

Learn how to use Quick3DCloset

Step by step

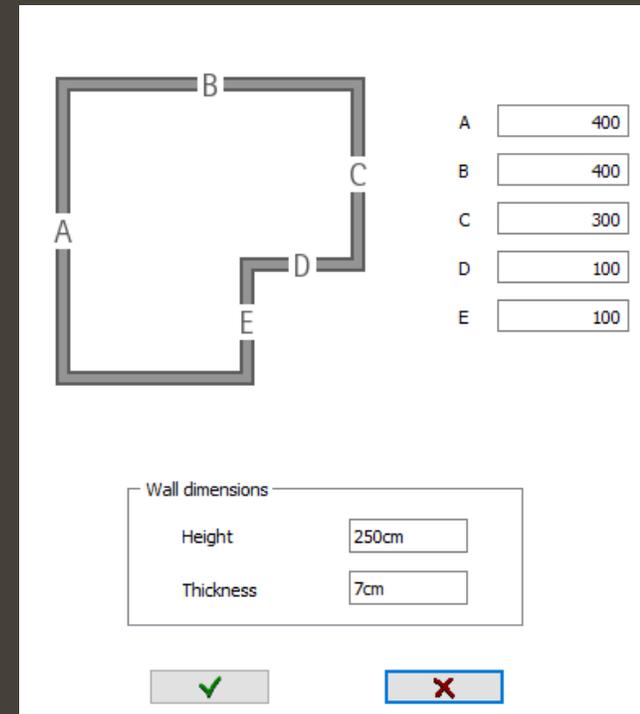
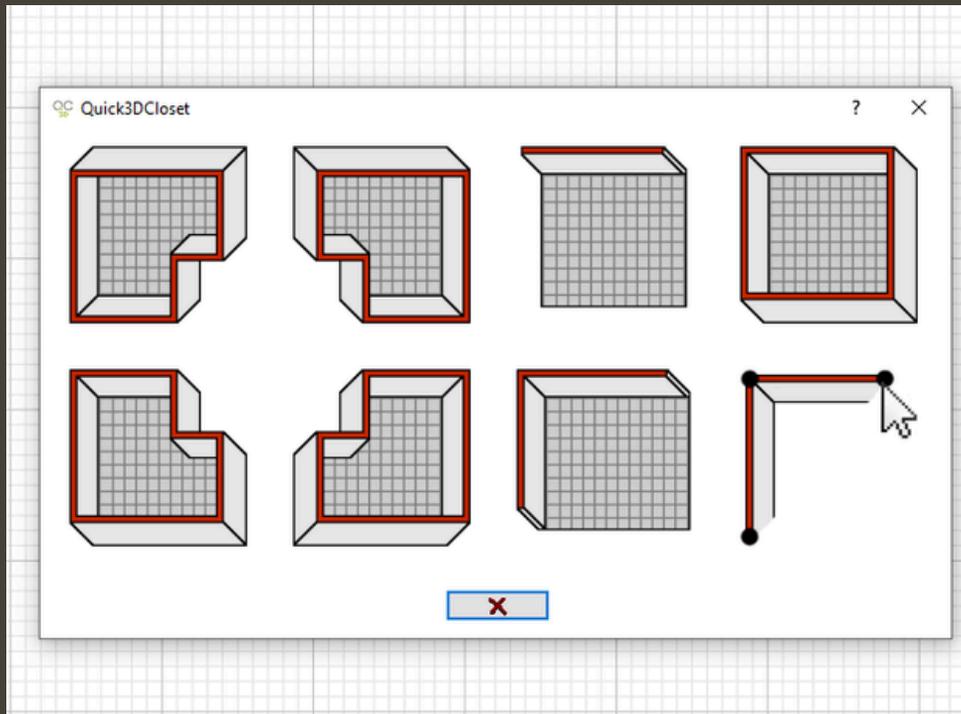
Quick3DCloset



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.



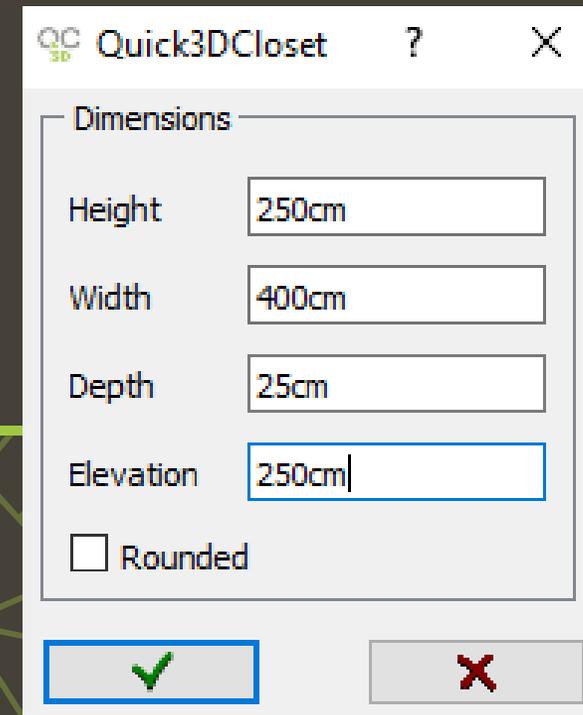
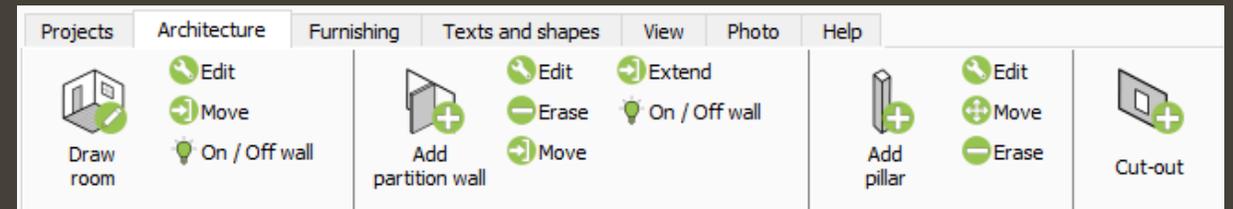
Create the Beams

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

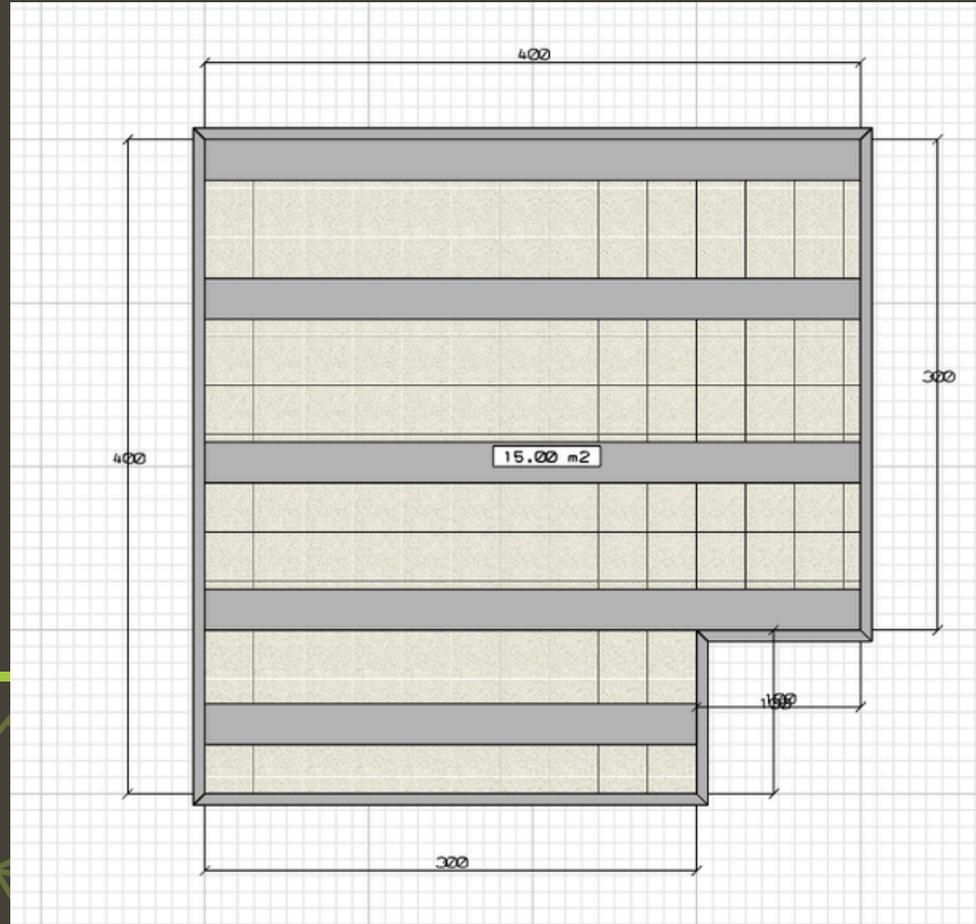
Set the **measurements** and **elevation**.

