The only 3D visualization selling tool. Online. On demand.

3Dream

Training Guide version 6.0

3Dream.net
Dream · Design · Deliver

Quick Start Guide

- •Save your plan
- •Undo last action
- •Take a digital snapshot

•Selection tool – click on the walls or products to move and modify

•Wall building tool

Click the brick icon to begin drawing walls

•Rotate

•Elevate

•Delete

Point & Click to create new walls after choosing the wall building tool

Blue print grid

1 unit = 1 Ft.

Designer's floor plan complete with walls, windows, doors and furniture

Switch to BP – 2D and 3D view

Navigation Control – Click on the buttons to move in all directions

Product Search drop down menus

Choose a category then click Search

Or type in a product keyword then click search

Search

Larger image with description of product selected

Add to favorites- saves your favorite products in its own folder for quick access in future projects

Add to Favorites ❤

Product images are displayed and sorted

Drag and drop an image to add its 3D model to the scene

Navigation keys

How to move around, navigate and explore your 2D and 3D spaces

W and S to move forward and backwards

R and F move up and down

T and G tilt up and down

F5 – Refresh screen (reloads the page)

Delete – deletes a wall or object after it has been selected

Number keypad also used for moving around in 2D or 3D. Number 'Lock' must be off

Esc cleans the screen of all colored lines

Q and E Spin left and right

A and D Shuffle left and right

Windows Keyboard

Hold Shift while building walls for added precision

▪**In 3D view** – scroll wheel tilts camera up and down

▪**BP and 2D view** – zooms in and out

Arrow keys Ctrl + arrow key nudges wall or object

Also for moving around in 2D and 3D

Scroll wheel – Zooms camera in and out in BP and 2D. Tilts camera up and down in 3D

▪**Left click** - draw walls on the blue print grid (after selecting wall building tool)

▪**Left click** - **selecting / drag 'n drop** products and materials

Quick Start Guide

Wall building tool — Click on it to activate, then point, click and drag a new wall on the floor plan

Selection tool — Click on it to activate, now point and click on walls and products to move and modify

Camera height slider — Click on the orange marker and slide up and down to raise and lower the camera height in BP, 2D and 3D

Save your work — Saves any changes you have made to your scenes

Save a copy — Creates and saves an exact copy of your scene

Undo — Reverses the last step or task performed

Redo — Cancels the undo

Snapshot — Click to take a digital snapshot. Snapshot is automatically saved in your snapshots folder

Exit — Save and exit the scene you are currently working on

Blue print view — Displays the blueprint / floor plan currently being worked on

2D view — Displays a birds eye overhead perspective of the scene

3D view — Displays the 3 dimensional virtual perspective. User navigates and interacts with the space and objects inside this view.

Make a copy of an object — After clicking on or selecting an item, an exact duplicate of the product is created

Delete an object — After clicking on or selecting an item, the object can be deleted or removed from the scene

Rotate an object — After clicking on or selecting an item, the object can be rotated.

Raise an object — After clicking on or selecting an item, the object can be raised or lowered

Lock / unlock — Click to lock an object and prevent it from moving. Click again to unlock

Zoom to — will set the view directly in front of an object in (3D) or overhead the object in (BP, 2D)

Snap — Click to remove the objects 'snap', or its ability to stick to the walls. Click again to reset the snap. Can be useful when dealing with objects in small spaces and tight corners

Search — After selecting a product category, click search to display the results

Help tab — Click to access help files and video tutorials

Products tab — Click to access product categories

Matrials tab — Click to access furniture and construction material which can be applied to all products, floors, walls and ceilings

Paint — Opens the paint tool. Choose colors, create swatches then drag and drop the paint onto the walls or products.

Favorites tab — Click to access your favorites folder. Store products, materials and paint samples for easy access during any project.

Snapshots — Click to view all snapshots taken from the current scene.

Save — Click to save your scene. You may change your scene name or change which project to save the scene into at this point.

Reports - Click to begin creating your Shopping list of all products in scene.

Add to Favorites — After clicking on an object from a product search, clicking the add to favorites button will store the product in the favorites folder.

Remove Favorite — If an object is already in the favorites folder, click to remove the object or material from your favorites folder.

