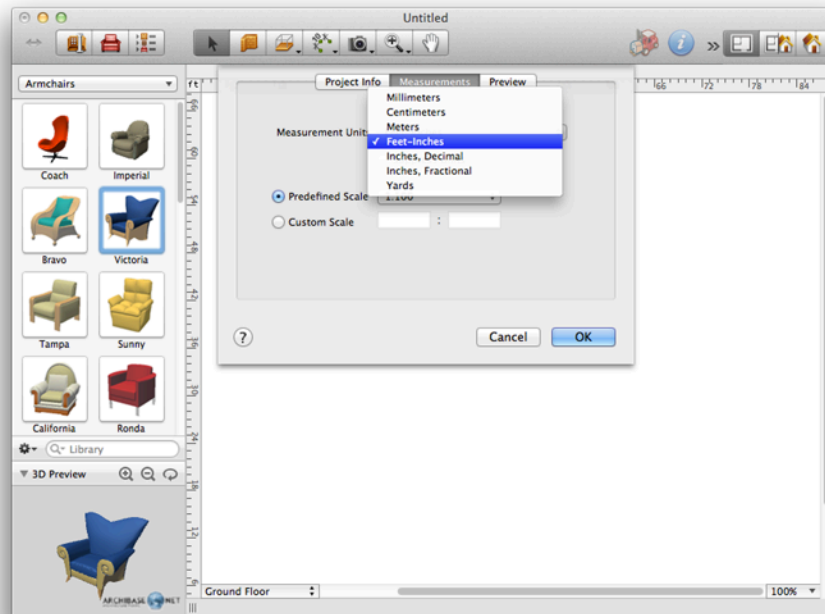




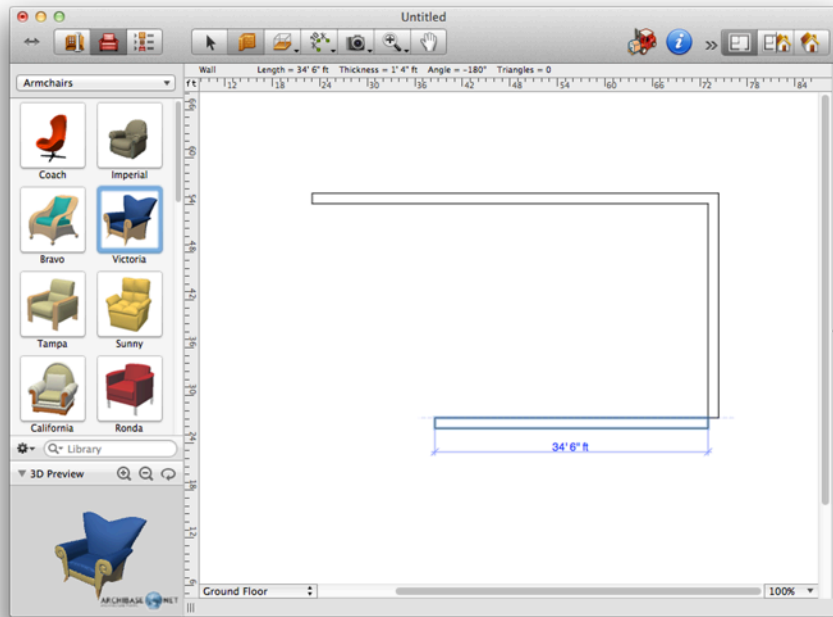
Creating a Floor Plan

This tutorial goes in depth about the various 2D tools used to create a floor plan for your home or office in Live Interior 3D. This PDF is meant to serve as a companion to the [video tutorial](#) of the same name.

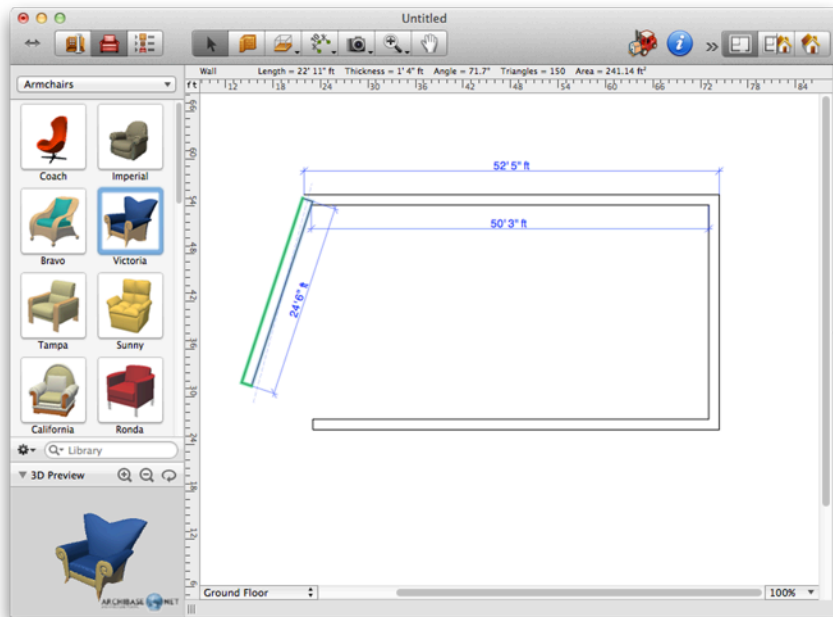
- 1. Set up measurement unit and scale (00:12).** In the upper left corner of the canvas, click on the square with the measurement abbreviation. In the dialog that comes up, select a measurement and scale *for the given project*. To select a default measurement unit and scale for all projects, see the program *Preferences*.



