

Learn how to use Quick3DCloset

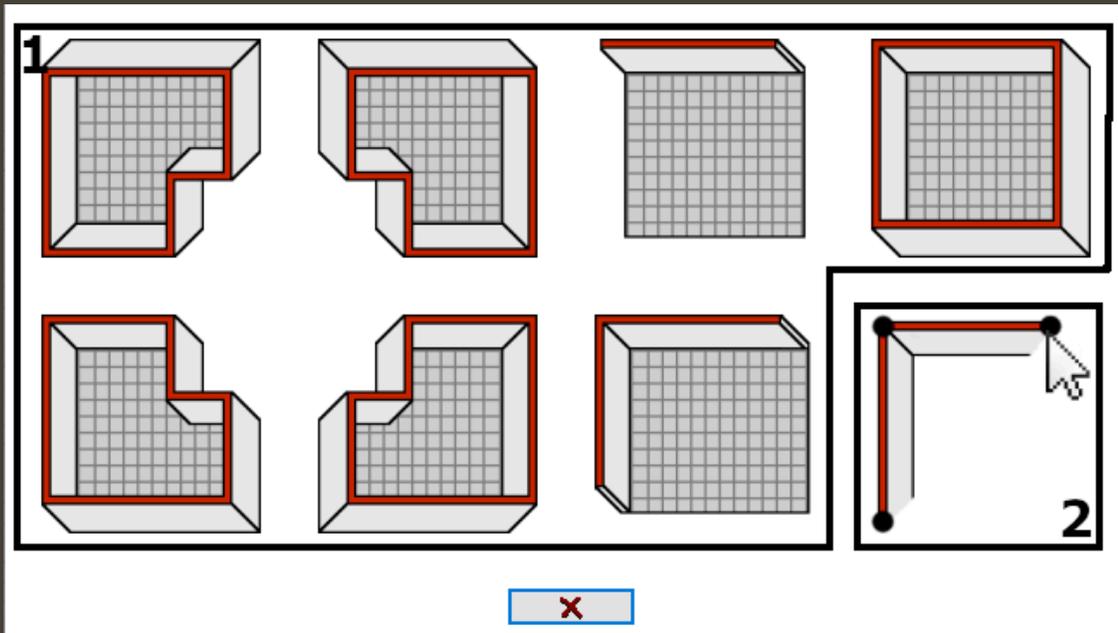
From scratch



Create the **Architecture**

Select a geometry and set the measurements.

You can choose between a predefined template or manually draw the room outline.



- 1- Predefined templates
- 2- Manual drawing

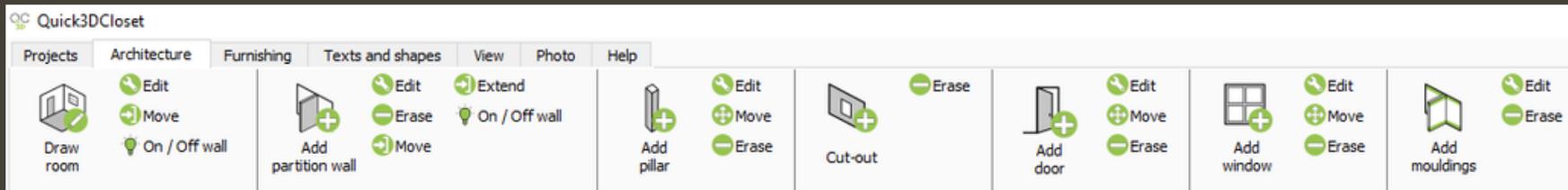
Create the **Architecture**

ARCHITECTURE TAB

Quick3DCloset only allows one room layout.

To create multiple rooms, use the **Add Partition Wall** tool.

If you already have a closed room, using the **Draw Room** command will prompt you to restart the design.