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.



The **distribution** of the beams will be as follows:

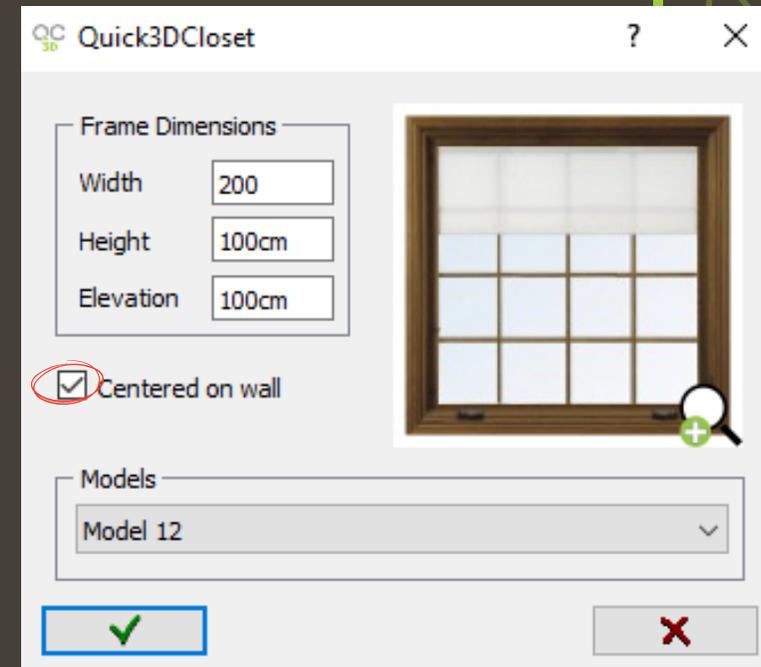
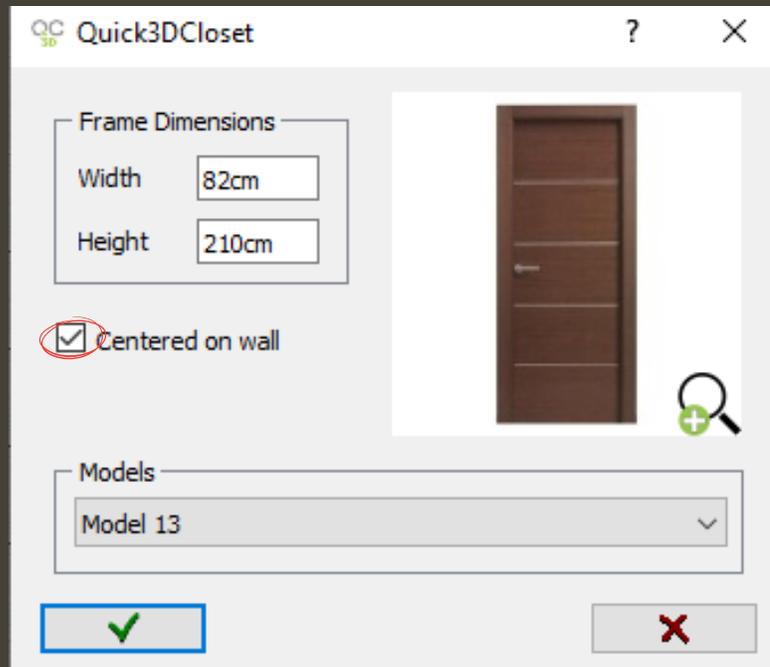
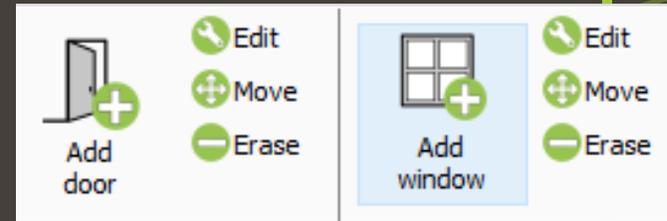


Add Doors and Windows

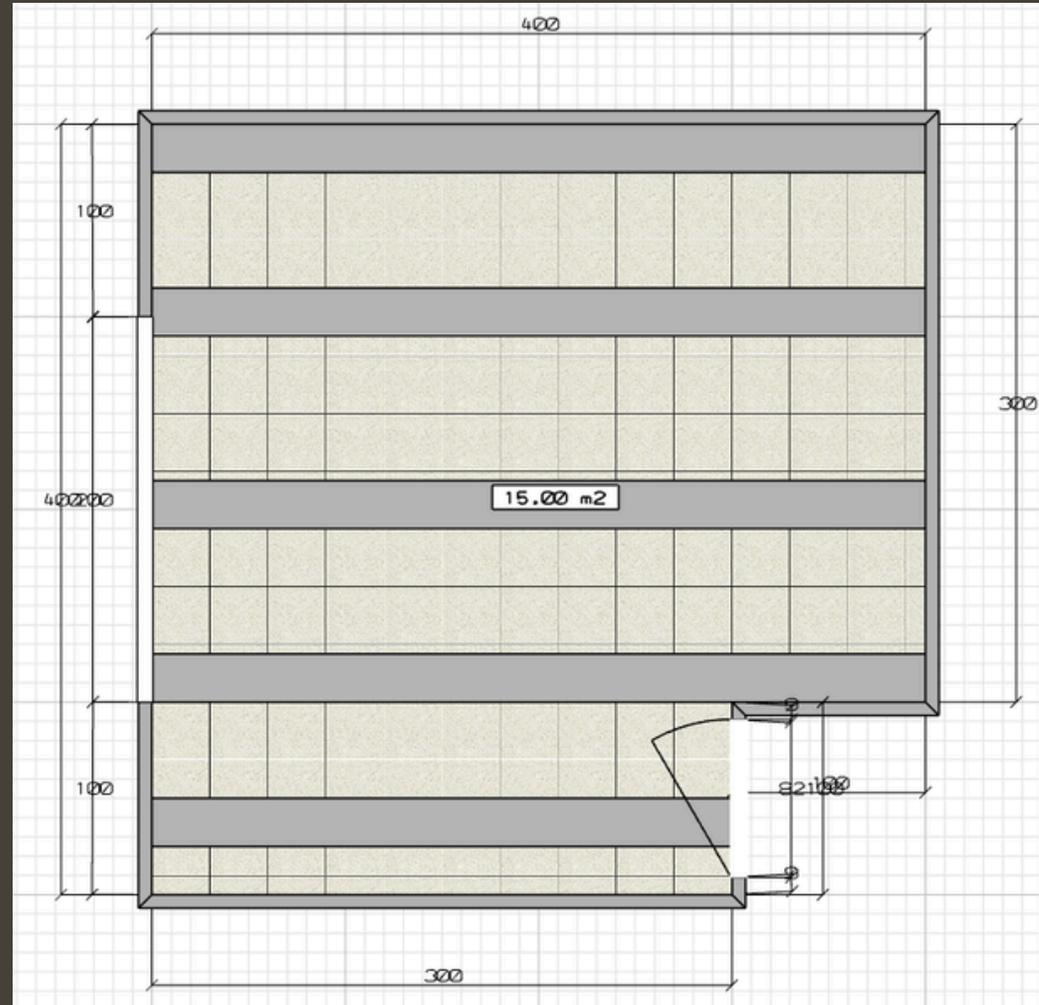
Adjust the window dimensions to fit your design.

Select the **Centered on wall** option.

Then place the door and the window.

