



USING SCENE IMAGES IN SWEETHOME3D®

Scene images as model textures.

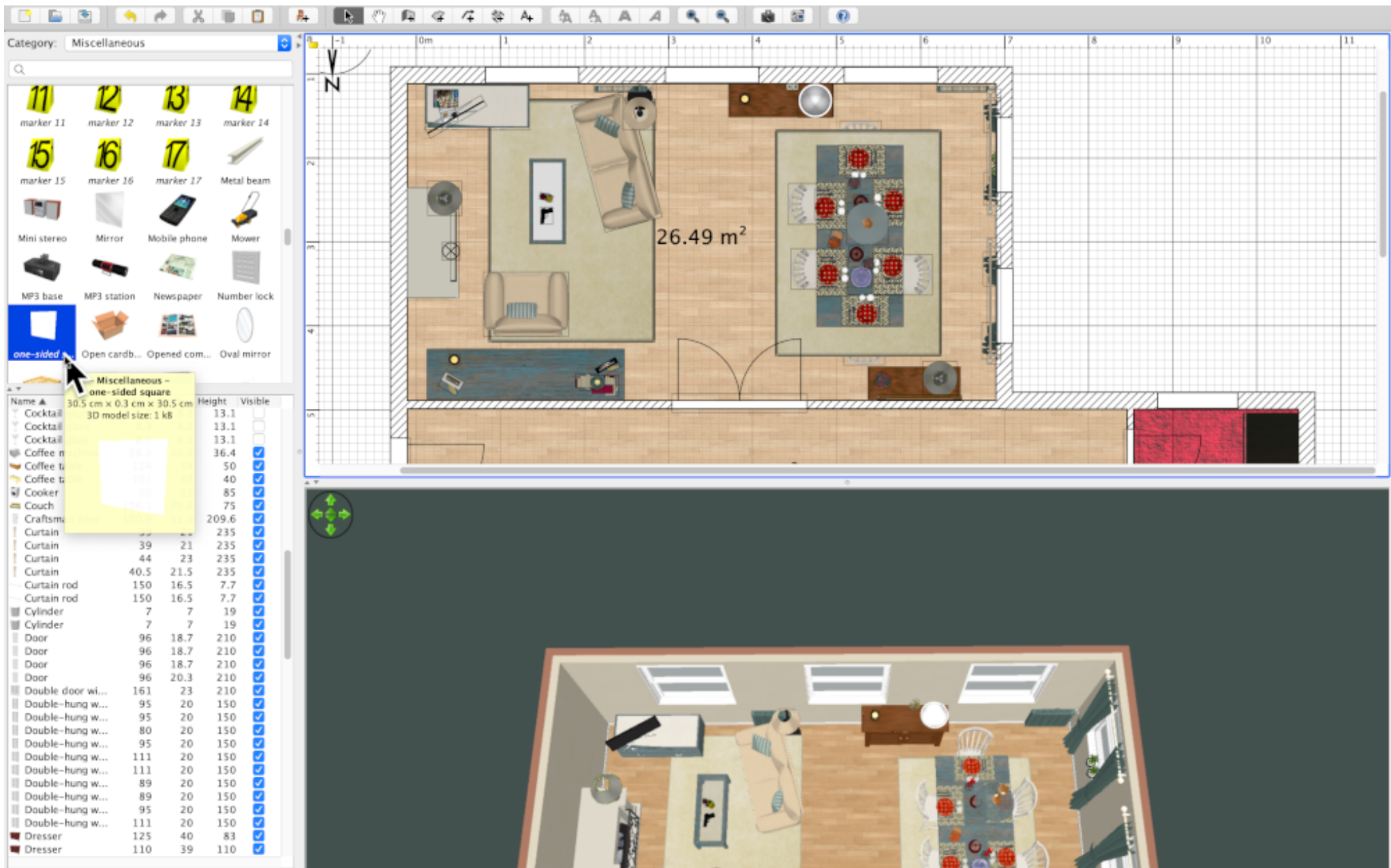
Textures are images on the surface of models. Scene images may be prepared as textures. An easy way to do this is to insert a one-sided square model into the scene. Modify the square to the size of the scene image being used as the texture.

Scene image of three defects in dining room window.
The image was 21cm x 31cm.
The defects were 120cm above the floor.

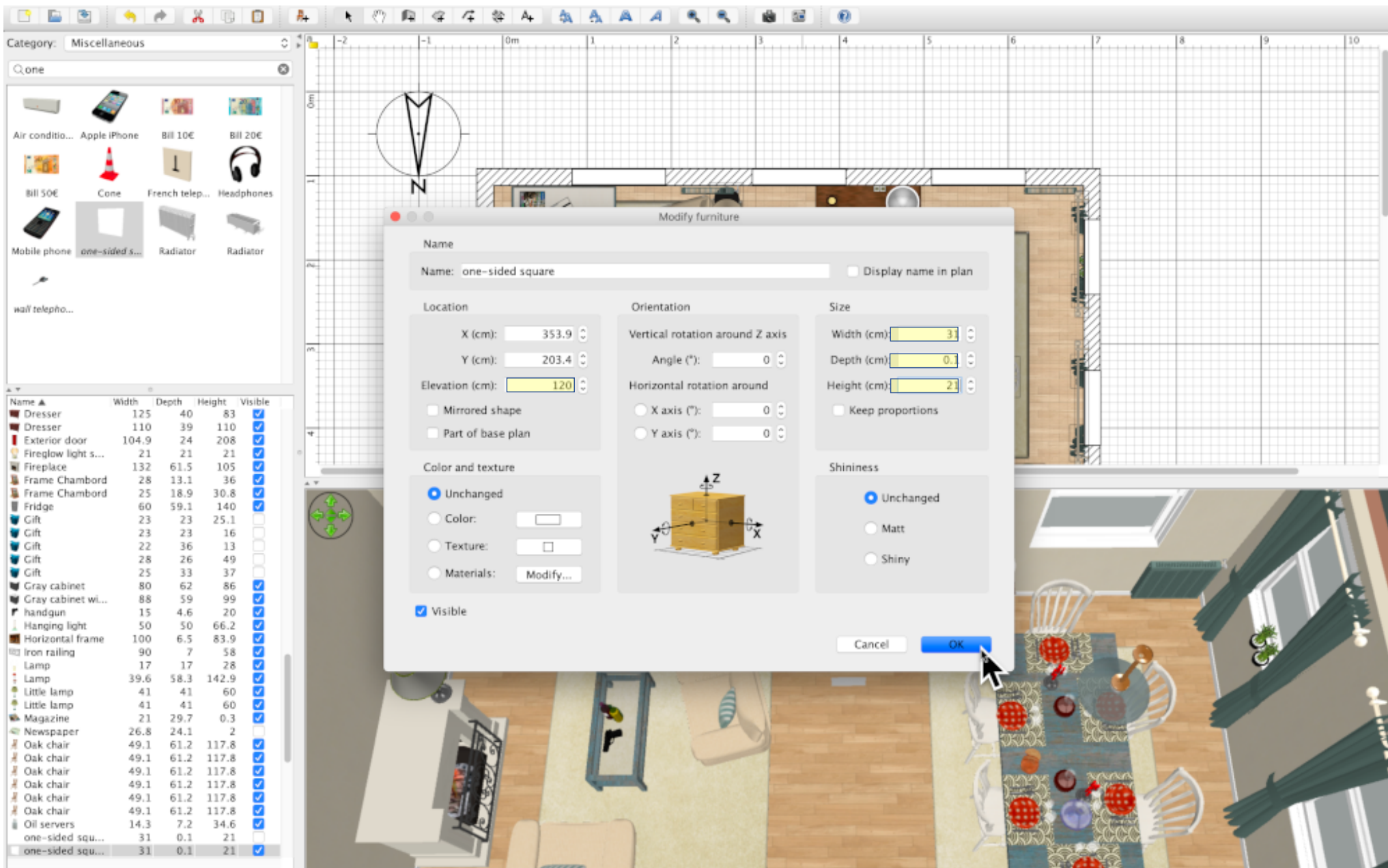




The image can be used as is (left image) or the background can be removed and left as clear transparency (right image). The image is saved as a .png file.