Introduction – The 3Dream Concept

3Dream was developed as the ultimate interior (and exterior) design tool, empowering the online user to instantly – and in real-time – create stunning inside or outside spaces, using real-world products and materials.

You can use 3Dream^{tm} to create fabulous room designs. Accurately draw your room then add items such as furniture, flooring, rugs, lighting, artwork and much more. Paint the walls and trim, change the tiles, and apply new fabric to the furniture. With 3Dream^{tm} the possibilities are limitless.

Actual "Snapshot" taken from within 3Dream

Features and Benefits

- Drag and drop interface

- Design in real-time, anywhere, anytime

- Search and Select from thousands of product and styles

- Changes or modifications can be applied and viewed instantly

- Source and manage all your projects

- Save, print or email room views and snapshots from any angle

- Prepare customized project reports for your clients

- Communicate with product vendors directly through 3Dream

- Easy to use, start planning in minutes

- No contract-no setup fee or software to download

- Use your 'Design center' to Attract, Relax and Inspire customers

- Let your customers see it BEFORE they buy it

- Enhance your professional image to help your business grow and prosper

- Design Students $20 monthly subscription

- Help section-video tutorials and customer support available

- Item not in 3Dream yet ? Contact us and let us know which product you would like to see. If the product will benefit the community, we will create the items.   [Back to top]
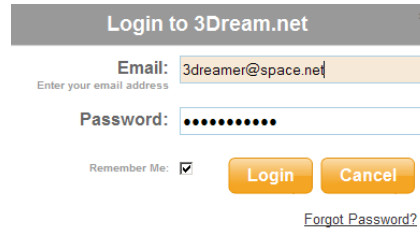
Logging In

Visit the 3Dream^{tm} website at:

www.3dream.net

Click the 'Login' link and enter your email and password and click **Login**.

Once logged in, 3Dream^{tm} will take you to your **Dashboard**.

The Dashboard is simply the starting point for your work. Among many other options, from here you can open an existing work project, create a new project, add client information or add / change your account information.

Notes:

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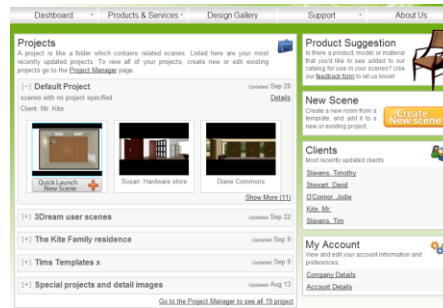
Building Your First Room

Start by creating a simple room to familiarize yourself with room building basics.

Walls can only be drawn in **BP** (blue print) mode. If you are not in BP mode, click the tab to return.

Select the **Wall Building Tool** from the left hand toolbar. **Wall building tool**

Begin by creating a simple rectangular room. Do not leave spaces for windows and doors, they will be added later. For now, create a room with four solid walls.

To create the first wall segment, position the mouse cursor to the top left corner of where you would like to create the room. Click and then point the mouse where you would like to end the wall and click twice. The second click is somewhere on the green done button. Clicking the 'Done' button will also deactivate the wall tool. Your first wall is created.
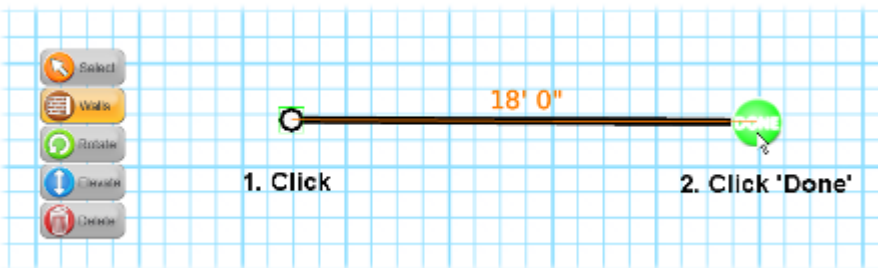
You can continue to create single walls in this manner or you can create several walls in succession which produce a complete floor plan. Start by clicking on a point to begin your floor plan. Continue clicking on points to end the current wall and start a new wall until you end up at your starting point. Click the 'Done' button and your floor plan is drawn and the wall tool is deactivated.
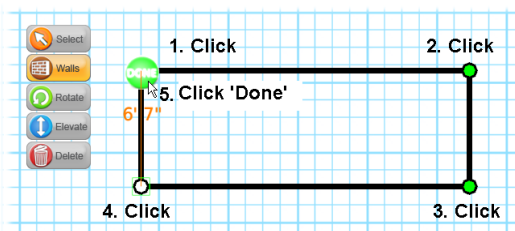
*Note: Do not leave gaps or spaces for windows, doors or passageways. These items are added later and will snap themselves into the wall.

