



Introduction to the **3Dream Planner**

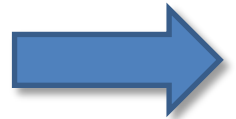


Table of Contents



1. [Planner Screen Zones](#)

- [Save](#)
- [Save As](#)
- [Un-do](#)
- [Re-do](#)
- [Snapshots](#)
- [Planner Settings](#)
- [Exit](#)

2. [View Controls](#)

- [Camera Height \(3D View\)](#)
- [Blue Print View](#)
- [2D View](#)
- [2D/3D View](#)
- [3D View](#)

3. [Split-Screen Size](#)

- [Full Planner Screen](#)
- [Split-Screen \(Default View\)](#)
- [Full Results Screen](#)

4. [Tabs](#)

- [Help](#)
- [Products](#)
- [Materials](#)
- [Paint](#)
- [Object Properties](#)
- [Snapshots](#)
- [Favorites](#)
- [Reports](#)
- [Save](#)

5. [Selected-item Controls](#)

6. [On-Screen Planner Tools](#)

- [Select Tool](#)
- [Wall Creation Tool](#)
- [Rotate](#)
- [Elevate](#)
- [Delete](#)

7. [Moving Around 3Dream](#)

- [On-Screen Joystick](#)
- [Height Slider](#)
- [Keyboard Keys](#)
- [Zoom-to-Object](#)
- [Jump-to-Snapshot](#)

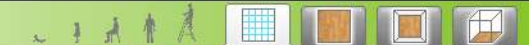
8. [Additional Help Documents](#)



Use this icon to
Return to this page

Use this icon to
Advance to next





- Select
- Walls
- Rotate
- Elevate
- Delete

Planner Tools

View Controls



Navigation Joystick

Height Slider

Working Zone

Tabs

Split-Screen Size Control

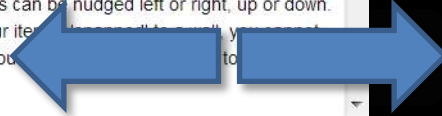
- Help
- Products
- Materials
- Paint
- Object Properties
- Favorites
- Snapshots
- Reports
- Save
- Admin

- Contents Search
- Tutorials
 - Troubleshooting
 - Trouble logging in or launching a scene.
 - Player Updates just keeps spinning
 - What is a DX Studio error?
 - My Floor is Missing
 - Using 3Dream on an Apple iMac or MacBook Pro
 - Snapshots
 - The Material Upload Feature
 - Did you know?
 - Live Webinar Training
 - Getting Started

Undo Button - - The 'UNDO' button is back in the planner. Please avoid using it while you are working on your floor plan in blue print view. If clicked upon too many times (the button is missing). If this happens you will probably need to delete and add it back (if you made a mistake and need to put it back. You may also use

Search Results Zone

Nudge - Select a wall or object by clicking on it. Hold down the "Control key", (Ctrl), on your keyboard and now use the arrow keys on your keyboard to 'Nudge' the object or wall 1/2" at a time. Great for moving doors, windows and artwork on your walls. Wall items can be nudged left or right, up or down. Make sure after you have selected an item that your mouse is pointed somewhere in the viewing area. If your item is nudged to the wall, you must nudge it off the wall until the snap is removed. If your wall is 'Snapped' in line with another wall's corner point, you must nudge it to the right or left. The SHIFT key removes the snapping property of the wall or object.





SAVE
Click to save your work (before exit)



Sort by: Category | [Manufacturer](#)

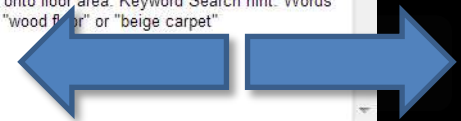
- Scene Properties
- All Scene Products
 - All Objects
 - Architectural Elements
 - Area Rugs
 - Armchair
 - Casement Windows
 - Coffee / Cocktail Tables
 - Cornice Boxes
 - Curtains & Drapes
 - Doors
 - Floor Lamps



Name: Room
SKU: -
Manufacturer: [Generic](#)
Category:
Sub Category:

Description:

To change ceiling height: Select anywhere on floor, then select SIZES and MODIFIERS tab. Enter new height and then APPLY. To change floor material: Select MATERIALS tab, then use keyword search for desired flooring type. Drag desired material onto floor area. Keyword Search hint: Words and be combined for filtered results. Example "tile" or "wood floor" or "beige carpet"

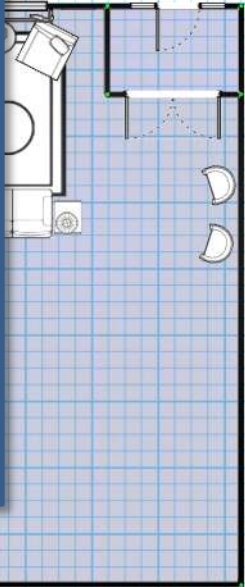




SAVE-AS
Click to save a copy
of your work

Ex. #1 - You want
to create a backup
of your scene

Ex. #2 – You want
to go down a new
design path from
this point.



Sort by: Category | [Manufacturer](#)

- Scene Properties
- All Scene Products
 - All Objects
 - Architectural Elements
 - Area Rugs
 - Armchair
 - Casement Windows
 - Coffee / Cocktail Tables
 - Cornice Boxes
 - Curtains & Drapes
 - Doors
 - Floor Lamps

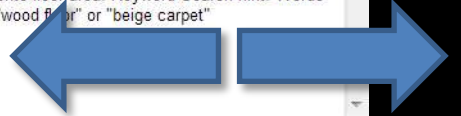


Details | Sizes and Modifiers | Finishes and Fabrics

Name: Room
SKU: -
Manufacturer: [Generic](#)
Category:
Sub Category:

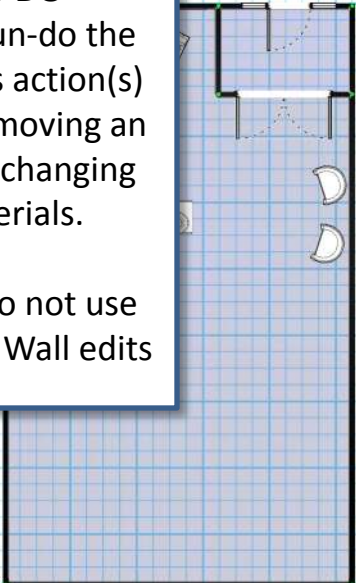
Description:

To change ceiling height: Select anywhere on floor, then select SIZES and MODIFIERS tab. Enter new height and then APPLY. To change floor material: Select MATERIALS tab, then use keyword search for desired flooring type. Drag desired material onto floor area. Keyword Search hint: Words and be combined for filtered results. Example "tile" or "wood floor" or "beige carpet"



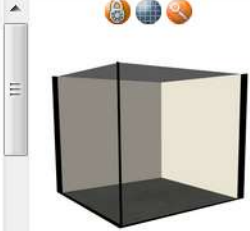


UN-DO
Use to un-do the previous action(s) such as moving an item or changing materials.
Note: Do not use to un-do Wall edits



Sort by: Category | [Manufacturer](#)

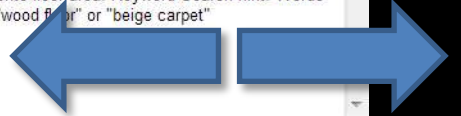
- Scene Properties
- All Scene Products
 - All Objects
 - Architectural Elements
 - Area Rugs
 - Armchair
 - Casement Windows
 - Coffee / Cocktail Tables
 - Cornice Boxes
 - Curtains & Drapes
 - Doors
 - Floor Lamps



Details | Sizes and Modifiers | Finishes and Fabrics

Name: Room
SKU: -
Manufacturer: [Generic](#)
Category:
Sub Category:
Description:

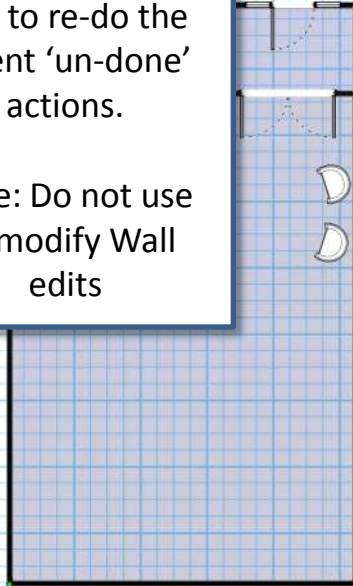
To change ceiling height: Select anywhere on floor, then select SIZES and MODIFIERS tab. Enter new height and then APPLY. To change floor material: Select MATERIALS tab, then use keyword search for desired flooring type. Drag desired material onto floor area. Keyword Search hint: Words and be combined for filtered results. Example "tile" or "wood floor" or "beige carpet"





RE-DO
Use to re-do the recent 'un-done' actions.

Note: Do not use to modify Wall edits



Sort by: Category | [Manufacturer](#)

- Scene Properties
- All Scene Products
 - All Objects
 - Architectural Elements
 - Area Rugs
 - Armchair
 - Casement Windows
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 - Cornice Boxes
 - Curtains & Drapes
 - Doors
 - Floor Lamps



Name: Room
SKU: -
Manufacturer: [Generic](#)
Category:
Sub Category:

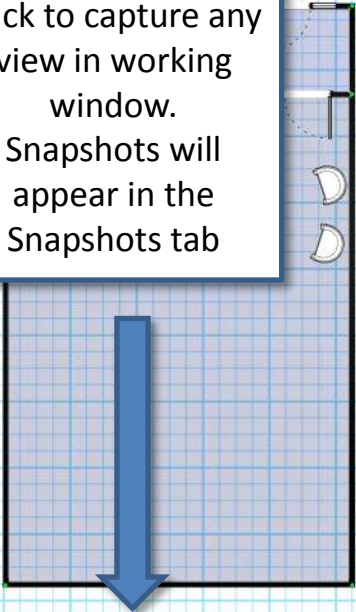
Description:

To change ceiling height: Select anywhere on floor, then select SIZES and MODIFIERS tab. Enter new height and then APPLY. To change floor material: Select MATERIALS tab, then use keyword search for desired flooring type. Drag desired material onto floor area. Keyword Search hint: Words and be combined for filtered results. Example "tile" or "wood floor" or "beige carpet"





Snapshot Icon
Click to capture any view in working window. Snapshots will appear in the Snapshots tab

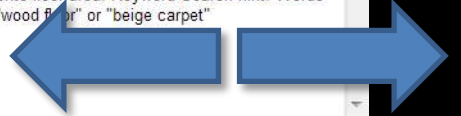


- sort by: Category | [Manufacturer](#)
- Scene Properties
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 - All Objects
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 - Casement Windows
 - Coffee / Cocktail Tables
 - Cornice Boxes
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Details | Sizes and Modifiers | Finishes and Fabrics

Name:	Room
SKU:	-
Manufacturer:	Generic
Category:	
Sub Category:	
Description:	To change ceiling height: Select anywhere on floor, then select SIZES and MODIFIERS tab. Enter new height and then APPLY. To change floor material: Select MATERIALS tab, then use keyword search for desired flooring type. Drag desired material onto floor area. Keyword Search hint: Words and be combined for filtered results. Example "tile" or "wood floor" or "beige carpet"





Planner Settings
Click to modify 3Dream scene properties:

- **Light Shading** – On/Off (High Quality mode)
- **Background Scenery** – Off/On
- **Units of Measurement** – Switch to metric or imperial
- **Note:** Changes here will only affect the current scene. You can set these for all scenes in the My Account section for all scenes

Sort by: Category | [Manufacturer](#)

- Scene Properties
- All Scene Products
 - All Objects
 - Architectural Elements
 - Area Rugs
 - Armchair
 - Casement Windows
 - Coffee / Cocktail Tables
 - Cornice Boxes
 - Curtains & Drapes
 - Doors
 - Floor Lamps

Scene Properties

High Quality Mode On Off

This option will effect lighting and shadows. Disabling High Quality Mode will improve performance on machines with low to medium range video cards. If you experience slow performance, we recommend only turning on High Quality Mode when taking snapshots.

Scene Background

Toggle the background between mountain range, and all white.

Unit of Measurement





Exit

Click to close
3Dream planner
window and return
to Dashboard.

To save the existing
scene work, click
Save then **Exit**

sort by: Category | [Manufacturer](#)

- Scene Properties
- All Scene Products
 - All Objects
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Scene Background

Toggle the background between mountain range, and all white.

Unit of Measurement Metric Imperial



View-Height Pre-Sets

Primarily used in 3D view, these icons adjust the height of your viewpoint.

They can be also be used to reset the camera to "level".



Sort by: Category | [Manufacturer](#)

- Scene Properties
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Scene Background

Toggle the background between mountain range, and all white.

Unit of Measurement



View Types

These are the working view types that change your viewpoint from 'top-down' to a 'first-person' 3D perspective.

Any changes done in one view are changed for all views.

