




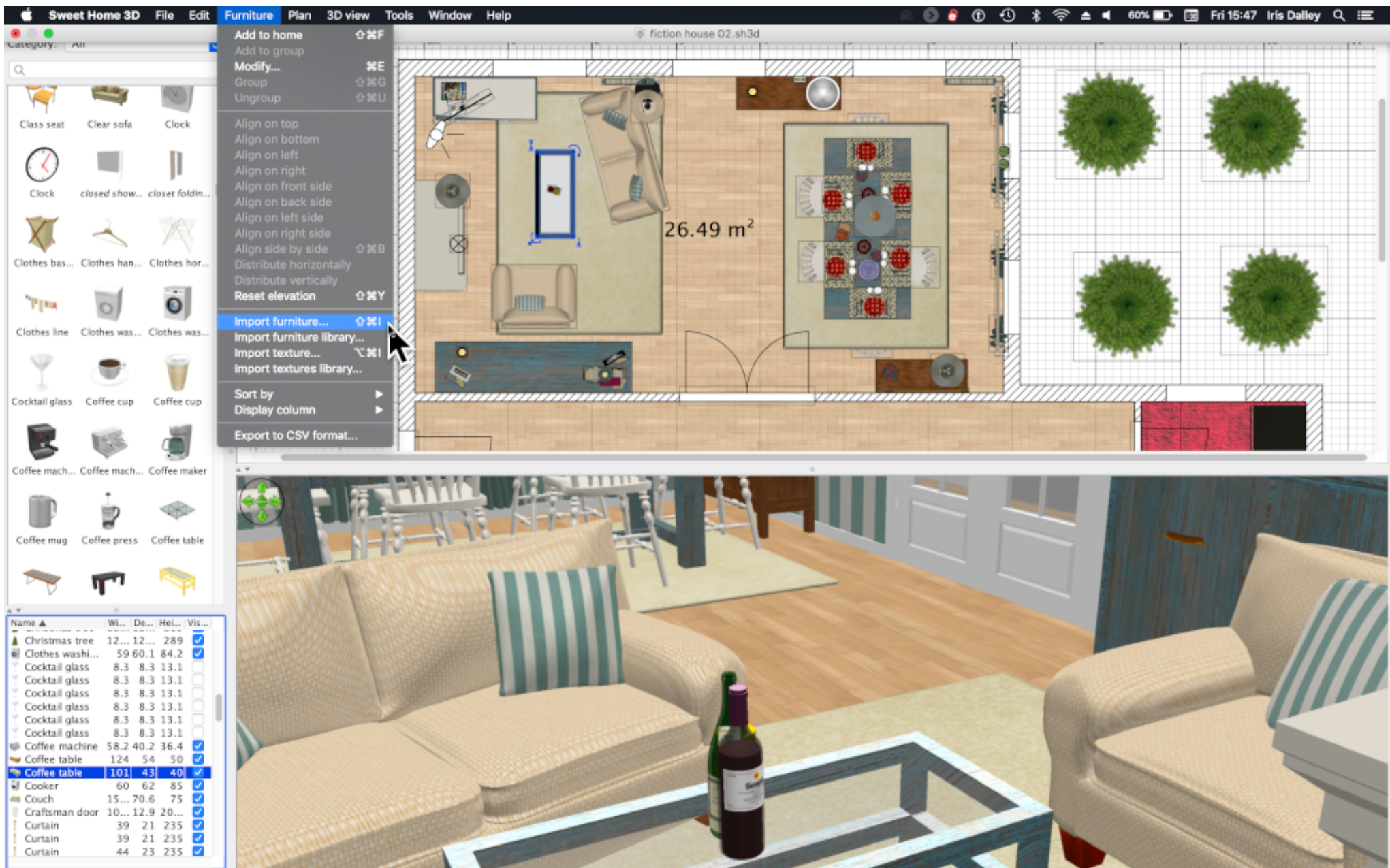


# IMPORTING MODELS INTO SWEETHOME3D®

Select a model to import into SweetHome3D.  
The model needs to be in a .zip file.  
In this example the .zip includes an .obj file and a .mtl file.