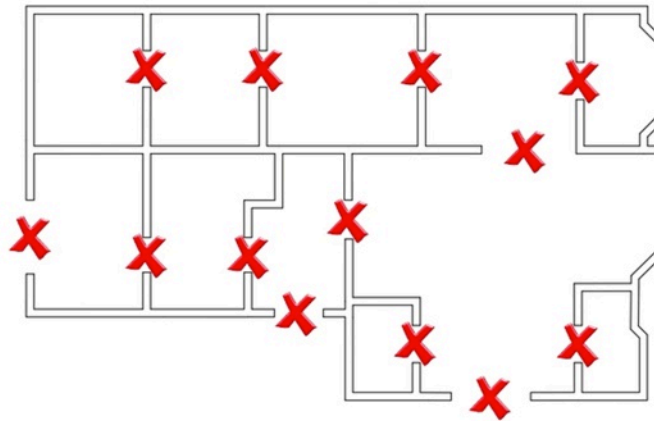
- 2. Draw the walls of your home (00:24).** The tool for drawing walls can be found in the 2D toolbar. To begin, click on the tool icon, drag the cursor to the starting point, click once, and drag the cursor to draft out your first wall. Note that the length is shown in real time as you draw. Clicking once ends that wall and lets you begin drawing another in a different direction. To finish drawing, double click on the end point.



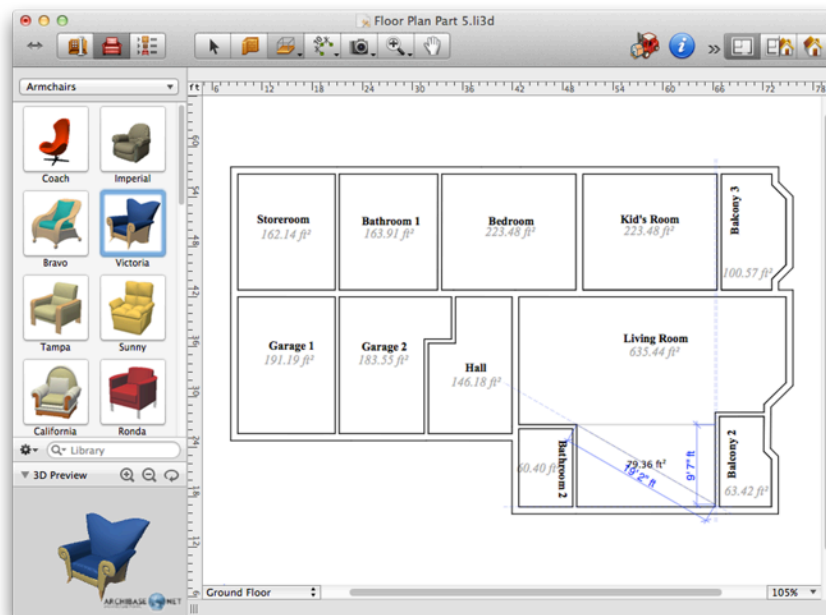
- 3. Move walls and change their angles (00:51).** To move walls, click and drag them with the mouse. Clicking and dragging the end point of a wall lets you change the angle.