Sort by: Category | [Manufacturer](#)

- Scene Properties
- All Scene Products
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 - Architectural Elements
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 - Armchair
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 - Coffee / Cocktail Tables
 - Cornice Boxes
 - Curtains & Drapes
 - Doors
 - Floor Lamps

Scene Properties

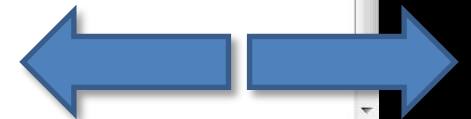
High Quality Mode On Off

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Scene Background

Toggle the background between mountain range, and all white.

Unit of Measurement Metric Imperial



Blue Print View

This top-down view has a grid background and displays objects placed in the scene as symbols (vs. 3D models) to represent items in your space.

When you wish to add new walls, the default view is Blue Print.



Sort by: Category | [Manufacturer](#)

- Scene Properties
- All Scene Products
 - All Objects
 - Architectural Elements
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 - Armchair
 - Casement Windows
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 - Cornice Boxes
 - Curtains & Drapes
 - Doors
 - Floor Lamps

Scene Properties

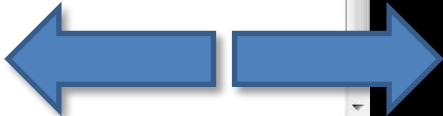
High Quality Mode On Off

This option will effect lighting and shadows. Disabling High Quality Mode will improve performance on machines with low to medium range video cards. If you experience slow performance, we recommend only turning on High Quality Mode when taking snapshots.

Scene Background

Toggle the background between mountain range, and all white.

Unit of Measurement



2D View

This top-down view has a grass background and shows the 3D models to represent items in your space.

You can turn off the background scenery using Settings



Sort by: Category | [Manufacturer](#)

- Scene Properties
- All Scene Products
- All Objects
 - Architectural Elements
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 - Curtains & Drapes
 - Doors
 - Floor Lamps

Scene Properties

High Quality Mode On Off

This option will effect lighting and shadows. Disabling High Quality Mode will improve performance on machines with low to medium range video cards. If you experience slow performance, we recommend only turning on High Quality Mode when taking snapshots.

Scene Background

Toggle the background between mountain range, and all white.

Unit of Measurement Metric Imperial





2D/3D View

This top-down view allows you to see walls and wall objects as well as items placed on floor.

Note: A terrific working view for small or tight areas. (i.e. halls, powder rooms)



Sort by: Category | [Manufacturer](#)

- Scene Properties
- All Scene Products
 - All Objects
 - Architectural Elements
 - Area Rugs
 - Armchair
 - Casement Windows
 - Coffee / Cocktail Tables
 - Cornice Boxes
 - Curtains & Drapes
 - Doors
 - Floor Lamps

Scene Properties

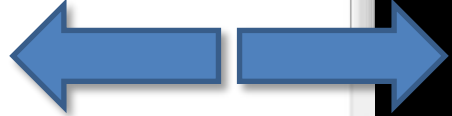
High Quality Mode On Off

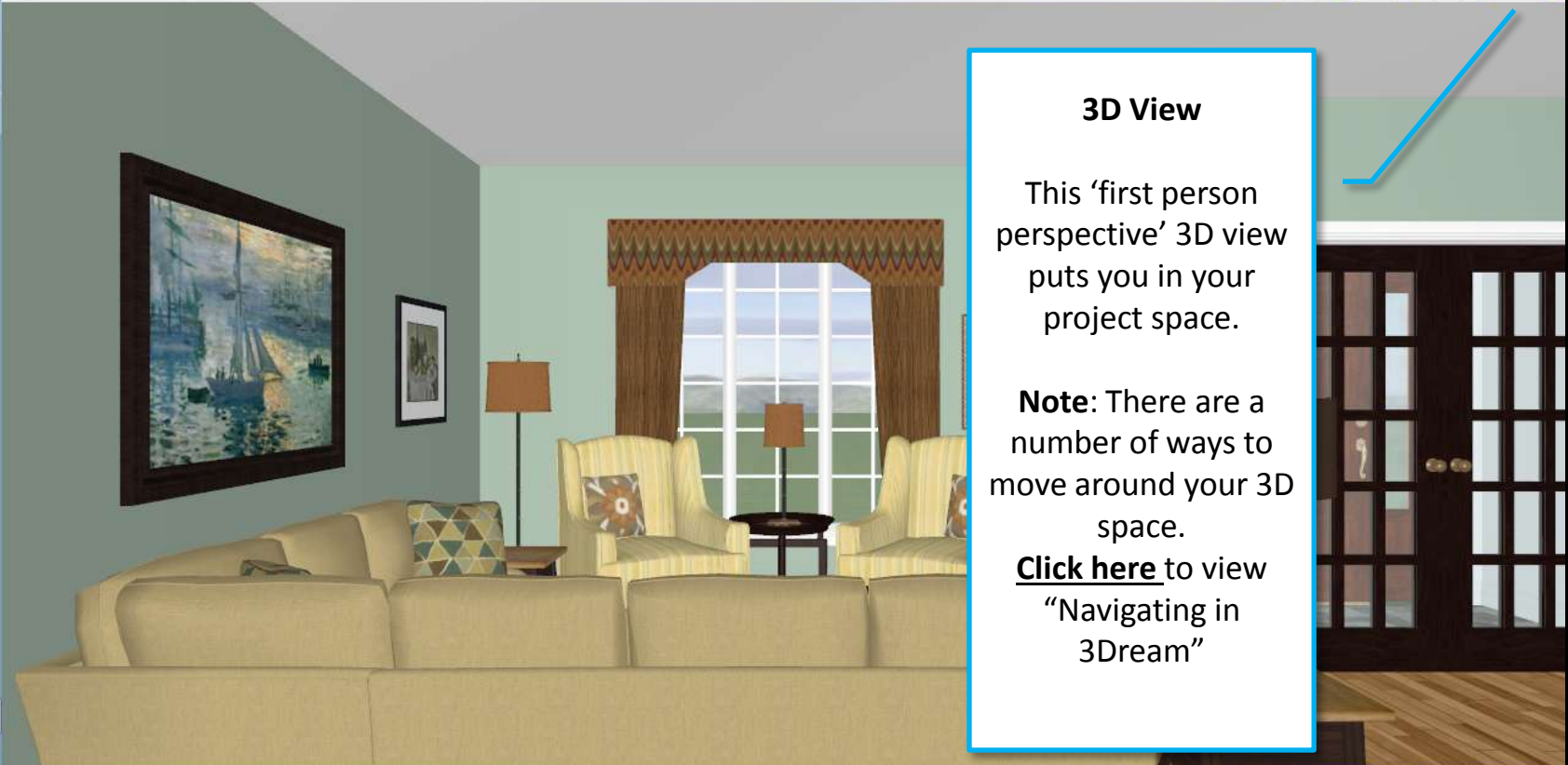
This option will effect lighting and shadows. Disabling High Quality Mode will improve performance on machines with low to medium range video cards. If you experience slow performance, we recommend only turning on High Quality Mode when taking snapshots.

Scene Background

Toggle the background between mountain range, and all white.

Unit of Measurement Metric Imperial





3D View

This 'first person perspective' 3D view puts you in your project space.

Note: There are a number of ways to move around your 3D space.

Click here to view "Navigating in 3Dream"

Sort by: Category | [Manufacturer](#)

- Scene Properties
- All Scene Products
- All Objects
 - Architectural Elements
 - Area Rugs
 - Armchair
 - Casement Windows
 - Coffee / Cocktail Tables
 - Cornice Boxes
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 - Floor Lamps

Scene Properties

High Quality Mode On Off

This option will effect lighting and shadows. Disabling High Quality Mode will improve performance on machines with low to medium range video cards. If you experience slow performance, we recommend only turning on High Quality Mode when taking snapshots.

Scene Background

Toggle the background between mountain range, and all white.

Unit of Measurement

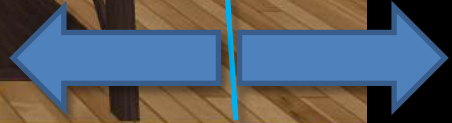


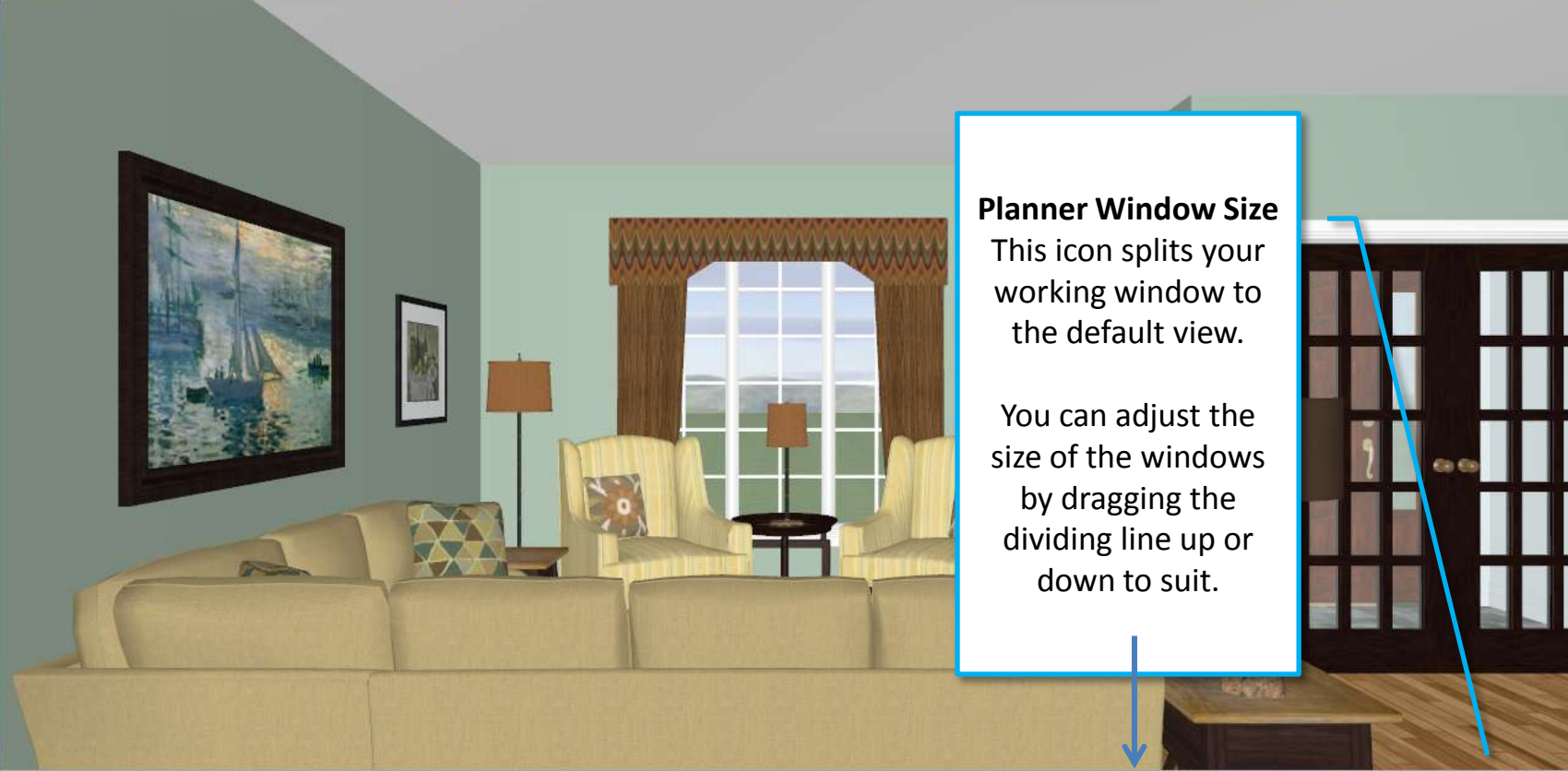
- Select
- Walls
- Rotate
- Elevate
- Delete



Planner Window Size
This icon **maximizes**
your working
window.

Maximize your screen
view when you want
to see more of your
space or to set up for
a full-size Snapshot.





Planner Window Size

This icon splits your working window to the default view.

You can adjust the size of the windows by dragging the dividing line up or down to suit.



Sort by: Category | [Manufacturer](#)

- Scene Properties
- All Scene Products
 - All Objects
 - Architectural Elements
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 - Coffee / Cocktail Tables
 - Cornice Boxes
 - Curtains & Drapes
 - Doors
 - Floor Lamps



Details Finishes and Fabrics

Name: Wall
SKU:
Manufacturer: [Generic](#)
Category:
Sub Category:

Description:
To change wall surface finish: Select MATERIALS tab and use keyword search for desired material. Drag selected material onto wall surface. To change ceiling height: Select anywhere on floor, then select SIZES and MODIFIERS tab. Enter new height and APPLY.





keyword search
sofa

Category
All

Manufacturer
All

Advanced Options »

Search Reset

Sort by: [Category](#) | [Manufacturer](#) | [Product Name](#)

Displaying 1 to 50 of 113 search results [1 2 3 next »]

Sort by: [Category](#) | [Manufacturer](#) | [Product Name](#)

50 of 113 search results [1 2 3 next »]

Full Results Size

This icon maximizes the window to view full-page search results, or to view all in-scene items when creating Shopping Lists.