 handgun.mtl  
 handgun.obj  
 handgun.zip

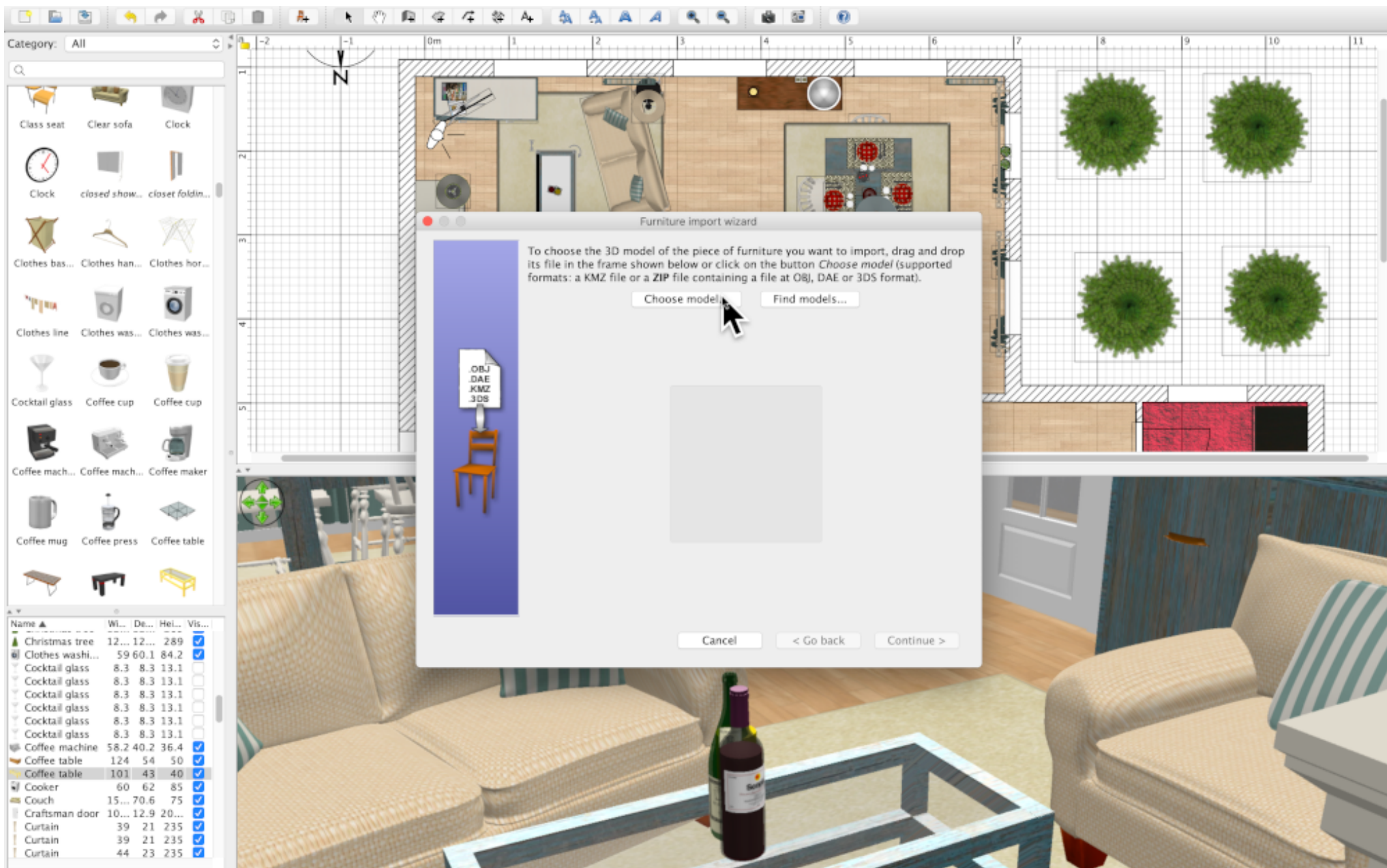




All models are imported as 'furniture'.