Insert a one-sided square into your SweetHome3D scene.

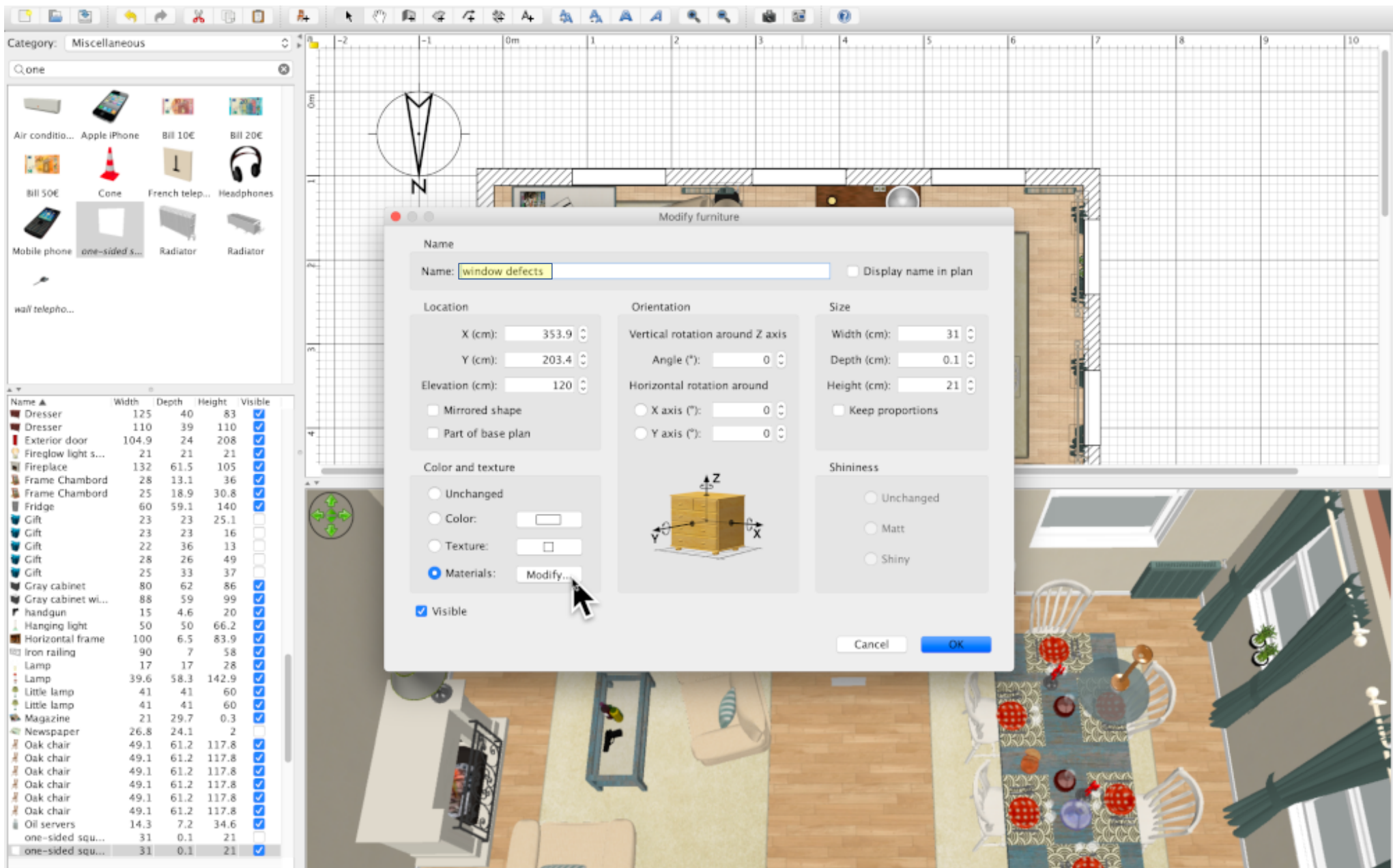


Double-click the one-sided square to open the 'Modify furniture' menu.

Adjust the elevation to the vertical distance measured in the scene. In this scene, 120cm.

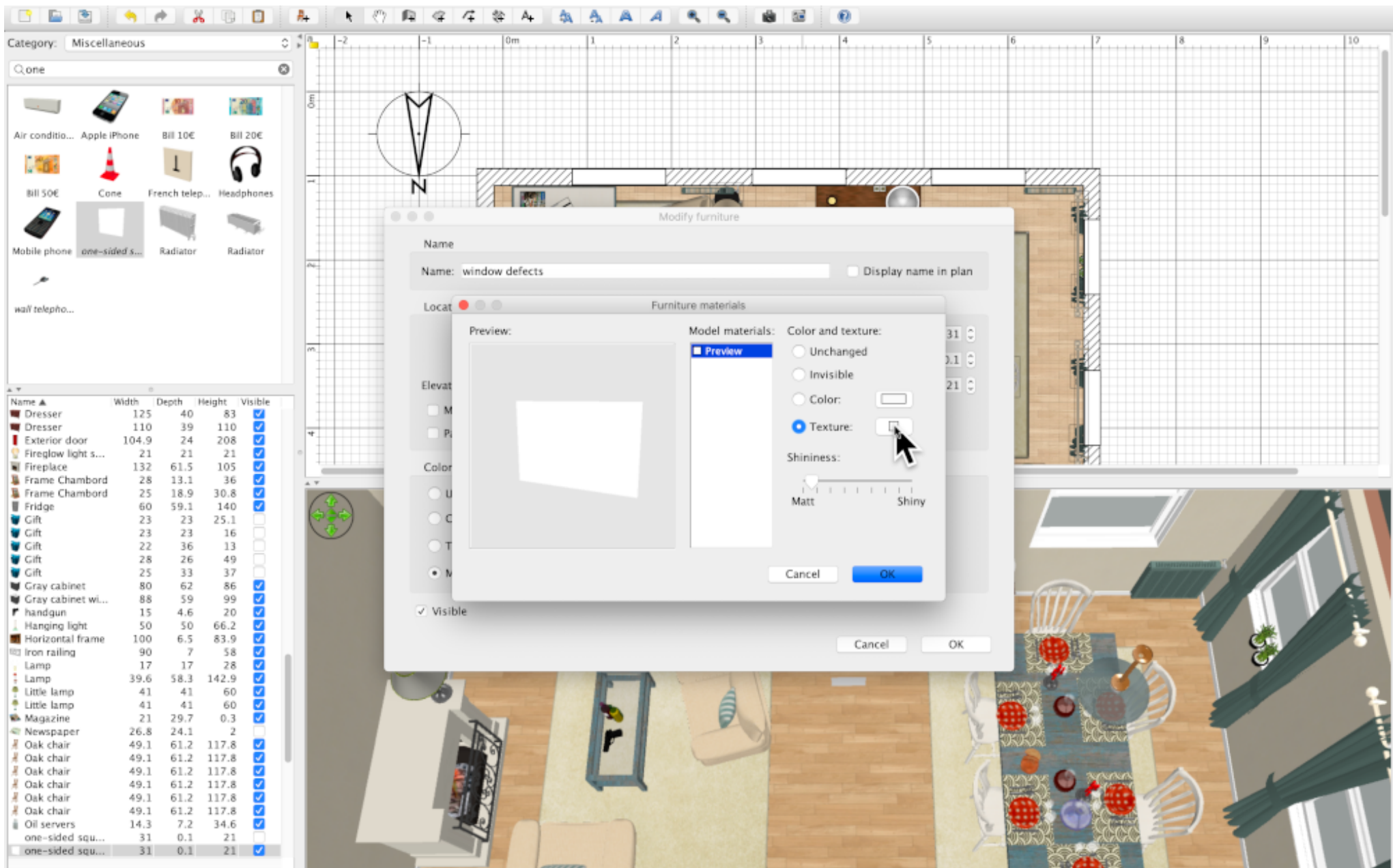
Adjust the width and height to match the image size (31W x 21H).

