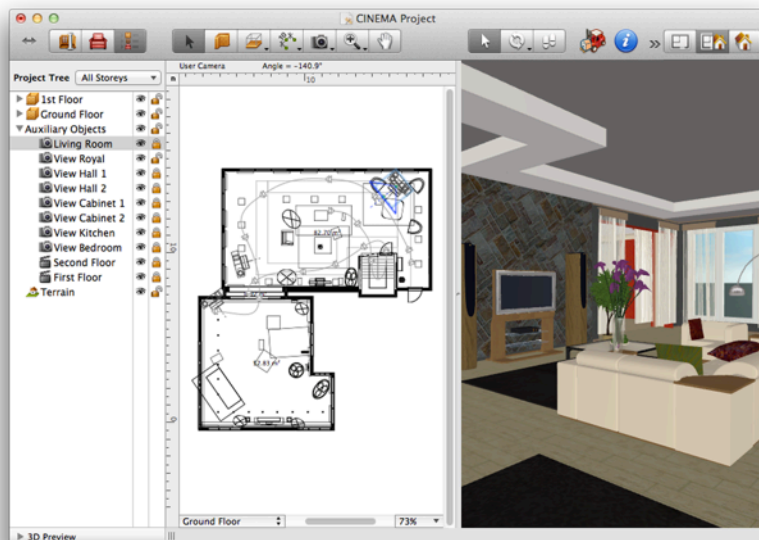




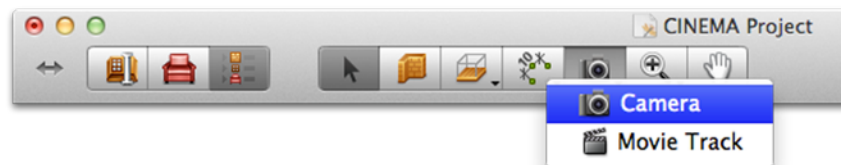
## Exporting 3D Views and Panoramas

This tutorial shows you how to add user cameras and use them to export 3D views and QuickTime 3D panoramas. This PDF is meant to serve as a companion to the [video tutorial](#) of the same name.

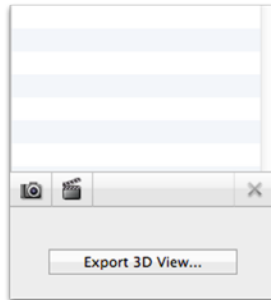
- 1. Predefined and user cameras (00:07).** By default, every project has a set of predefined cameras that you can use. But Live Interior 3D also allows you to place your own cameras.



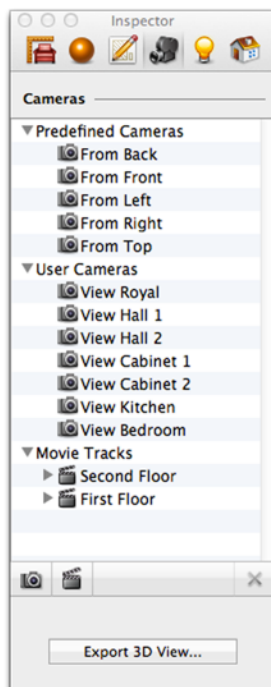
- 2. Adding user cameras (00:14).** In the 2D view, cameras can be added using the **Camera** tool in the toolbar. Just select it, click on the point where you wish to place your camera, and change the angle.



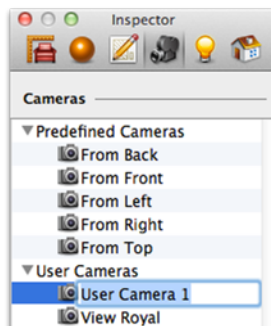
- 3. Adding them in the Inspector (00:22).** While in the *3D View*, you'll need to open the *Camera Properties* tab of the *Inspector*. To add a camera here, just click the button with the camera on it.



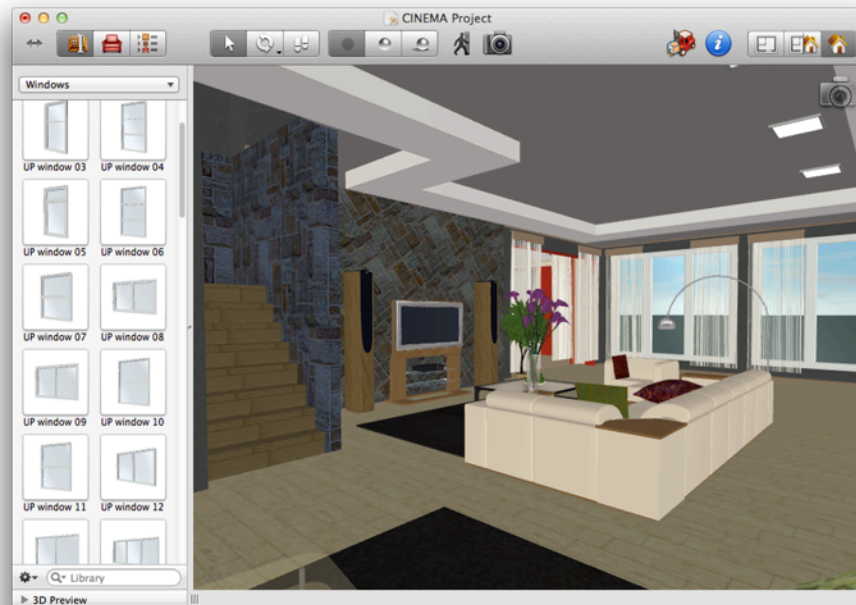
- 4. The Cameras Properties tab (00:28).** In addition to being able to add a camera here, this is where you can find predefined and user cameras, as well as movie tracks.