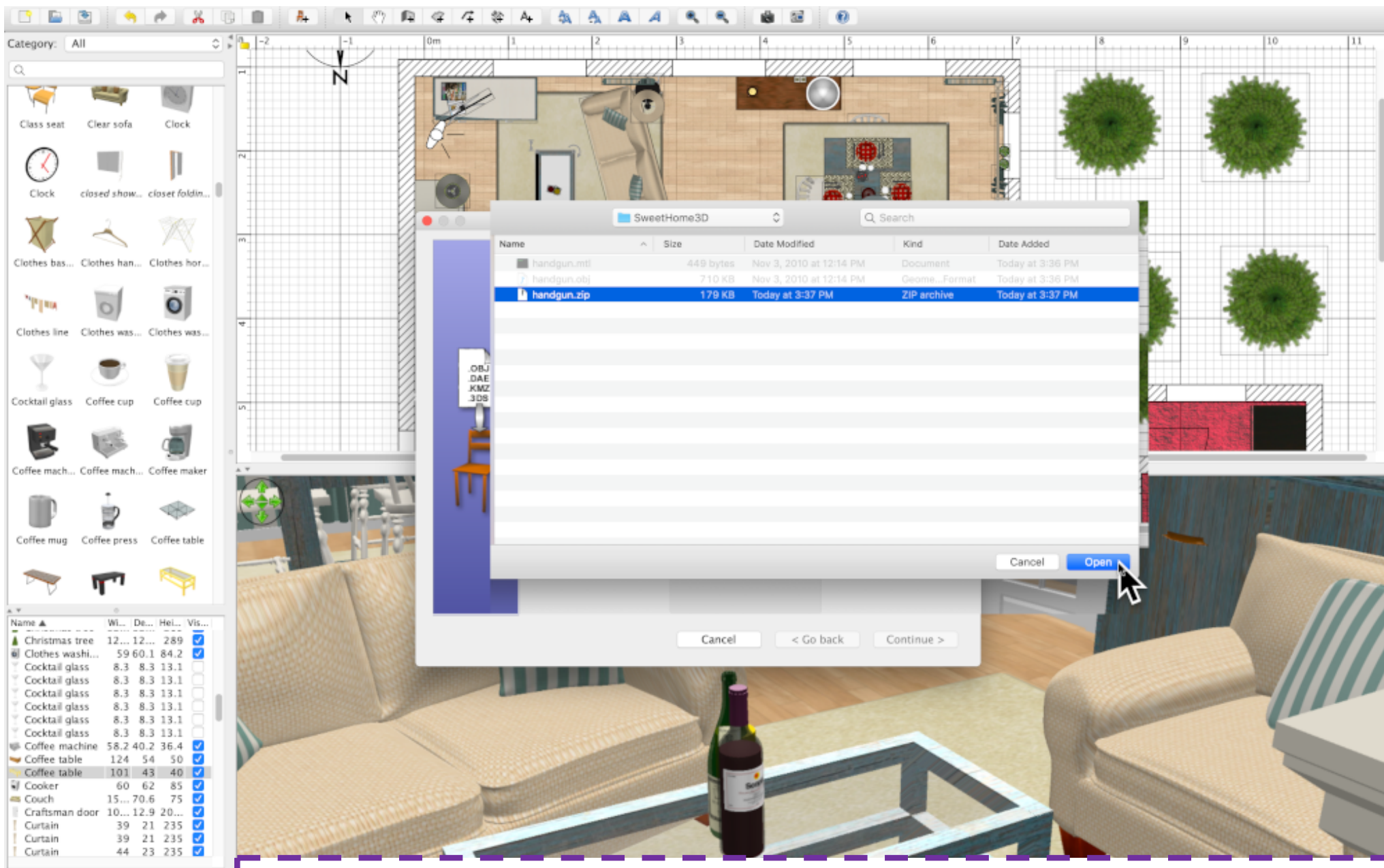
Furniture/Import furniture





The Furniture Import Wizard menu appears.

The panel on the left lists the formats that can be imported. This example imports an .obj file inside a .zip  
Select "Choose model"