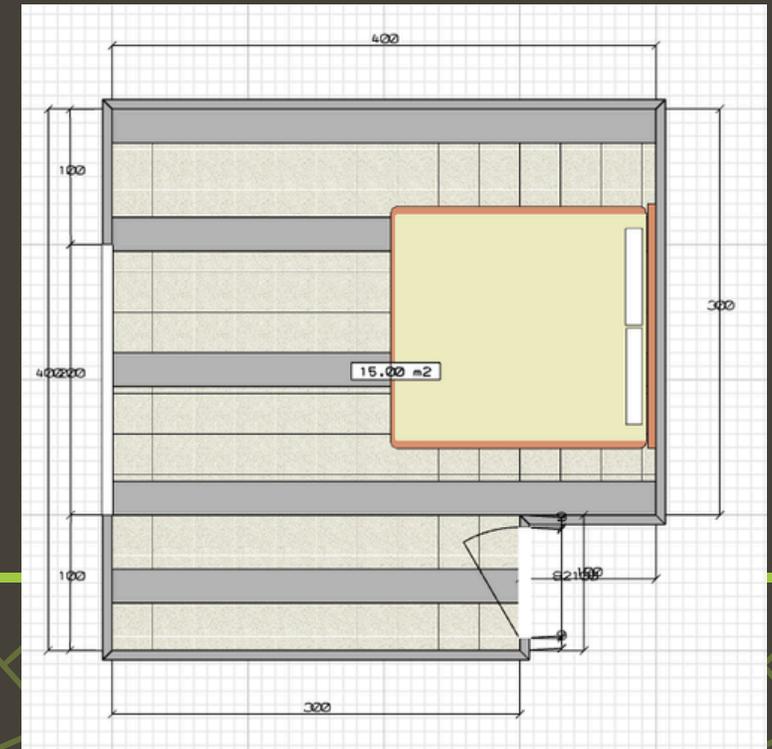
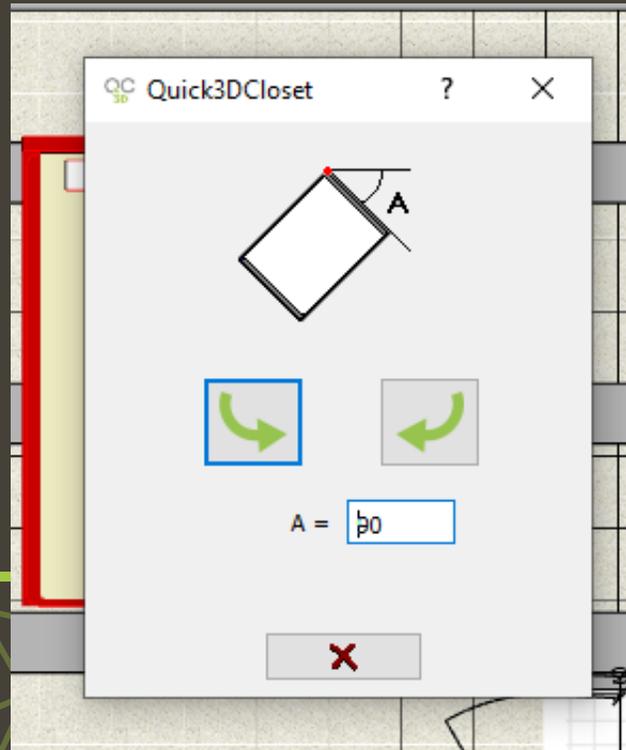
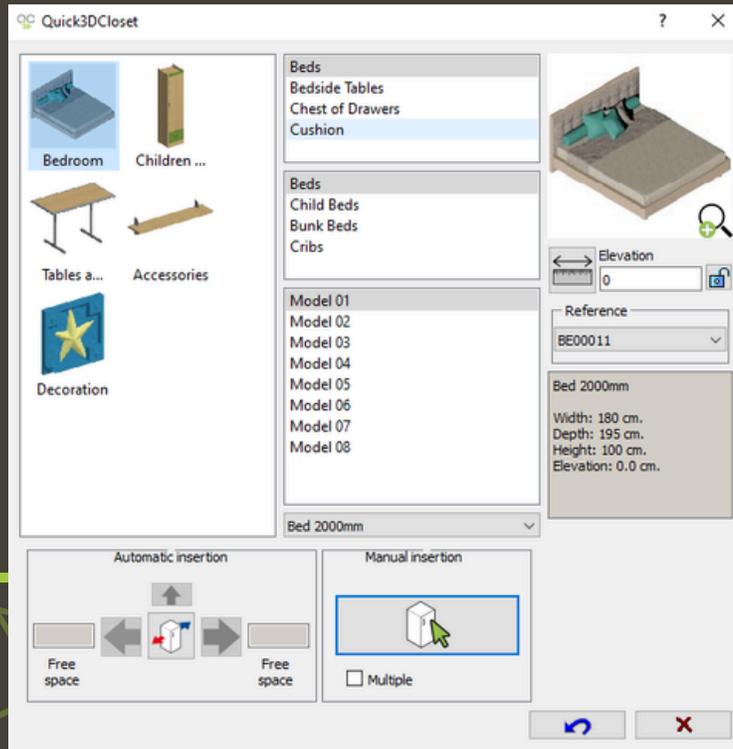


The **location** of the door and the window will be as seen below:



Add Furniture

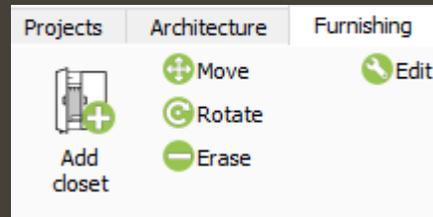
Select and place the **bed** in the desired location.



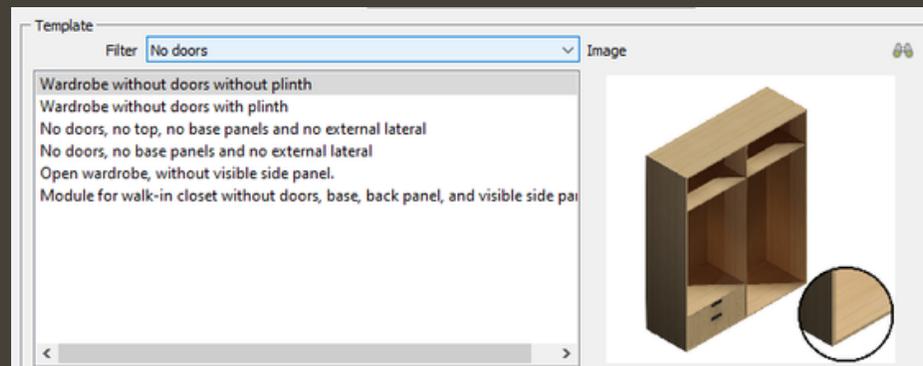
Create and save a **Nightstand**



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



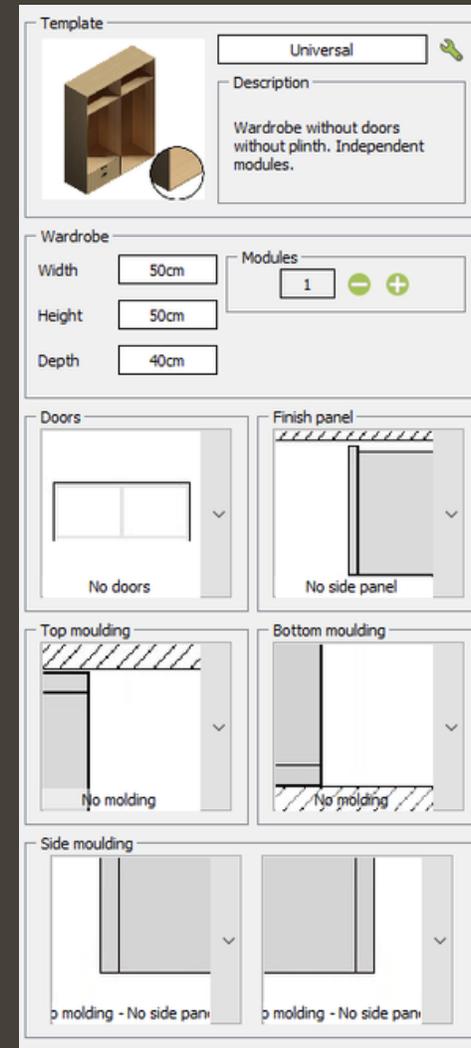
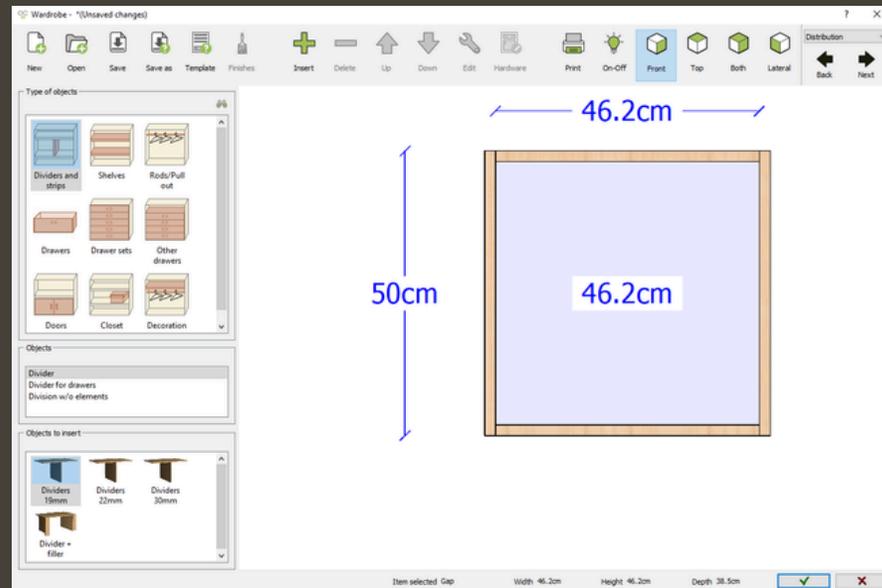
Choose the option **Wardrobe without doors without plinth**.