New York Table Lamp



Add to Favorites

Manufacturer:
[Elk Lighting](#)

Category:
[Lighting](#)

Sub Category:
[Table Lamps](#)

Description:
[Go to product web page](#)
Finish: Renaissance Silver

SKU#: 31012
Width: 17.0 inches
Depth: 8.0 inches
Height: 33.0 inches



- Select
- Walls
- Rotate
- Elevate
- Delete

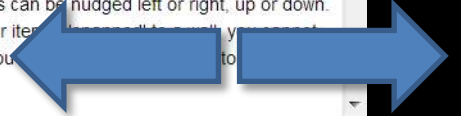
Tabs
Tabs are sections that offer help, let you search for items, adjust item size, and access snapshots and reports.

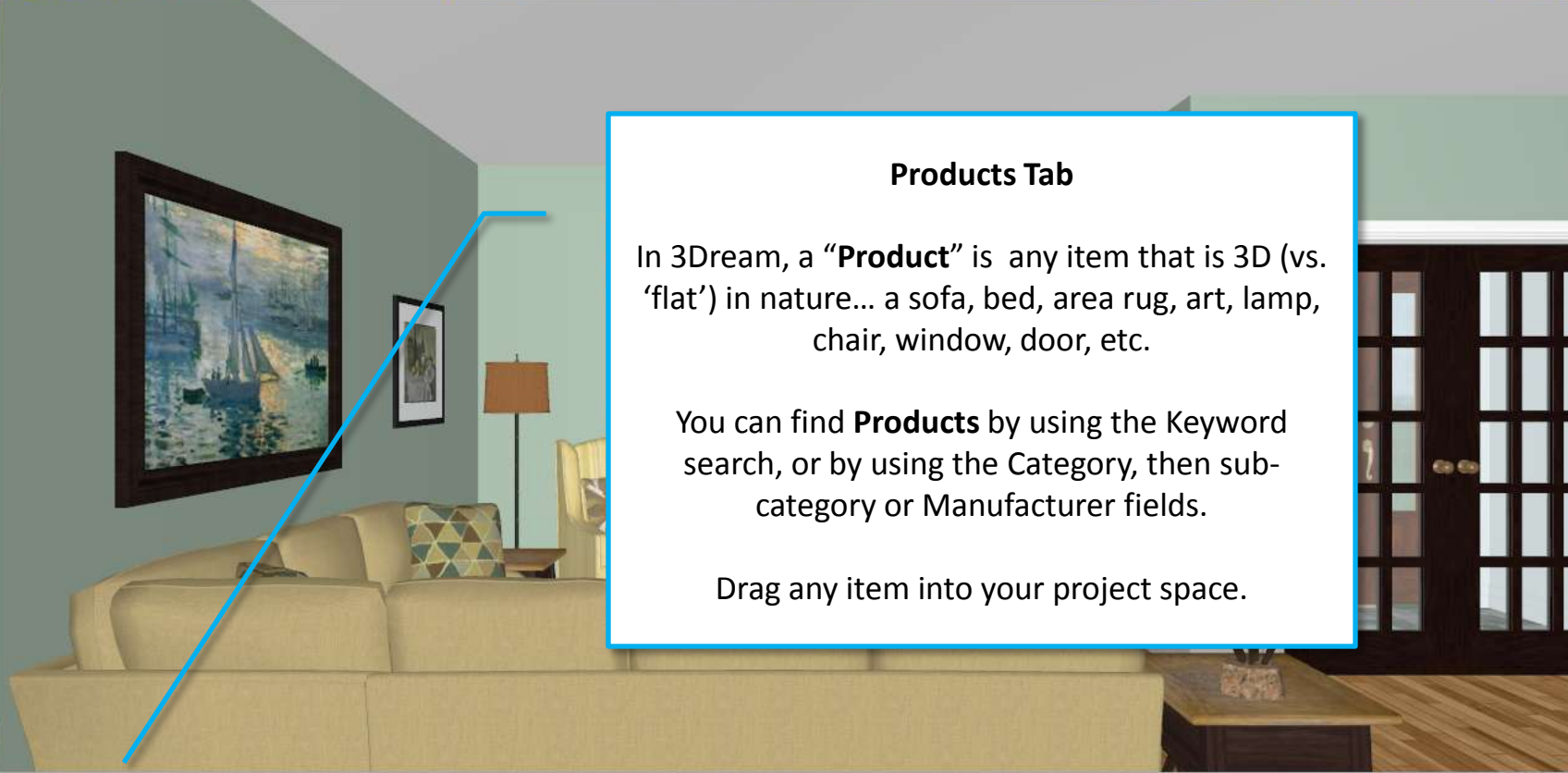
- Contents Search
- Tutorials
 - Troubleshooting
 - [Trouble logging in or launching a scene.](#)
 - [Player Updates just keeps spinning](#)
 - [What is a DX Studio error?](#)
 - [My Floor is Missing](#)
 - [Using 3Dream on an Apple iMac or MacBook Pro](#)
 - The Material Upload Feature
 - Did you know?
 - Live Webinar Training
 - Getting Started
 - 3Dream Guides

Print Preview

Undo Button - - The 'UNDO' button is back in the planner. Please avoid using it while you are working on your floor plan in blue print view. If clicked upon too many times, too quickly in BP view, the floor may disappear in the room. (i.e. blue shading is missing). If this happens you will probably need to delete and add the walls all over again. Undo works great if you have moved an object or wall by mistake and need to put it back. You may also use CTRL+Z for undo.

Nudge - Select a wall or object by clicking on it. Hold down the 'Control key', (Ctrl), on your keyboard and now use the arrow keys on your keyboard to 'Nudge' the object or wall 1/2" at a time. Great for moving doors, windows and artwork on your walls. Wall items can be nudged left or right, up or down. Make sure after you have selected an item that your mouse is pointed somewhere in the viewing area. If your item is snapped to a wall, you can nudge it off the wall until the snap is removed. If your wall is 'Snapped' in line with another wall's corner point, you can nudge it off the corner. The SHIFT key removes the snapping property of the wall or object.





Products Tab

In 3Dream, a “**Product**” is any item that is 3D (vs. ‘flat’) in nature... a sofa, bed, area rug, art, lamp, chair, window, door, etc.

You can find **Products** by using the Keyword search, or by using the Category, then sub-category or Manufacturer fields.

Drag any item into your project space.

keyword search

Category
All

Manufacturer
All

Advanced Options >

Search Reset

Sort by: [Category](#) | [Manufacturer](#) | [Product Name](#)

Displaying 1 to 50 of 113 search results [1 2 3 next >]

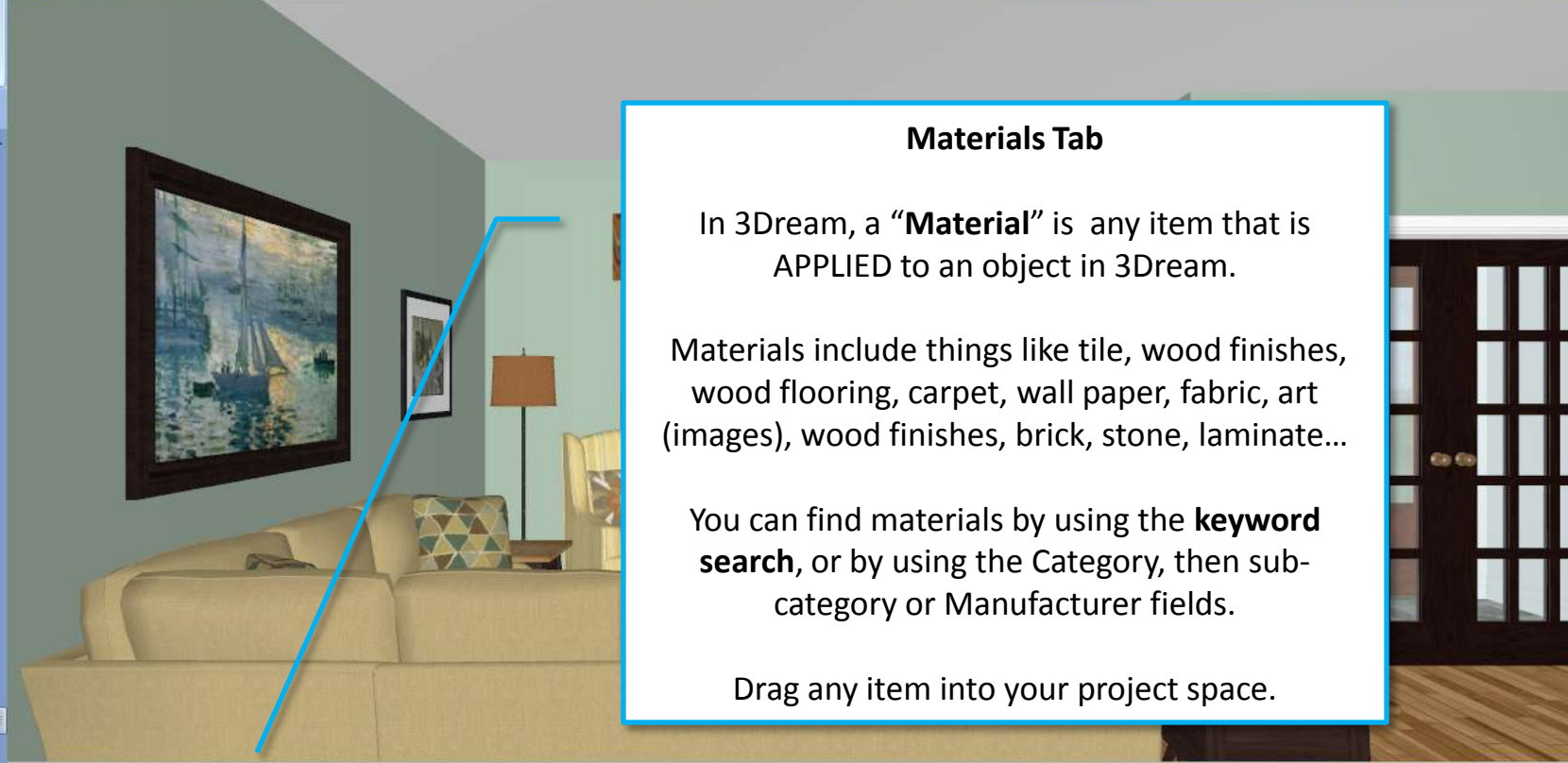
New York Table Lamp

Add to Favorites



https://www.3dream.net/jsp/secure/planner2/planner.jsp?newWindow=true

Dream [Icons: Save, Undo, Redo, Camera, Settings, Exit]



Materials Tab

In 3Dream, a **“Material”** is any item that is APPLIED to an object in 3Dream.

Materials include things like tile, wood finishes, wood flooring, carpet, wall paper, fabric, art (images), wood finishes, brick, stone, laminate...

You can find materials by using the **keyword search**, or by using the Category, then sub-category or Manufacturer fields.

Drag any item into your project space.

Help | Products | Materials | Paint | Object Properties | Favorites | Snapshots | Reports | Save | Admin

Material Catalog | My Materials

keyword search: red fabric

Category: All

Manufacturer: All




Advanced Options >

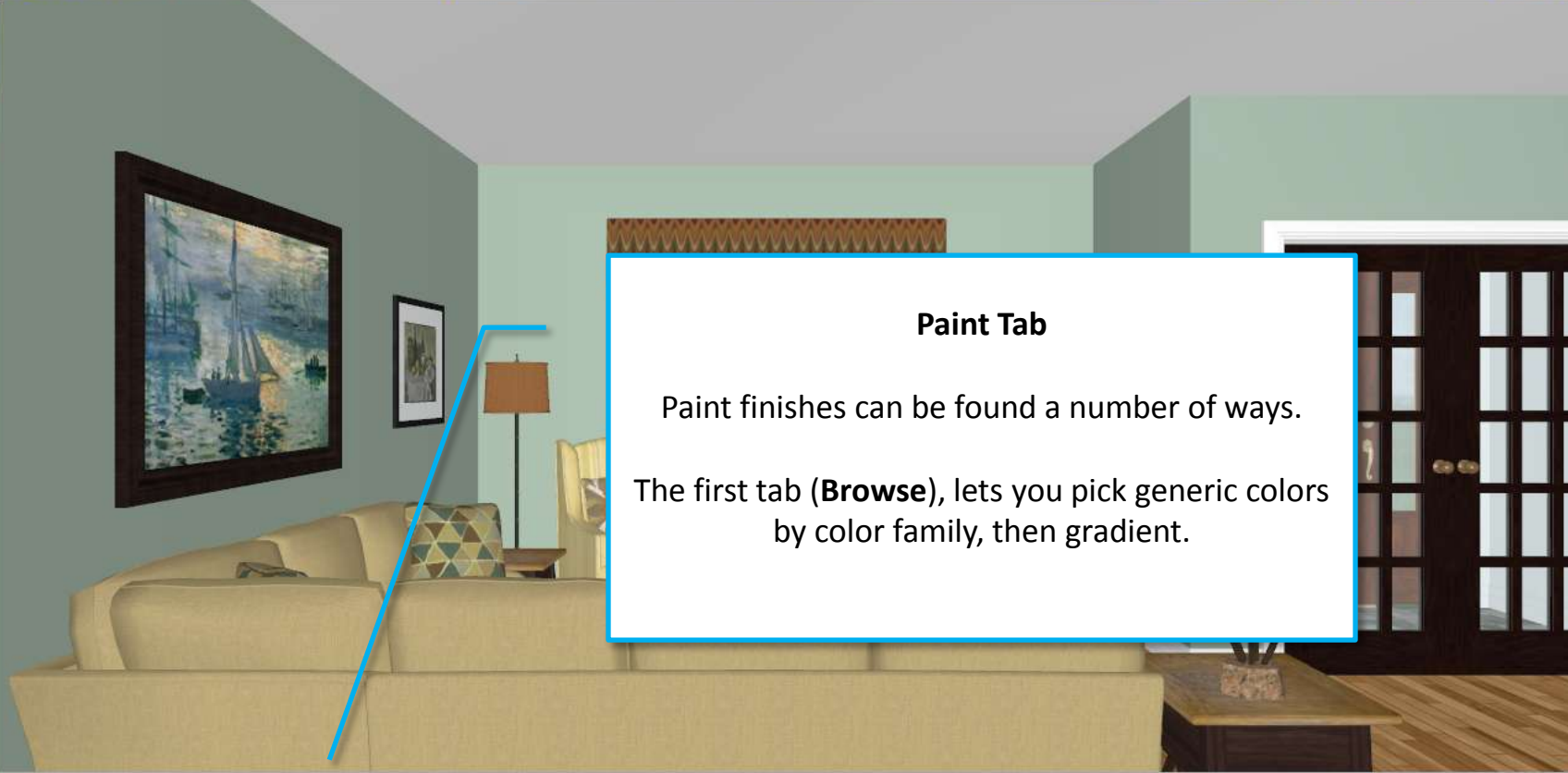
Search | Reset

Sort by: Category | Manufacturer | Product Name

Displaying 1 to 50 of 74 search results [1 2 next »]

Select a material to view more information about it here.





