House Sketcher 3D

User Manual

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1. Introduction

Welcome to House Sketcher 3D. House Sketcher 3D helps you to quickly create your 3D floor plan with little effort. These operating instructions will help you to find your way around easily. I wish you a lot of fun and success for your projects.

2. Overview

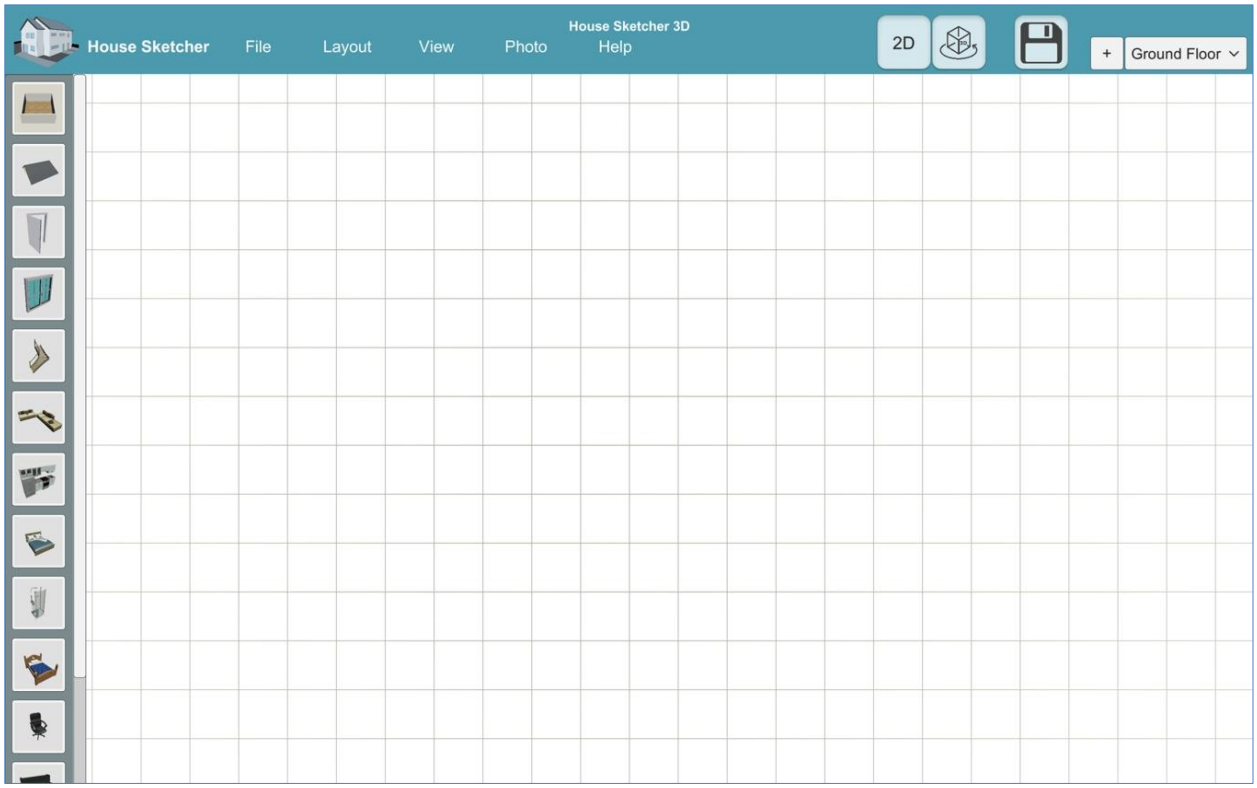

Figure 1: Overview

Figure 1 shows you an overview or the start window of House Sketcher 3D. The main menus are located in the top bar. Here you can change your settings, load and save your projects, create a background floor plan, change the view or switch to photo mode.
The library menu is on the left. This is required to drag rooms, windows, doors or furniture into your scene.

3. Main Menu

3.1. Home Design

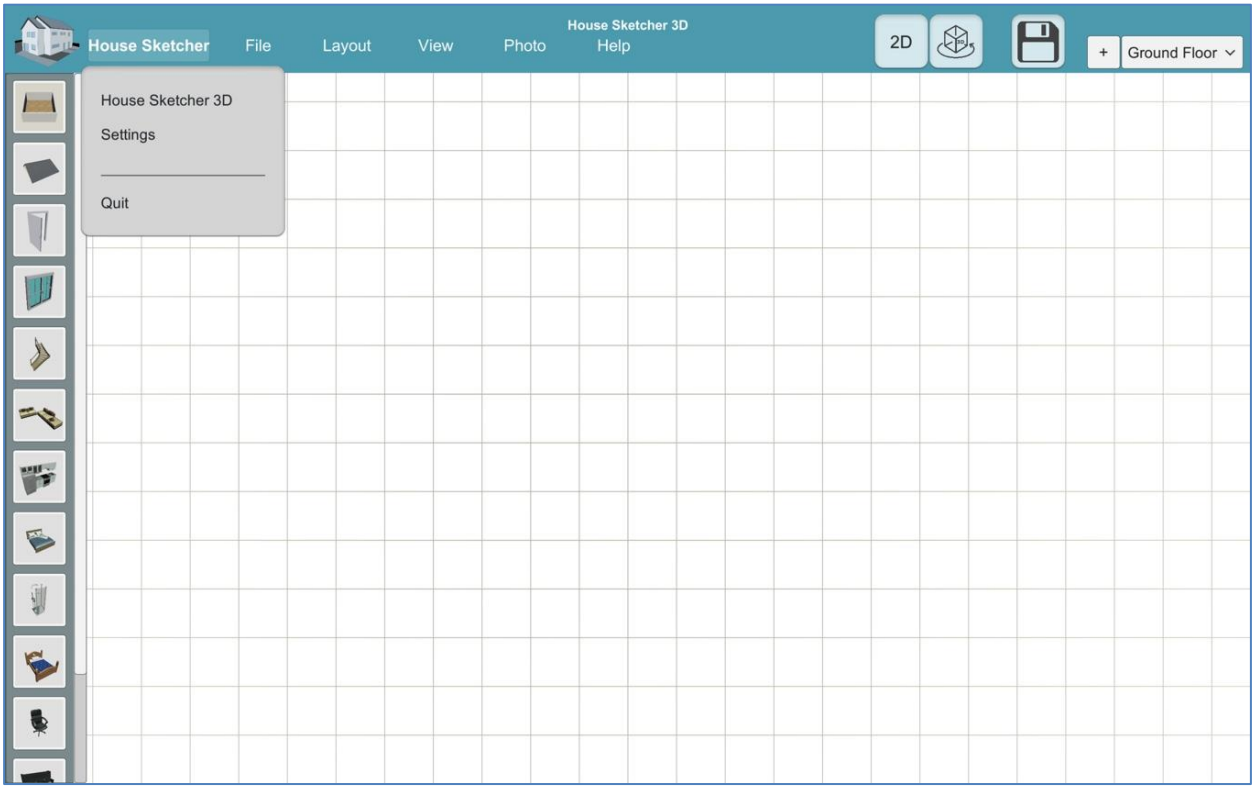

Figure 2: Menu – House Sketcher

Under the menu item House Sketcher you can find the settings (Figure 2). Here you can define the unit, set the language, make light settings, change the background and also remove the watermark for the photo mode.



