# How to create personalized textures for Sweet Home 3D



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Original French document and images at

http://ouais25.free.fr/sweet home 3d/texture/Textures pour Sweet Home 3D.html

## How to create personalized textures for Sweet Home 3D

This guide describes how you can make personalized textures. A texture is an image that is attached to the surface of a wall, a floor or a ceiling. It is possible to attach a repeating image to a surface (e.g. the default textures in SH3D), but you can also make a texture that covers a surface in its entirety. This second possibility will be described here.

The example is for a rectangular bathroom that measures 4 by 3 meters and is 2.50 meters high. It has a door and a window. Although Sweet Home 3D is chosen here, you could do the same thing in SketchUp (even better, because you can position the texture very precisely).

The goal of this exercise is to be able to imagine more easily the tiling seen in a showroom or to make a cost and quantity estimate, but most important it is a good way to try out different ideas or color combinations.

#### Requirements

The following programs are used in this Windows-only guide. For Macs or Linux-Unix you will need other programs.

Sweet Home 3D, Powerpoint, Screenhunter, MS Paint.

Sweet Home 3D is used to visualize an apartment or room(s) in 3D. Its advantage is that it's free, simple to use and very good.

Powerpoint is a simple to use tool and because it's a part of Microsoft Office, it can be found on many computers. You can also use <u>OpenOffice</u>, the free alternative office suite. Its functionality should be the same, I guess.

Screenhunter is a tool to capture images from your screen. It's also free and allows you to grab very precisely a certain part of the screen.

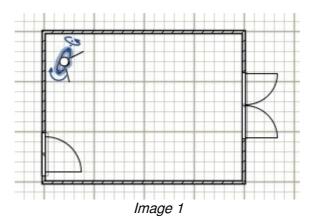
Last of all, Paint is part of Windows.

#### 1. Make the room in Sweet Home 3D

Create a room of 4x3 meters.

Place a door in the left wall and a window in the right wall (optional).

You will get image 1.



#### 2. Find images

There are several ways to find images for textures:

- Google
- sites of tile vendors (the advantage is that you may be able to see the chosen tiles in the vendor's showroom)

Do an image search on Google: well-chosen keywords will result in interesting images.

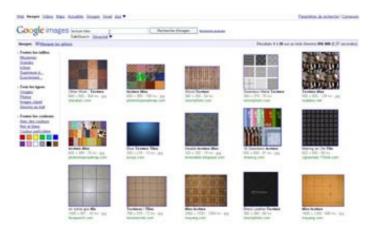


Image 2

On vendors' sites you can often find information on the size of the tiles, as well as good pictures (see image 3).



Image 3

Then, save the images you found on Google, or use Screenhunter to make a screen capture, after taking care copyrights let use them for personal use. As default, Screenhunter saves images to the desktop. It would be easy to make a temporary directory (see image 4).

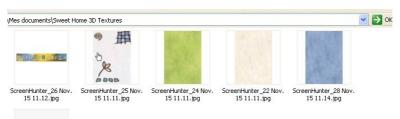


Image 4

#### 3. Make the texture

The texture that we will make, will be used on the wall facing the door.

Open Powerpoint and create a new document. Draw a rectangle and check its size. Verify the dimensions of the wall (height and width) by looking at the wall properties in Sweet Home 3D (see image 5). For a wall of 3 meters wide and 2.50 meters high you could create a tile size of 15x12.25 centimeters. (see image 6).

Note: the length of a wall given by Sweet Home 3D is measured at the middle of that wall. To get the exact width of the visible part of a wall you must subtract half the thickness of both adjoining walls, if these wall have an angle of 90° with the measured wall. Look at image 5: where it says "Epaisseur" (*Thickness*) you can see that the wall thickness is 7.5 cm. Assuming all walls are the same thickness, the exact visible width of the wall is then 300 - 3.75 - 3.75 = 292.5 cm. If you want a very accurate texture/picture, this is the width for which you should design your texture. Don't forget to add 3.75 cm of white space on both sides to cover the invisible part of the wall.