Paint Tab

Paint finishes can be found a number of ways.

The first tab (**Browse**), lets you pick generic colors by color family, then gradient.

Color Family

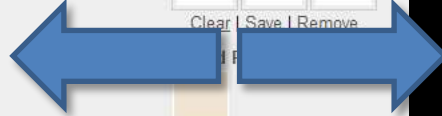
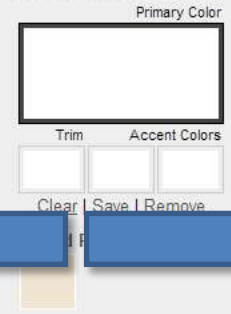


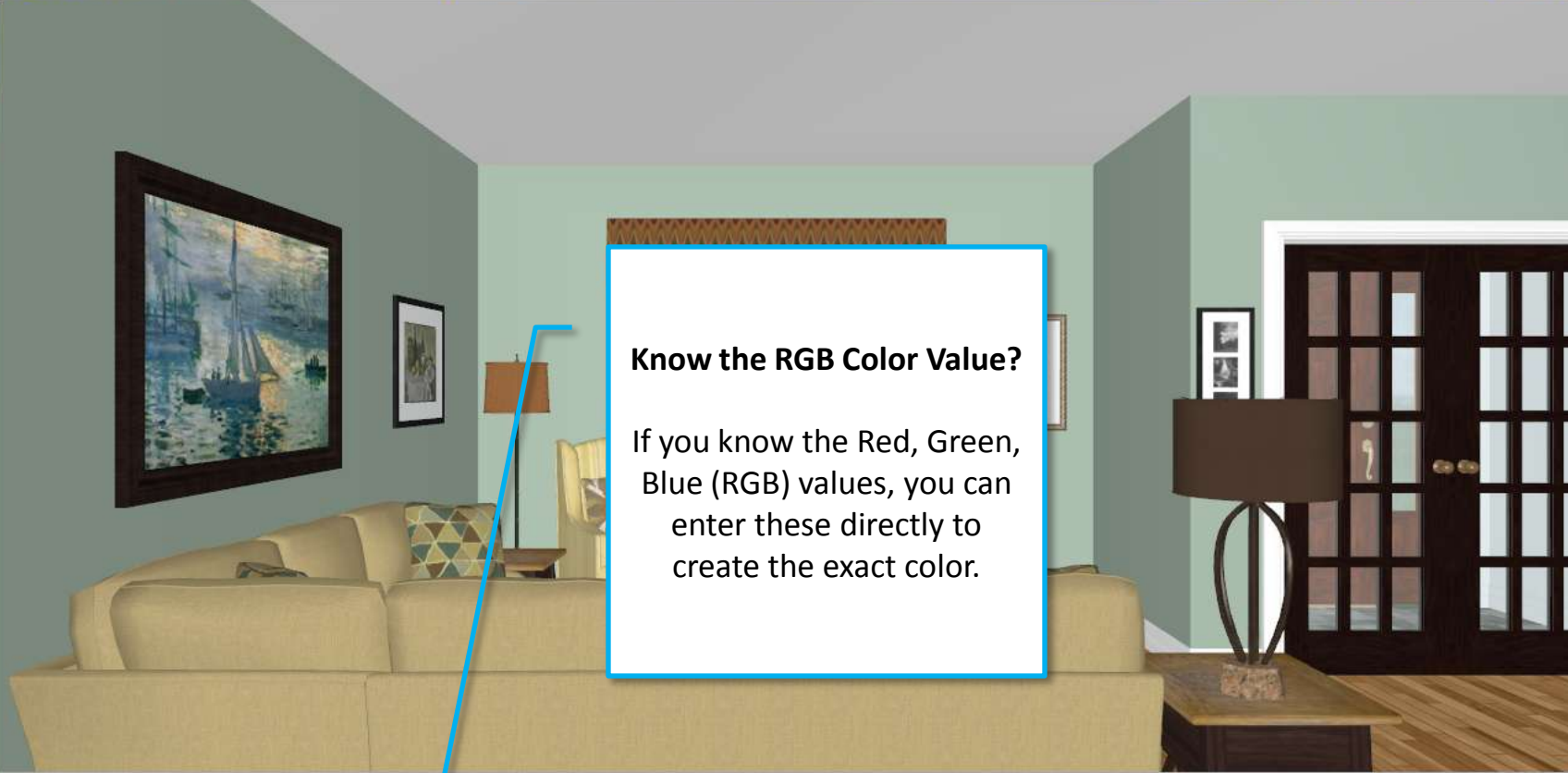
« More Purple
«



« More Orange
»

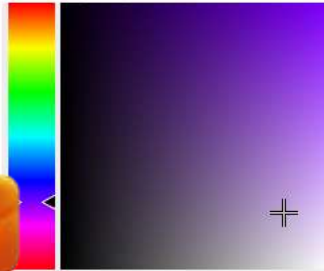
Active Pallet





Know the RGB Color Value?

If you know the Red, Green, Blue (RGB) values, you can enter these directly to create the exact color.



Hex: #C0A9D6

R: 192
G: 169
B: 214

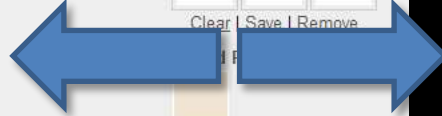
H: 270
S: 21
V: 84

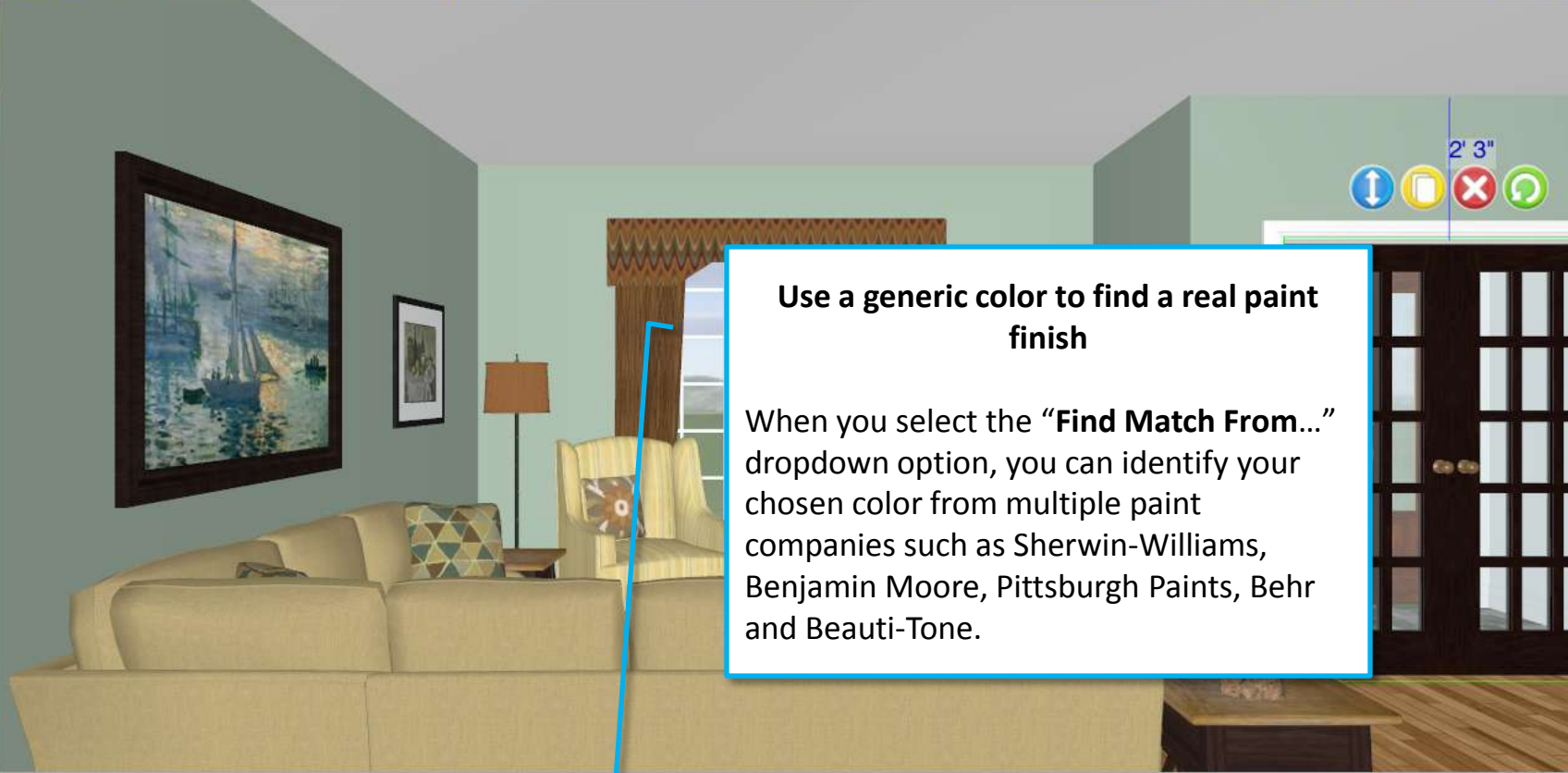
Find Match From:
Generic

Primary Color

Trim Accent Colors

Clear | Save | Remove





Use a generic color to find a real paint finish

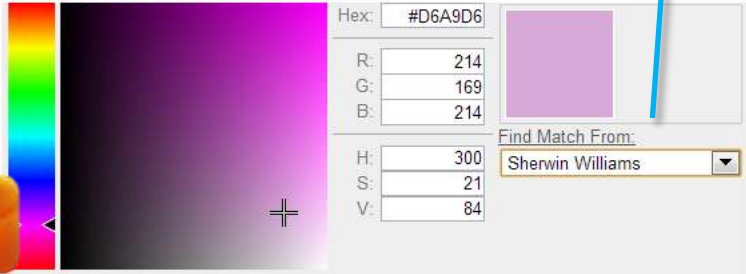
When you select the **“Find Match From...”** dropdown option, you can identify your chosen color from multiple paint companies such as Sherwin-Williams, Benjamin Moore, Pittsburgh Paints, Behr and Beauti-Tone.

Hex: #D6A9D6


R: 214
G: 169
B: 214

H: 300
S: 21
V: 84

Find Match From:
Sherwin Williams



Paint Details

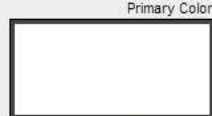


[Save to Selected Swatch >](#)

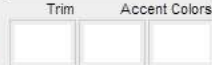
Name: Free Spirit
Manufacturer: Sherwin Williams
SKU: 697
Description:

Active Pallet

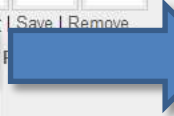


Primary Color



Trim Accent Colors



Clear | Save | Remove



Create your own Color Swatches.

You can save selected colors to swatches for reuse in the current scene.

When you click **“Save to Selected Switch”**, the color represented above will fill in the assigned swatch box.