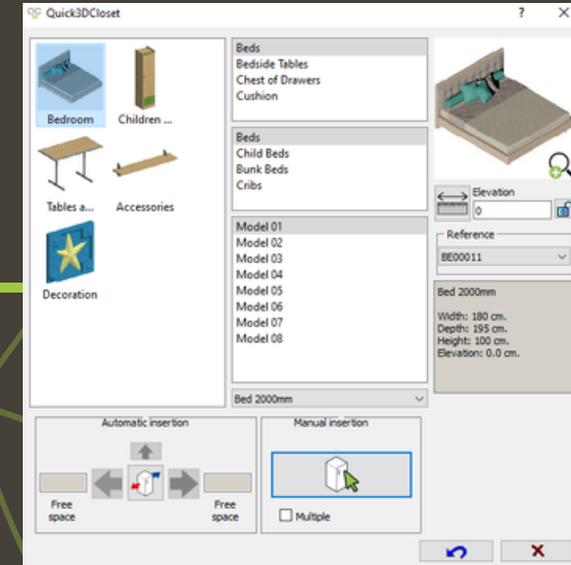
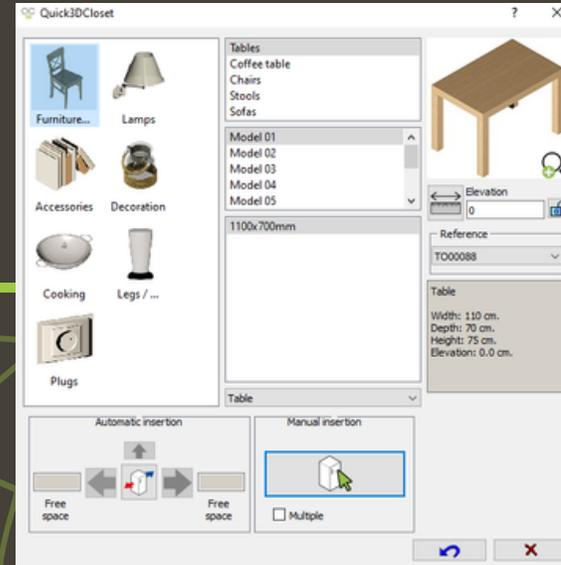
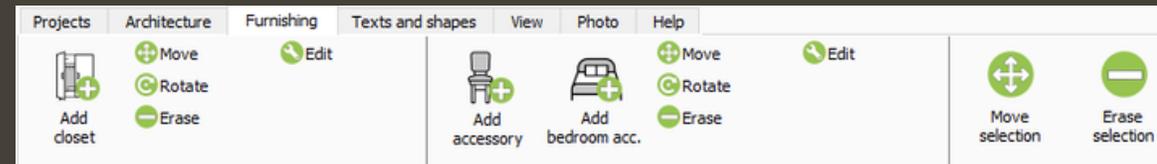
Furnishing Window

In the **Furnishing** tab, you'll find the commands to add, move, or edit furniture elements.

Add accessory and **Add bedroom accessory** open the general and bedroom furniture catalogs, respectively.

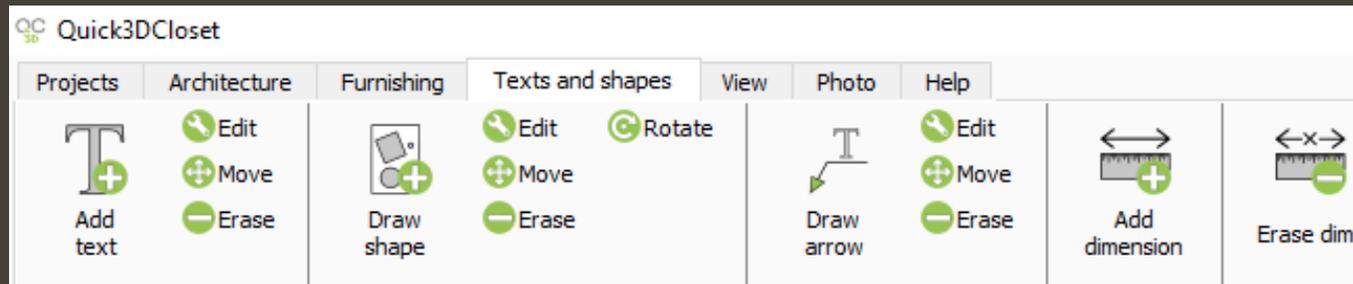
The **Add Closet** command lets you create a custom wardrobe or insert a previously saved one.

For a detailed guide on how to configure a wardrobe, check the **Basic Course** on the website.