Adjust the depth as low as possible.

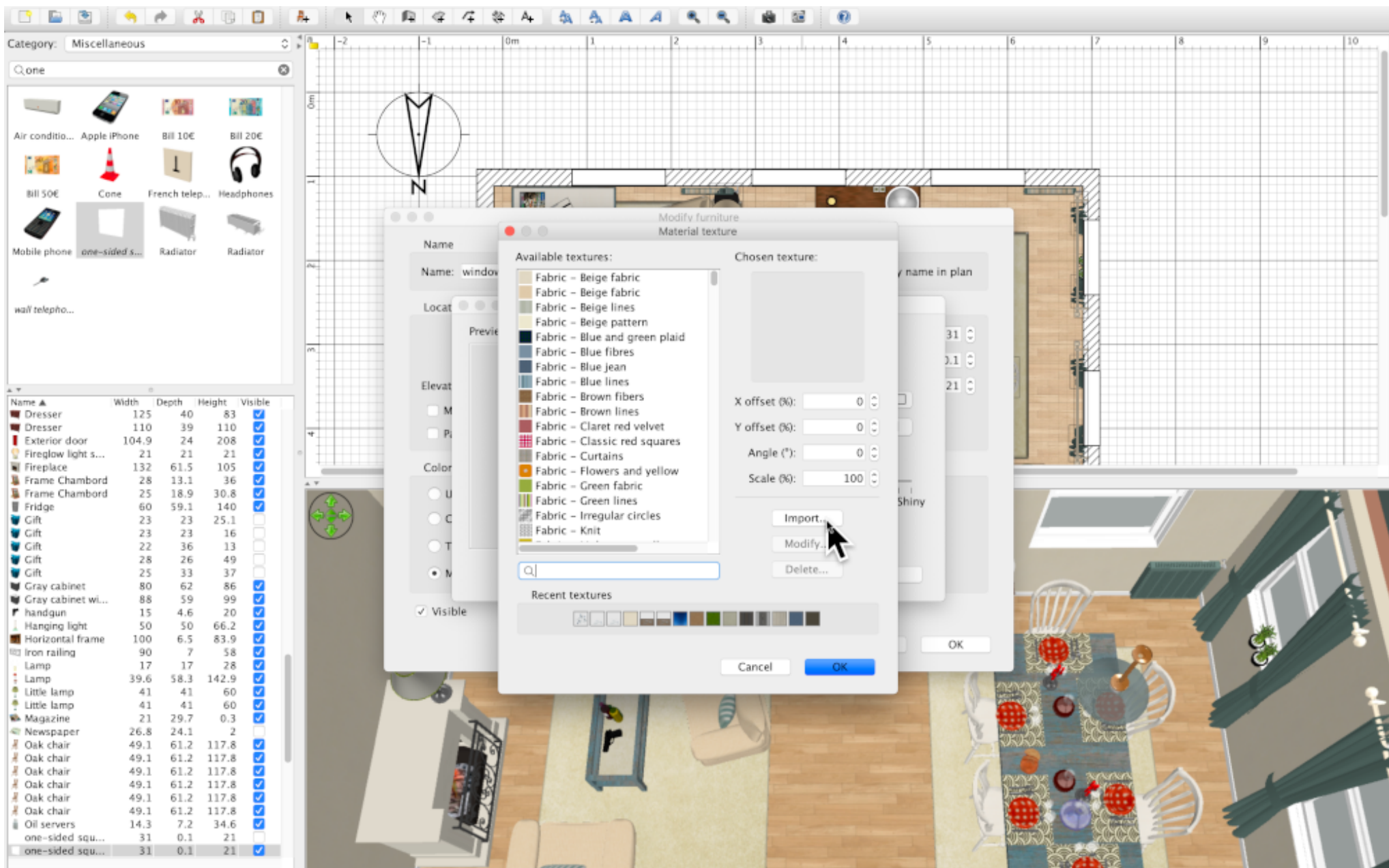


The object name can be changed. Here it is changed from “one-sided square” to “window defects”.

Select ‘Modify’ materials.

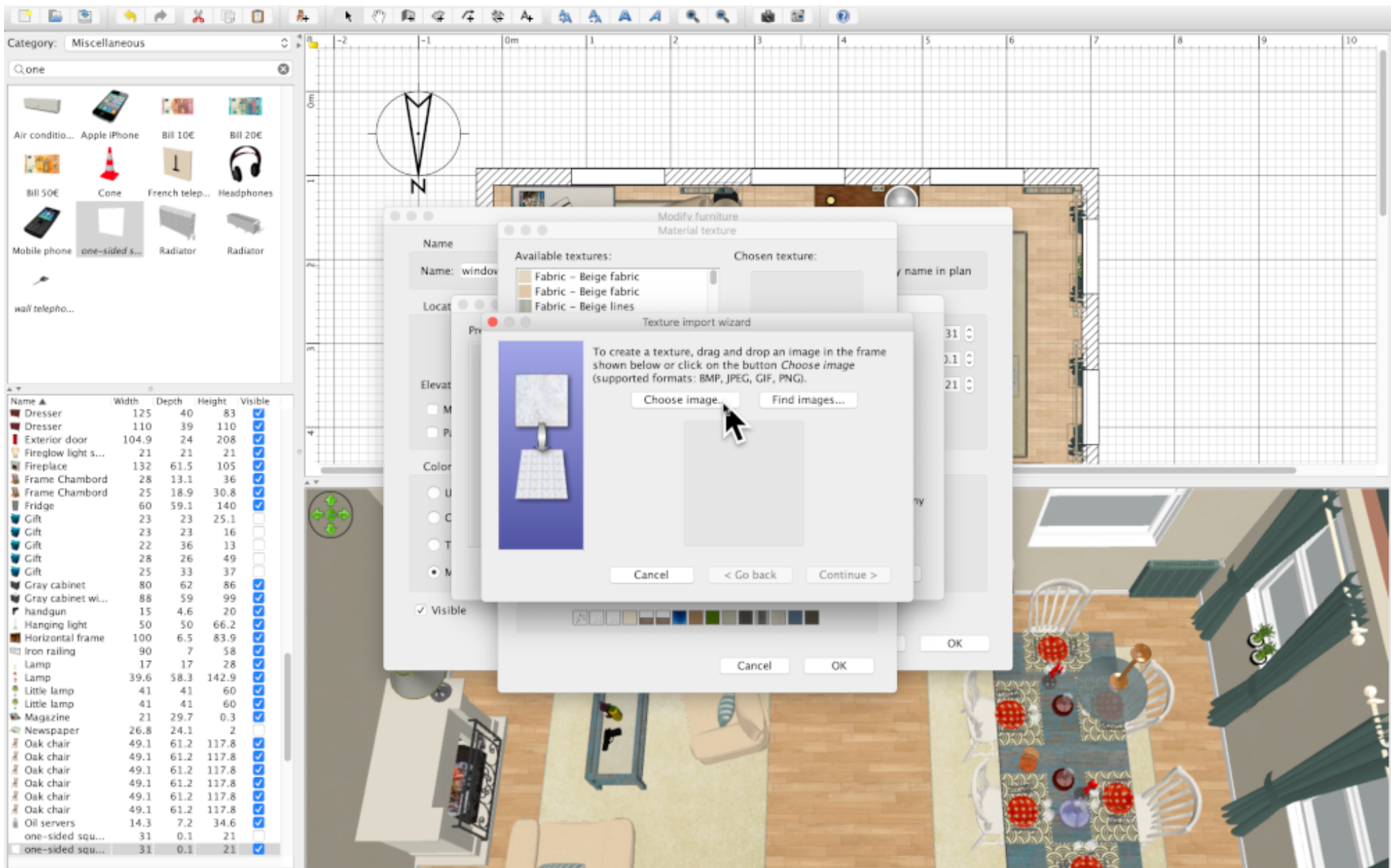


The 'Furniture materials' menu will open.
Select 'Texture'; click in the box.