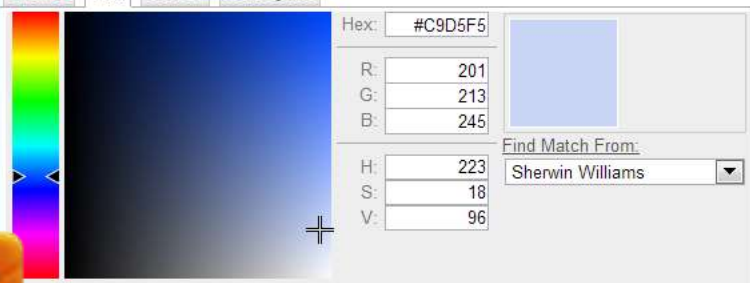
Click on the next swatch box (primary color, trim, or accent colors), then add desired colors. Click **“Save”** when done.

Hex: #C9D5F5

R: 201
G: 213
B: 245

H: 223
S: 18
V: 96

Find Match From:
Sherwin Williams



Paint Details



[Save to Selected Switch >](#)

Name: Violet Vignette
Manufacturer: Sherwin Williams
SKU: 7137
Description: paint db0ec

Active Pallet

Primary Color



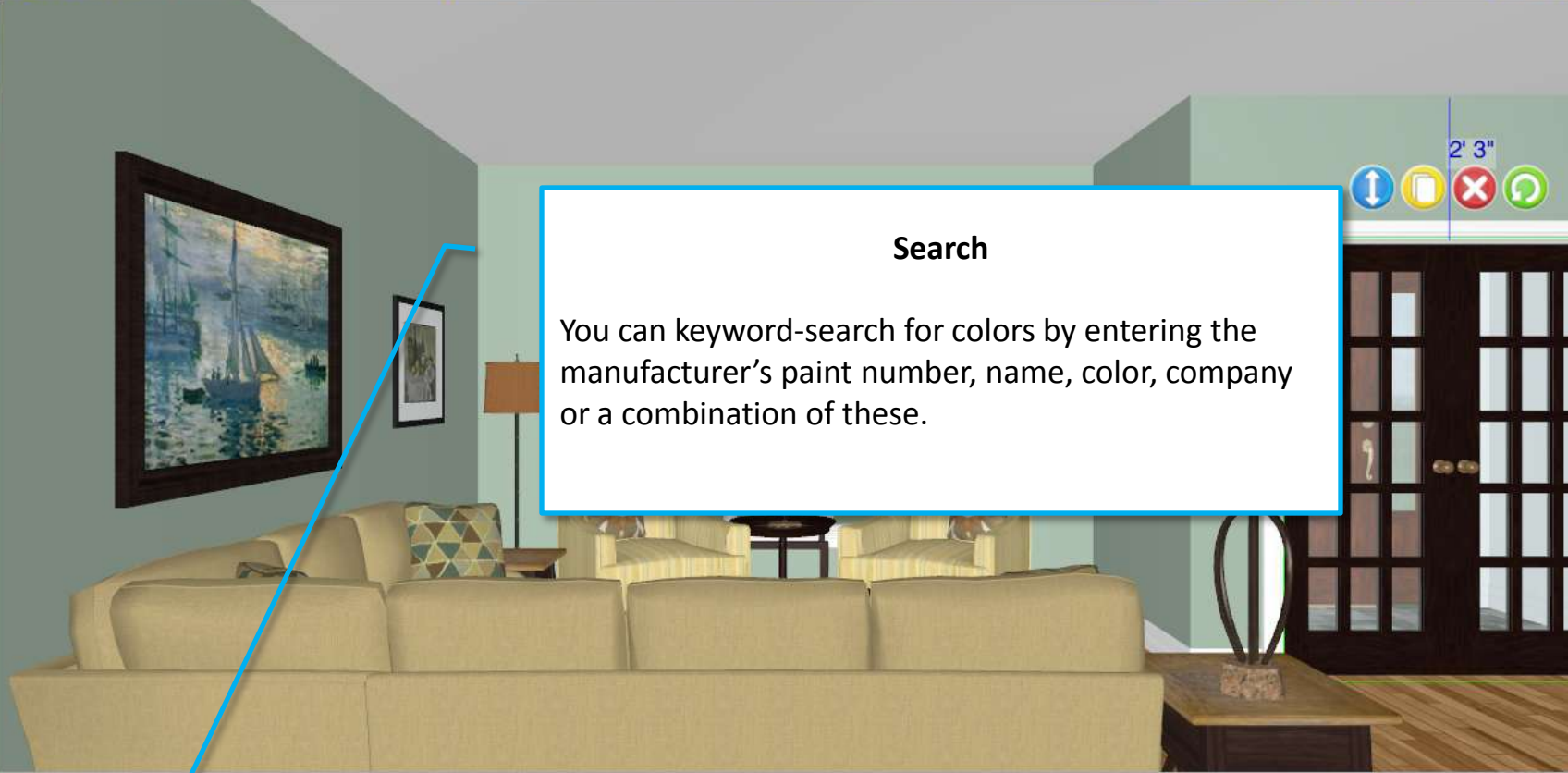
Trim Accent Colors



Clear **Save** Remove

Saved Pallets





Search

You can keyword-search for colors by entering the manufacturer's paint number, name, color, company or a combination of these.



keyword search

Manufacturer
All



Displaying 1 to 1 of 1 products [1 [»](#)]

Displaying 1 to 1 of 1 products [1 [»](#)]

Paint Details

[Save to Selected Swatch >](#)

Name: Violet Vignette
Manufacturer: Sherwin Williams
SKU: 7137
Description:

Active Pallet

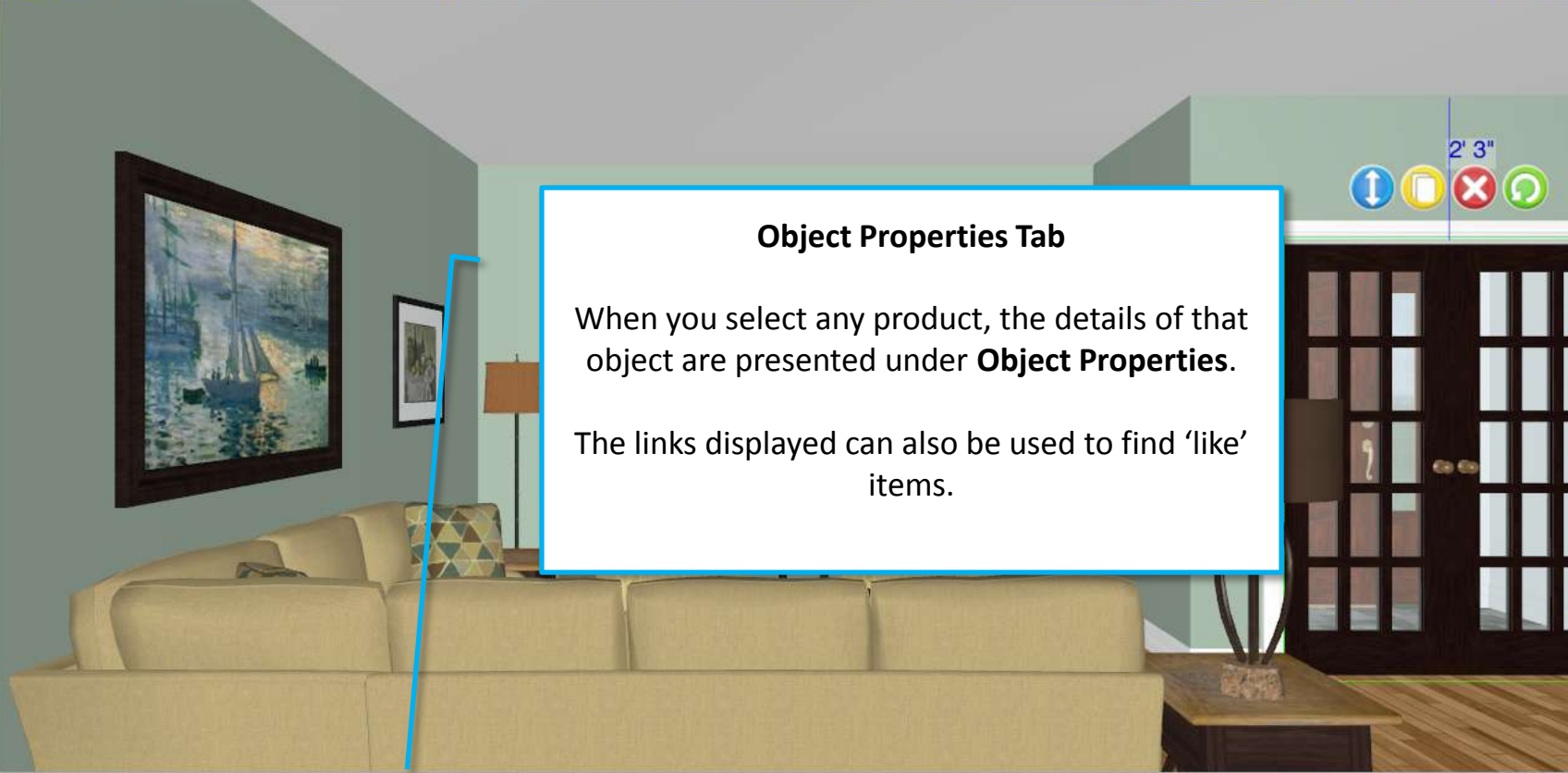
Primary Color

Trim

Accent Colors

Clear Save Remove





Object Properties Tab

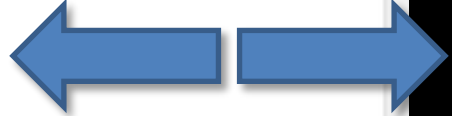
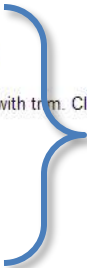
When you select any product, the details of that object are presented under **Object Properties**.

The links displayed can also be used to find 'like' items.

- Sort by: Category | [Manufacturer](#)
- Scene Properties
 - All Scene Products
 - All Objects
 - Architectural Elements
 - Area Rugs
 - Armchair
 - Casement Windows
 - Coffee / Cocktail Tables
 - Cornice Boxes
 - Curtains & Drapes
 - Doors
 - Floor Lamps



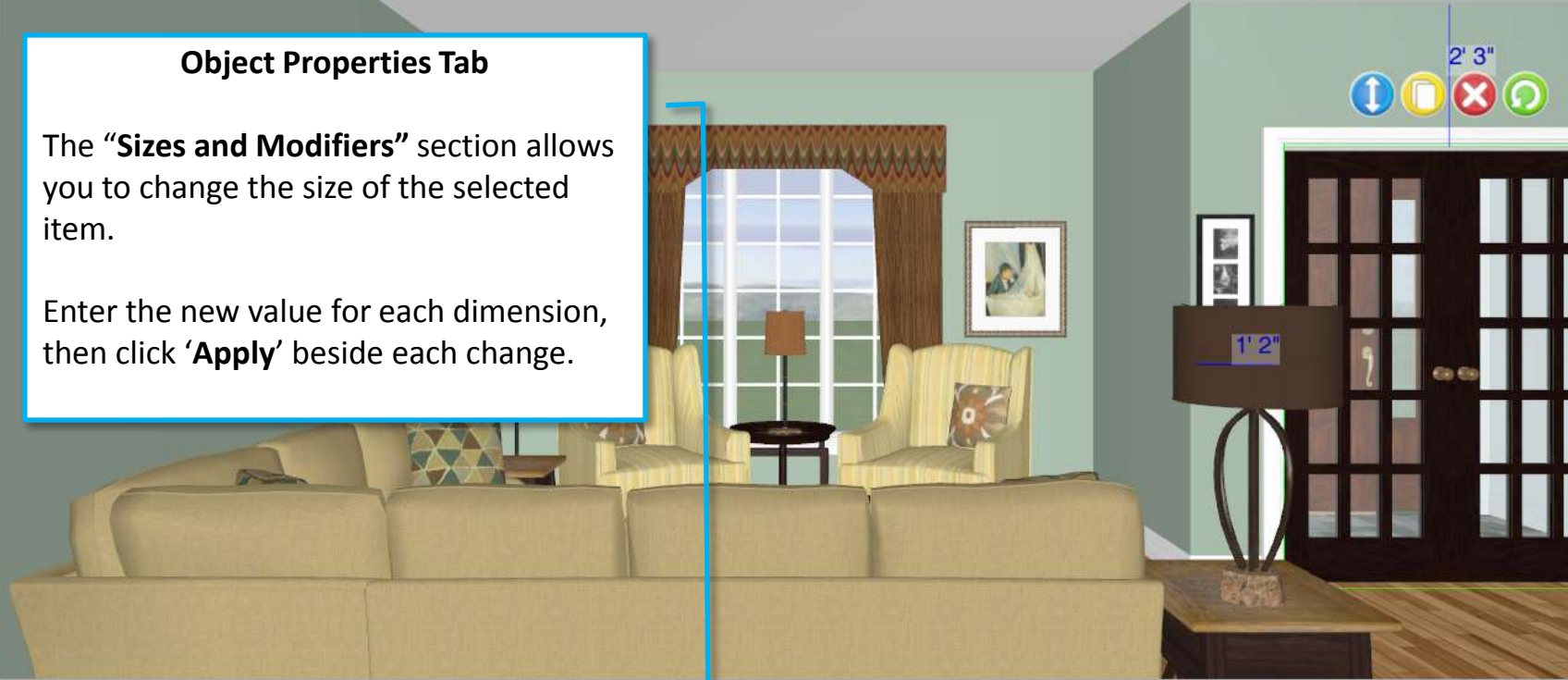
Name: French Doors 03a
SKU: gen3265a
Manufacturer: [Generic](#)
Category: [Architectural Elements](#)
Sub Category: [Doors](#)
Description: Standard french doors with trim. Click door knob to open.
Composition: [Wood](#)
Composition: [Glass](#)
Type: [Interior](#)
Type: [French](#)
Animations: [Open \[Handle\]](#)



Object Properties Tab

The “**Sizes and Modifiers**” section allows you to change the size of the selected item.