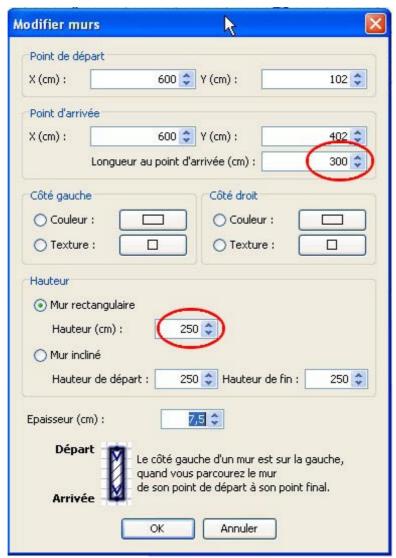


Image 5

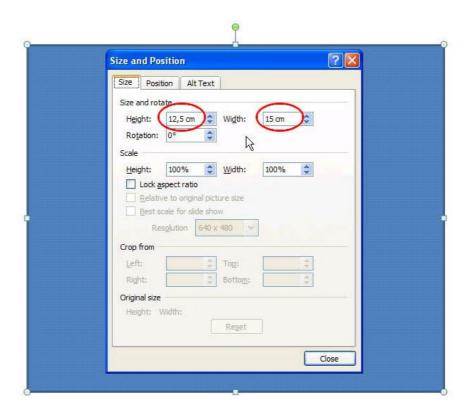


Image 6

It is recommended to apply a border (thin gray line) and fill color to the rectangle. For this example a beige background (see image 7) is used. This rectangle delimits the image that we create and will provide the infill color for the joints of the tiling.

Still in Powerpoint, insert one of the images of the tiles, e.g. a blue tile which you give the correct scale (1.25 cm for every 2 cm for a tile that measures in reality 25 cm by 40 cm [as indicated on the site of the vendor, image 3]. (see image 7).

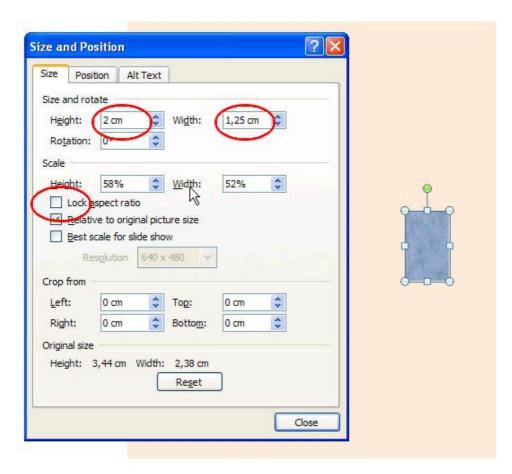


Image 7

Now place the blue tile on the beige rectangle, horizontally or vertically, according to taste. Here, I start at lower left (where you start can depend on several factors, but that is outside the scope of this tutorial) (see image 8).

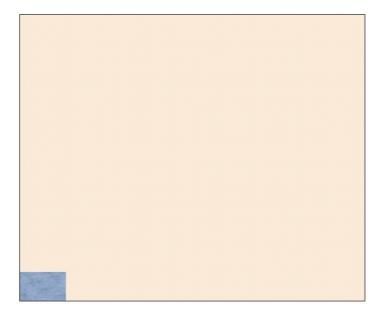


Image 8

Now, copy the tile (ctrl-C then ctrl-V) and make a row. With the copy selected, use the arrow keys to

carefully place the new tile. Leave a little room (1 or 2 pixels) to mimic the joint and make it look like real tiling. Make sure to align all tiles in the same way to assure they are evenly spaced (see image 9). You can use the "align" function In Powerpoint to make this easier.

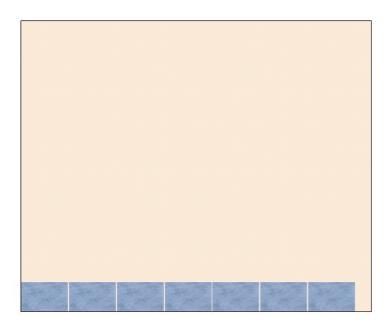


Image 9

If the last tile is too big, you can scale or crop it to make it fit. Cropping gives a better effect, but is more work (see image 10).