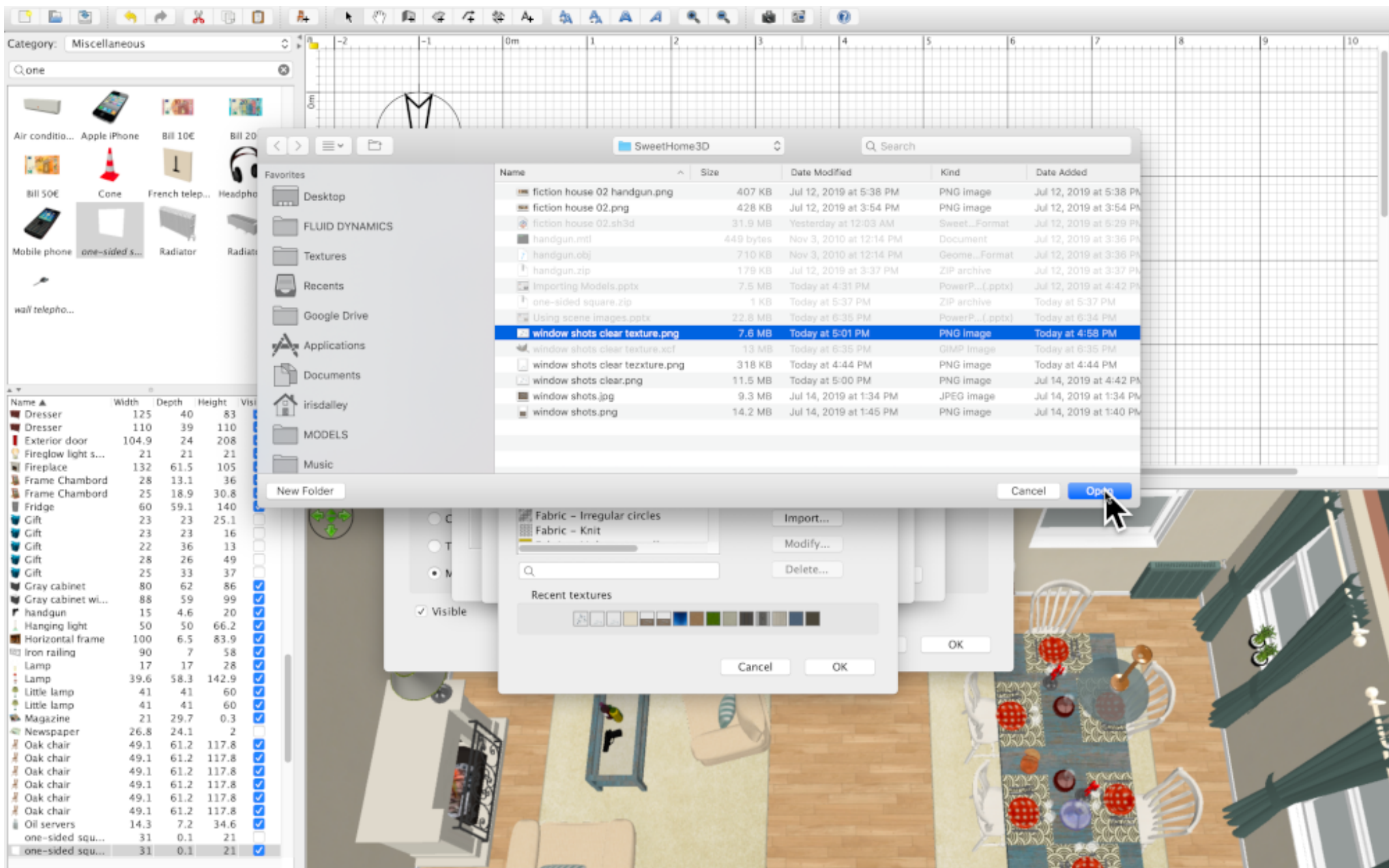


The 'Material texture' menu will open.

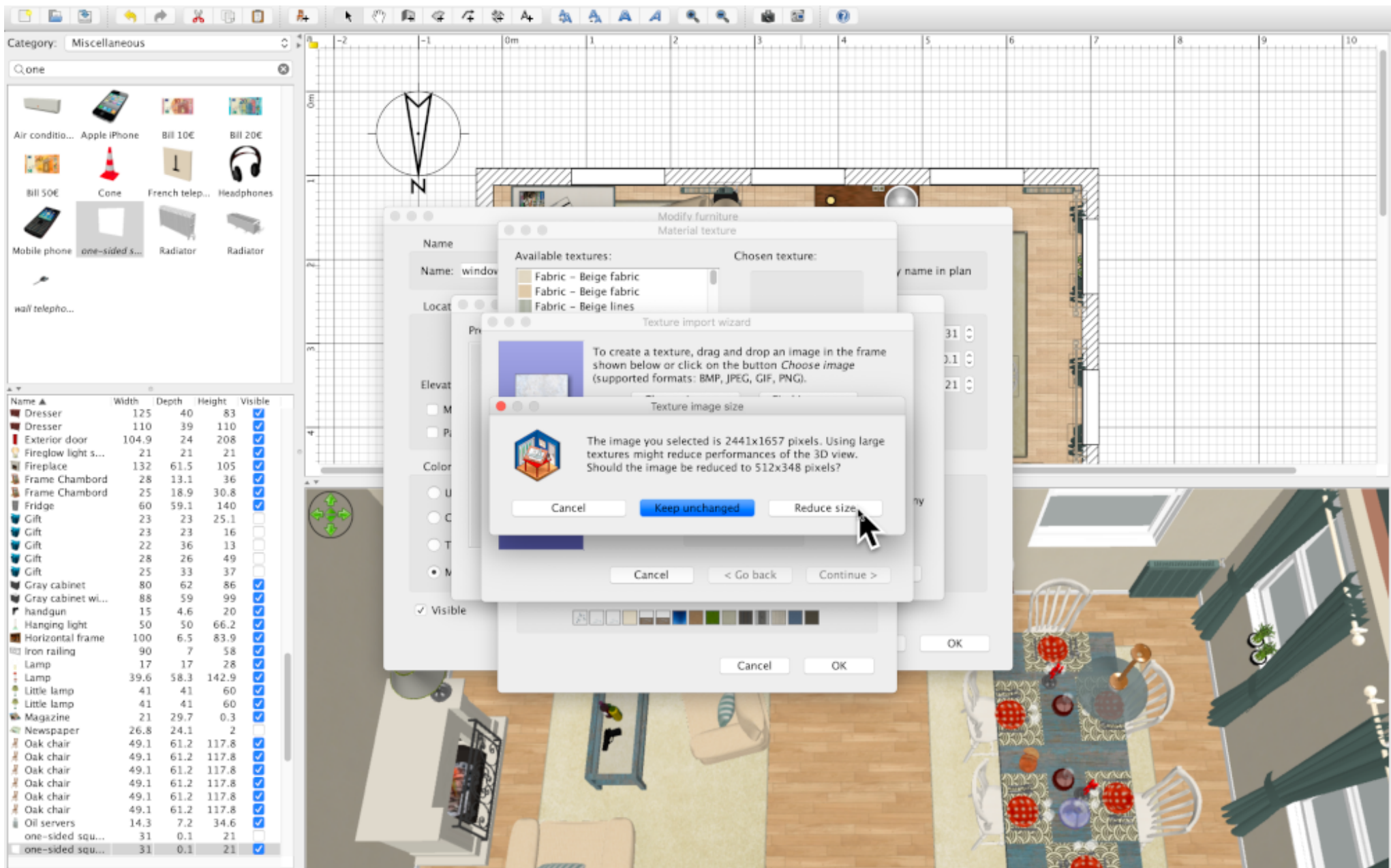
Select 'Import' to load your scene image into the 'Available textures'.