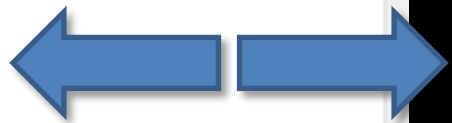
Enter the new value for each dimension, then click ‘**Apply**’ beside each change.



- Sort by: Category | [Manufacturer](#)
- Scene Properties
 - All Scene Products
 - All Objects
 - Architectural Elements
 - Area Rugs
 - Armchair
 - Casement Windows
 - Coffee / Cocktail Tables
 - Cornice Boxes
 - Curtains & Drapes
 - Doors
 - Floor Lamps



	Details	Sizes and Modifiers	Finishes and Fabrics
Set Width	<input type="text" value="65.79"/>	inches <input type="button" value="Apply"/> <input type="button" value="Reset"/>	
Set Height	<input type="text" value="81.46"/>	inches <input type="button" value="Apply"/> <input type="button" value="Reset"/>	
Set Angle	<input type="text" value="0"/>	<input type="button" value="Apply"/> <input type="button" value="Reset"/>	



Object Properties Tab

The **Fabrics and Finishes** section lets you view the materials or colors applied to that item, and see other optional finishes of the selected item.

Click any finish to change each part of the item.

Note: You can also 'borrow' applied or optional finishes by dragging desired finish onto any item in the scene.



Sort by: Category | [Manufacturer](#)

- Scene Properties
- All Scene Products
- All Objects
 - Architectural Elements
 - Area Rugs
 - Armchair
 - Casement Windows
 - Coffee / Cocktail Tables
 - Cornice Boxes
 - Curtains & Drapes
 - Doors
 - Floor Lamps


















Add to Favorites 

Details Sizes and Modifiers Finishes and Fabrics

Reset Object Styles

Component Applied Material Recommended Materials

Component	Applied Material	Recommended Materials			
TrimFront					
DoorBack					
Handle					



2' 4"

Favorites Tab

This searchable tab stores the saved items from any Products, or Materials searches.



3' 1.5"

Keywords

Type: All

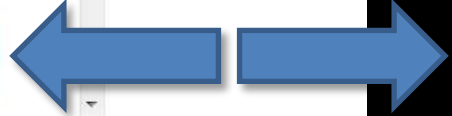
Manufacturer: All

Search Reset

Sort by: Category | Manufacturer | Product Name

Displaying 1 to 50 of 60 search results [1 2 next »]

Select an item to view more information about it here.



Snapshots Tab

This tab stores the Snapshots taken within the scene. The most recent snapshot is top-left.

Features include **Delete**, **Print** (pdf) and a very useful '**Jump-to**' position where the image was originally created.



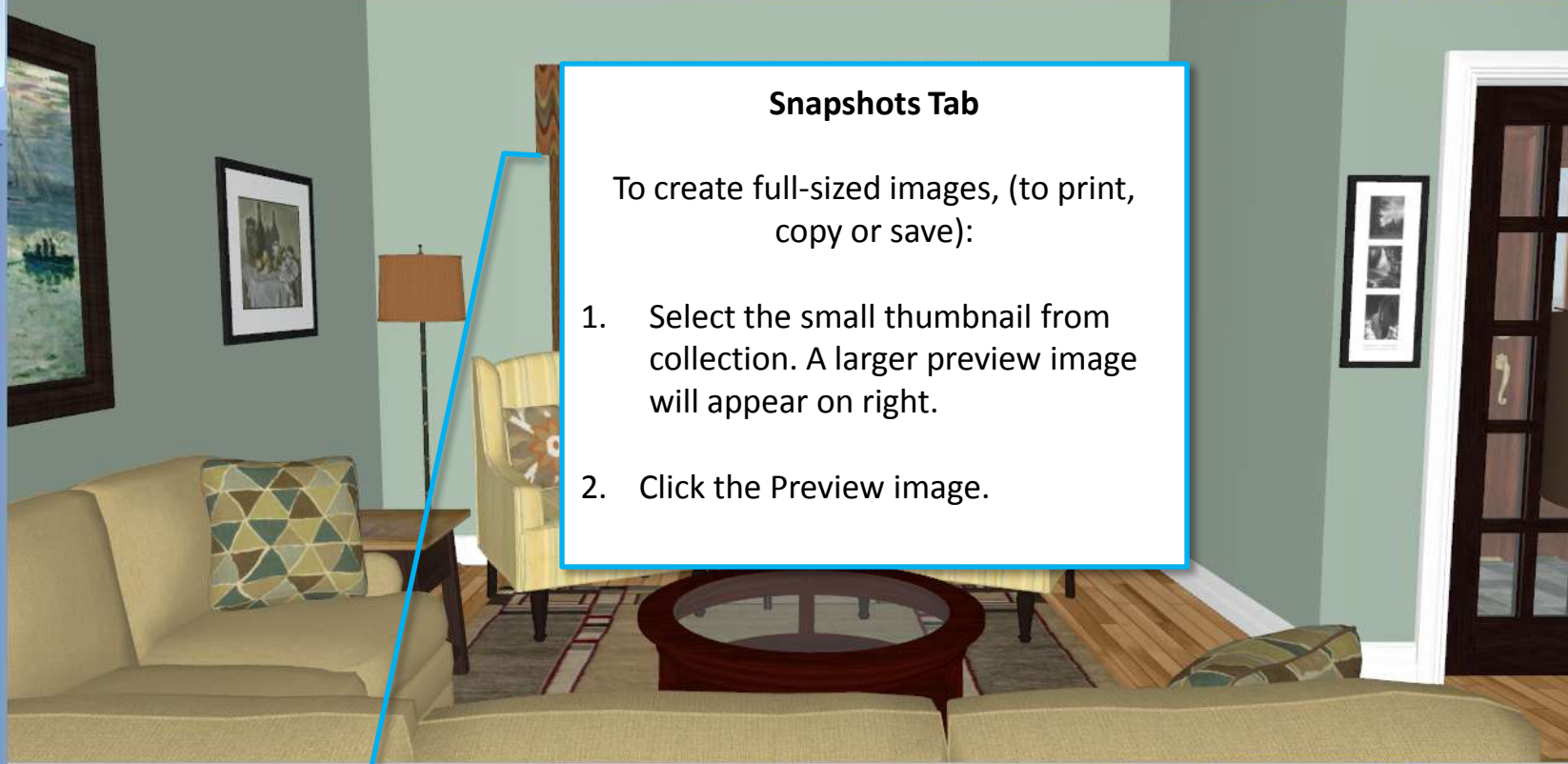
Take Snapshot

You have unlimited snapshots remaining.



Select a snapshot from the left to see it larger in this area.





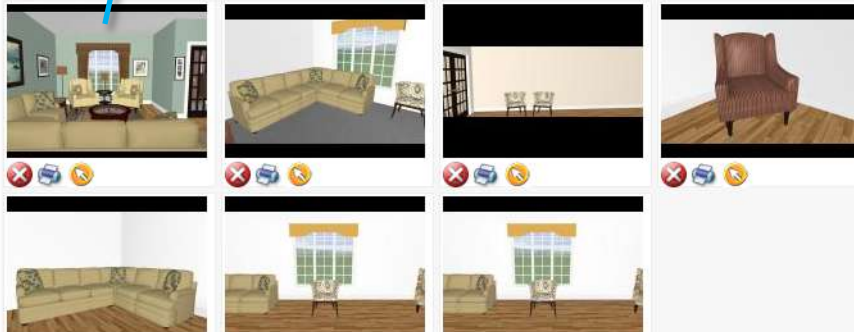
Snapshots Tab

To create full-sized images, (to print, copy or save):

1. Select the small thumbnail from collection. A larger preview image will appear on right.
2. Click the Preview image.

Take Snapshot

You have unlimited Snapshots remaining.



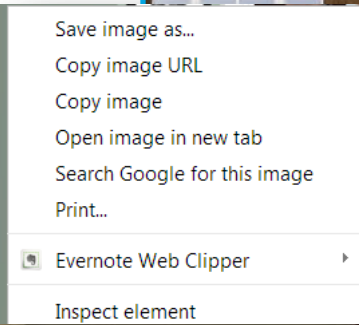
Select a snapshot from the left to see it larger in this area.



Snapshots Tab

3. On large image that opens, right-click and select from options (shown on right)

- Save Image as.. (to your computer)
- Copy Image (to paste on any document)
- Print...



Save image as...
Copy image URL
Copy image
Open image in new tab
Search Google for this image
Print...
 Evernote Web Clipper
Inspect element



Take Snapshot

You have unlimited Snapshots remaining.



https://www.3dream.net/jsp/secure/planner2/planner.jsp?newWindow=true

Dream

Help Products Materials Paint Object Properties Favorites Snapshots Reports Save Admin

Available Reports

[Shopping List](#)

[Plan View](#)

#1

Shopping List

How do you want to group the products

Category
 Manufacturer

Check the boxes of the products you would like to display in your report

#2


- All Scene Objects
 - Armchair
 - Walter Chair (2)
 - Monaco side chair (2)
 - Sectionals
 - Right Corner Sofa (1)
 - Left Arm Sofa (1)
 - Architectural Elements
 - Area Rugs
 - Casement Windows
 - Casement Composite 14 wit (1)
 - Coffee / Cocktail Tables
 - Cornice Boxes
 - Curtains & Drapes
 - Doors
 - Floor Lamps
 - Frames
 - Molding
 - Pillows
 - Side / End Tables
 - Table Lamps
- All Scene Materials
 - Tile
 - Wood
 - Architectural Elements
 - Art
 - Metal
 - Paint
 - Stone
 - Upholstery
 - Wood

Reports Tab

1. Select **Shopping List** option
2. Select desired items to show on report. (Note: you can expand each folder for greater item detail)
3. Click "**Generate Report**" button
4. On draft report that appears, click "**Edit**" to modify details or images on report. Here, you can insert actual product images, add pricing, and change product descriptions.
5. Select SAVE as PDF to format for saving or sending.

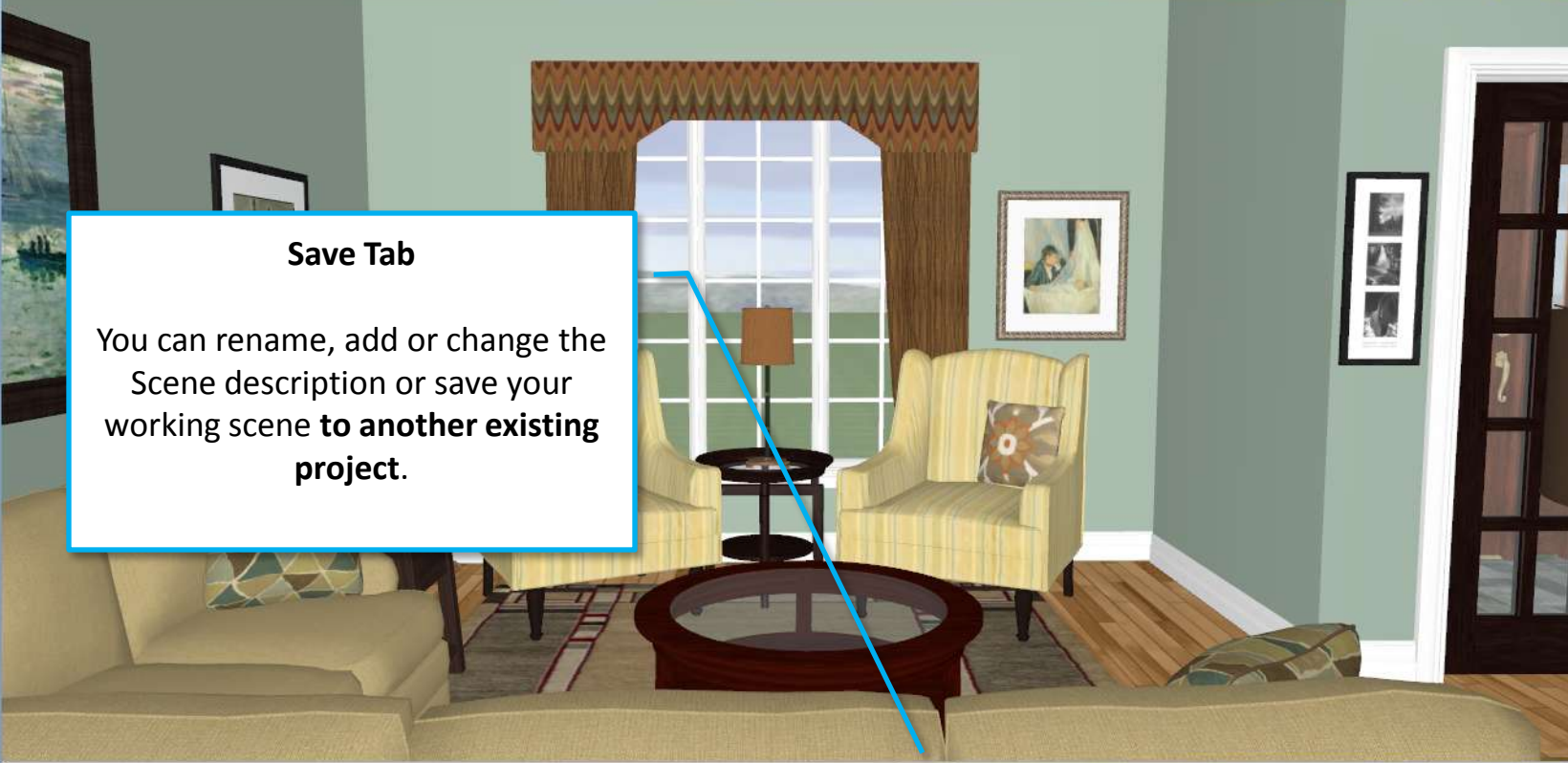
#3

Generate Report



Save Tab

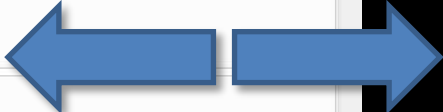
You can rename, add or change the Scene description or save your working scene **to another existing project.**



Save Scene Note: Fields marked with an asterisk (*) are required.