Image 10

Now you can copy the first row to make the next rows (see image 11).

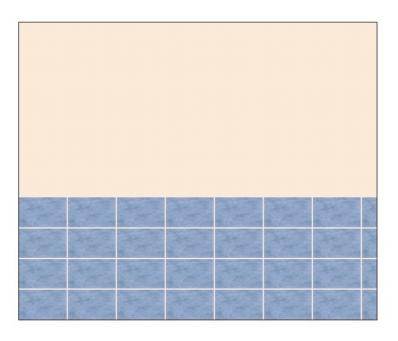


Image 11

Having finished the lower part of the wall, you can insert a trim of decorative tiles. Import the image of the trim tile and make it the right scale (1.25 cm by 0.25 cm for a trim of 25 cm by 5 cm) (see image 12).

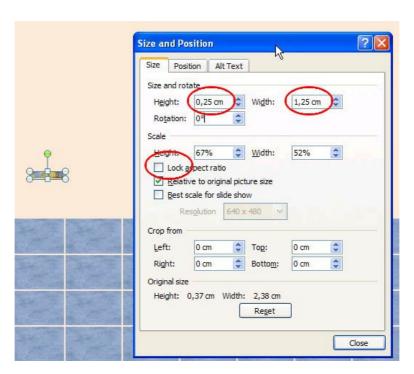


Image 12

Place the first trim tile, then copy and paste as before (see image 13).

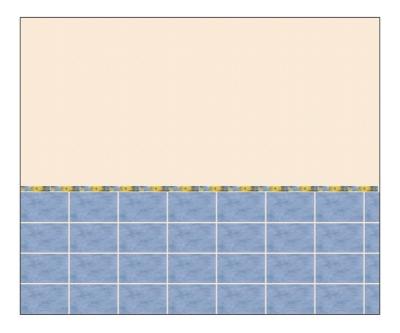


Image 13

For the upper rows we'll use a different tile, e.g. the beige one. Make it to scale and proceed as with the blue tiles before. (see image 14).

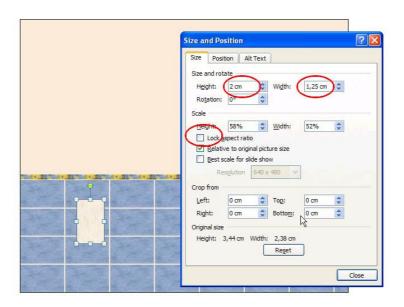


Image 14

Make the rows, then copy the rows upward. If necessary, change the top row to fit the available space (see image 15).

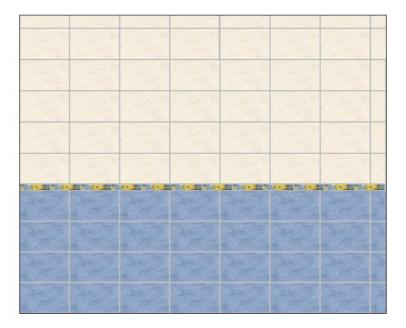


Image 15

Now select the background rectangle and make its outline invisible; either delete it or give it the same color as the rest. To change the color of the joints, select the rectangle and change its color (see image 16). Your texture is ready.

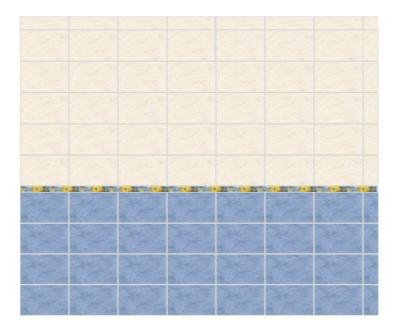


Image 16

#### 3. Import the texture into Sweet Home 3D

To use the texture you have made, you have to save it as a picture. You can't do this with Powerpoint, so we will use Paint. To do so, copy the entire image from Powerpoint (see image 17).