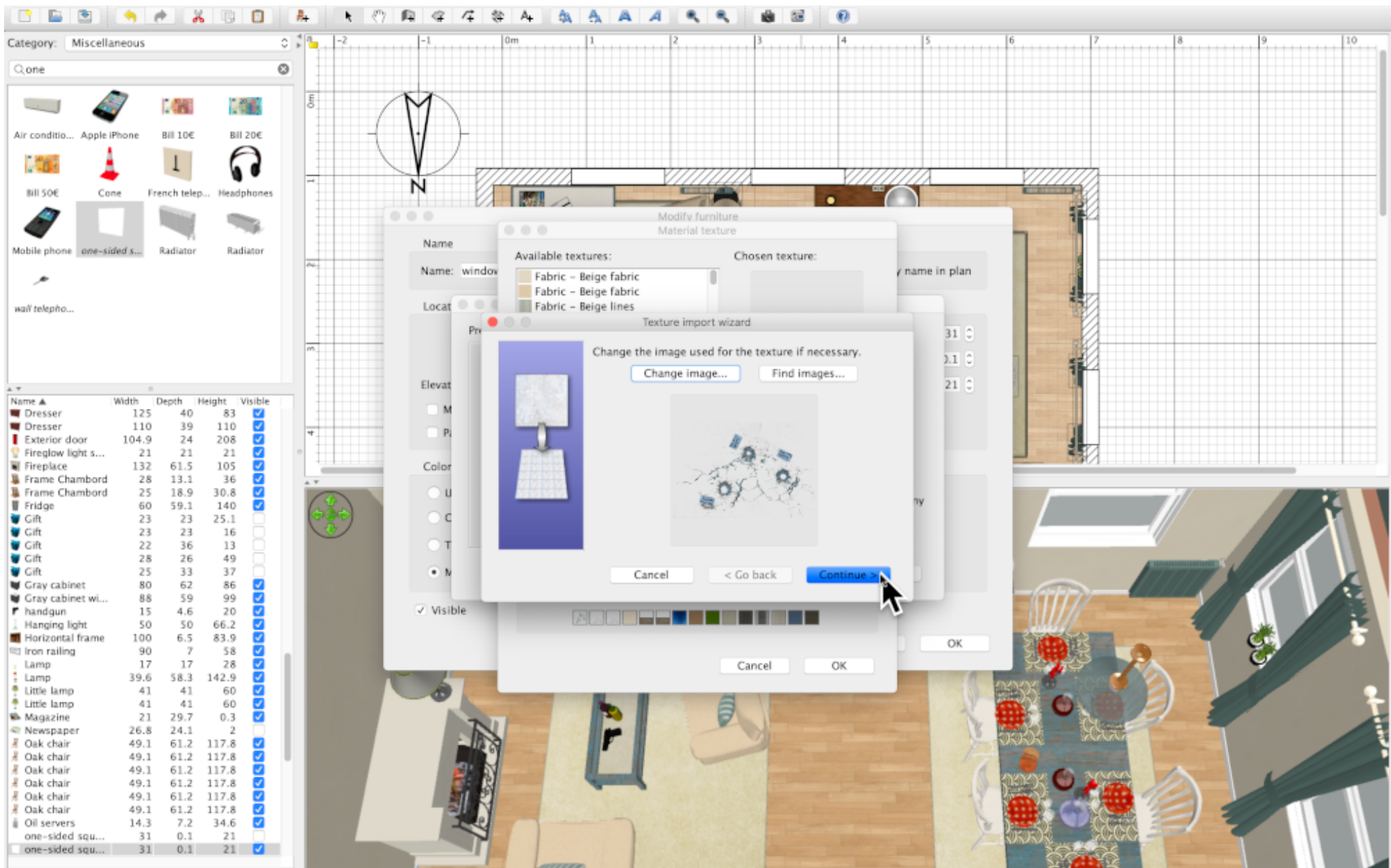
Click on 'Choose image'.



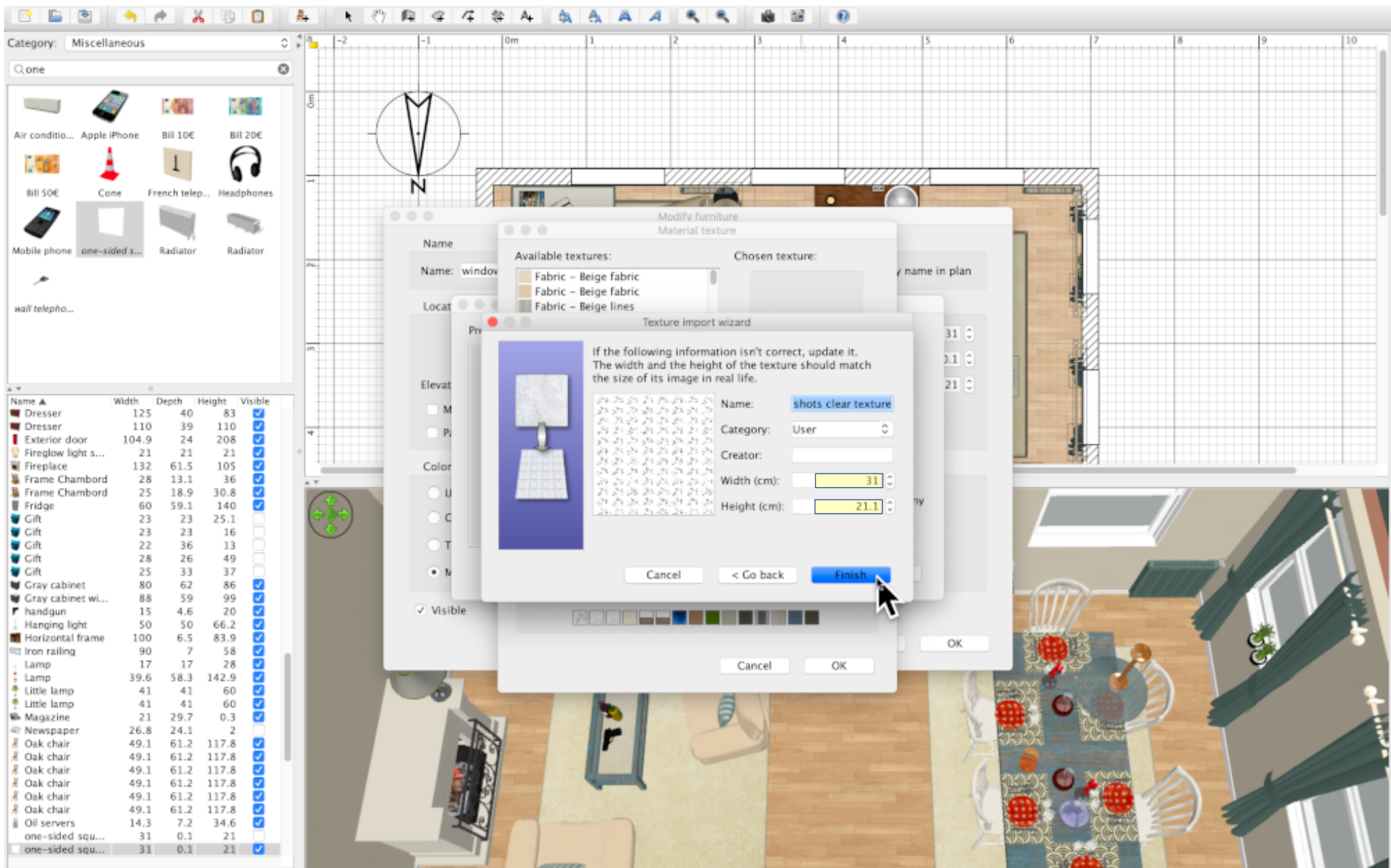
Locate your scene image in your files and 'Open'..