*Scene Name:
Description:

Project:





Selected-Item Controls

When you select (left-click) an item, a series of icons will appear above or below item.



- **Elevate** – Click and drag icon up or down (in 3D view)




- **Copy** – Click icon to create an exact duplicate (to right)

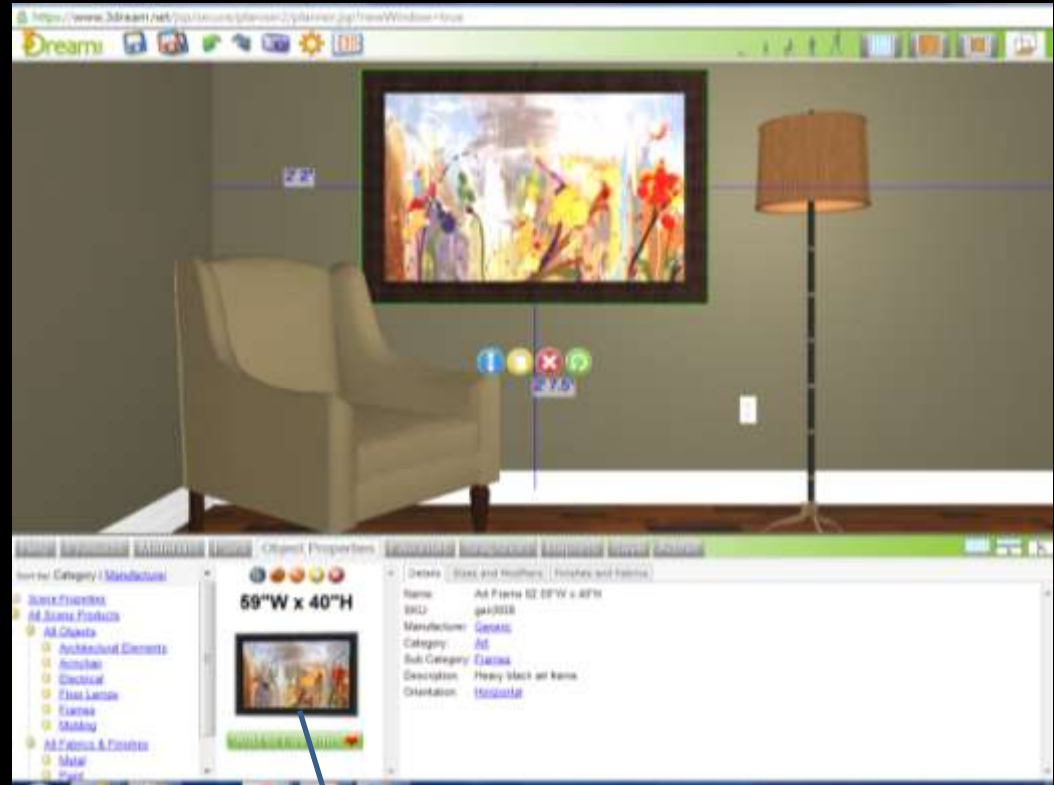


- **Delete** – Click icon to remove item from scene



- **Rotate** – Click and drag icon left or right  across screen to rotate

Move - Simply click and drag item to desired location

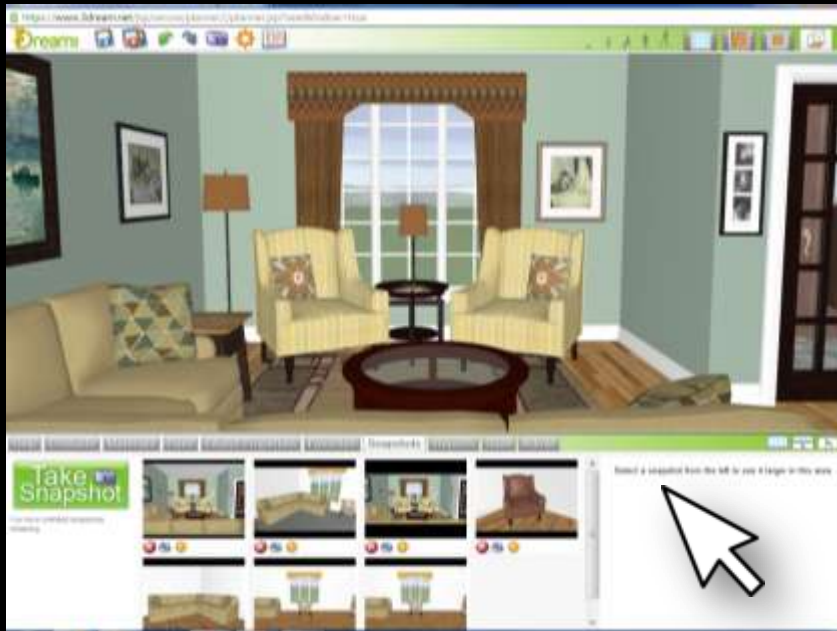


Selected item displays here

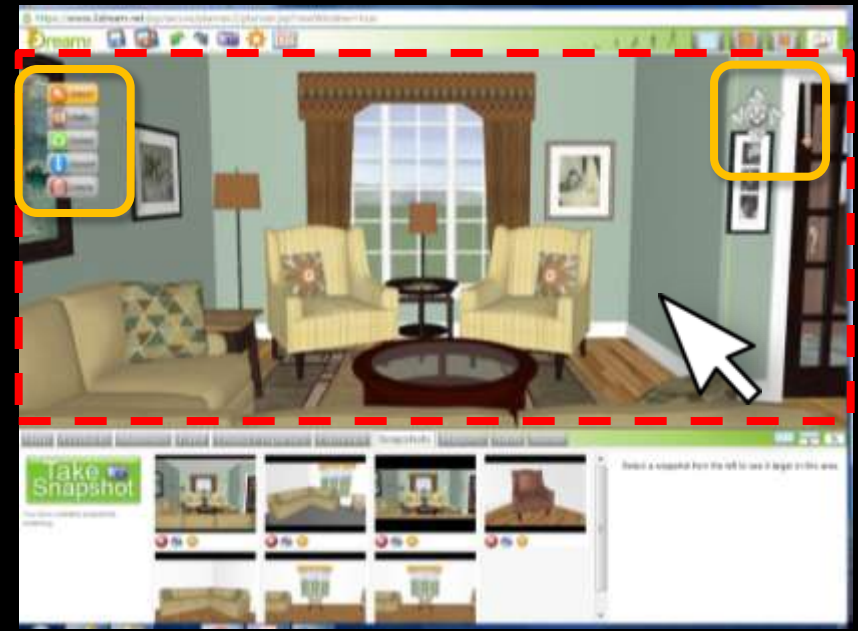


Viewing On-Screen Tools

Important: To view and use the on-screen tools, navigation controls and keyboard keys your mouse **MUST** be positioned over the planner window



When mouse pointer is **below** the active planner window the planner tools and Navigation Icons will disappear.



When mouse position is anywhere **within the active planner window** the planner tools and navigation joystick/arrows will become visible.



On-Screen Planner Tools



Select Tool (Left click on icon to activate)



Left-click to select any on-screen object to”

1. Move item (click and drag)
2. Reveal selected-item **MODEL EDIT CONTROLS** (click on item)



Elevate Copy Delete Rotate

3. Drag any material selection onto any element in scene (from lower Search Results section)



On-Screen Planner Tools



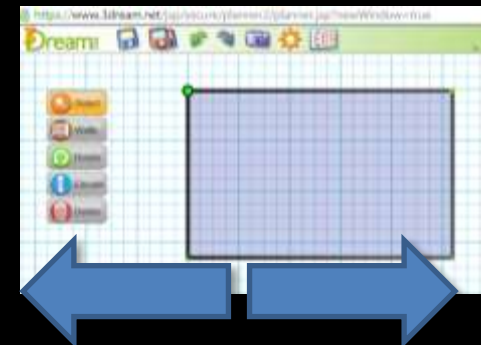
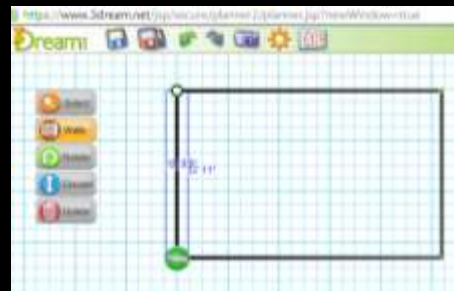
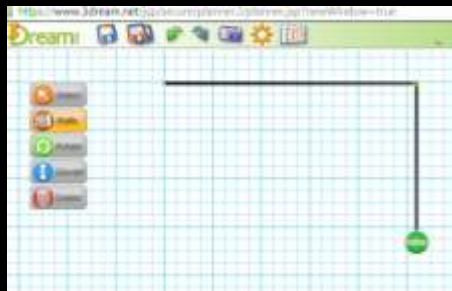
Wall Tool

Use to create your room (s) or add individual walls within a room



When activated, your view will automatically switch to Blue Print view

1. Click once on any area to add first wall point.
2. Move mouse to next corner point and click again.
(Note: Do NOT hold mouse button down while moving, as you will add unnecessary wall points)
3. Repeat (move & click) until room area is completely closed.
4. Click **DONE** icon to complete room. Your room floor should turn blue when done correctly.



On-Screen Planner Tools

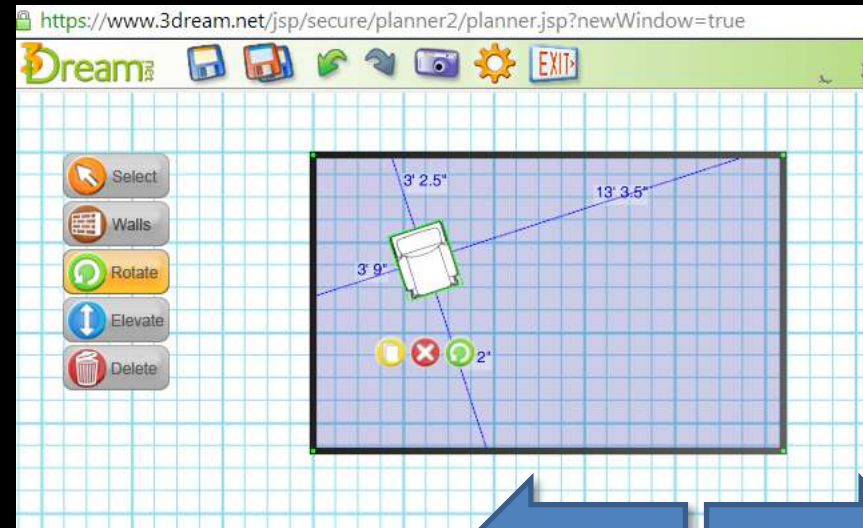
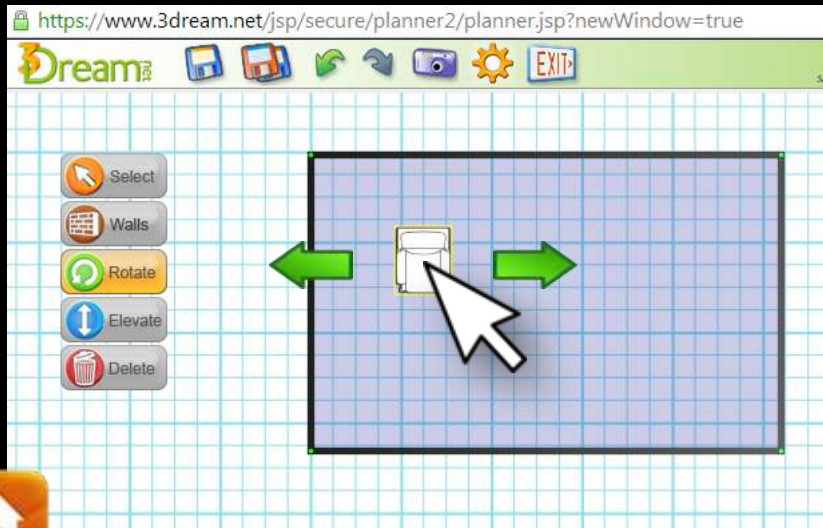