Figure 3: Settings – Unit

Here you can decide whether your dimensions should be displayed in meters or feet (Figure 3).

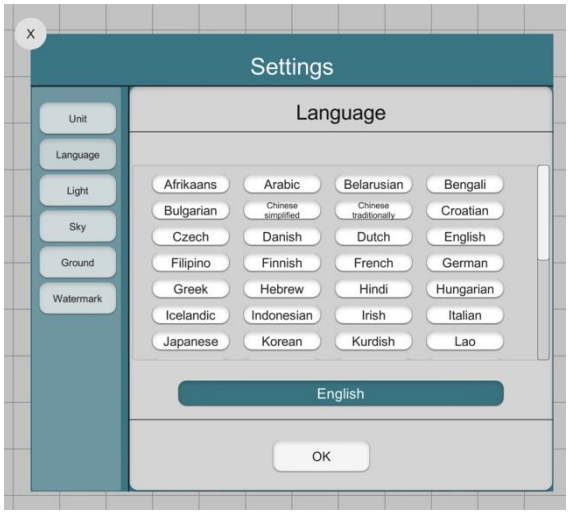

Figure 4: Settings – Language

Here you can set the language (Figure 4).

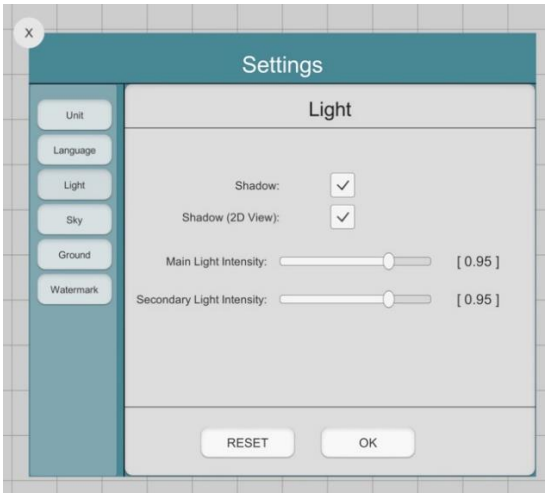

Figure 5: Settings – Light

Under the item Light you can deactivate shadows for the 2D and 3D view and also define the strength of the light sources (Figure 5).



Figure 6: Settings – Sky

Change the design of the sky in the sky settings (Figure 6).



Figure 7: Settings – Ground

Here you can influence the design of the floor. There are three ready-made designs as well as a freely selectable colour (Figure 7).



Figure 8: Settings – Watermark

When you take a photo, a watermark is integrated; you can deactivate it here (Figure 8).

3.2. File

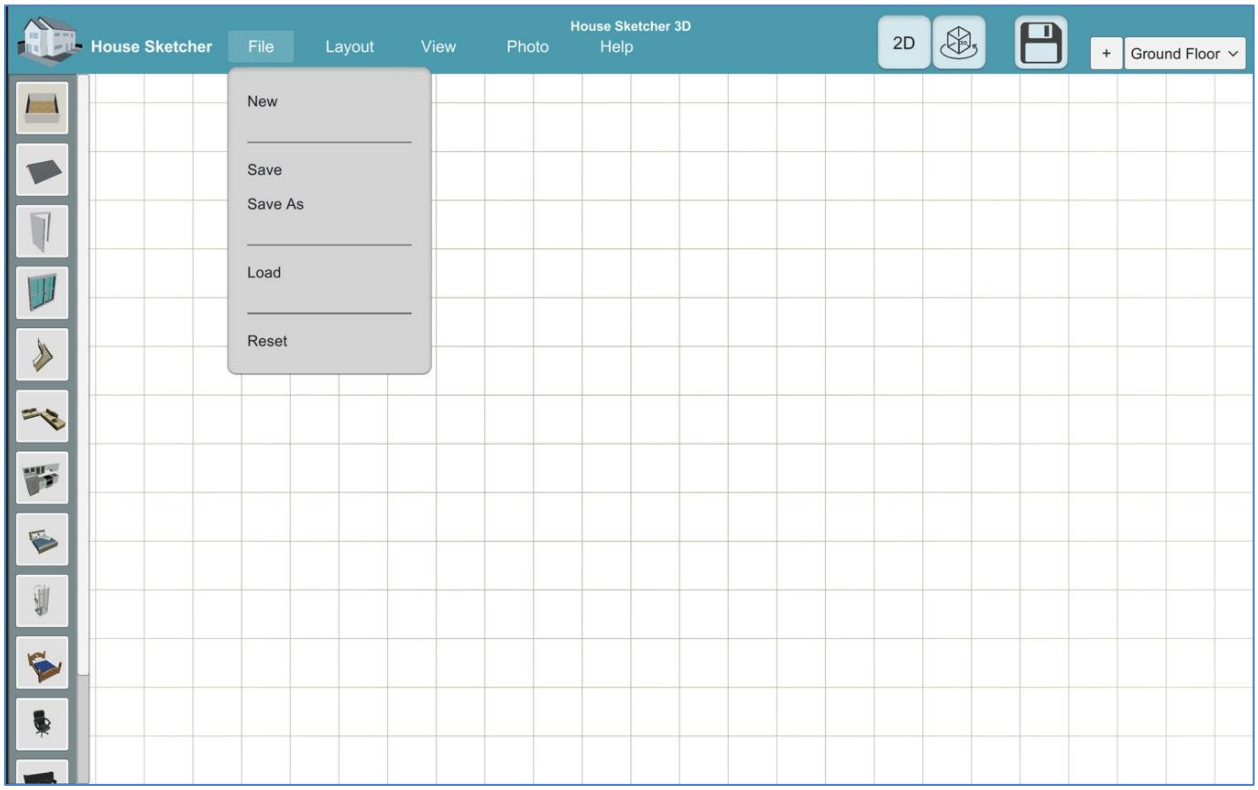

Figure 9: Menu – File

To create, save, load or reset projects, you have to open the menu item File (Figure 9).

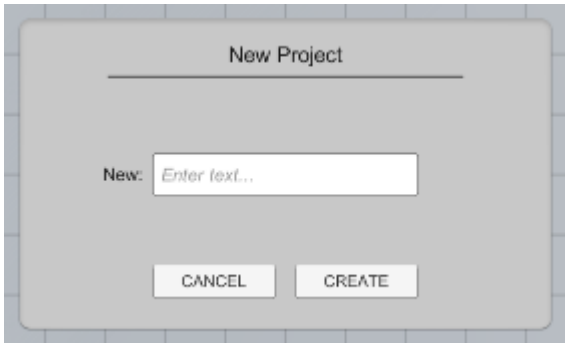

Figure 10: File – New Project

Create a new Project (Figure 10).



Figure 11: File – Save Project

Save your Project (Figure 11).

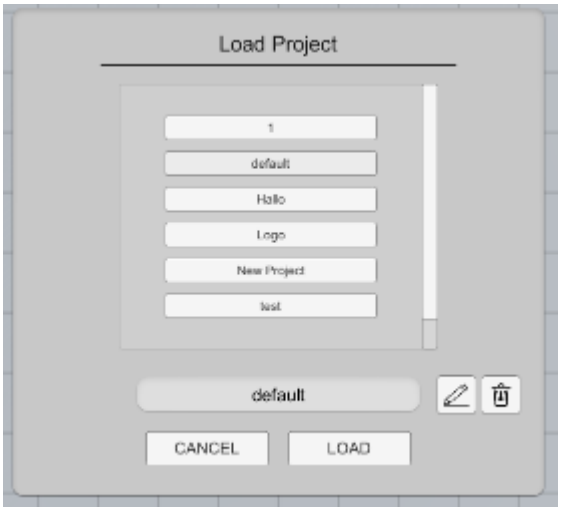

Figure 12: File – Load Project

Load your Project (Figure 12). In addition, you can also change the project name here or delete a project completely.

