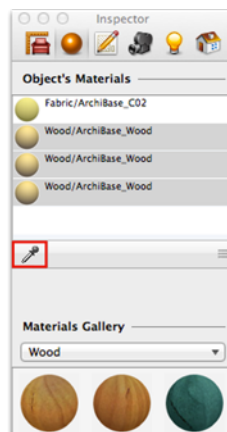
- 2. Easy as a drag and drop (00:25).** Once you find the material you need, simply drag and drop it to the object you want to apply it to. Make sure that you drag it to the *area* of the object that you want to apply it to. See an example in the video tutorial.



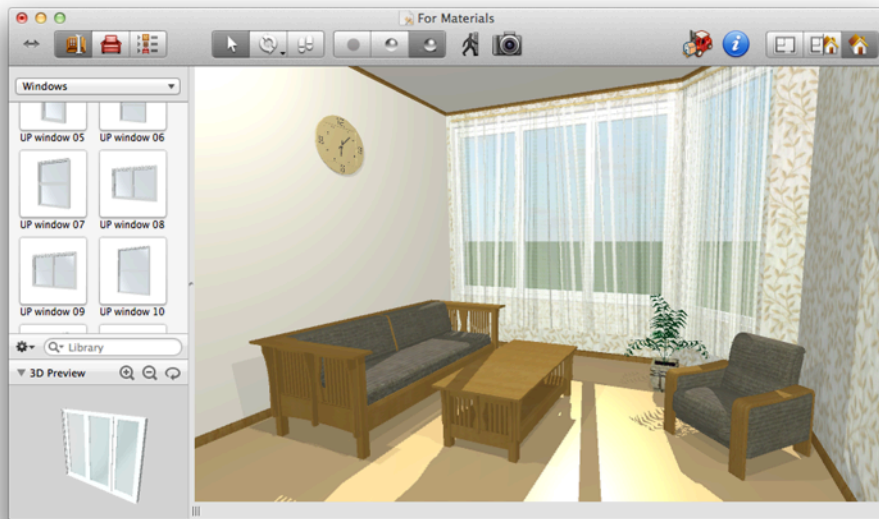
- 3. Changing materials in the Inspector (00:44).** With complex objects, it may be easier to change materials in the *Inspector* window. To do that, select an object and note the list of materials in the top of the *Inspector*. Then, select the material(s) you want to change, and click on the new material below.



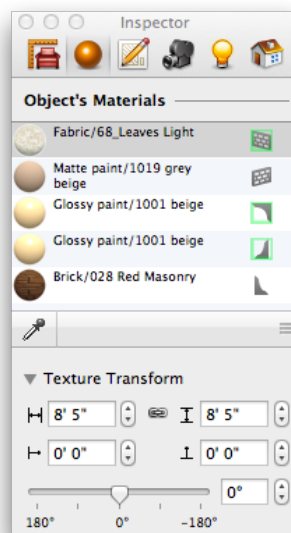
- 4. Match materials with the dropper (01:05).** To change a material to one already present in your project, select the material you want to change, click on the **Dropper** button in the *Inspector*, drag the mouse to the area with the desired material, and click.



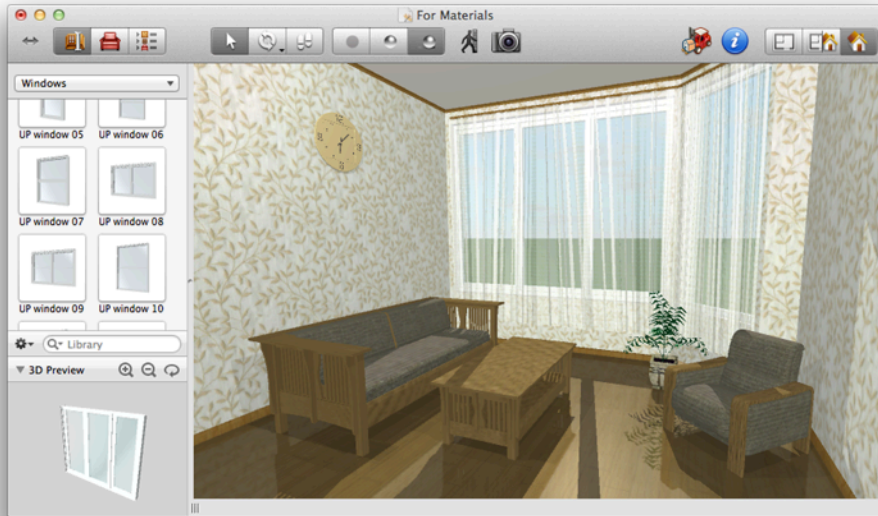
5. **Find a material for the walls (01:15).** As shown in the video, choose a material for your walls and apply them.



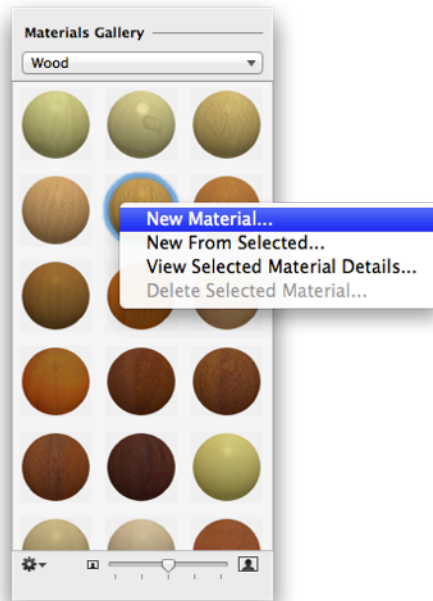
6. **Texture transform options (01:26).** Many materials with patterns have what are called texture transform options that can be found in the *Inspector* when a surface with a material is selected. Here you can change the width, height, offsets, and more.



7. **Reflective materials (01:47).** Don't forget that Live Interior 3D has plenty of materials with reflective qualities for mirrors and floors!



8. **If that's not enough (01:58).** Should you find that the supplied materials aren't ample enough, you can create a new material using the *Material Editor*!



9. **Go out and have fun with it all!** So now that you're a professional when it comes to materials, go and have some fun with your own projects!