‘Reduce size’ is optional, but recommended if your scene image is greater than 1000 pixels wide.

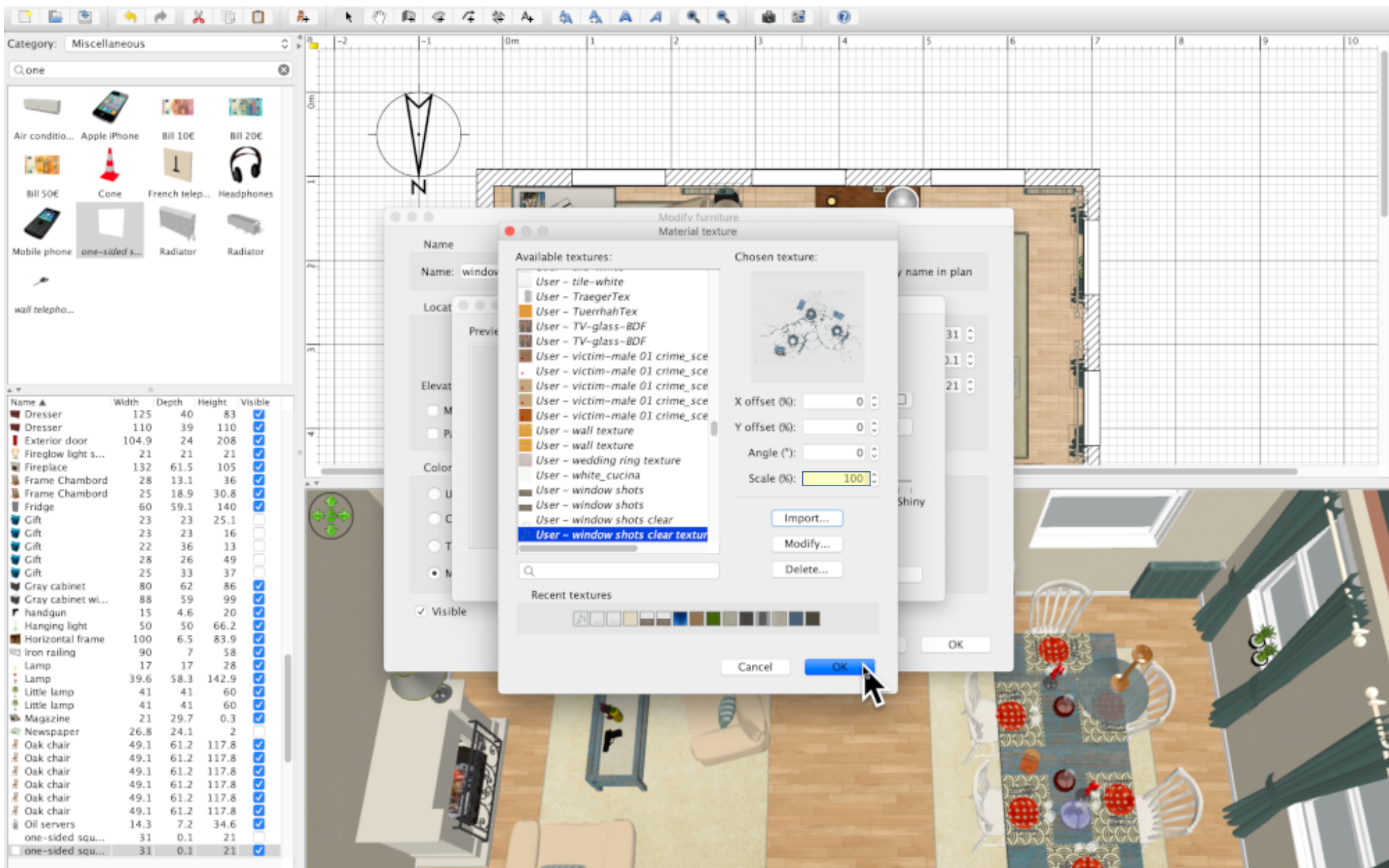


If scene image is satisfactory, 'Continue'



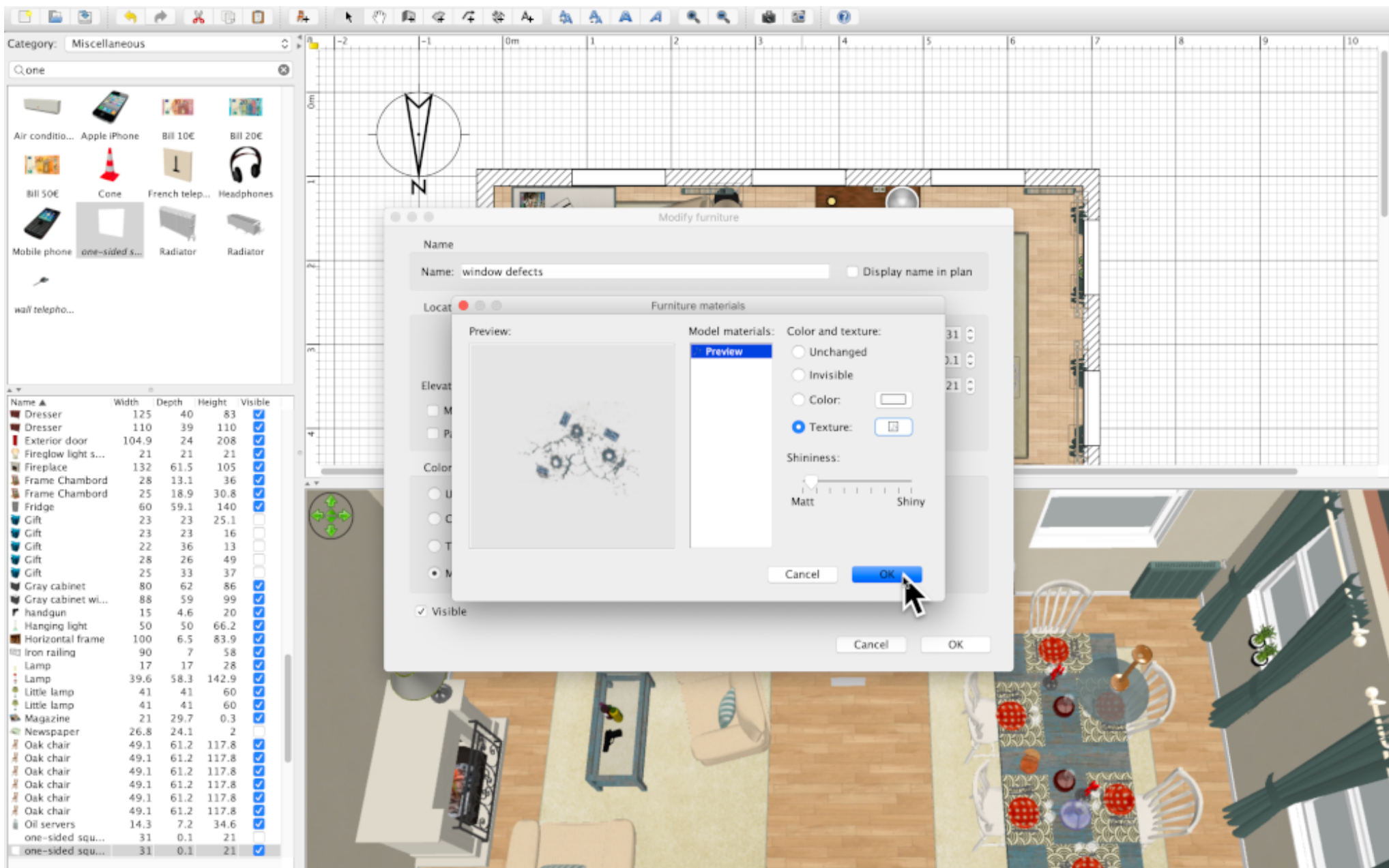
Check width and height of scene image and adjust if necessary.