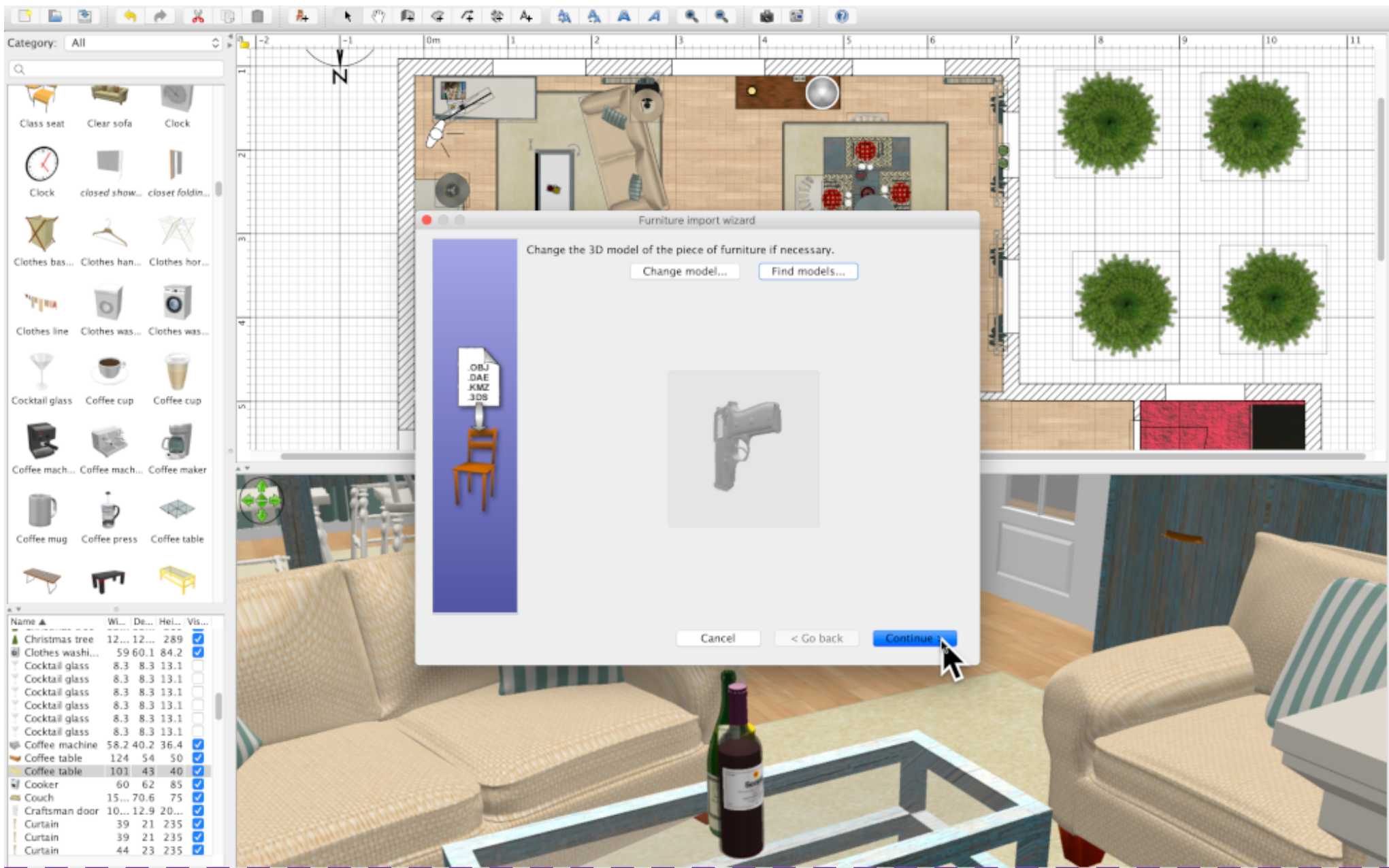


Locate your model file.

Note that only the .zip is available for importing.

Select "Open".

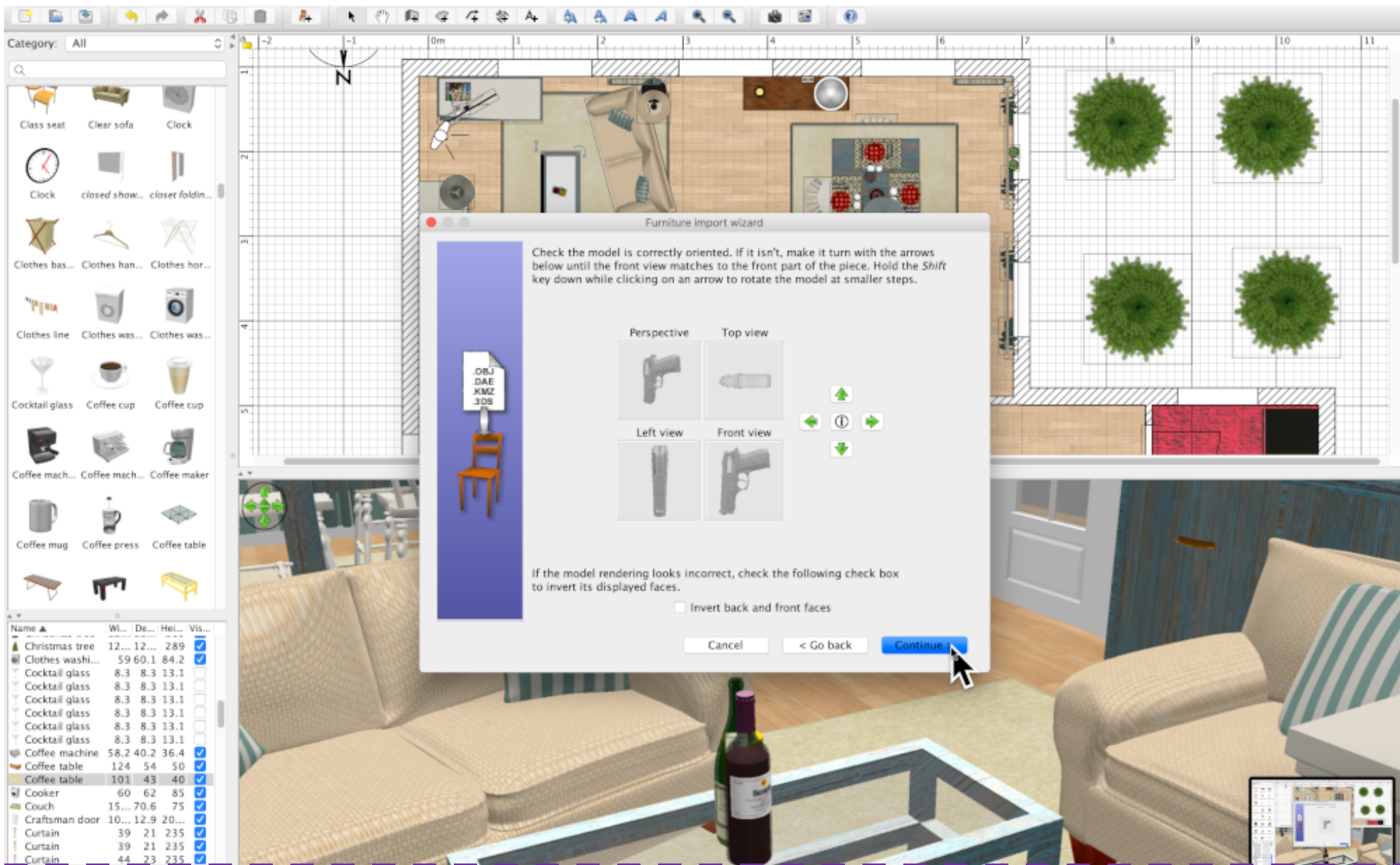




You model will appear in the Furniture Import Wizard window.