In order for a ceiling and floor to generate, your room must be completely enclosed – **no gaps**. You can tell if your floor plan is enclosed by the blue shaded area inside the walls. If it is not enclosed properly, there will be no blue shading. Also, if you switch to 2D view, you will see green 'grass' showing. This indicates the floor and ceiling are missing.

Good floor plans

Gap = No Floor
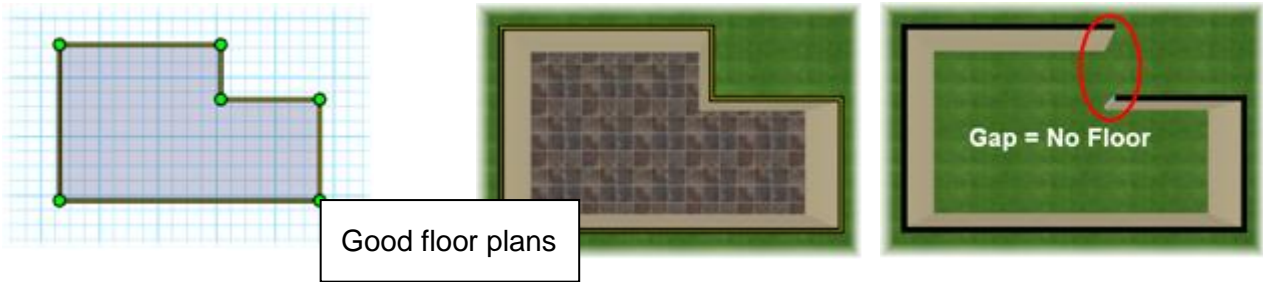
After you have created your walls and floor plan, you may adjust the position and length of the walls. We use the 'Select' tool when we want to manipulate and move walls already on our blue print.

There are 2 ways in which walls can be moved and resized. The first is to move the entire wall and the second is to move just the nodes /corners /endpoints of the wall.

To move an entire wall, click on it and then drag it to the appropriate distance. Moving this wall will not change the length of the wall, but will change the lengths of adjoining walls.
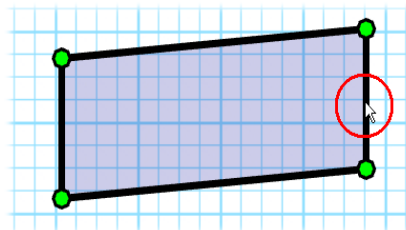
To move the end of a wall, click on the node and drag it the appropriate distance. Moving a node will the affect the length and position of walls attached to that node.

Click and drag green node

19' 0"

Select
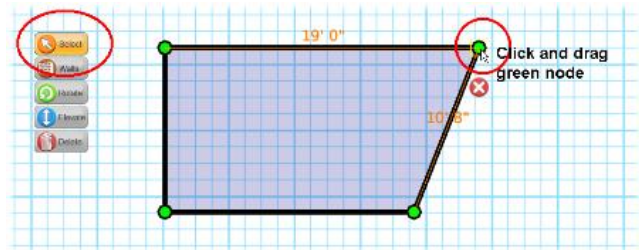
Moving and Looking Around in 3D

Change into 3D view by clicking the **3D** tab on the top right of the 3Dream^{tm} planner window.

You are now looking at the room you just created. You will have to move and look around to change the perspective

Use either the 'On Screen' control or the keyboard to move around in 3D.

If you click on the outer triangles of the On Screen control you will move in that direction – Forward – Backward – Left – Right. If you click and hold the inner button of the On Screen control you can move freely in the direction that you push the button.