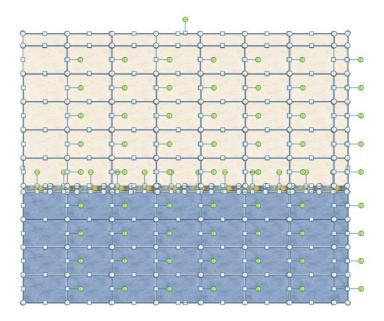


Image 17

Open Paint and create a new image. If the image in Powerpoint is larger, Paint will automatically adapt to accommodate the larger size of the picture (see image 18).

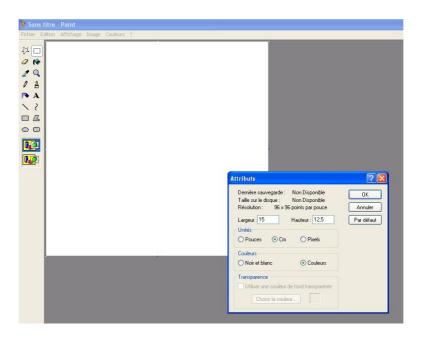


Image 18

Paste the picture into Paint. (ctrl-A in Powerpoint to select all, then ctrl-C in Powerpoint to copy it, then switch to Paint and paste with ctrl-V). Don't forget to save your new image (see image 19).

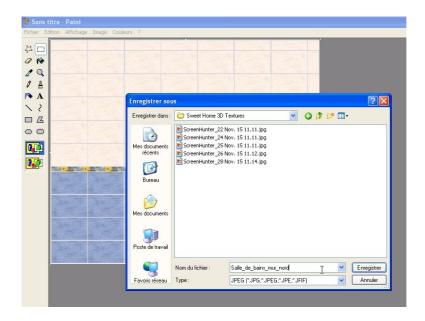


Image 19

Now your image is ready for use in Sweet Home 3D.

## 4. Using the new texture in Sweet Home 3D

Select the wall to which you want to apply the texture and open its properties window (see image 20).

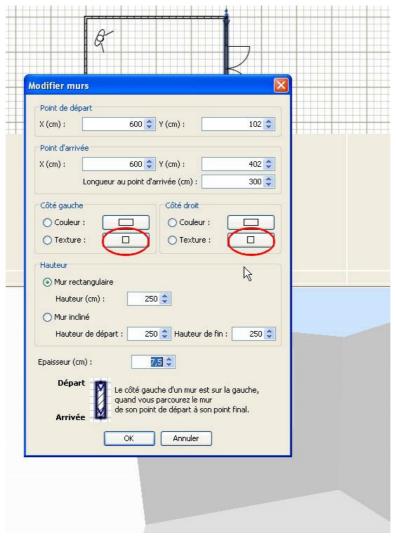
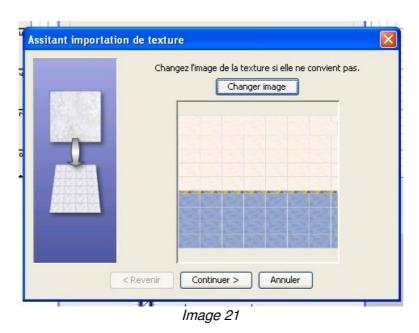


Image 20

Next to the word Texture, click the button. A dialogue window opens: on the left you see a list of textures, on the right you can see the current texture and below it three buttons (see image 21).



Click *Import* and a new dialogue opens.

Click Choose Image and select the texture you just saved.

Click Continue and a new dialogue opens.

Give your texture a name and (optionally) choose a Category.

Then fill in *Width* (Largeur) or *Height* (Hauteur); the other size is automatically calculated from the size of the picture (see image 22).

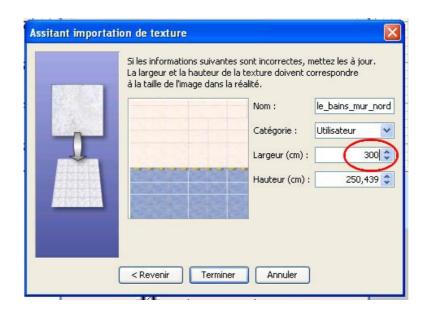


Image 22

That's it (see image 23).