The model will appear as a grayscale object

Select "Continue"

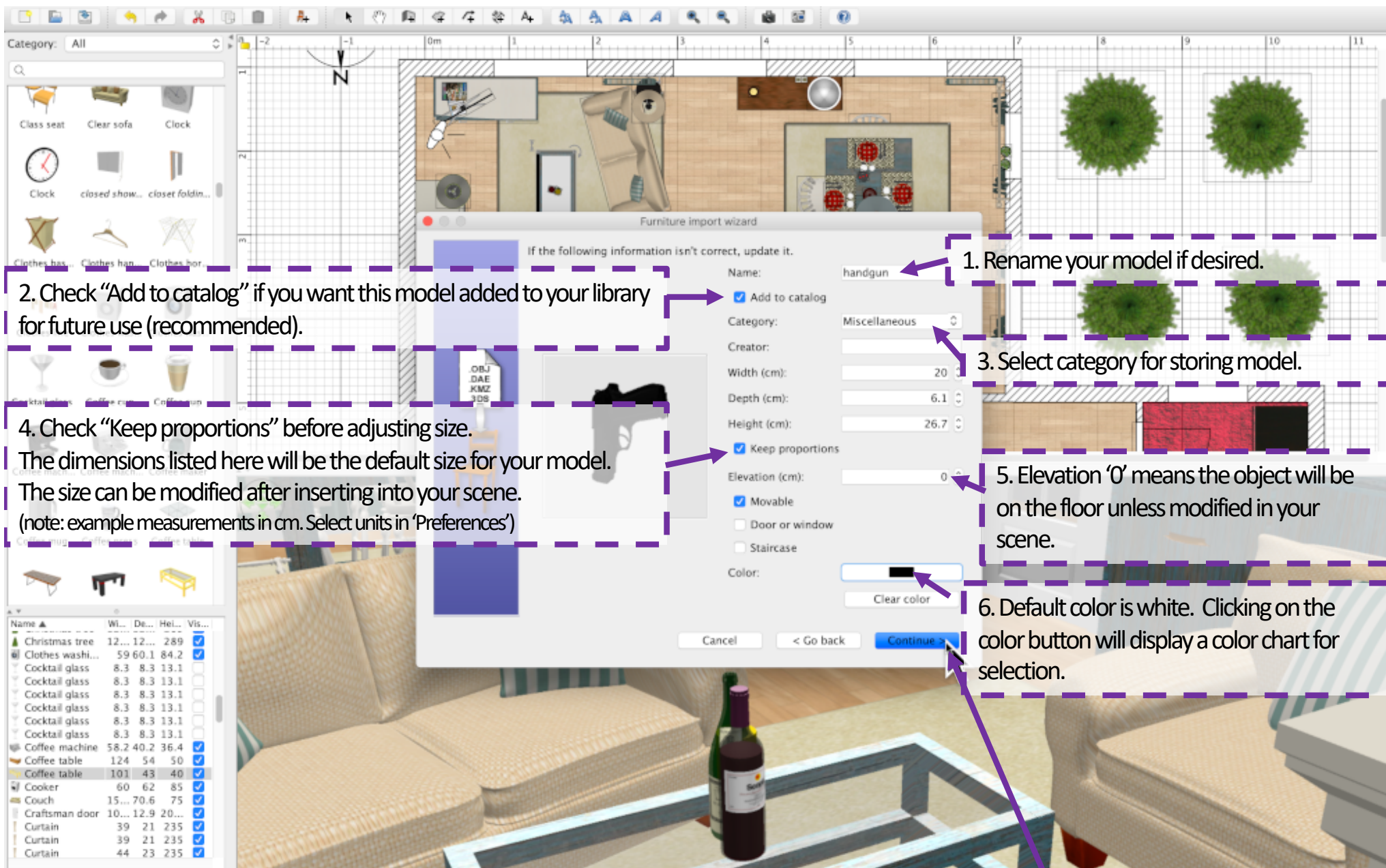


This window will allow you to turn your model before finishing the import.

The model can be turned after inserting into your scene.

Select "Continue"





2. Check "Add to catalog" if you want this model added to your library for future use (recommended).

4. Check "Keep proportions" before adjusting size.

The dimensions listed here will be the default size for your model.

The size can be modified after inserting into your scene.  
(note: example measurements in cm. Select units in 'Preferences')