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.

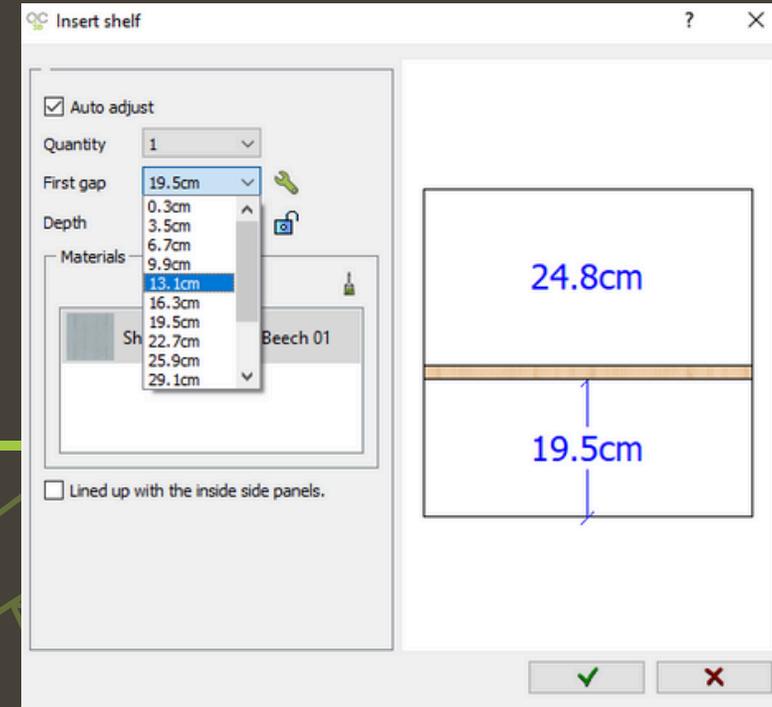
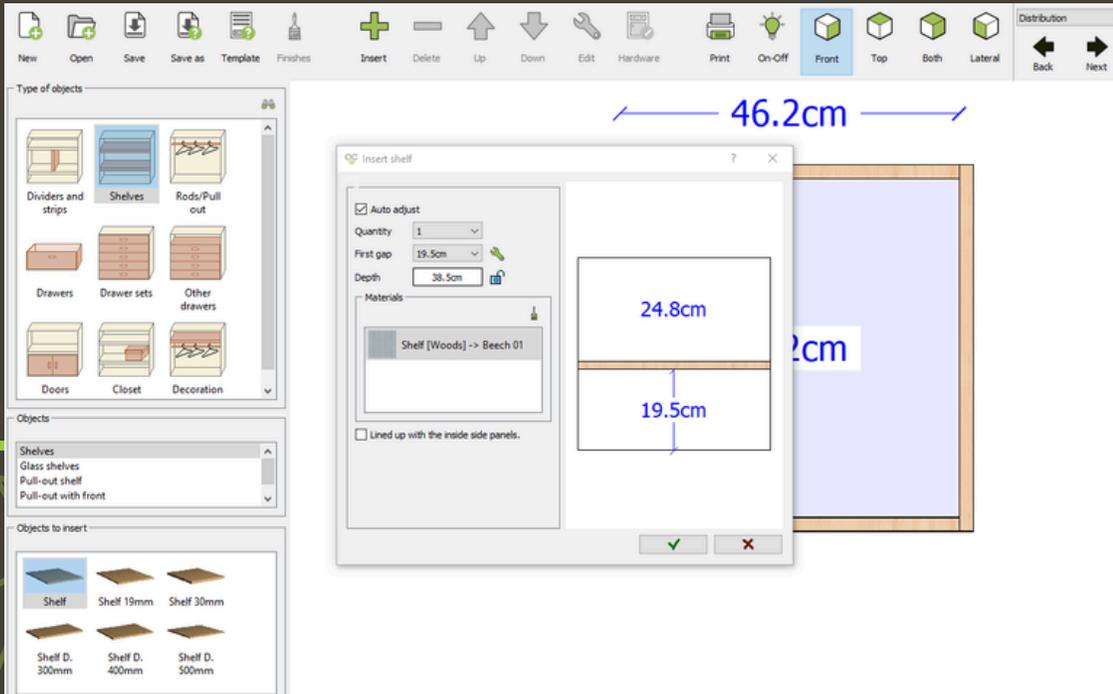
Click **Next** to continue.



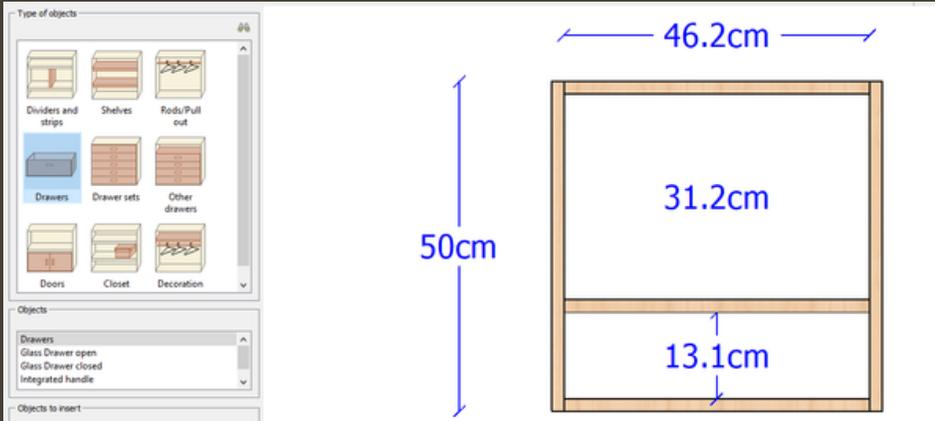
Configure the Nightstand

The nightstand consists on one shelf and one drawer.