3.3. Layout

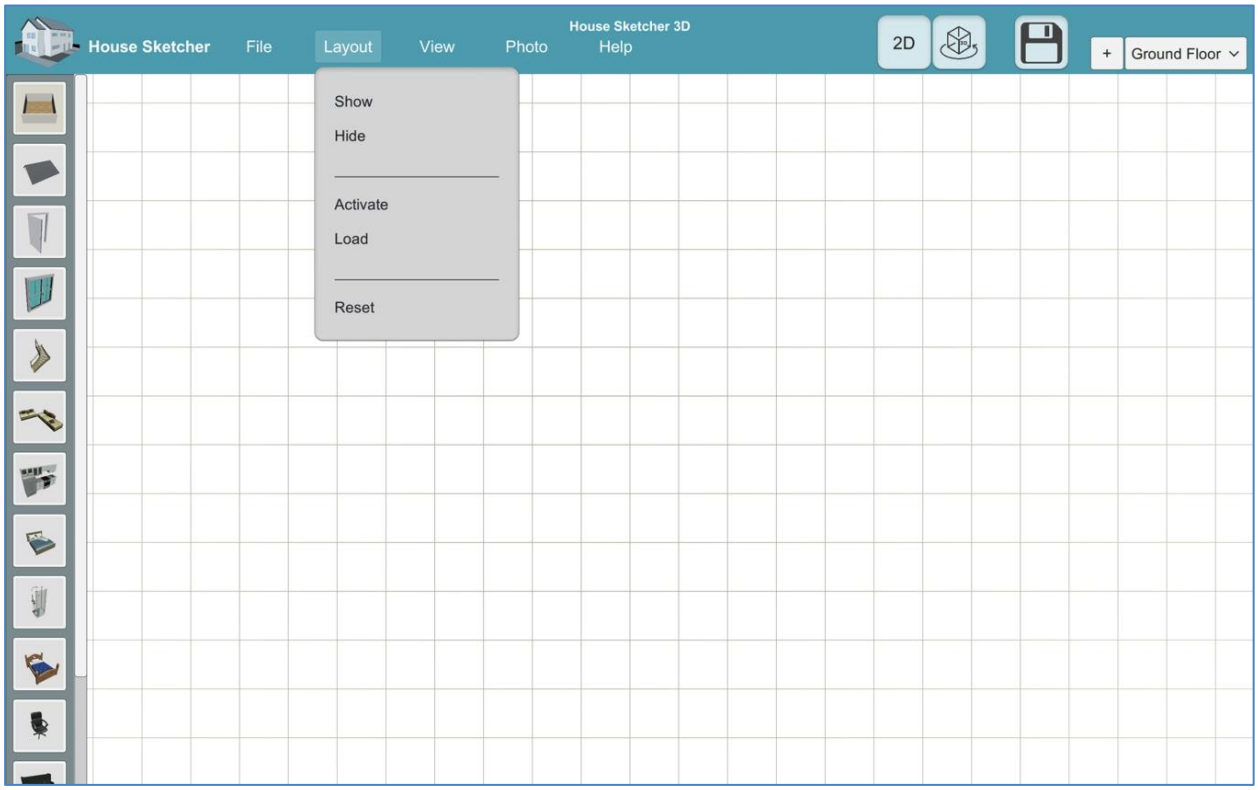

Figure 13: Menu – Layout

The Layout menu helps you to load a floor plan into your project as a photo and display it in the background (Figure 13).

First you have to load your floor plan. A new window will open in which you can import your photo from a directory on your computer.

To change the dimension of your picture select Activate. You can also make the floor plan invisible or visible again at any time or reset completely.

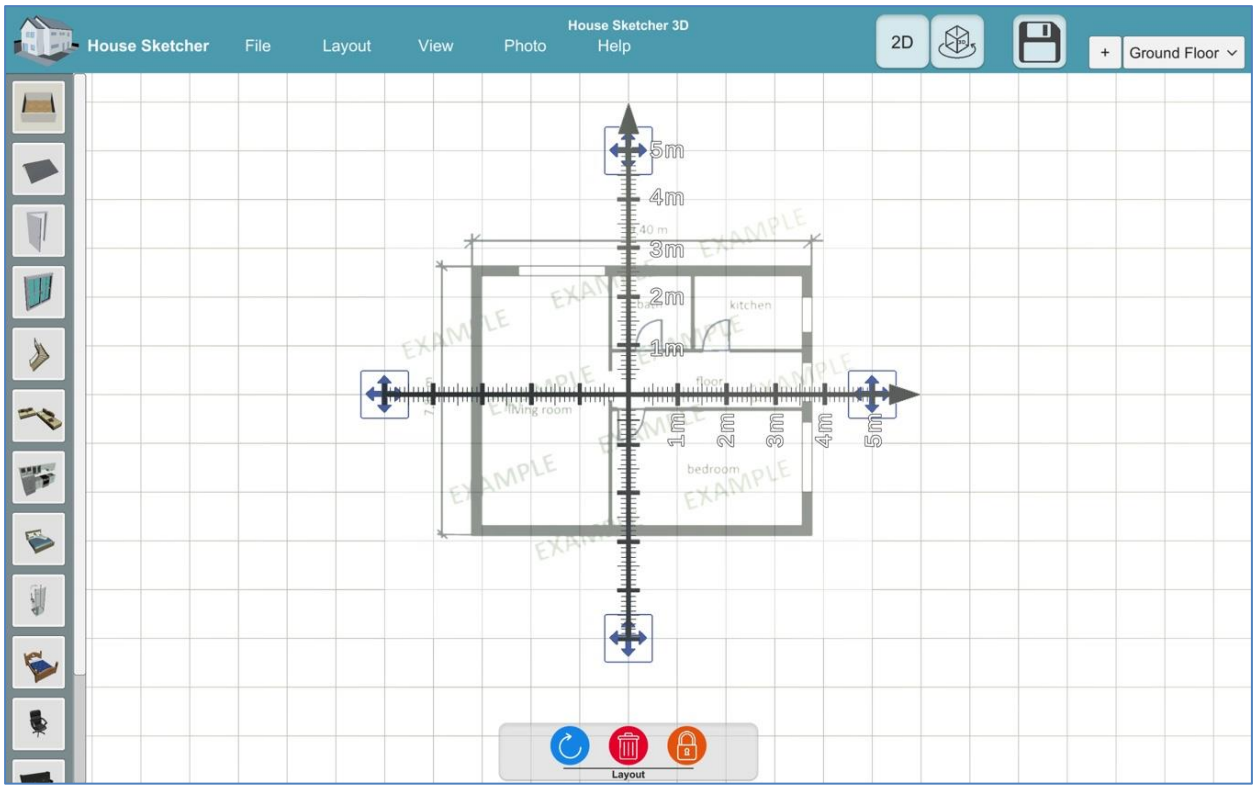

Figure 14: Layout – Load

Here you can see a loaded floor plan as a background or template. You can change the size by dragging the arrow crosses. The coordinate system helps you to adjust the dimensions of your floor plan correctly. At the bottom of the menu you can also rotate or delete the plan. You fix the floor plan with the lock (Figure 14).