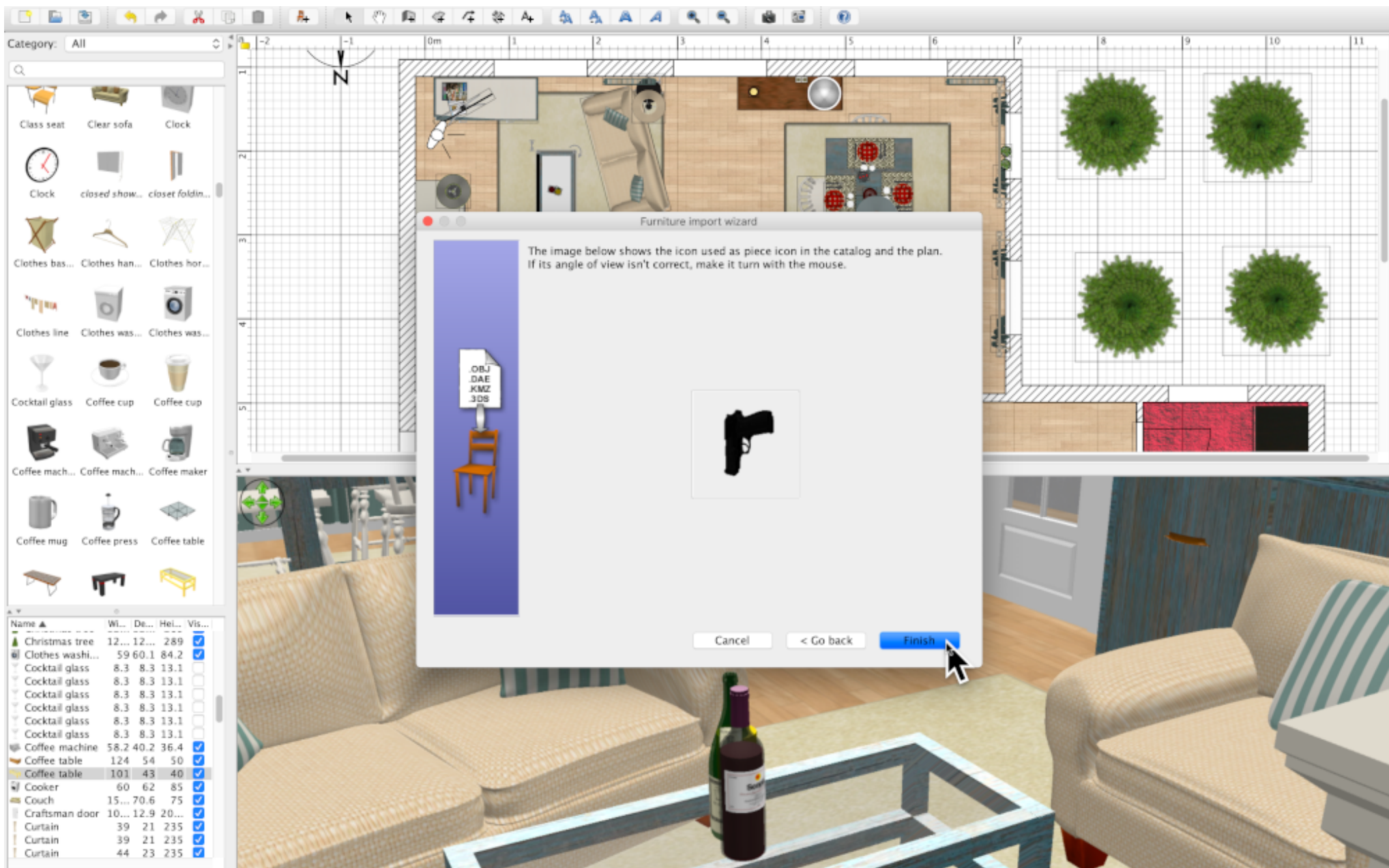
1. Rename your model if desired.