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

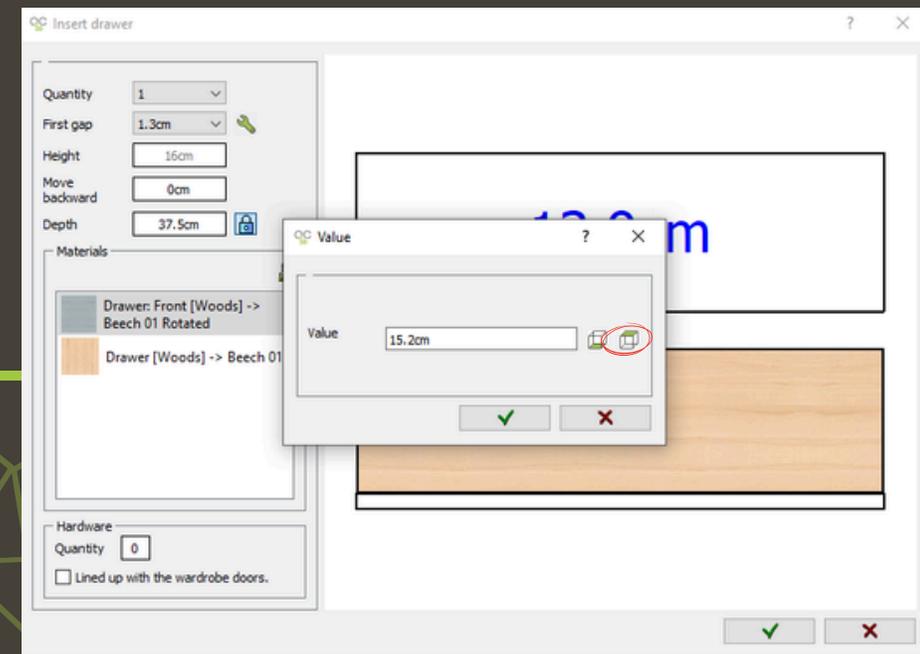
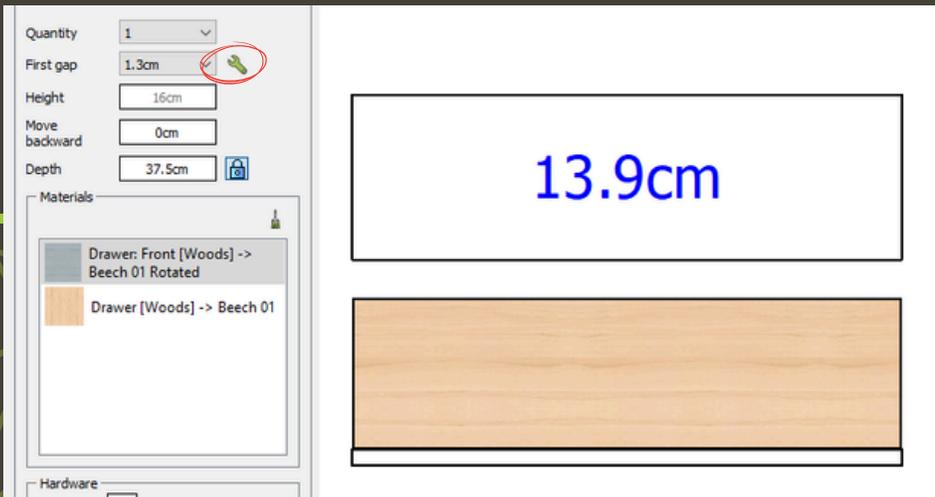


Select the **Drawers** option to add a drawer.



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

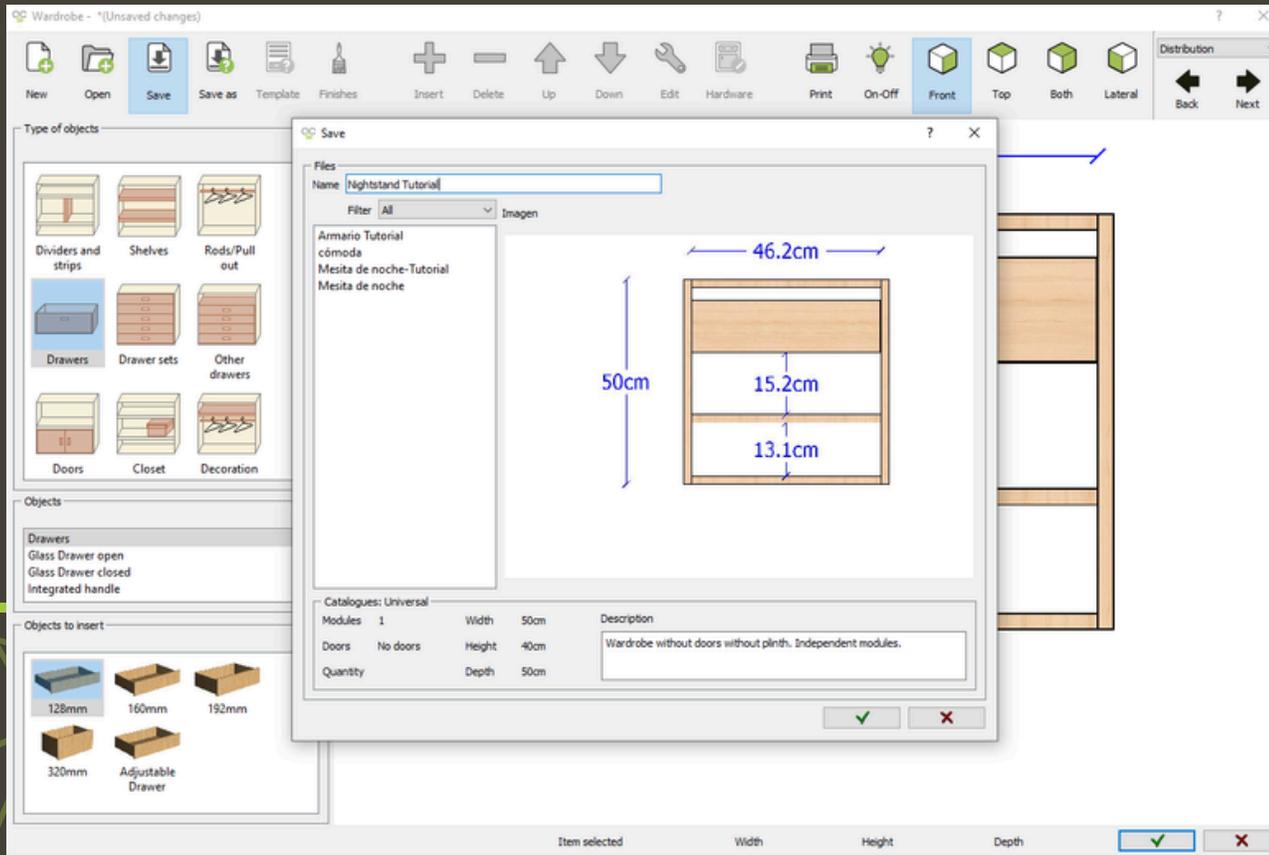
Use the right button in the pop-up window to stick the drawer to the top of the cabinet.



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

Quick**3D**Closet

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

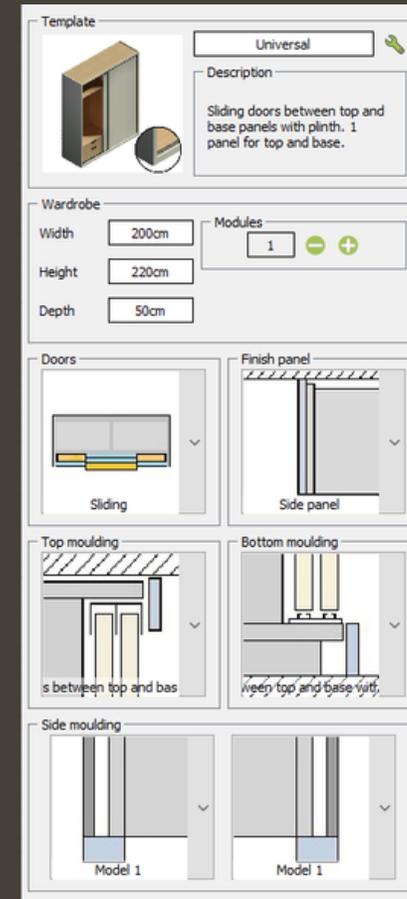
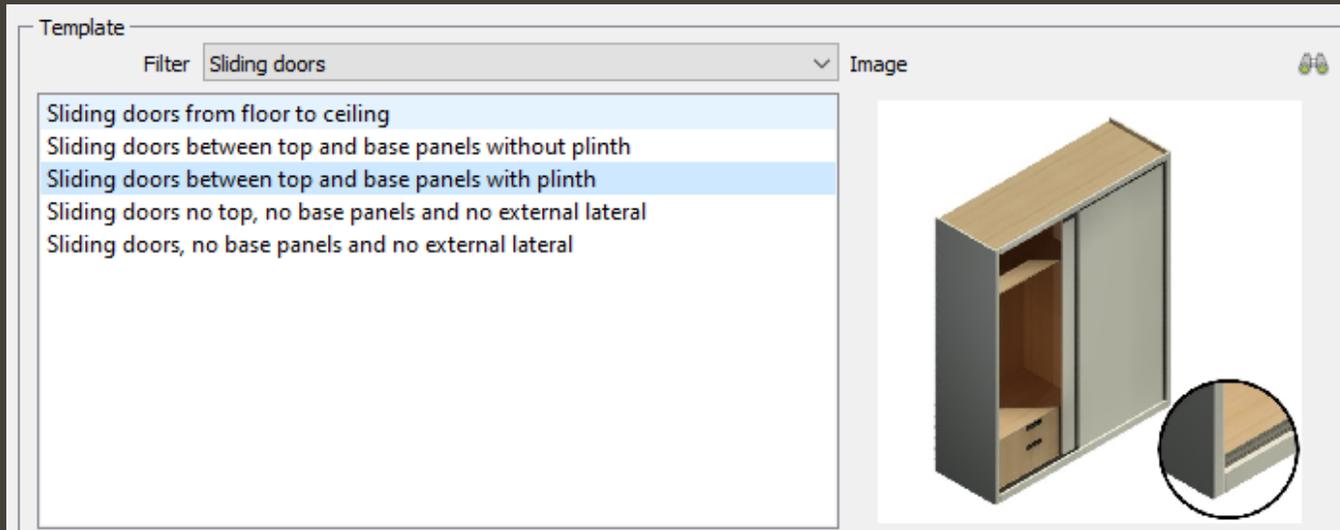


Validate the design to place the closet ✓
Select the wall where the closet will be placed and adjust it manually or by entering the distance to the corner.