Rotate Tool

Use to rotate multiple items.
(To rotate individual items, use Rotate model control)



- Left-click to activate the Rotate tool
- To rotate item(s), left-click & hold over item and move cursor either left or right (not around the item)
- NOTE – Rotate tool is active until a different tool or view type is selected



On-Screen Planner Tools



Elevate Tool

Used to raise or lower multiple items.
(To elevate individual items, use Elevate model control)



- Left-click to activate the Elevate tool
- To elevate, left-click and drag item either up or down
- NOTE – Elevate tool is active until a different tool is selected




On-Screen Planner Tools

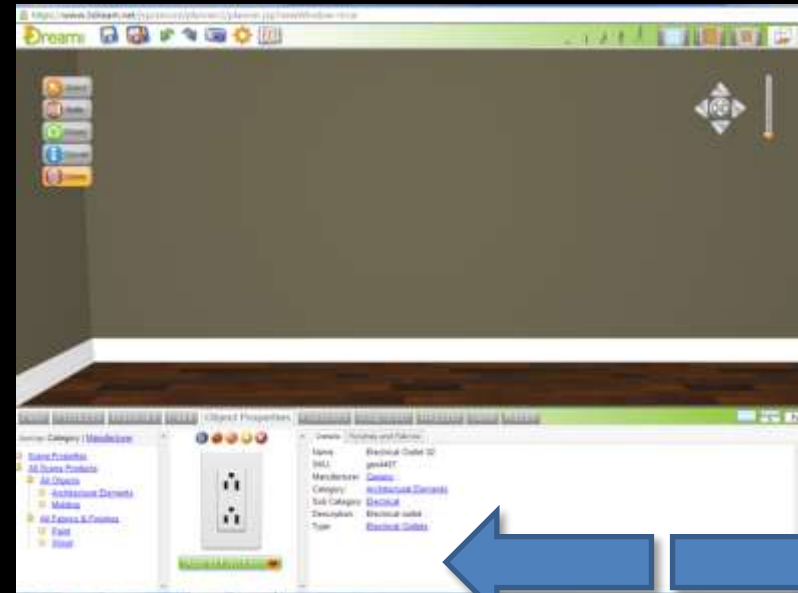


Delete Tool

Used to delete one or more items.
(To delete individual items, use Delete model control)



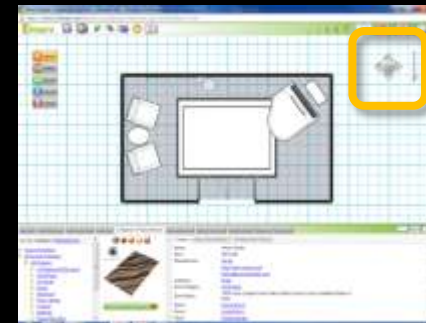
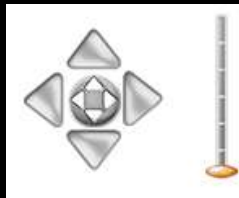
- Left-click to activate **Delete** tool
- Click on each item you wish to delete
- Delete tool is active until a different tool is selected
- NOTE – If any item is deleted in error, click Un-do  (or CTRL+Z)



Moving Around Your 3Dream Scene

- 3Dream was created to give you the ability to easily go (navigate) almost anywhere in your 3D environment
- There are 3 methods to navigate:

1. On-Screen Controls



2. Keyboard Keys

Q, W, E, R, A, S, D, F, Shift,

3. Short-cut Icons

- Zoom-to-Object
- Jump-to-Snapshot view



Moving Around Your 3Dream Scene

#1 - On-Screen Controls



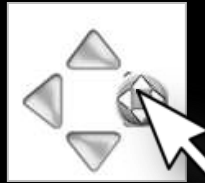
- a. The Joystick gives you freedom to 'steer' in the direction you want to go.
- In any top-down view the Joystick 'pans' the scene
 - In 3D view, 'pushing' the joystick forward
 - moves you forward, 'pulling' moves you back...



Shows moving forward to the right

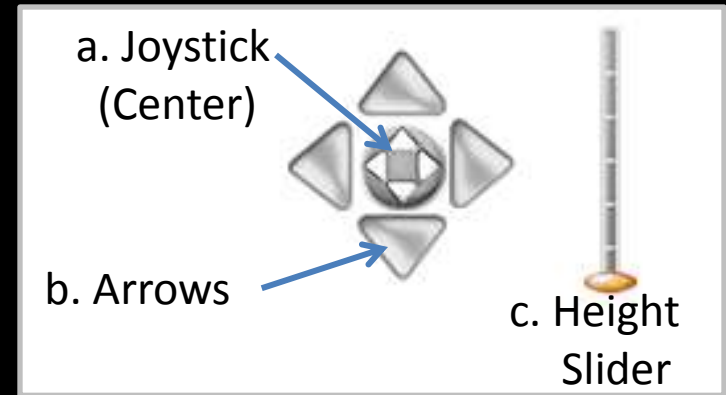
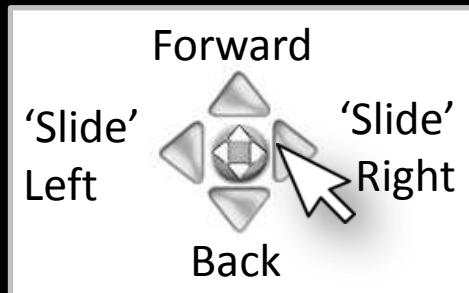


Shows moving backward to the left



Shows rotating to the right

- b. The Arrow Keys allow for small movements in the direction of the arrow with each click



Moving Around Your 3Dream Scene

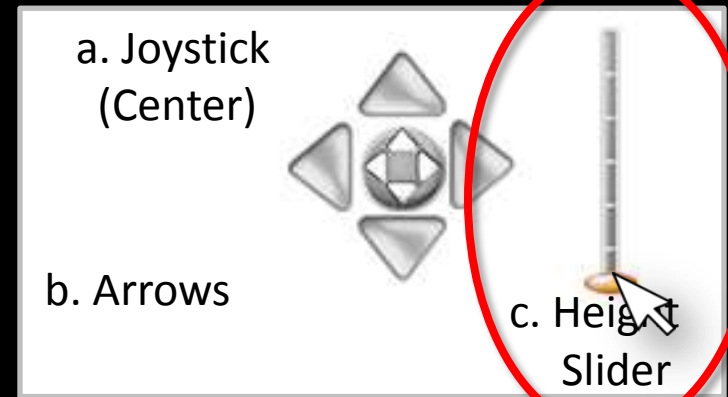
#1 - On-Screen Controls



c. Dragging the Height Slider raises your view up or down.

Mouse Wheel - In any top-down views the **mouse wheel** controls the Height Slider .

(Note: pointer must be positioned over planner area to be active)



Moving Around Your 3Dream Scene

#2 - Keyboard Navigation Keys (can be used at same time with joystick)

3Dream.net Dream · Design · Deliver

How to move around your 3Dream room scene

Roll Scroll Wheel to look up and down

Use Left Mouse Button to drag & drop products and materials and click & drag to draw walls

Keyboard and Mouse Controls

Cursor must be positioned over planner window in order to navigate scene

Keyboard Controls:

- Q: Turn Left
- W: Move Forward
- E: Turn Right
- R: Move Up
- A: Move Left
- S: Move Backward
- D: Move Right
- F: Move Down
- Shift: Hold for precise wall building
- Ctrl: Hold to select multiple items

Mouse Controls:

- Left Mouse Button: Drag & drop products and materials; click & drag to draw walls
- Scroll Wheel: Roll to look up and down
- Arrow Keys: Turn Left, Move Forward, Turn Right, Move Backward

www.3Dream.net



Moving Around Your 3Dream Scene

#3 – Shortcut Icons

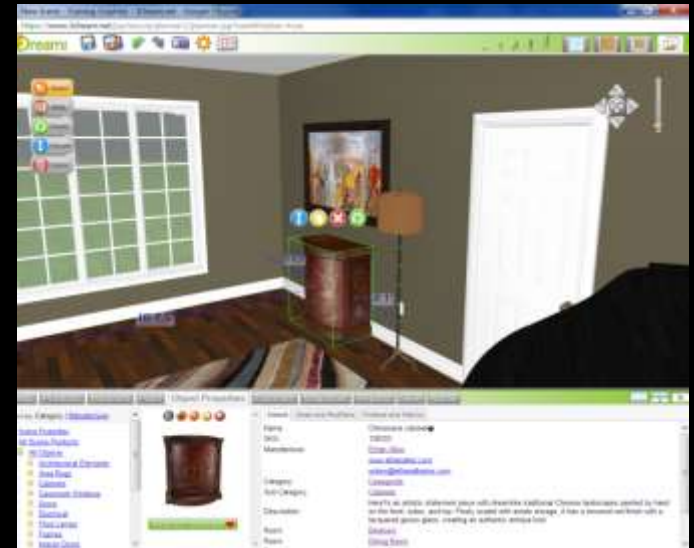
a. Zoom-to-Object feature:

You can easily “jump” to any selected item

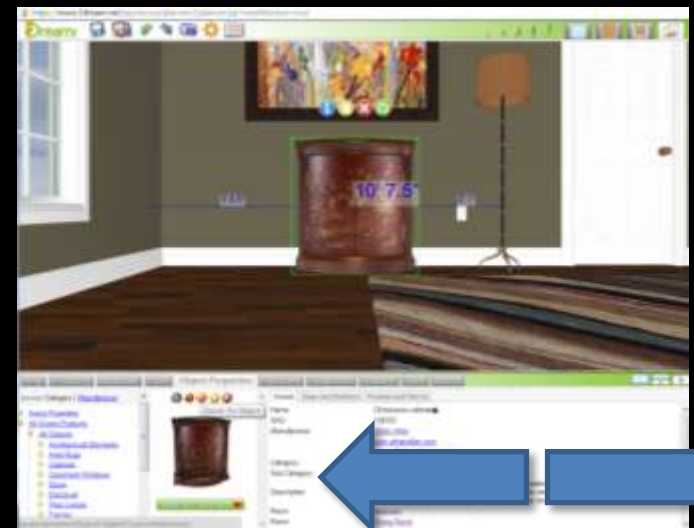
Step 1 - Select item

Step 2 - Select desired view (BP, 2D, 3D)

Step 3 – Click Zoom-to-Object icon



This feature will place you front and center of selected item.

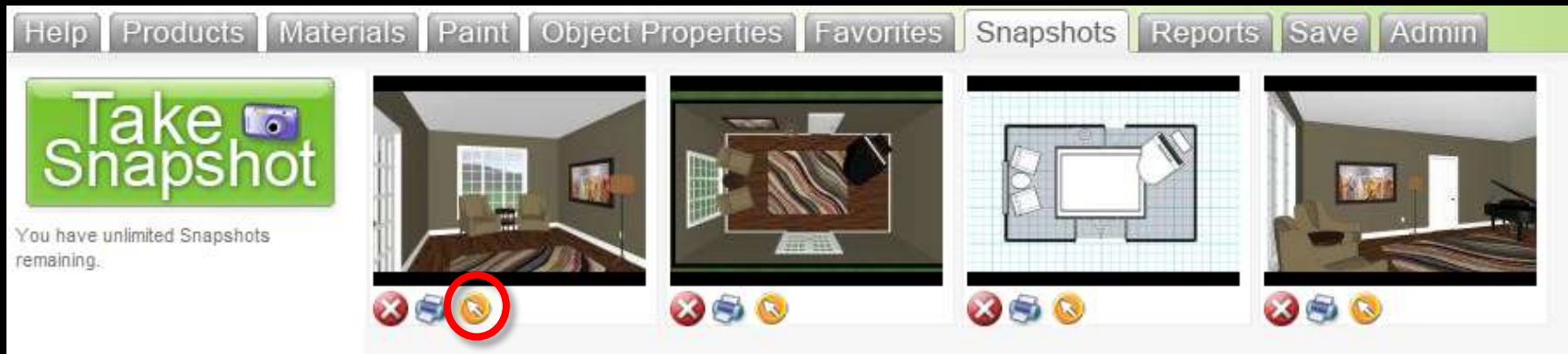


Moving Around Your 3Dream Scene

#3 – Shortcut Icons

b. Jump-to-Snapshot view

- This very handy feature allows you to 'jump' to the exact position where the snapshots were taken.





To learn more, please see these other documents



Tips n' Tricks

To minimize your time,
and maximize your results



How to move around in 3Dream



Importing Materials with 'My Materials' (Pro accounts only)



Room scene snapshots from 3Dreamers





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[Click here to see more Help topics](#)



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