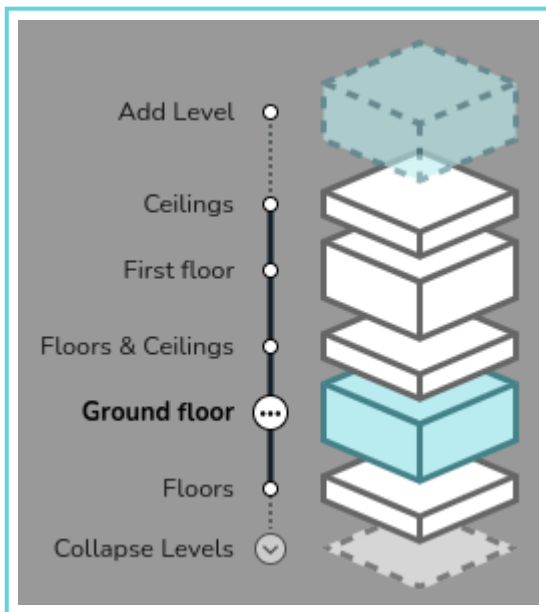
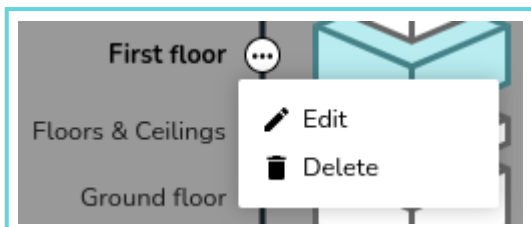


# Floors and Ceilings

You can add different floors and move between them using the exploded view in the bottom right.



You can change the ceiling height on the whole floor by clicking on the three dots to the right of the relevant floor, and selecting *edit*. You can also change the name of the floor here. To delete an entire floor, select *delete*.



## Level Description

Fill out the details for this level. Add or edit the level name, and enter the default ceiling height.

Floor Name

First floor

Room Ceiling Height

2400mm

Cancel

Confirm

## Editing the Properties of Floor and Ceilings

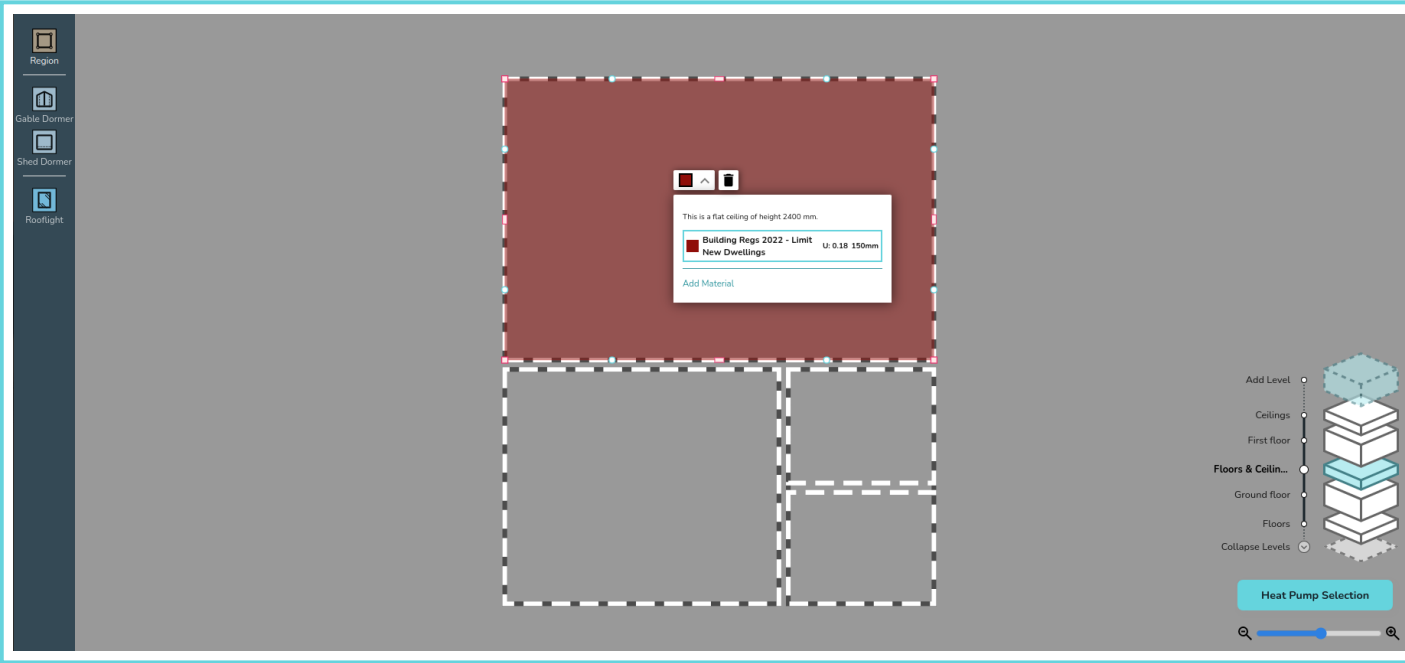
Heatpunk will automatically set the material of floors and ceilings to those defaults defined in your palette (see [Managing Your Material Library](#) for more information).

To change this, you will need to add a *region*. First navigate to the relevant floor/ceiling using the exploded view, then drag and drop a *region* in from the menu on the left. *Regions* can be set to cover the entirety of the floor/ceiling, or only certain areas. You can use as many regions as necessary to correctly define each area of the floor/ceiling. The shape of regions can be edited using the same handles as for rooms (see [Creating Rooms](#)).



Once you have added a region, simply select the relevant *region* and use the drop down menu to change the material as required. If editing the ground floor floor or the ceiling in the top floor, you

should also define what is on the otherside of the floor/ceiling. For intermediate floors, Heatpunk will do this for you.



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