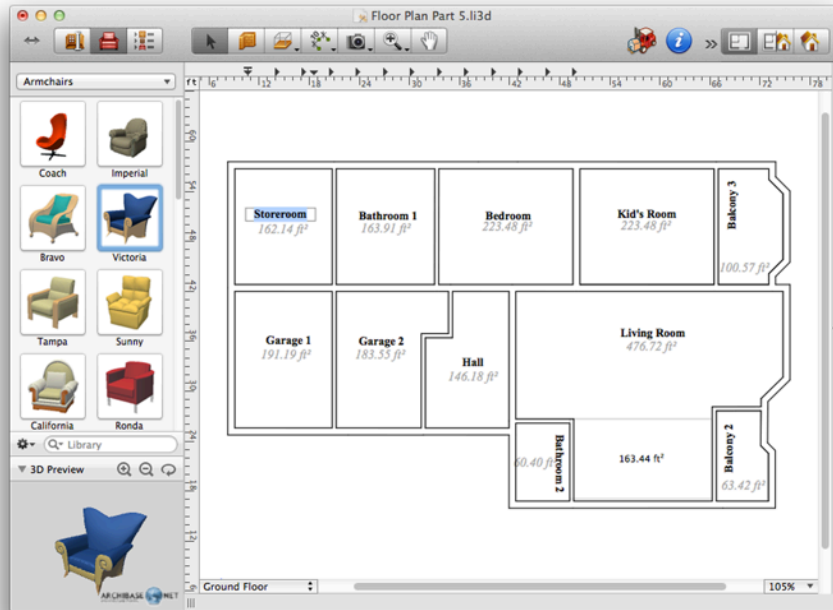
- 4. Don't leave gaps for doors and windows (01:03).** When drawing walls, never leave gaps for doors and windows. Those are later added by dragging and dropping them into place.



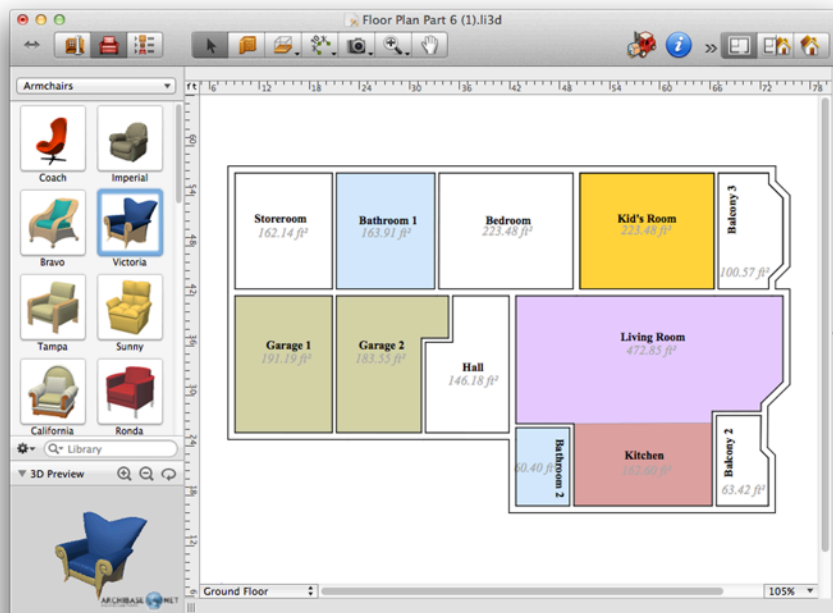
- 5. Create custom floors or ceilings (01:18).** Custom floors and ceilings are created in the same way. Click on the corresponding tool and click on the canvas to begin drawing. They are drawn very much in the same way as walls. Contour points can be added and removed using the context menu.



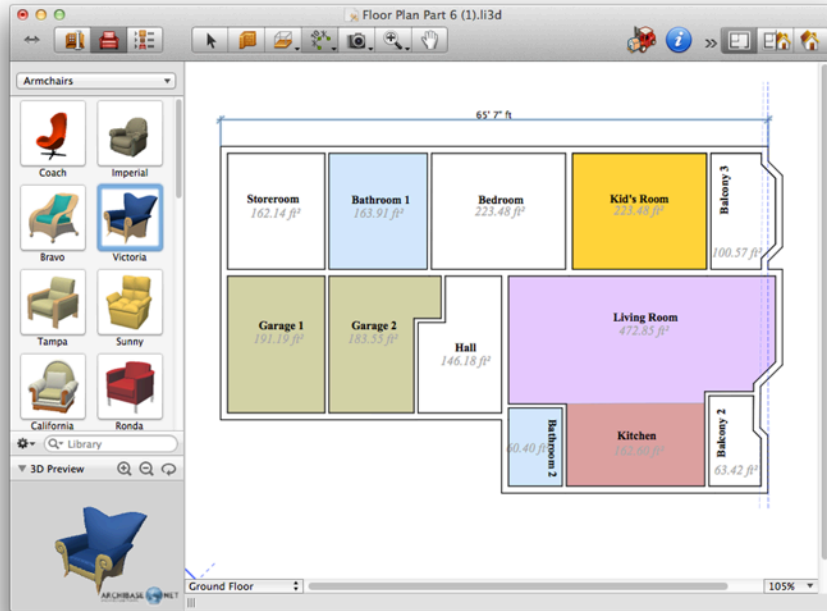
- 6. Add comments to rooms (01:45).** In the center of each closed room, you see the square footage. By double clicking on that measurement, you can add custom comments. In this case, we named the rooms.