3.4. View

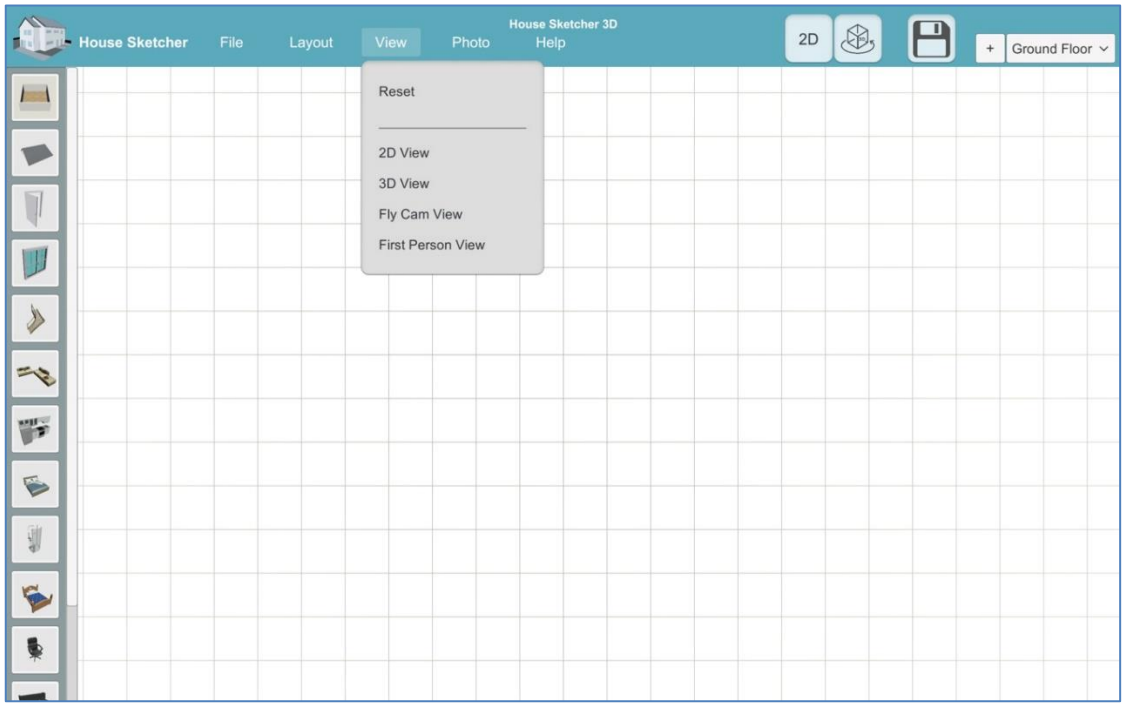

Figure 15: Menu – View

Under the menu item View you can choose between four views. The 2D view, the 3D view, the Fly Cam view and the first person view (Figure 15).

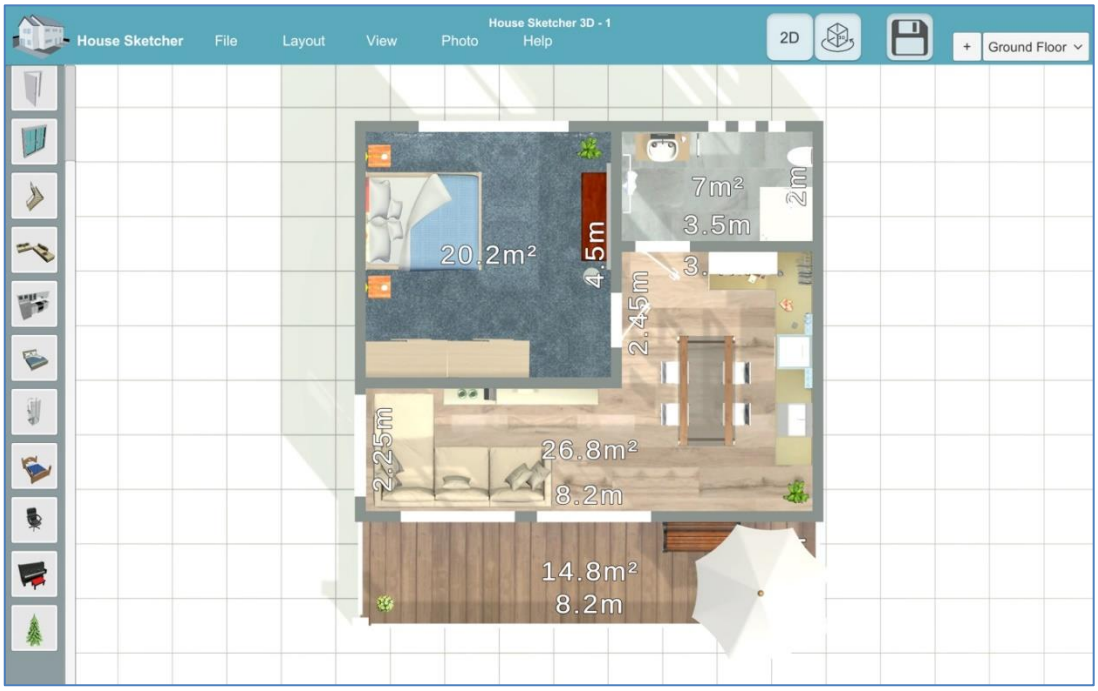

Figure 16: View – 2D View

In the 2D view you have a direct view of your project from above. Here you can use the entire furniture library and design your project (Figure 16).