3. Select category for storing model.

5. Elevation '0' means the object will be on the floor unless modified in your scene.

6. Default color is white. Clicking on the color button will display a color chart for selection.

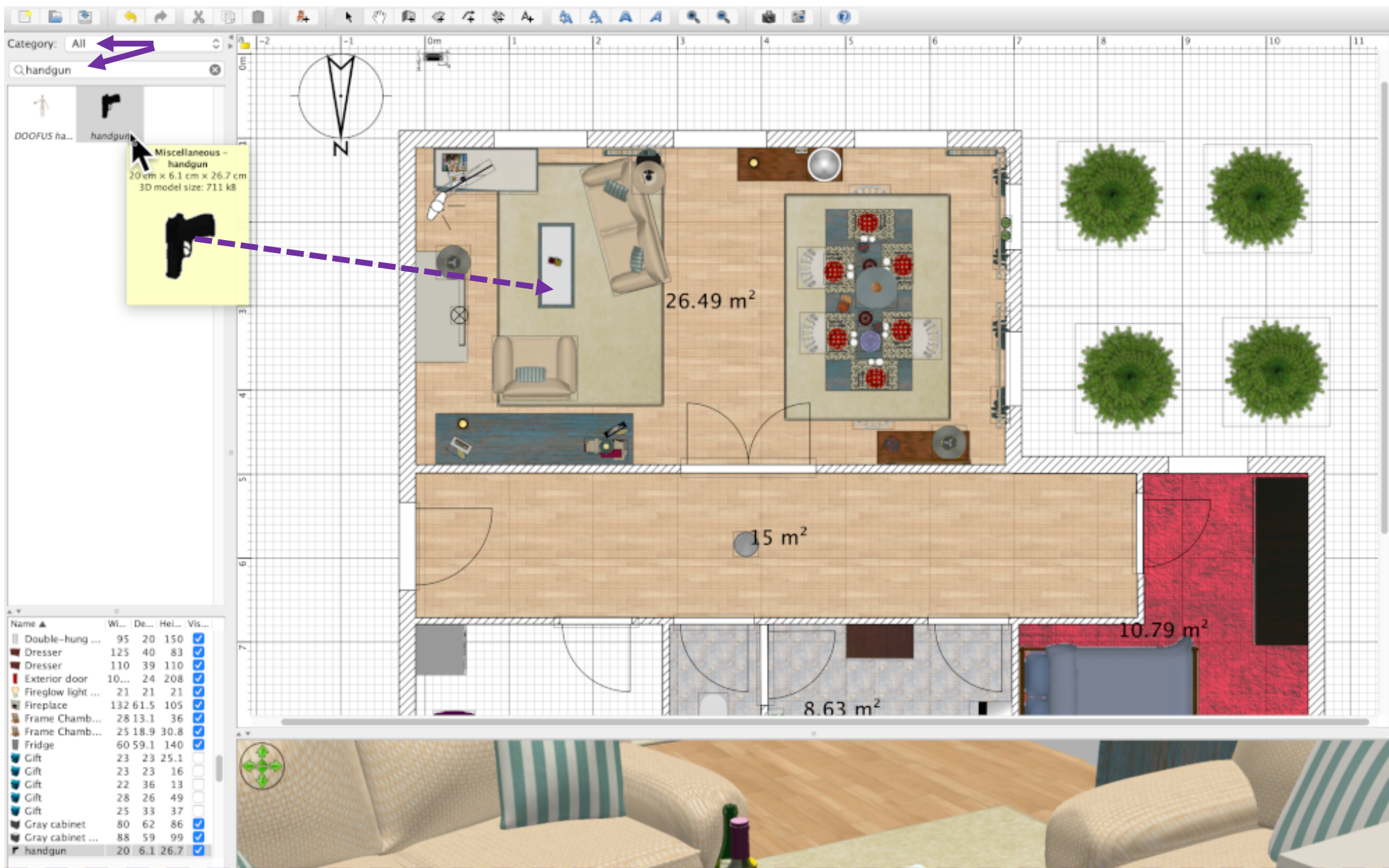
7. Select "Continue"



Last chance to 'Go Back' and make changes before object is imported into your library.

Select "Finish"