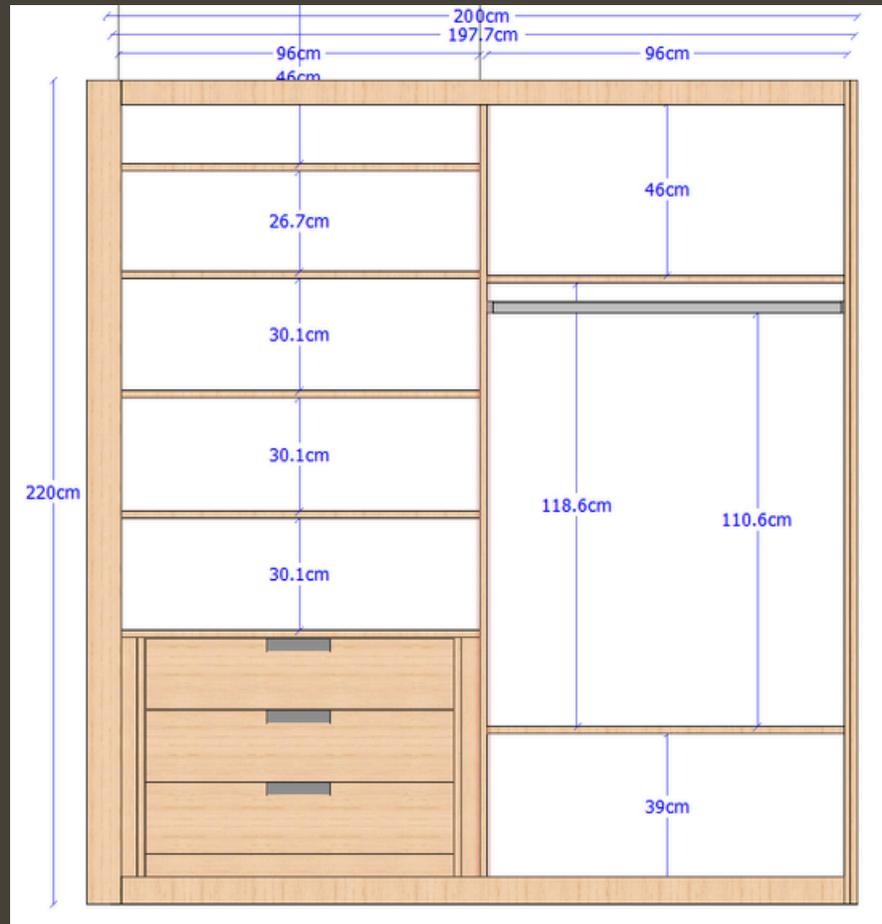
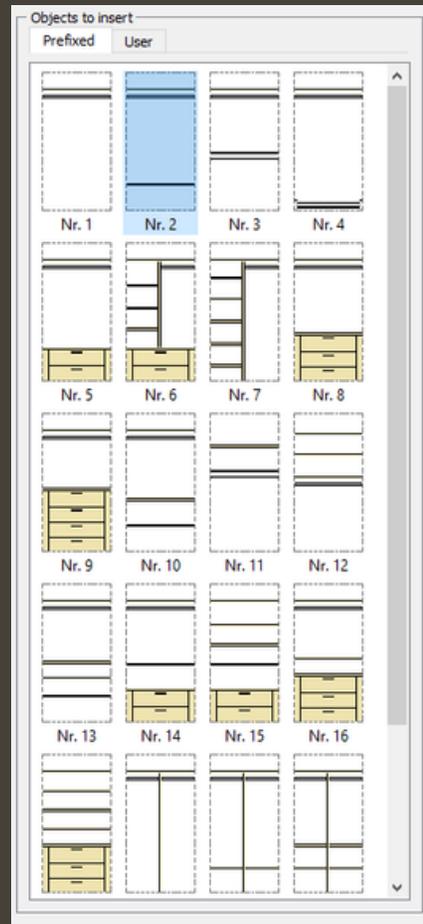
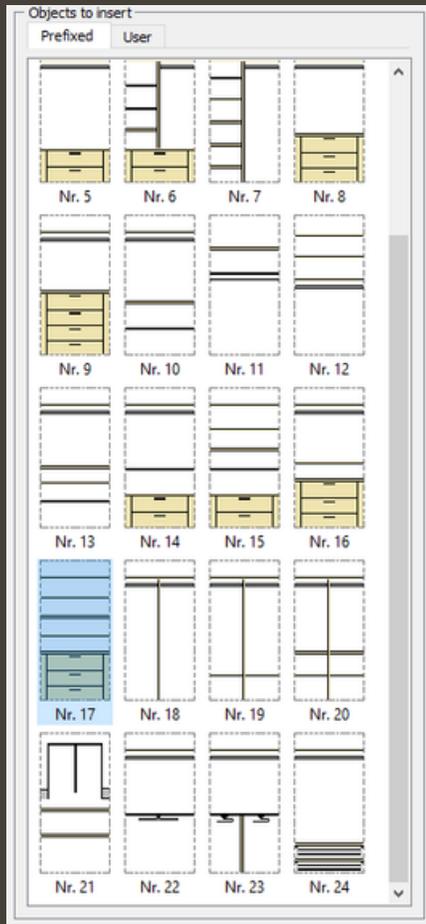
Create a Closet

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.



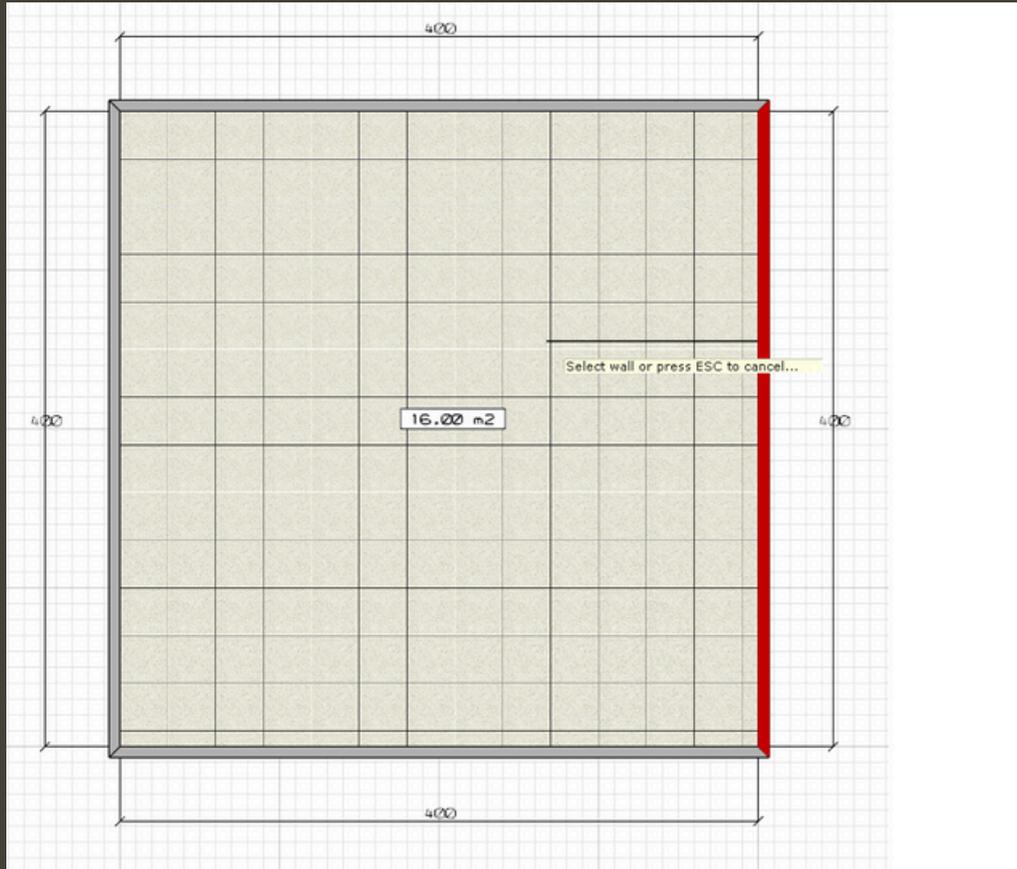
Configure the interior of the closet manually or with one of the **prefixed distributions** provided by the program.