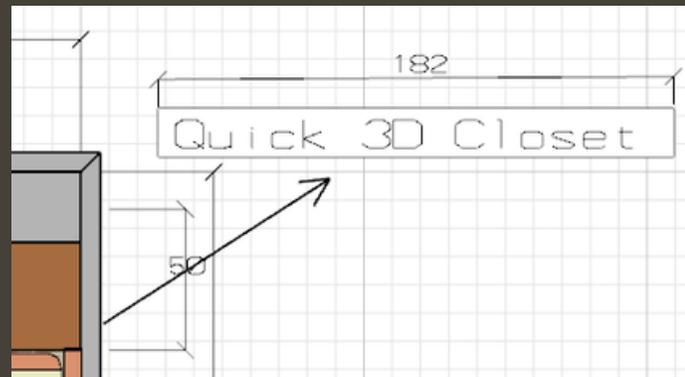


Texts and Shapes Window

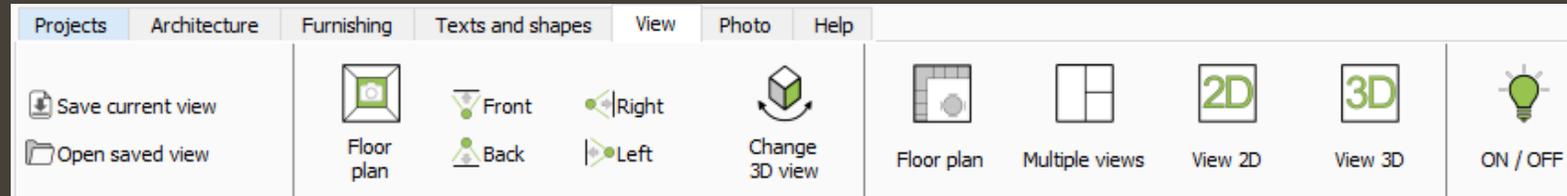
In the **Texts and shapes** tab, you'll find the tools to add, edit or move **annotations** in the drawing.



The image shows an **example** of an notation with an arrow and text.



View Window



The **View** tab lets you configure the project view and select display modes.

Floor plan: Displays the architectural layout from above, hiding the grid and floor. This view is useful for technical drawings.

Multiple views: Allows you to show 2, 3, or 4 different 3D perspectives of the project. You can adjust each view separately.

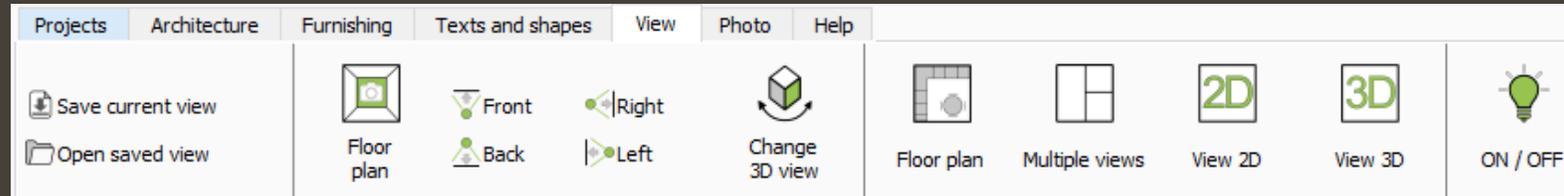
View 2D: Shows the 2D workspace. Also accessible at any time from the bottom left corner of the screen.

View 3D: Displays the 3D workspace. Also accessible at any time from the bottom left corner of the screen.



View window

Quick**3D**Closet



In the **View** tab, you can control the 3D visualization.

You can switch to preset 3D views (**Front**, **Right**, **Left**, and **Back**), or use **Change view** to adjust it manually.

You can also hide architectural elements in the scene using the **ON/OFF** command.

Quick3DCloset also allows you to **Save current view** and **Open saved view**.