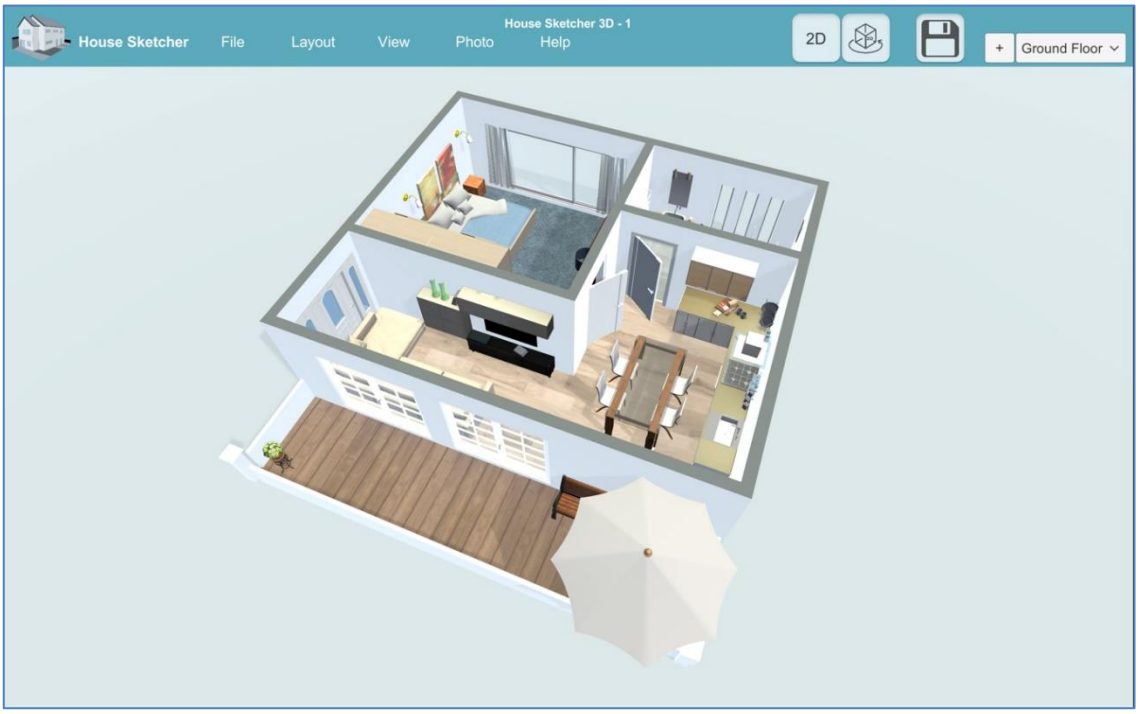

Figure 17: View – 3D View

In the 3D view you can rotate your model and view it from freely chosen perspectives (Figure 17).



Figure 18: View – Fly Cam View

The Flycam View offers the possibility to fly around freely in the scene. For the controls you need the keys W (fly forwards), A (fly to the left), D (fly to the right), S (fly backwards). Use the mouse to change the rotation of the view (Figure 18).

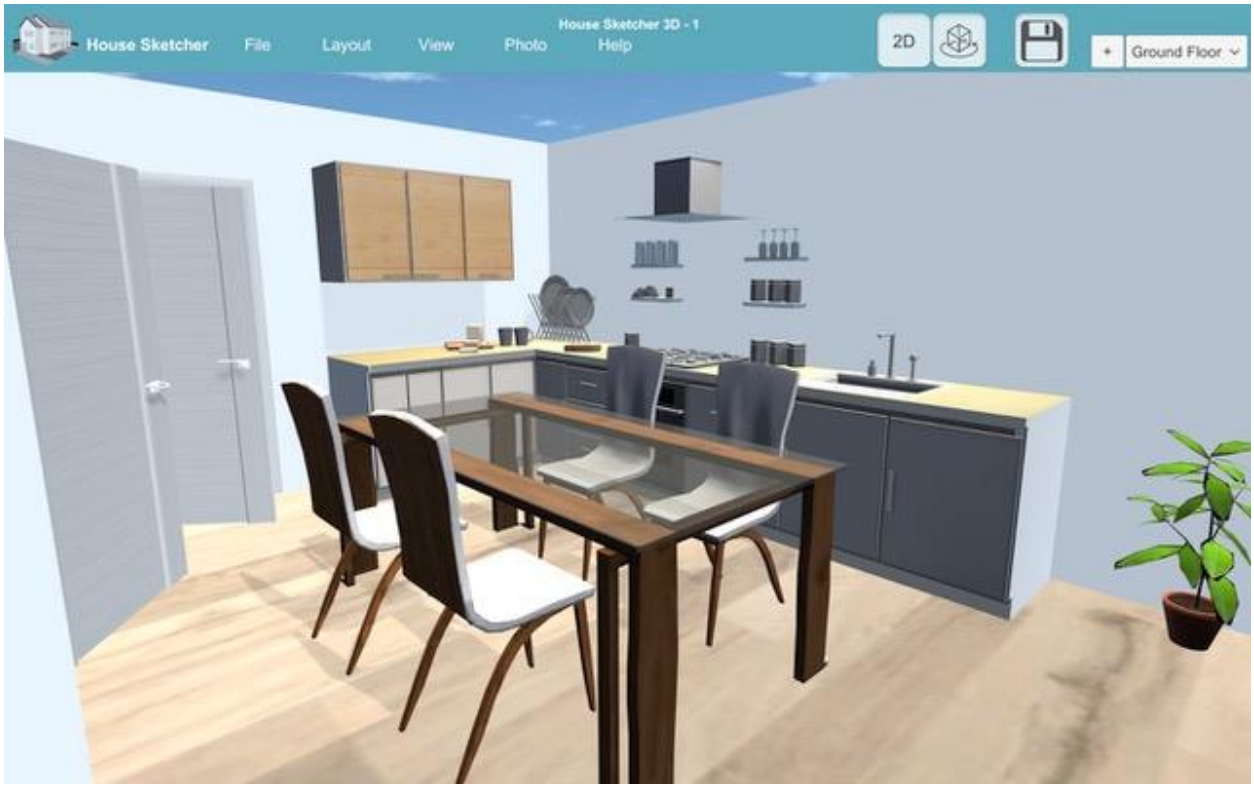

Figure 19: View – First Person View

The First Person View is similar to the Fly Cam View. Here, however, you don't fly but walk across the ground. But the controls are similar. Use the keys W (go forwards), A (go to the left), D (go to the right), S (go backwards). Use the mouse to change the rotation of the view (Figure 19).

3.5. Photo

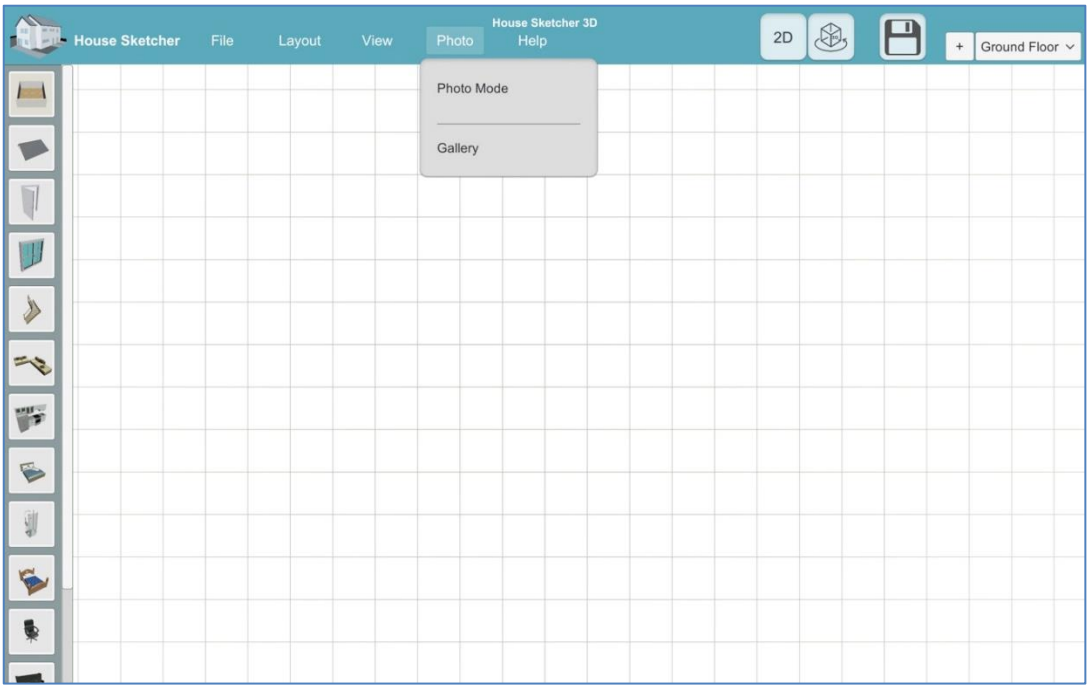

Figure 20: Menu – Photo

To take pictures of your project and your current view, simply open the photo mode (Figure 20).