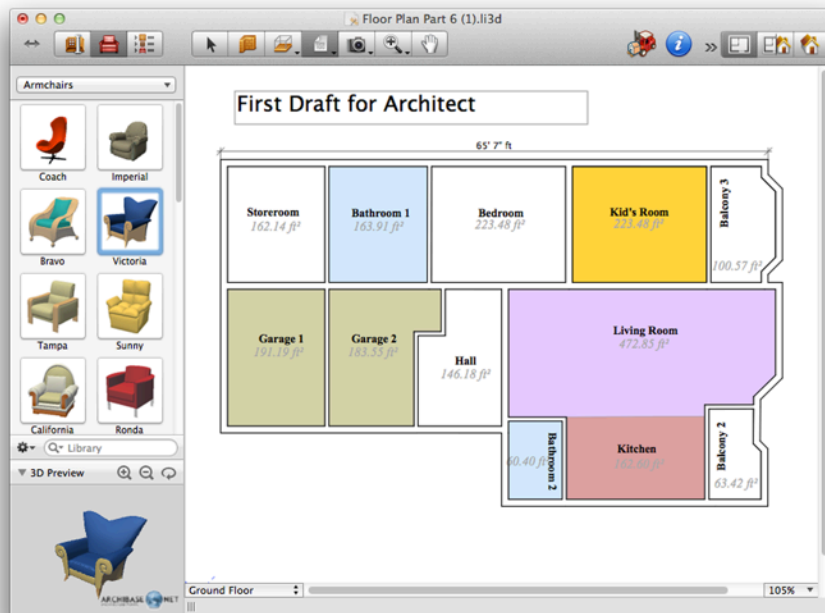
- 7. Color code or add patterns to rooms (01:57).** In the *2D Properties* tab of the *Inspector*, you'll find tools that let you color code rooms or assign patterns to rooms and other objects on the 2D plan.



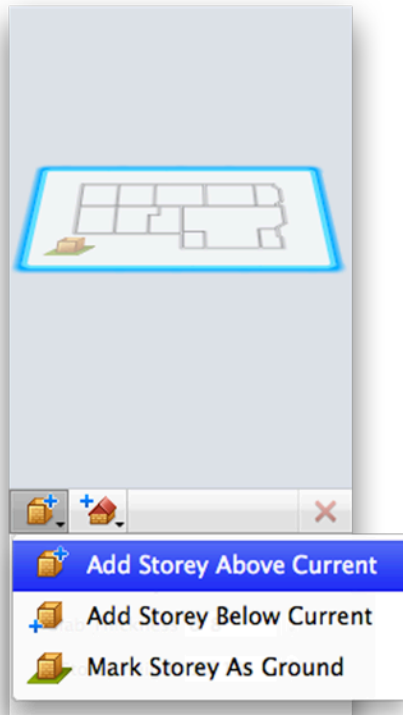
- 8. Add custom measurements (02:05).** Using the **Measurement** tool, you can click on one point, drag the cursor to another, click once again, and see the distance between the two points.



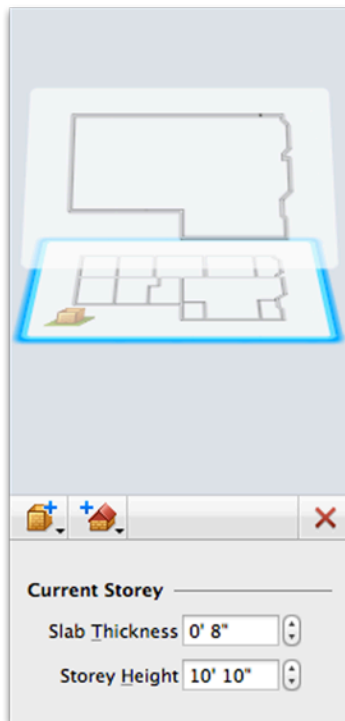
9. **Annotate your floor plan (02:14).** The **Annotation** tool works just like a text box tool in desktop publishing programs. Just click on your plan and type in your text. The text properties can be controlled in the *2D Properties* tab of the *Inspector*.



10. **Add additional stories (02:29).** To add an additional floor, go to the *Building Properties* tab of the *Inspector* and select either **Add Storey Above Current** or **Add Storey Below Current**. Note that the created floor has the same exterior walls as the first.



11. Switch between stories (02:47). Switching between stories is as simple as selecting its representation in the *Building Properties* tab of the *Inspector*.



12. Delete stories (02:57). To delete a story, just activate it and click the “X” button in the *Building Properties* tab of the *Inspector*.



13. Review your floor plan (02:59). Using the zoom and pan tools, you can review your floor plan before sending it off to the architects!