In case the texture doesn't appear on your wall, repeat the procedure for the other side of the wall.

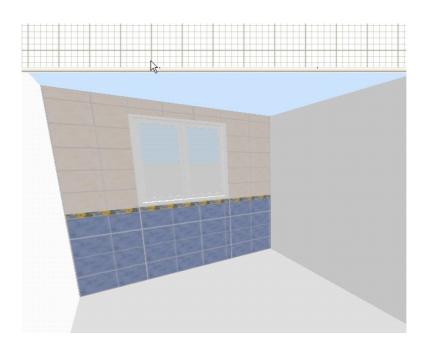


Image 23

# 5. Textures for every surface

Repeat this process to make textures for the other walls, and if you wish for floor and ceiling. For floors you may want to consider square tiles (see image 24).

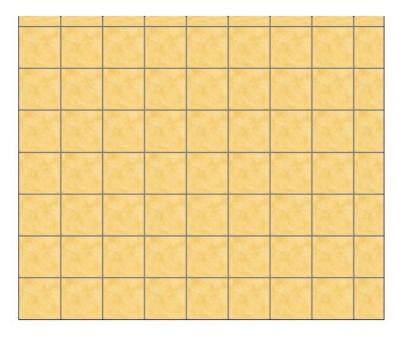


Image 24

Applying textures to floors and ceilings is equally simple.

Select a room, right-click and select *Modify Rooms*. In the dialogue that opens you see two texture buttons: one for the floor, one for the ceiling. Click either of these buttons to apply a texture (see image 25).

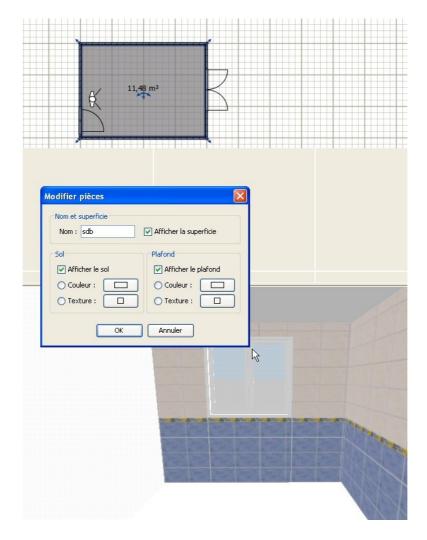


Image 25

## 6. Not evenly colored tiles

Some materials (tiles, wood, stone, etc.) show slight variations in color (e.g. this <u>collection</u>). This can be easily simulated in the texture and will increase the photorealism of the final rendering.

To obtain this effect, create a tile-sized rectangle in Powerpoint. Give it a white background color and no visible border, then apply transparency (see image 26).

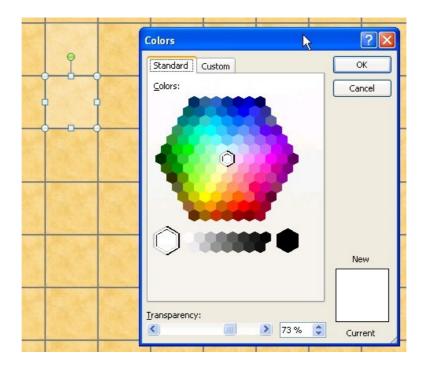


Image 26

Superimpose this tile on random tiles, which will become slightly lighter than the rest. Play with colors and degrees of transparency to obtain the desired effect (see image 27)

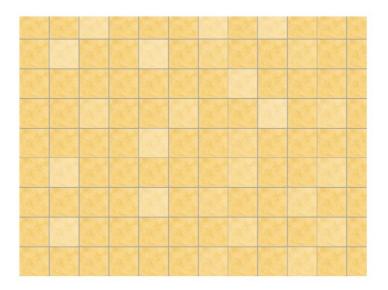


Image 27

# 7. Final rendering

In Sweet Home 3D you can now make a photo (3D View -> Create Photo) which could look like this:



Image 28