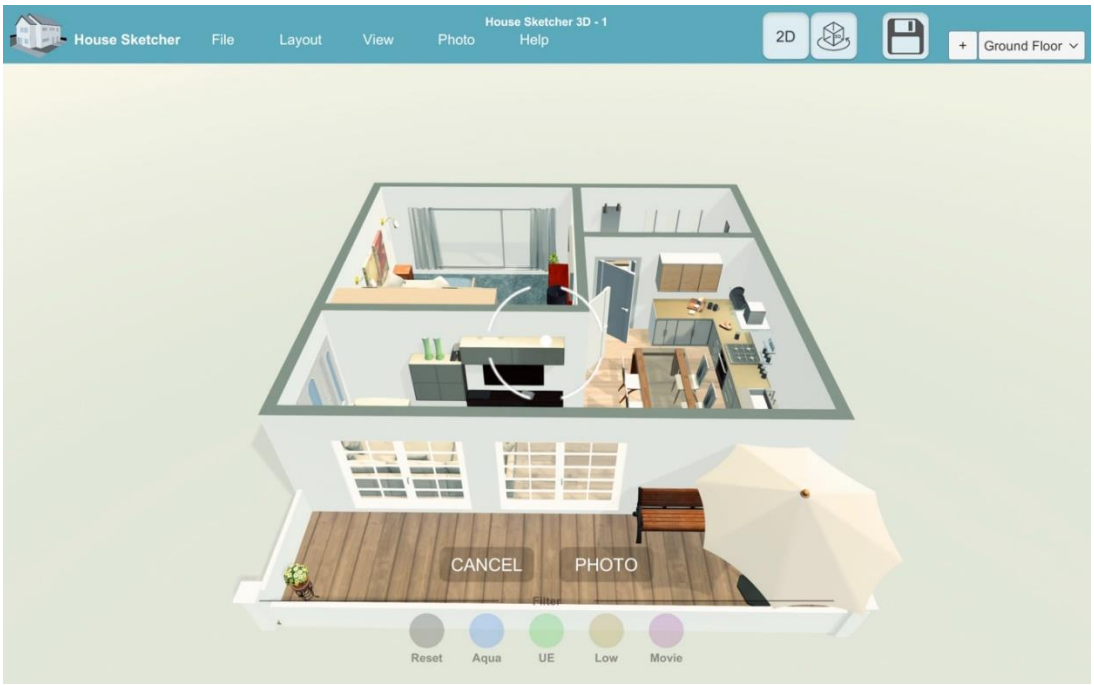

Figure 21: Photo – Photo Mode

In the photo mode you can choose between different filters (Figure 21).

3.6. Help

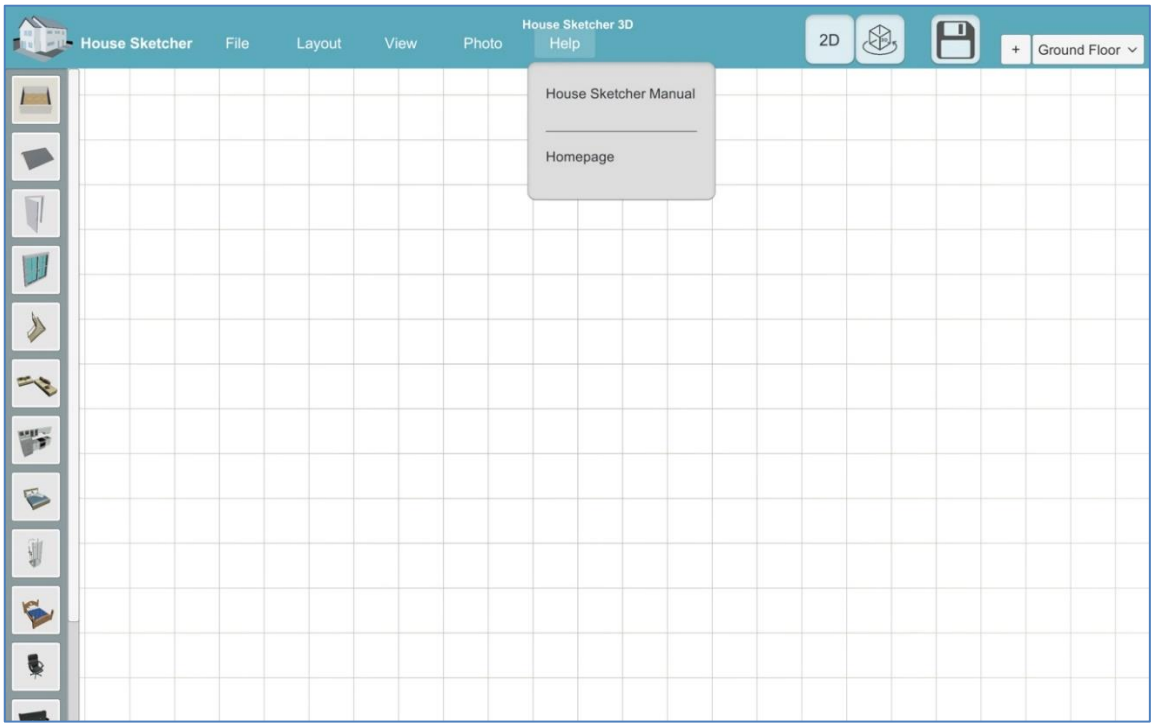

Figure 22: Menu – Help

The menu item Help will help you to get information or assistance (Figure 22).

4. Level

To add a new floor or to jump back and forth between the floors, use the plus button or the drop-down button at the top right. With the plus button, the window in Figure 23 opens and floors can be added or removed.