‘Finish’



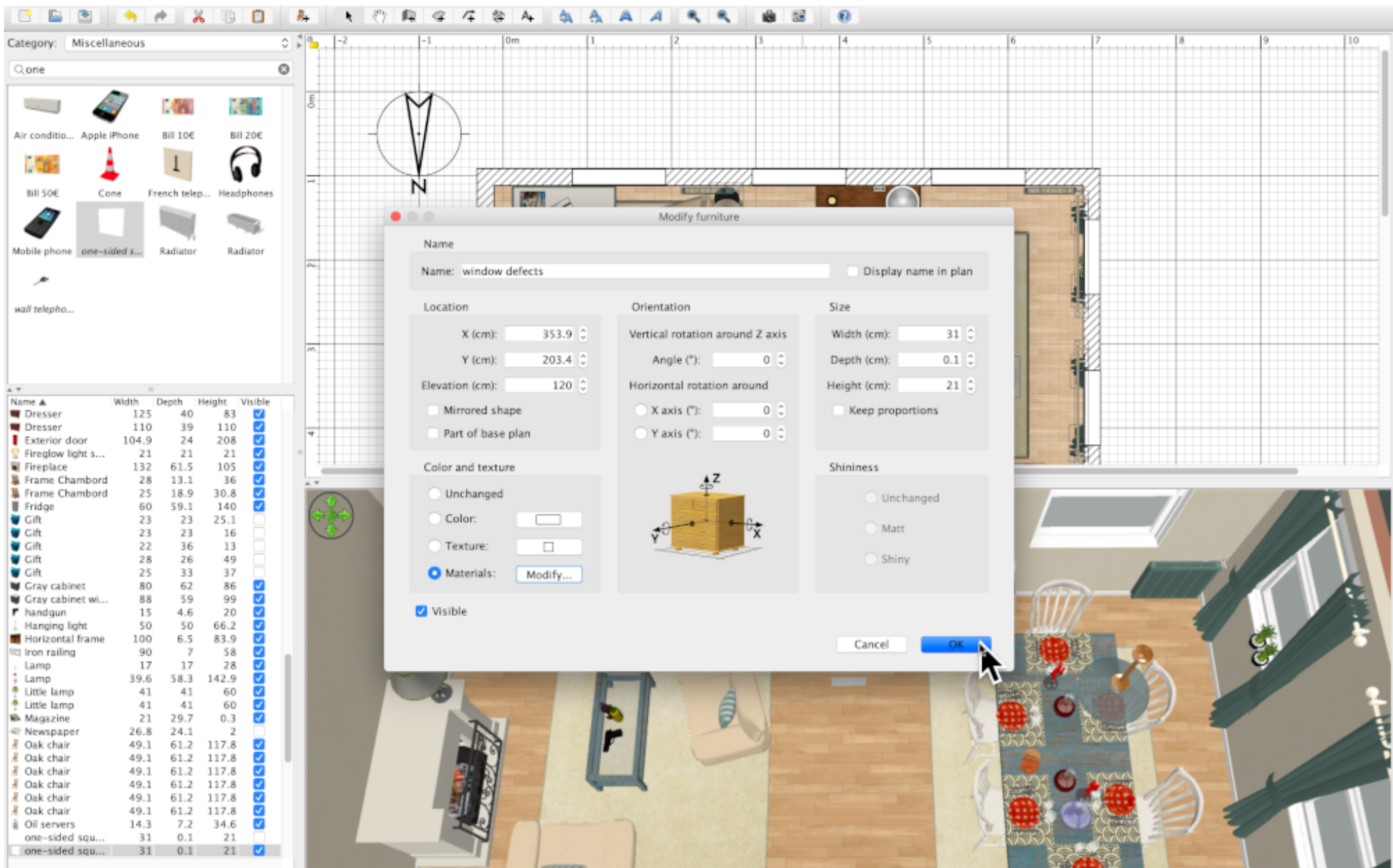
Your scene image is now in your texture library, is depicted in the 'Chosen texture' window, and is depicted at the left end of 'Recent textures'. Scale (%) should be 100.

'OK'



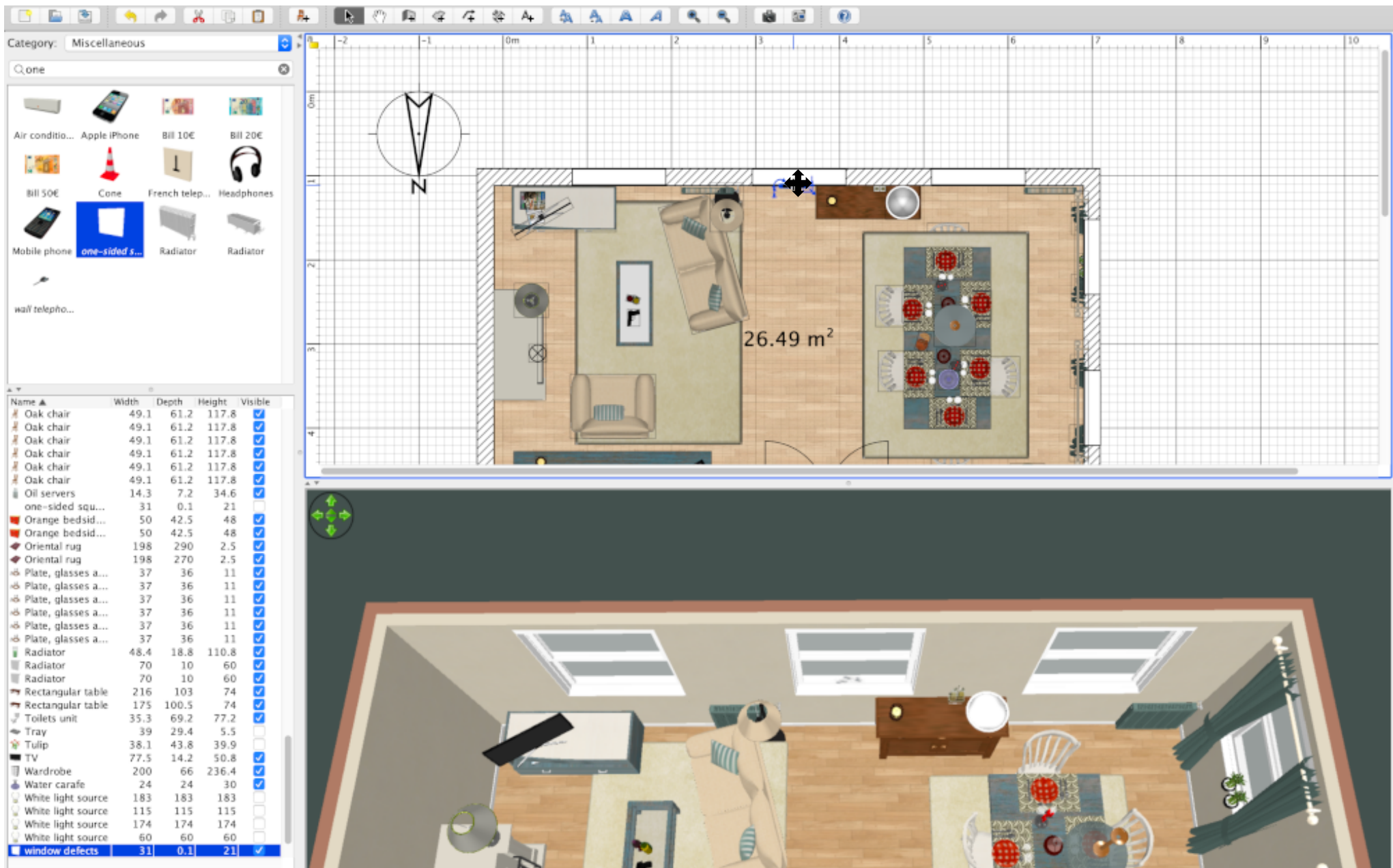
‘Furniture materials’ menu will re-appear.