View window

VISUALIZATION EXAMPLE

Quick3DCloset

2D View



3D View



Floor plan

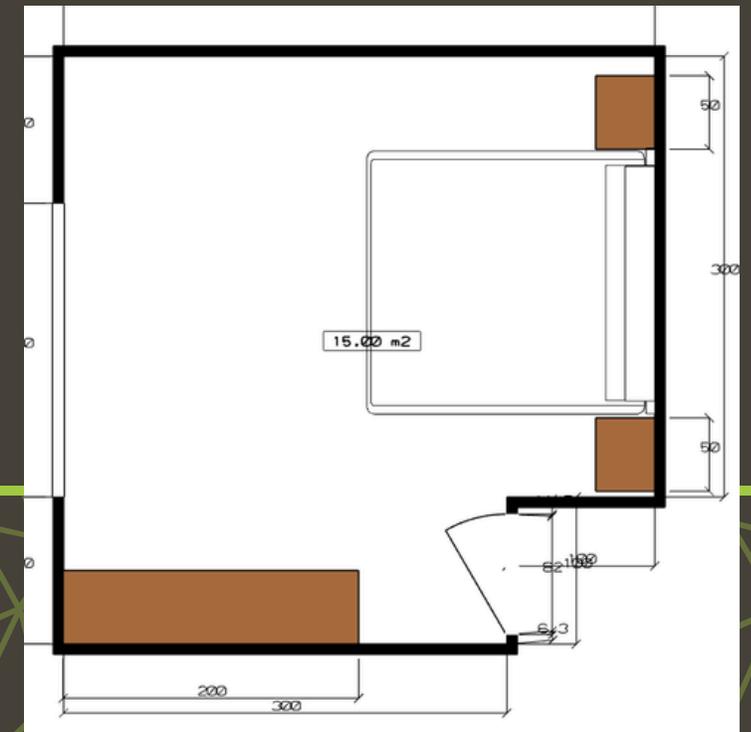
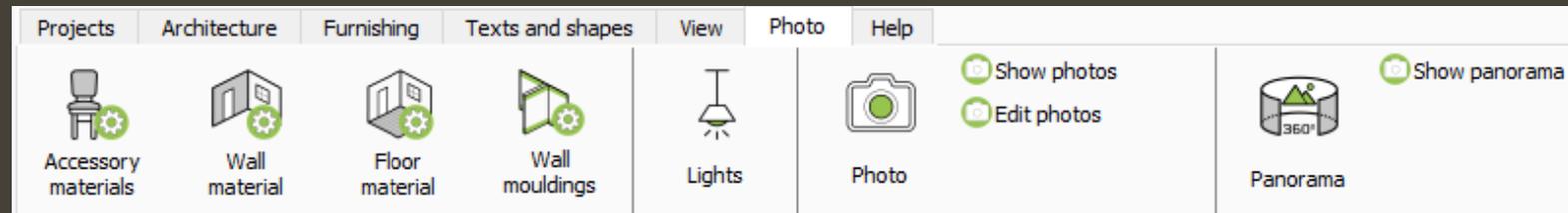


Photo window

This tab lets you configure **render settings**.

You can select different **finishes** for accessories, and architectural elements.

If you've inserted a SketchUp block, it will show the materials already assigned in the imported model.

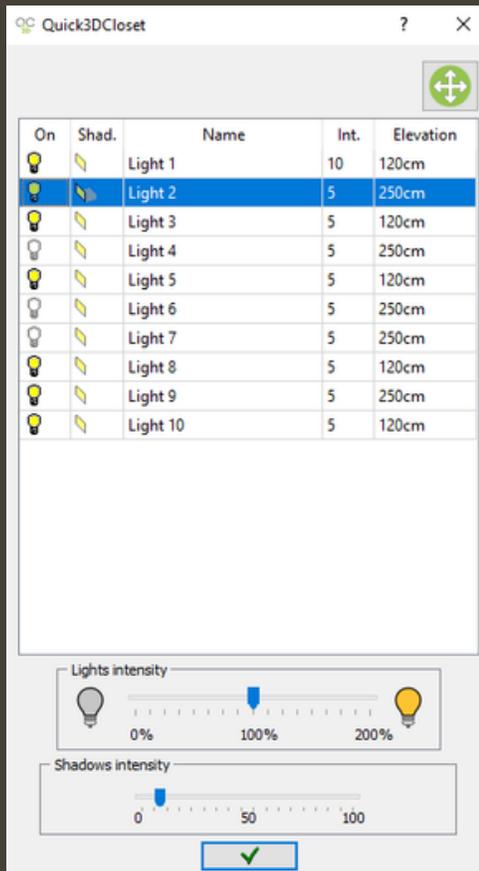


With **Show photos** and **Show panoramas**, you can access the render and 360° panorama history from other projects.

Photo Window

LIGHTS AND PHOTO COMMANDS

LIGHTS



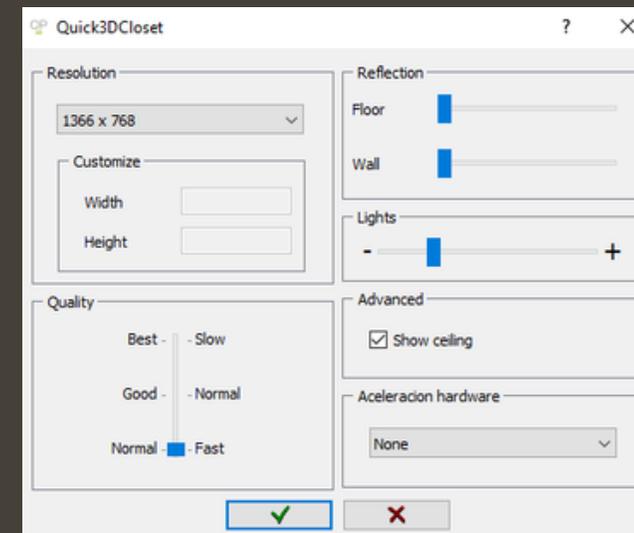
The Lights command opens a pop-up window where you can turn lights **on** or **off**, enable or disable **shadows**, adjust **light and shadow intensity**.