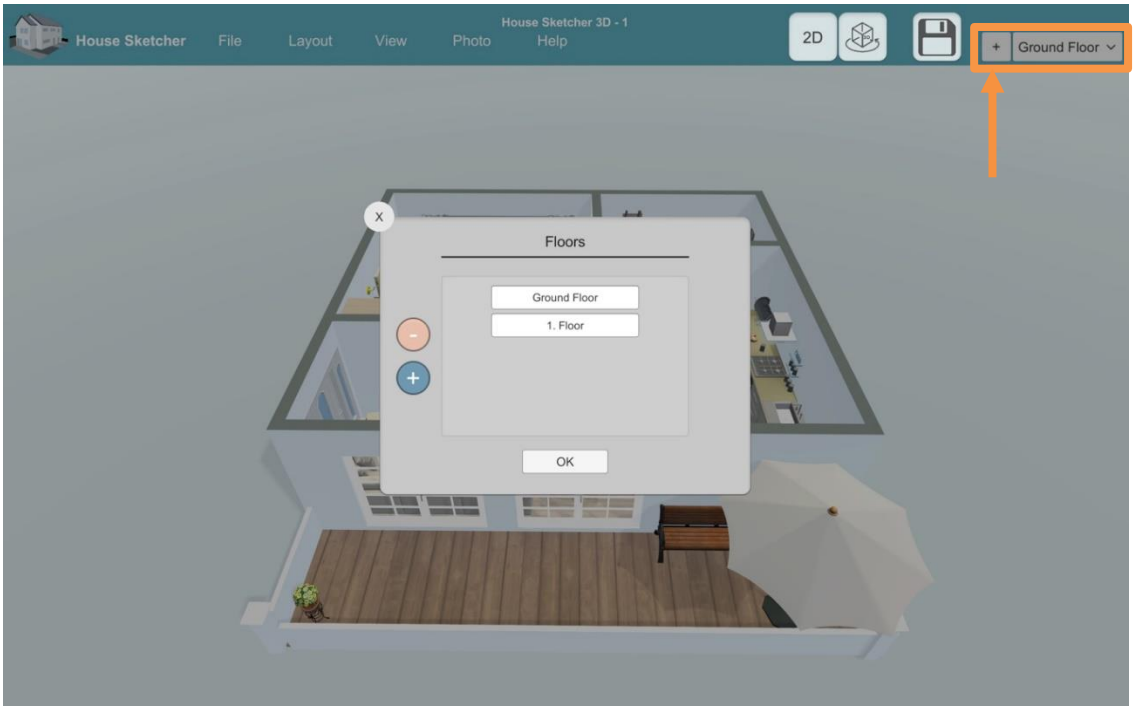

Figure 23: Level – Add new floor

5. Library

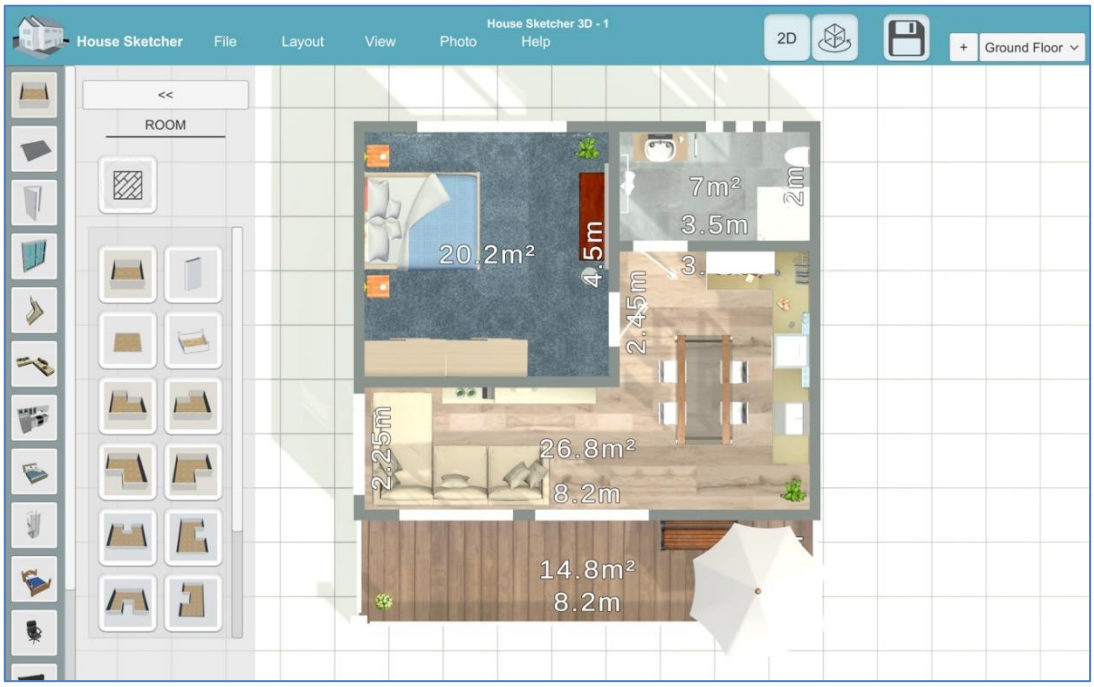

Figure 24: Library – Room

The furniture library is on the left in the 2D view. For example, you can create your rooms here (Figure 24).

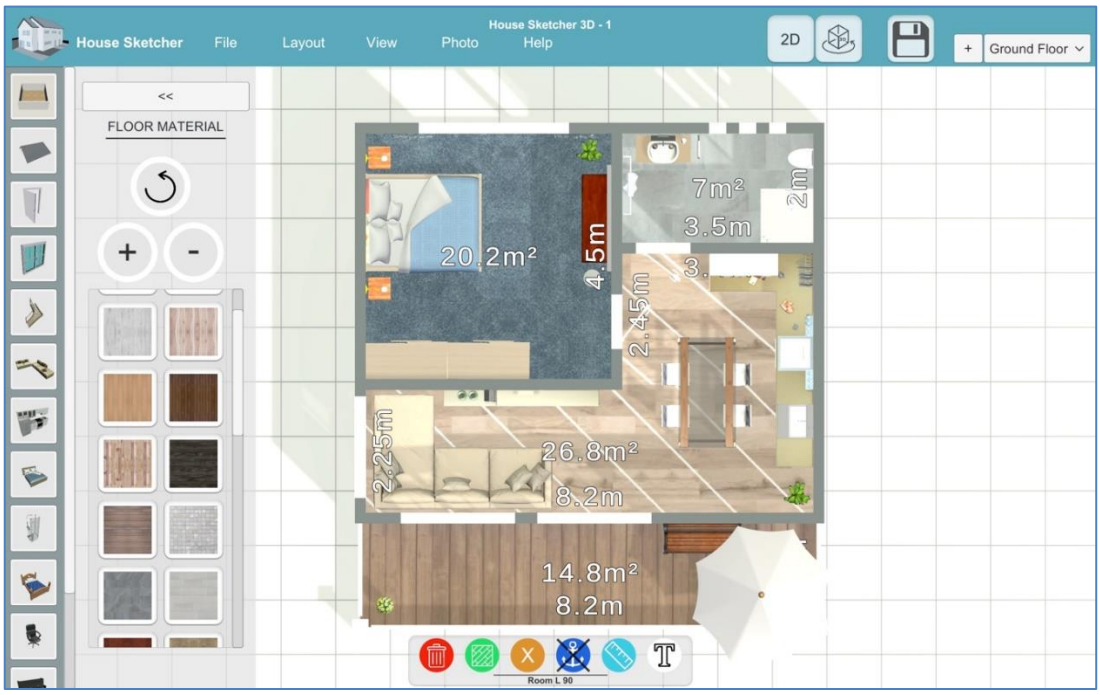

Figure 25: Library – Floor Material

For each room you can change the floor material, as well as the size and rotation (Figure 25).

