Learn how to use Quick3DCloset

Step by step



Creation of the architecture

Select the type of geometry and set the dimensions.

You can either choose a predefined template or manually draw the room layout.





Create the Beams

Go to the **Architecture** tab and select **Add pilar**.

Set the measurements and elevation.

Important: The elevation of the pillars must match the height of the room.

Repeat this process as many times as needed to place all the beams.





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	Dimensions				
	Height	250cm			
	Width	400cm			
	Depth	25cm			
\langle	Elevation	250cm			
	Rounded				
\leq	√	×			

The distribution of the beams will be as follows:







Add Doors and Windows

Adjust the window dimensions to fit your design.

Select the **Centered on wall** option.

Then place the door and the window.



Edit Edit Move Move Erase Erase Add Add window door QC Ouick3DCloset \times ? Frame Dimensions Width 200 100cm Height Elevation 100cm Centered on wall Models Model 12 \sim ×

The location of the door and the window will be as seen below:





Add Furniture

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Select and place the **bed** in the desired location.



Create and save a Nightstand



To create a nightstand like the one shown in the image, go to the **Furnishing tab** and select **Add Closet**.



Choose the option Wardrobe without doors without plinth.



Adjust the dimensions and the number of modules according to the desing.

Leave the doors and side panels as absent, as shown in the image.

Click **Next** to continue.





Configure the Nightstand

The nightstand consists on one shelf and one drawer.

Add a shelf in the selected module and set the First space to 13.1.



Select the **Drawers** option to add a drawer.

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To place the drawer at the top, select the wrench icon.

Use the right button in the pop-up window to stick the drawer to the top of the cabinet.

😵 Insert drav	ver	? X
Quantity First gap Height Move backward Depth Materials -	1 1.3cm 1.6cm 0cm 0cm 37.5cm 27.	
Hardware Quantity Lined u	0 p with the wardrobe doors.	
		×

Once a closet is configured in **Quick3DCloset**, you can save it to use it later.

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Click **Save** and give it a name.

Create a Closet

To create the closet, go to the **Furnishing** tab and select **Add closet**.

Set the dimensions and the number of modules as shown in the images.

- Template					
Filter	Sliding doors	~	Image	<i>8</i> %	
Sliding doors fr	rom floor to ceiling				
Sliding doors b	etween top and base panels without plinth				
Sliding doors b	Sliding doors between top and base panels with plinth				
Sliding doors no top, no base panels and no external lateral Sliding doors, no base panels and no external lateral					

Configure the interior of the closet manually or with one of the prefixed distributions provided by the program.

Insert the closet into the design using the Accept button \checkmark .

39cm

96cm

46cm

110.6cm

118.6cm

Select the wall where the closet will be placed.

Drag it into the corner or type in the gap value if you plan to leave a specific gap.

Creation of shelves

Go to the **Furnishing** tab and select **Add accessory**.

Inside **Legs**, select the shelve, and adjust its dimensions by clicking on the ruler icon.

Set the elevation to your need.

lass shelves Ouick3DCloset ? X QC Ouick3DCI... Х ? Plinth Valances Use "Manual insertion" Reference Glass shelves Shelves Shelf Brackets option, place the shelf. SH0005 Furniture \mathbf{R} Q Measures Elevation 160 Decoration A Width Accessories ₿ 172 Reference Manual insertion 33 (ª Depth SH0005 Reference Height 2 shelf Cooking Leas / ... SH0005 \sim Width: 30 cm. 0 Depth: 60 cm. Height: 2 cm. Elevation: 100 cm. Shelf Percent change Plugs Width: 30 cm. Automatic insertion Manual insertion Depth: 60 cm. Centimetres \sim Height: 2 cm. Elevation: 100 cm. 1 De 5.3 Multiple Free Multiple X space space 2 ×

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Repeat the process to add a second shelf above the first one.

160

20

2

Percent change

 \sim

X

- Reference

Measures

Width

Depth

Height

Centimetres

 \checkmark

If the shelf is not in the correct orientation, use the **Rotate** and **Move** commands to adjust it.

Change of Color and Material for Walls and Floor

To modify both, the walls and the floor, go to the **Photo** tab.

Architecture Texts and shapes Photo Help Projects Furnishing View Show photos Ť Edit photos Accessory Wall Floor Wall Liahts Photo materials material material mouldings

Select Floor material and choose Woodfloor 16.

The walls will all be the same color except one, as shown in the image.

Just like with the floor, go to the **Photo** tab and select Wall Material.

Activate the Apply to all walls option to apply the same color to all walls.

To make one wall different, deactivate Apply to all Walls and select a new color.

Import Objects from SketchUp

Download the object you want to add from 3D Warehouse.

In the **Projects** window, click **Import from SketchUp**.

Place the element in the design. You can adjust its position and height using the **Move** tool.

Repeat these steps to add more objects.

Possible Errors and How to Solve Them

BEAM CREATION

Sometimes, even if you set the elevation to 250 cm, the beams may appear at ground level (elevation 0) in the 3D view.

To fix this, go to the **Architecture** tab and select the pillar, click **Edit** and adjust the elevation.

Repeat this for all the beams that need correction.

- Dimensions				
Height	250cm			
Width	400cm			
Depth	25cm			
Elevation	250cm			
Rounded				
✓ ×				

Possible Errors and How to Solve Them

NIGHTSTAND CREATION

Once the nightstand is placed, it may happen that it is not in the desired direction.

You will need to **Rotate** the nightstand.

Right-click on the nightstand, select the Rotate option and apply a rotation angle in the pop-up window.

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For more information

<u>Click here</u>