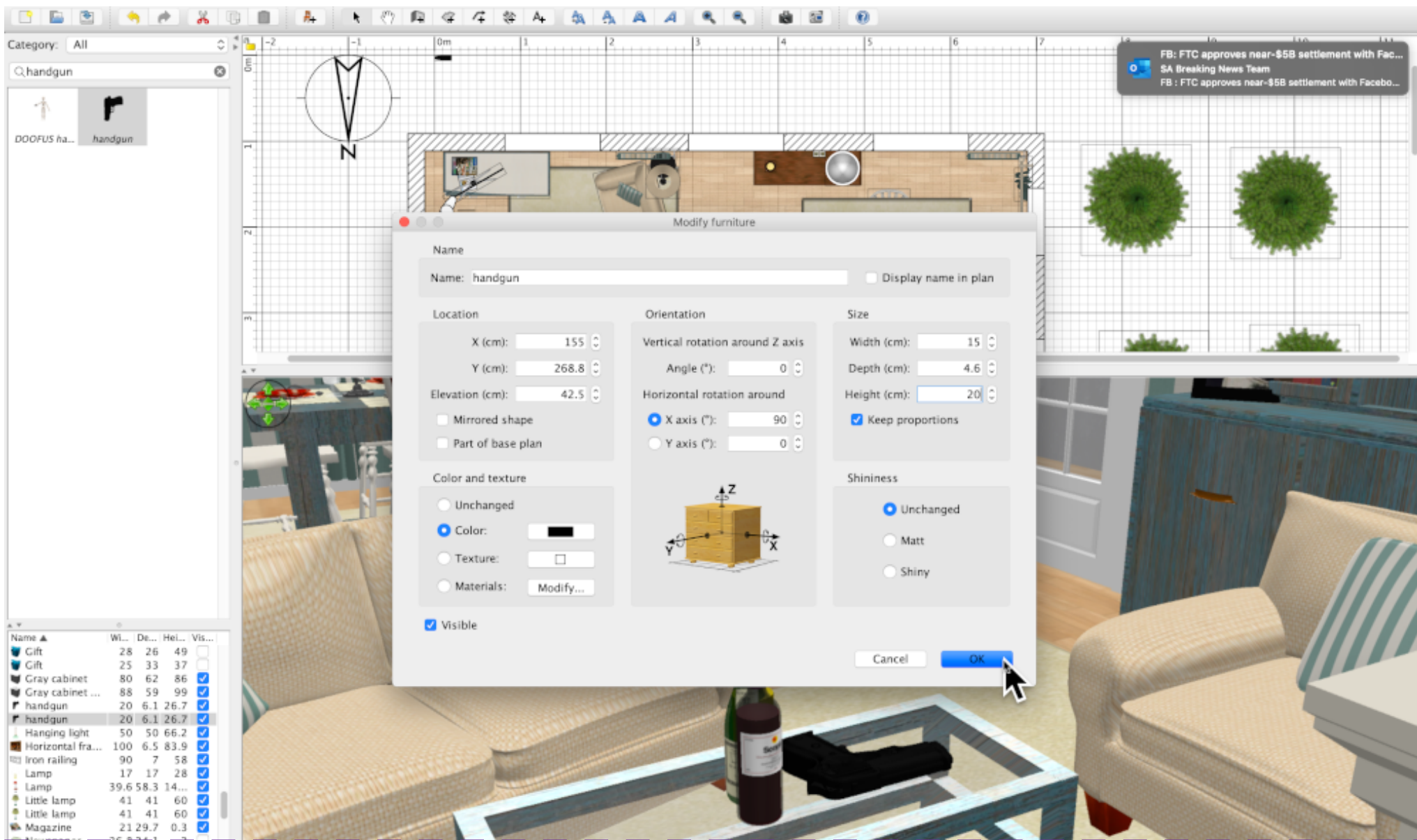




Locate the model in your library.

Model can be located by scanning icons or typing the model name in the search bar.

Drag-&-drop the object into your scene. In this example the handgun is on the coffee table.



Double-click on the object to open the Modify Furniture menu.

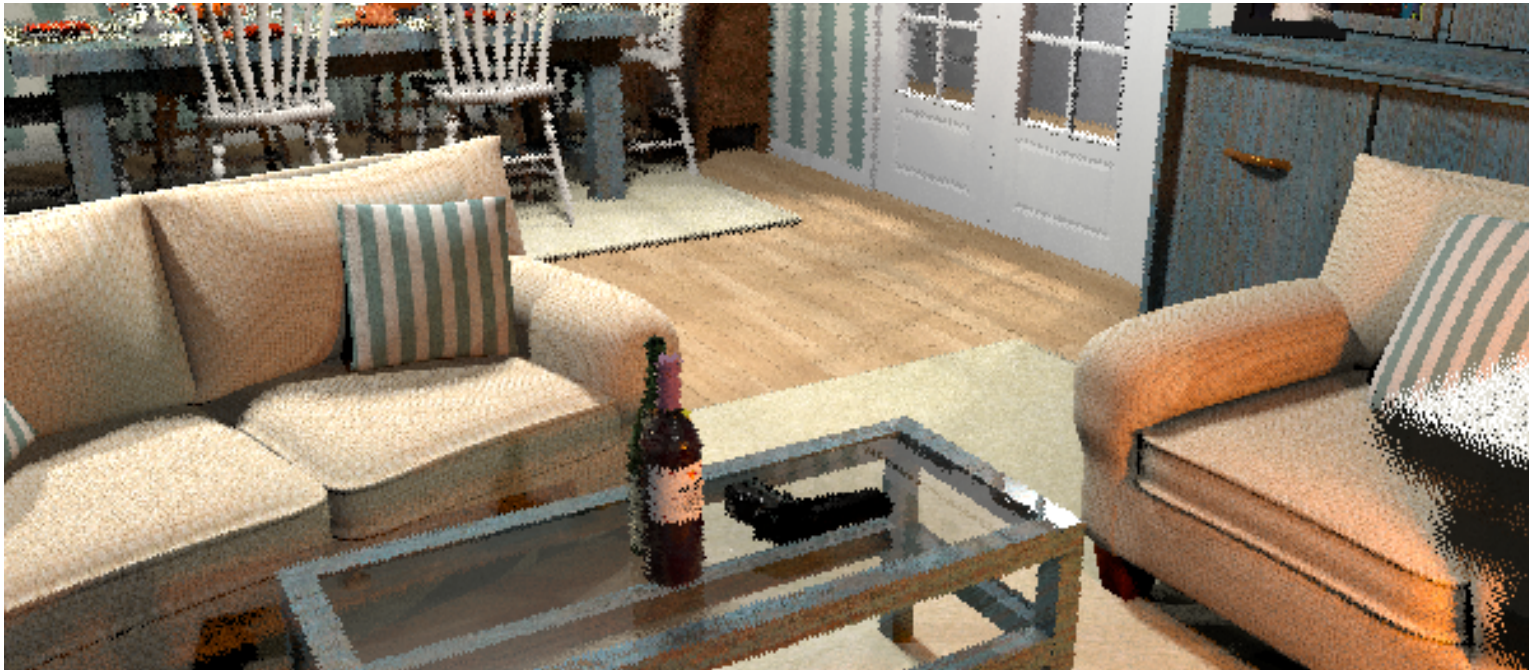
In this example, the elevation is made to match the height of the coffee table.

Since the model was not turned to lie flat before imported, the X-axis is set top 90.

The size of the object is modified after checking 'Keep proportions'.

Select "OK"





The handgun is lying on the coffee table. The handgun model is stored in your SweetHome library, ready for the next scene.