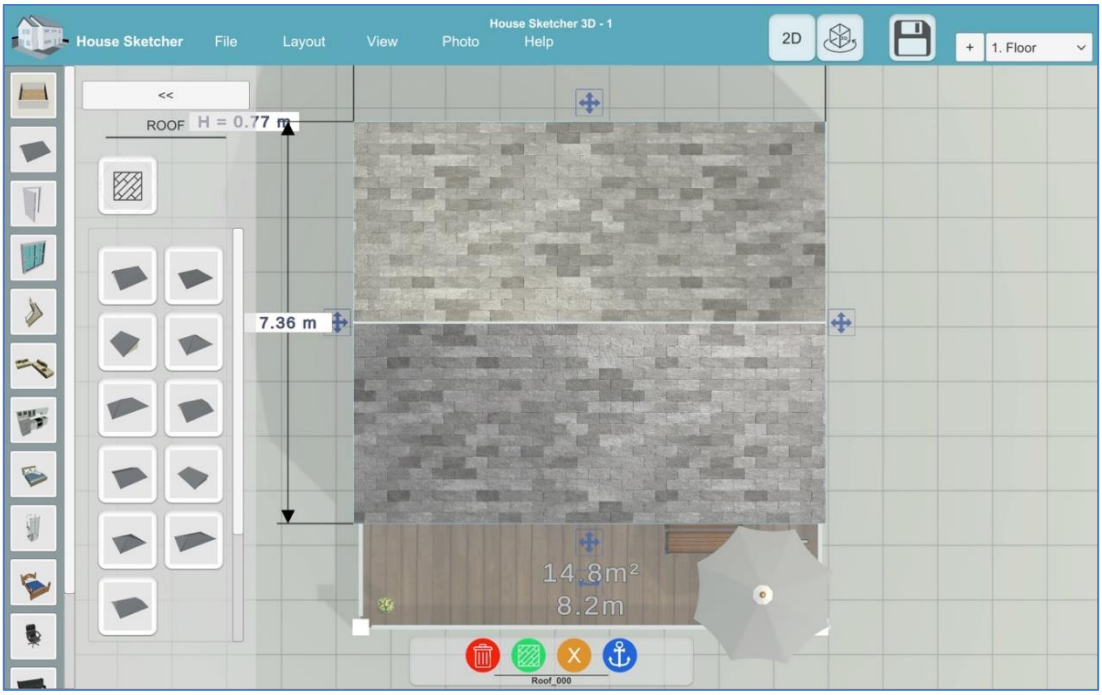

Figure 26: Library – Roof

In the roofs library, you will find some roofs that you can use for your project. If you click on the material symbol, the material library opens with numerous textures (Figure 26).

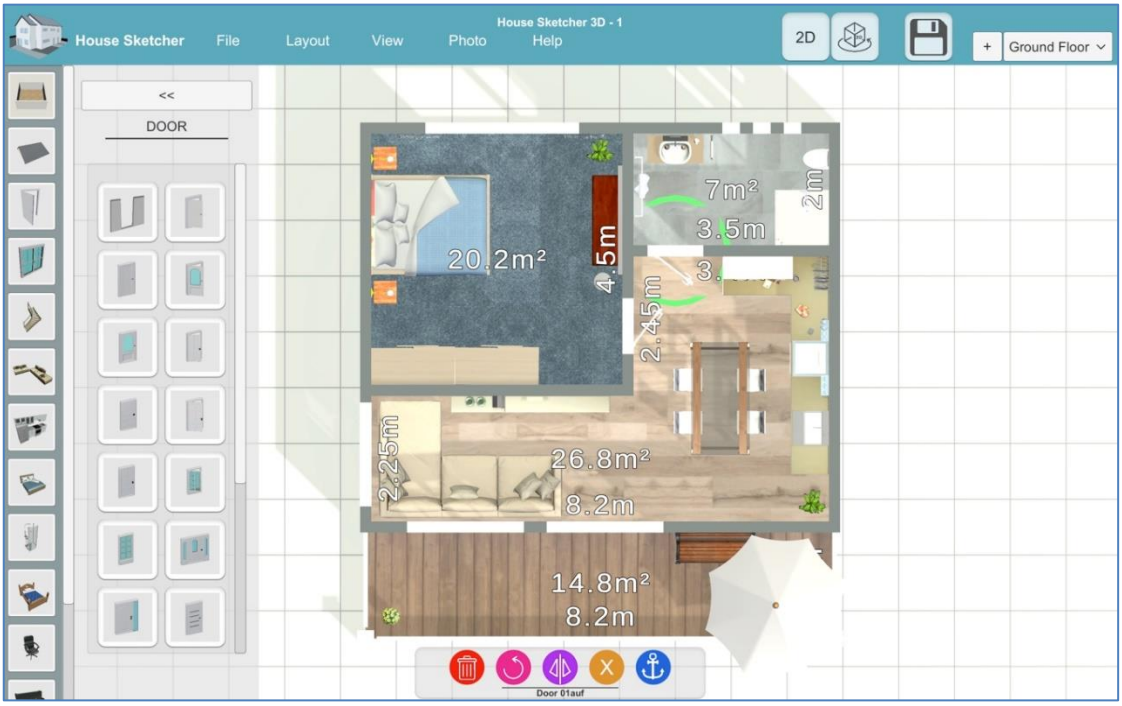

Figure 27: Library – Door

Under doors there are numerous doors as well as the breakthrough to remove areas from a wall. Just drag them into a wall. A created door can be rotated and mirrored (Figure 27).

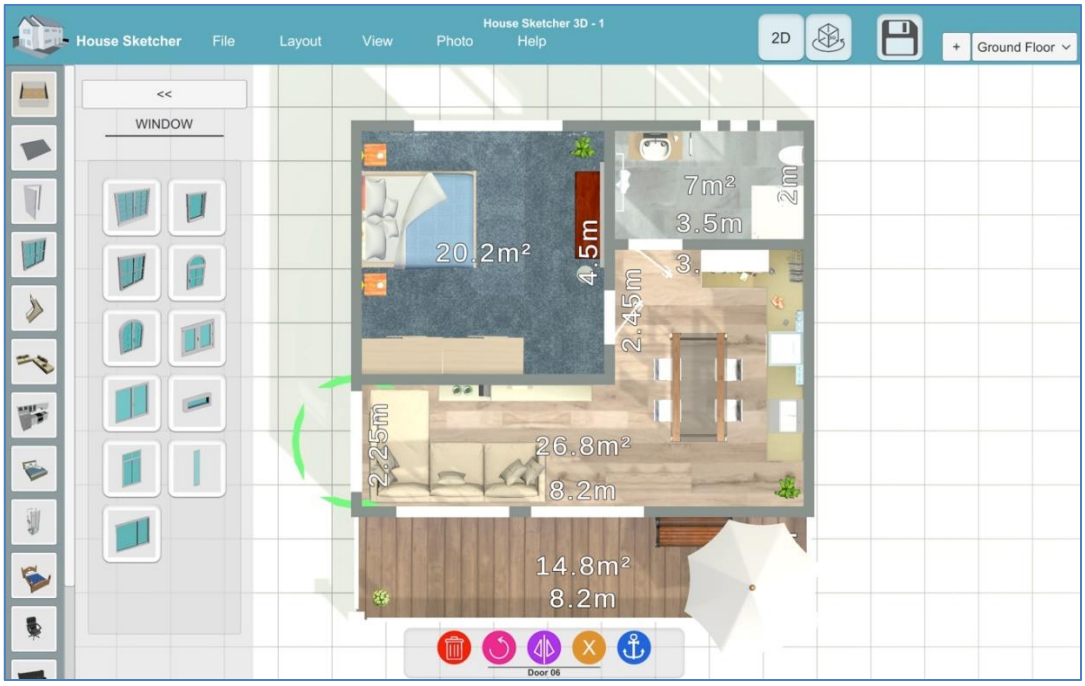

Figure 28: Library – Window

Windows are similar to doors, they can also be drawn directly into walls. Can be rotated and mirrored. A curtain can also be activated (Figure 28).



Figure 29: Library – Stair

The rest of the library elements are all similar in their use. Here, for example, shown on a staircase. The dimensions of this can be changed and mirrored. The position and dimension are fixed with the anchor and can therefore no longer be changed (Figure 29).

I wish you success!