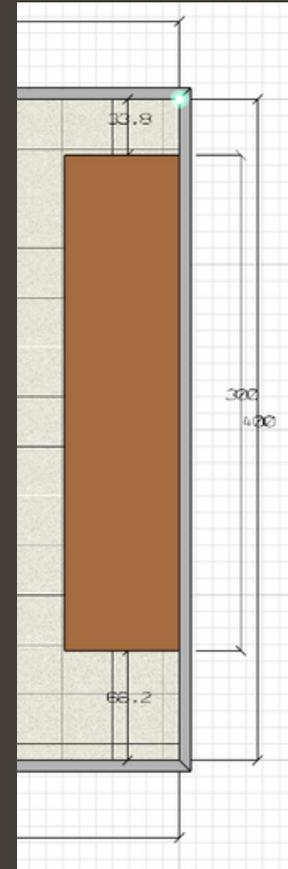
Insert the closet into the design using the Accept button ✓.



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.

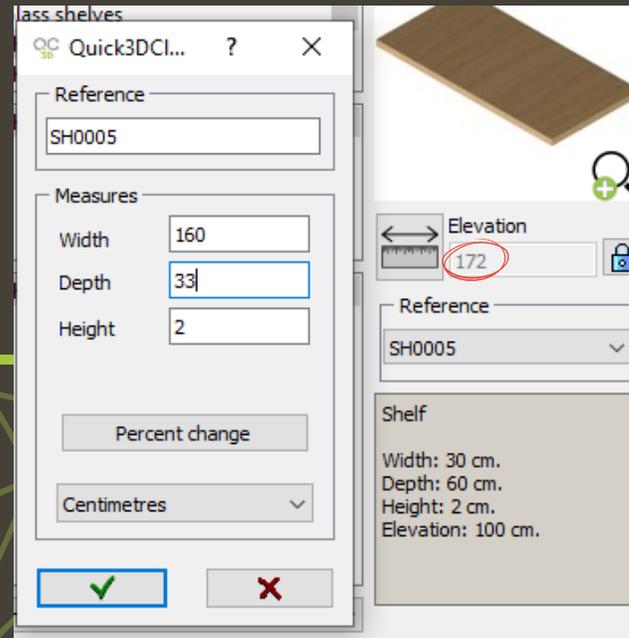
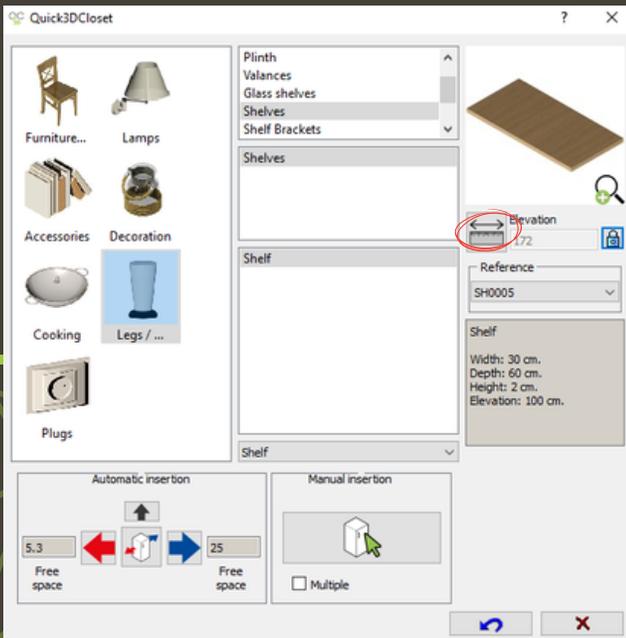
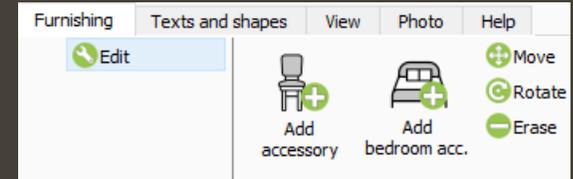


Creation of shelves

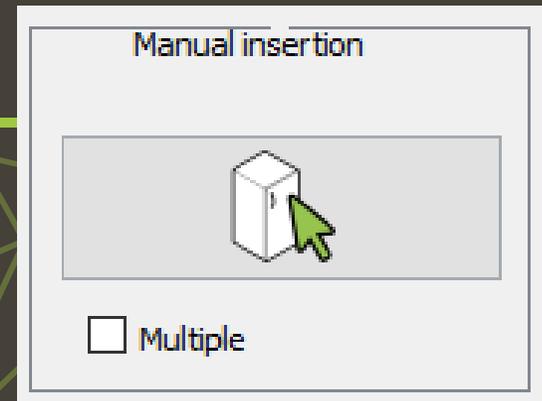
Go to the **Furnishing** tab and select **Add accessory**.

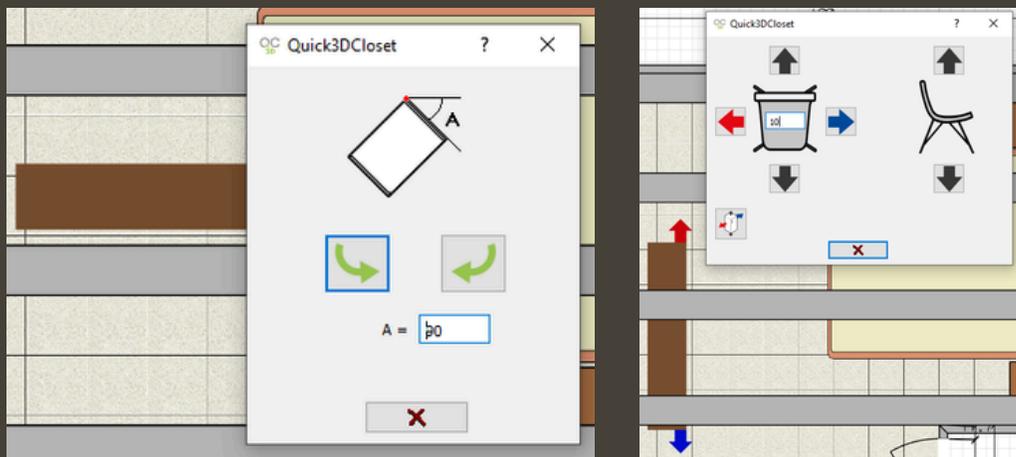
Inside **Legs**, select the shelf, and adjust its dimensions by clicking on the ruler icon.

Set the **elevation** to your need.



Use **“Manual insertion”** option, place the shelf.





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

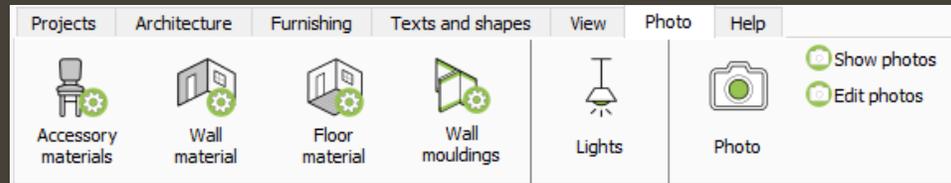
Repeat the process to add a second shelf above the first one.