- 5. Renaming a camera (00:33).** To rename a camera, click on it in the *Inspector* and type in a new name.



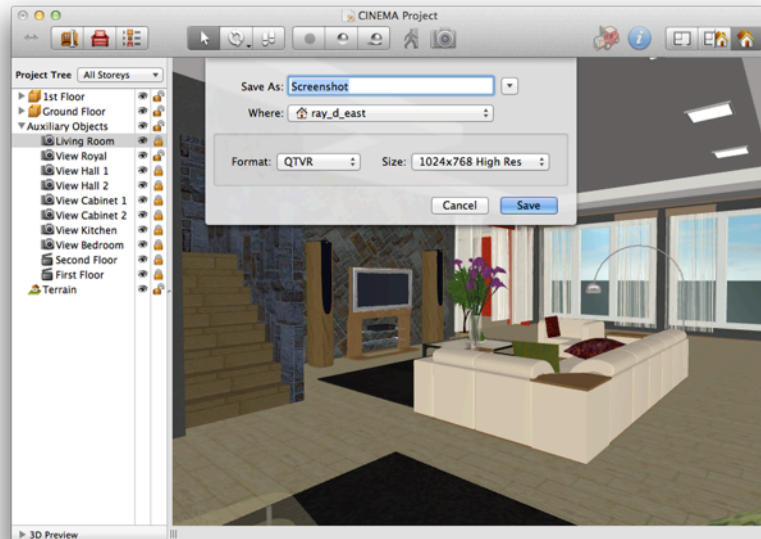
- 6. Editing cameras in 3D (00:40).** When you select a camera in the Inspector, you see its perspective in the *3D View*. In the right hand corner, a translucent camera icon appears. This means that any movement you make in the 3D view will change the position and/or perspective of the camera. To exit back to the regular walk around mode, just click escape or click on any point in the 3D view.



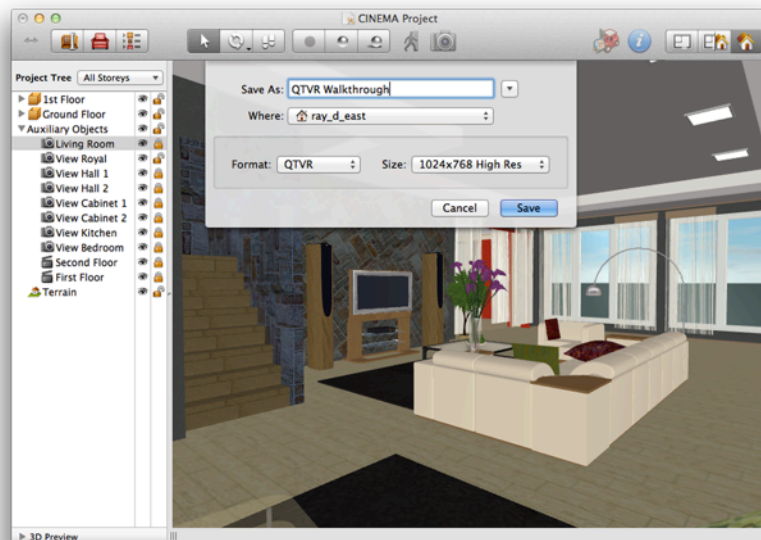
- 7. Locking a camera (01:00).** After editing a camera, you may want to lock it to keep from accidentally adjusting it. To do this, find it in the *Project Tree* and click on the lock next to the camera. Note that when you click on a camera in the *Project Tree*, a preview is shown in the *3D Preview* area.



8. **Export your 3D view (01:23).** Click the camera button in the 3D toolbar (or **Export 3D View...** in the *Inspector*) to bring up the export dialog. Then type in a file name, choose a destination, set up the format, resolution and quality options, and click **Save**. The click **View...** to open in in *Preview*.



9. **QuickTime VR 3D Panoramas (01:57).** To export a 3D panorama of your interior, select **QTVR** in the *Format* menu of the export dialog, choose a size, quality, and click **Save**. Note that to view 3D panoramas, you must have *QuickTime 7* installed.



10. **Start sharing your work!** So that's all you need to know about exporting views in Live Interior 3D. So go ahead and get *Mail* open to start sharing the results!