‘OK’

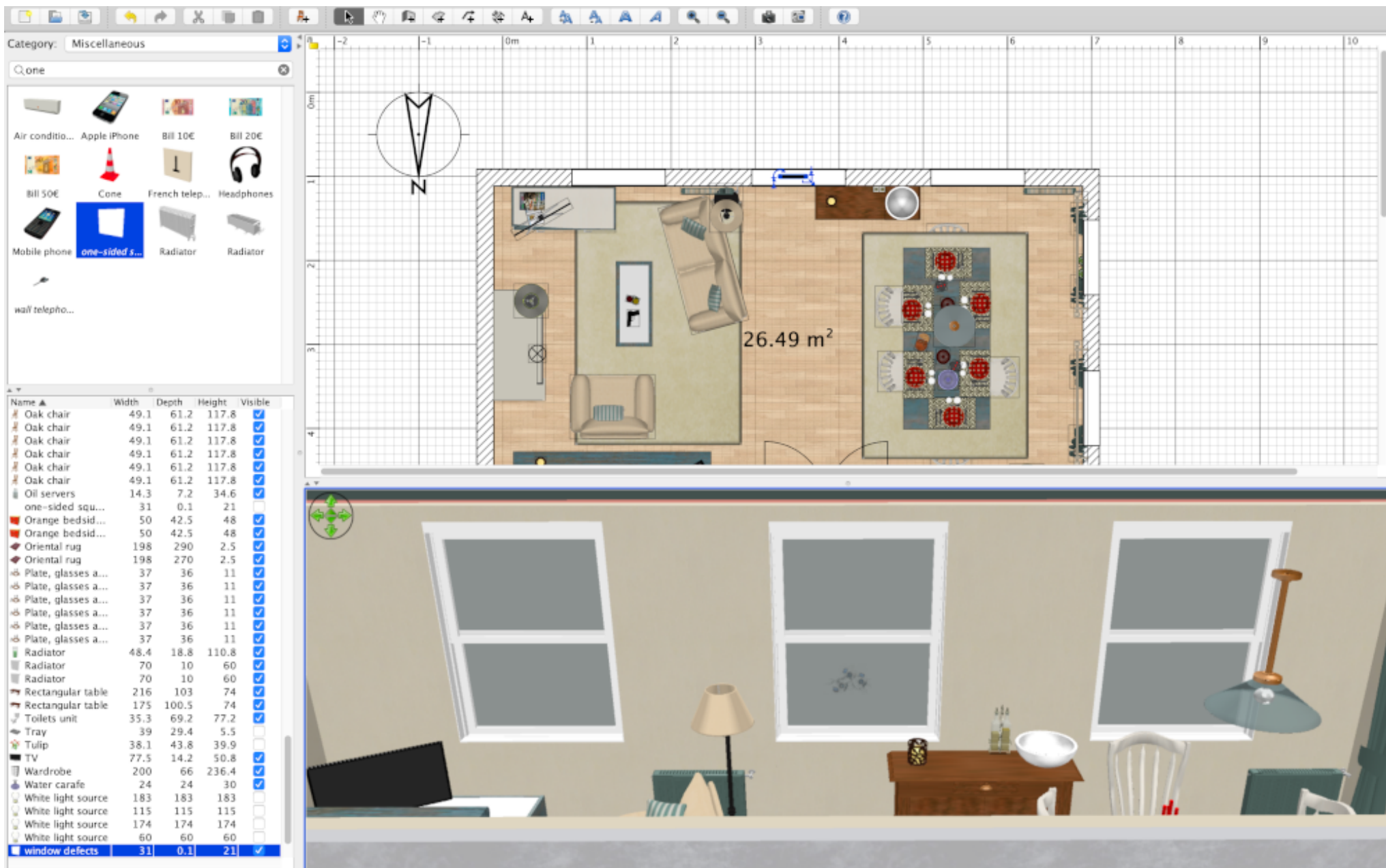


‘Modify furniture’ menu re-appears.

‘OK’



Position the one-sided square prop based on scene measurements.

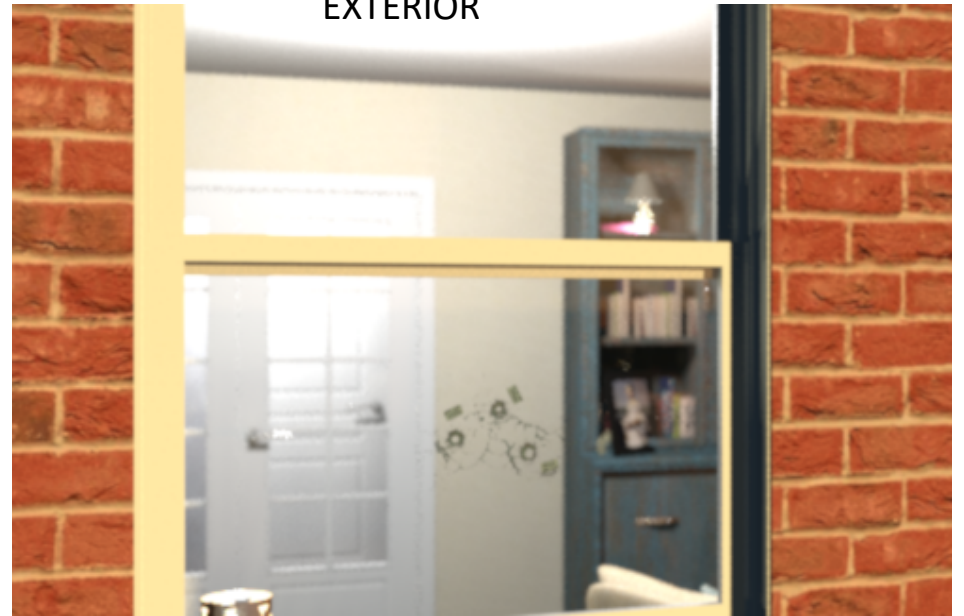


Defects in dining room window.

INTERIOR



EXTERIOR



INTERIOR