To **move** the lights, click the cross icon in the top right corner.

PHOTO

The Photo command lets you set photo **size**, image **quality** and floor and wall reflections.

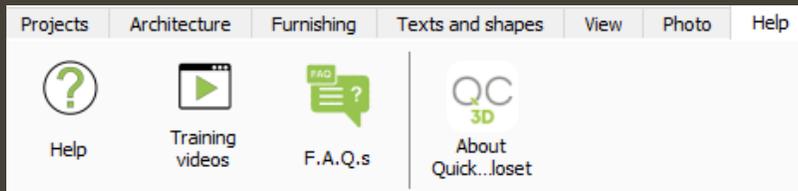
Hardware acceleration is available for NVIDIA GTX 1050 or higher graphics cards.



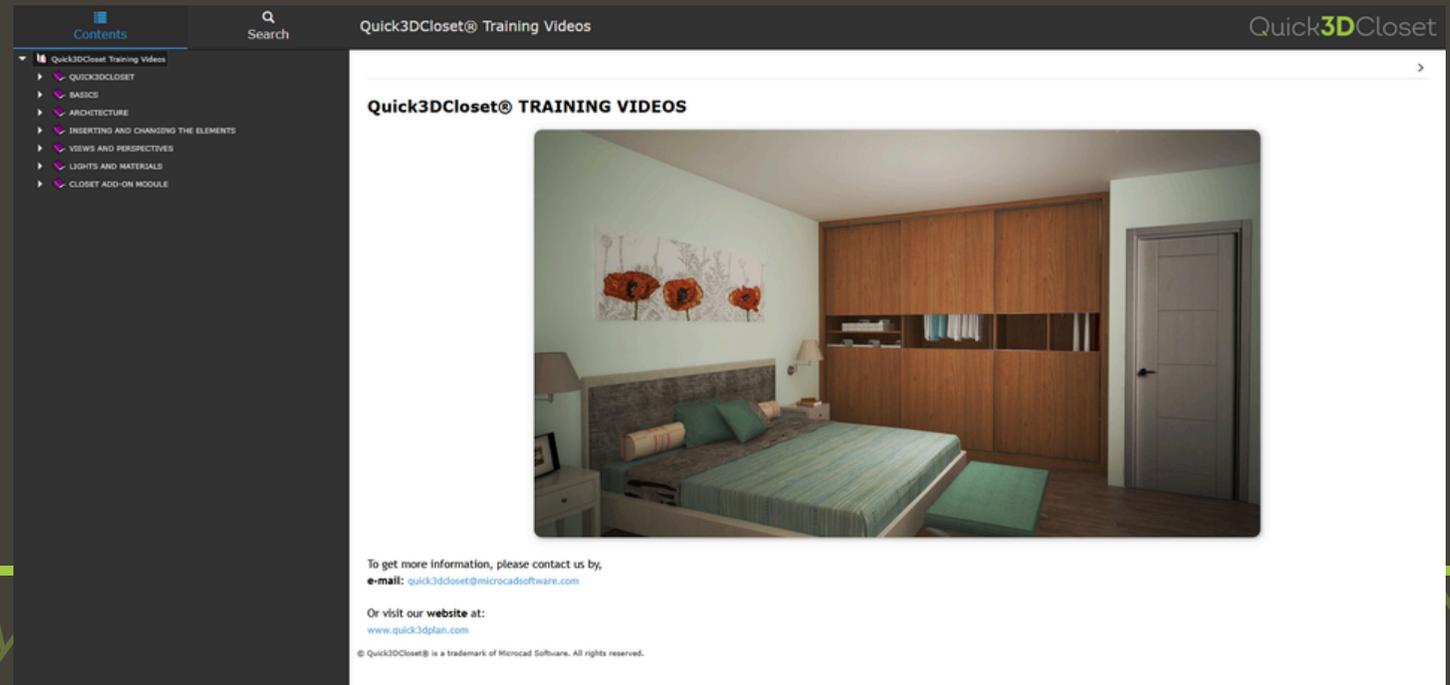
Help window

Quick3DCloset

The **Help** tab gives you access to online resources: tutorials, learning videos, and FAQs.



The image on the right shows the window that will open when selecting **Training videos**.



For more information

[Click here](#)