Reference	SH0005
Measures	
Width	160
Depth	20
Height	2
Percent change	
Centimetres	
<input checked="" type="checkbox"/>	<input type="checkbox"/>

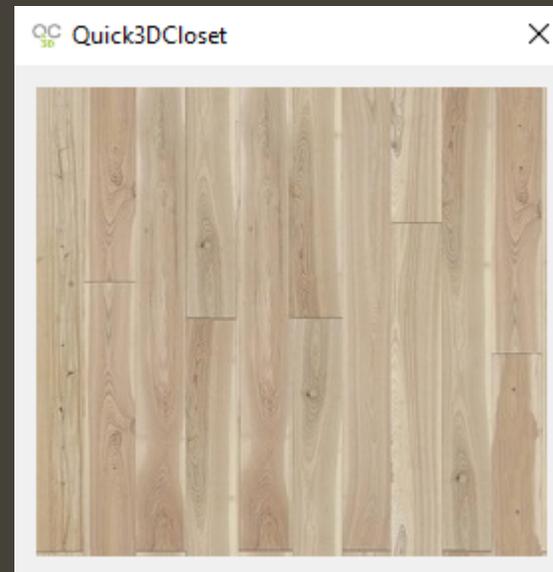
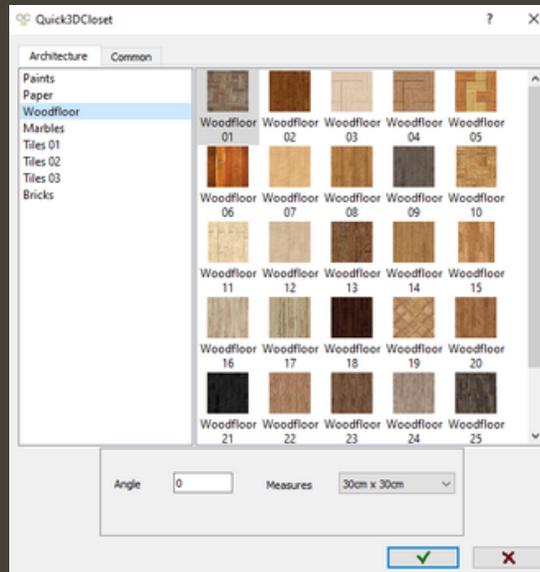


Change of **Color** and **Material** for Walls and Floor

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



Select **Floor material** and choose **Woodfloor 16**.



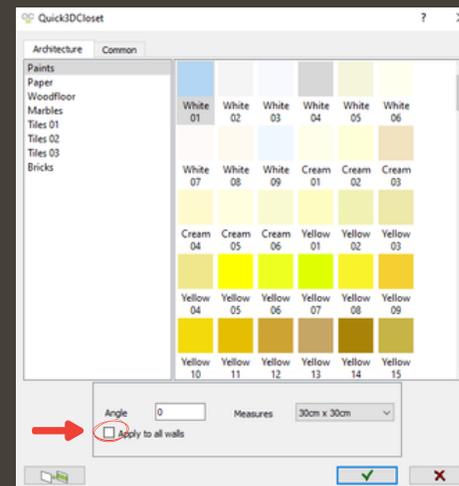
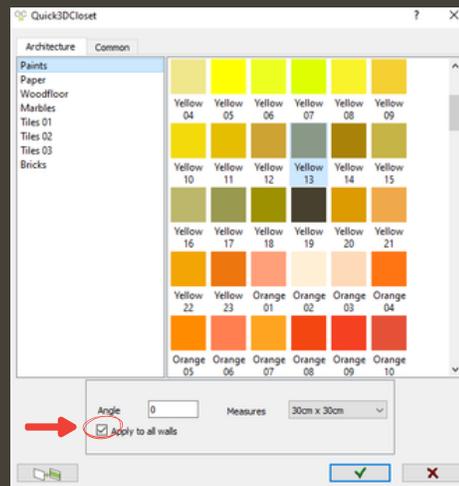
The walls will all be the same color except one, as shown in the image.



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.



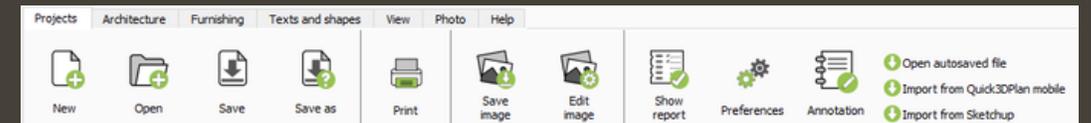
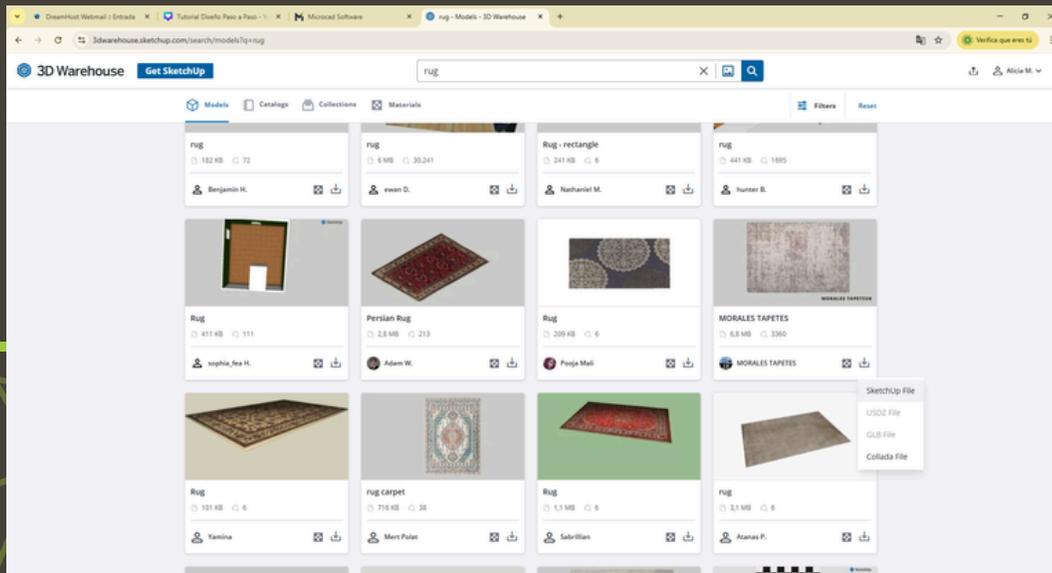
Import Objects from **SketchUp**

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	<input type="text" value="250cm"/>
Width	<input type="text" value="400cm"/>
Depth	<input type="text" value="25cm"/>
Elevation	<input type="text" value="250cm"/>

Rounded



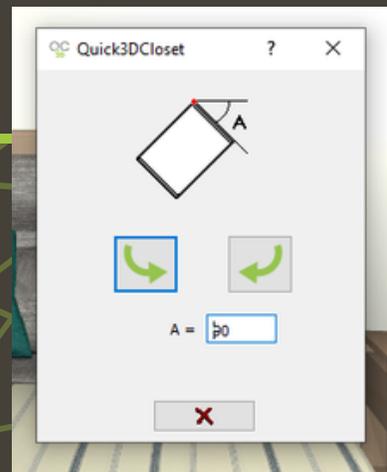
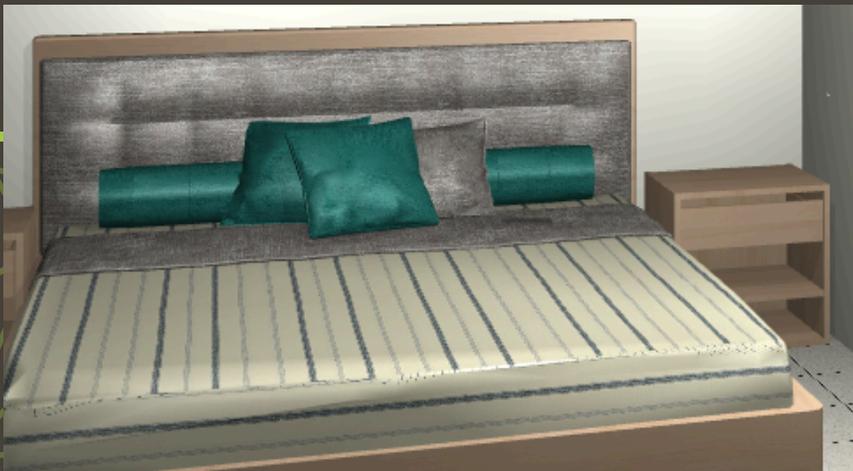
Possible Errors and How to Solve Them

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.



For more information

[Click here](#)