Forward

Left   Right
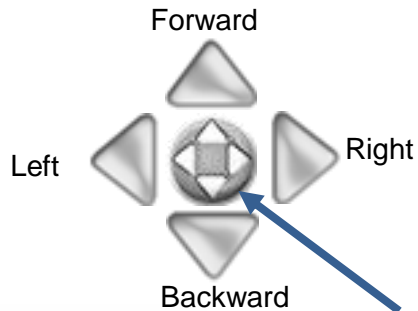
Backward

Use the inner button to move freely in any direction – forward / backward / spin left and right
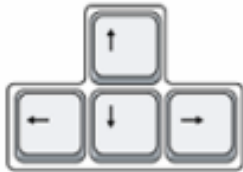
Keyboard arrow keys will also navigate you around the 3D scene

You can also move around using the keyboard. Experiment with the following hotkeys to move around within the scene:

- Press W to move forward, and S top move backward
- Press A to move left, and D to move right
- Press Q to rotate left, and E to rotate right
- Press R to move up, and F to move down
- Press T to tilt up, and G to tilt down

Things to Remember:

- The mouse pointer must be pointed somewhere within the scene in order to move around
- The mouse, On Screen control and keyboard keys may be used simultaneously for even better and faster navigation

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Adding Furniture and Other Products to the Scene

Click the **Products** tab on the bottom left of the screen.

There are a couple of ways to find products to add to your room. You can use the keyword search box to type in your desired product. For example, type "Sofa" in the **Keywords** box and click **Search**, your results will be all available sofas and any products with the word sofa in their name or description. Use a 'Google type' search method e.g. 'Sofa kidney' for specific attributes.

You can also search for products by using the category drop down menu. Choose a category and sub category to narrow your search results. For example, click on the category drop down menu and select "Seating." Then choose a type of seating from the sub category drop down menu, such as "Recliners" and click **Search**. Your results will be all available recliners.

Search results can be dragged and dropped into the scene.

Once you click on an item in the search results, you will see an enlarged view of that item to the right with any available information. Once again, click on the item and drag it into your scene. Once the item is in your scene, you can move it around to try out different arrangements. You can also change the appearance of the item (fabric, finish, color, size, etc.), after it has been placed into the scene.

Things to Remember:

- If you receive no search results, you may have been too specific with your wording in the keyword search field

- Use the advanced options link to filter your search even more

- Keyword search usually returns more results, e.g. 'windows' will retrieve

You can add products to your room in any mode (BP, 2D or 3D); although it is easier putting certain products into the room using one over another.
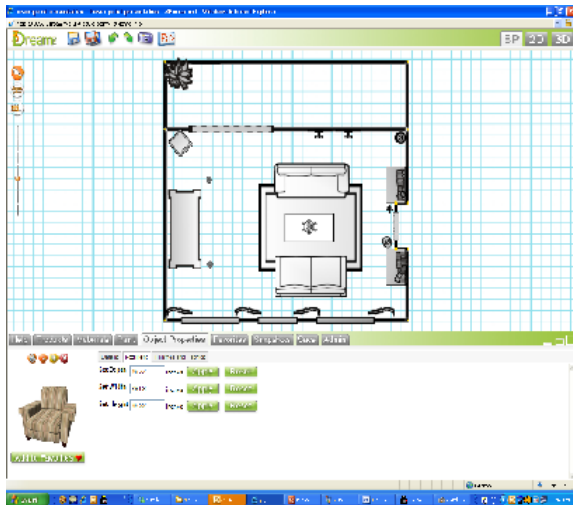
Use the BP or 2D mode to add these types of products:

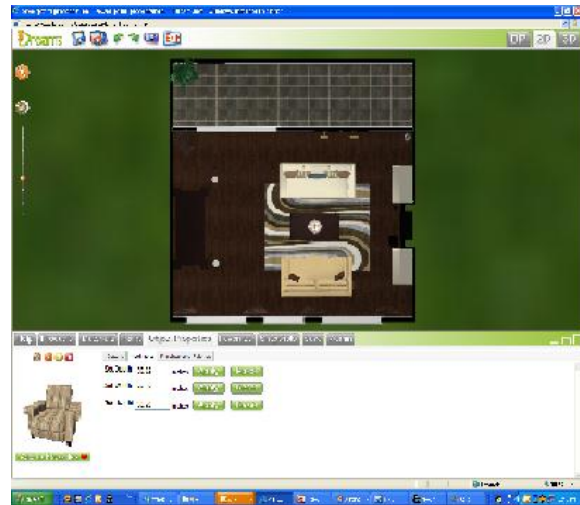Area rugs, tables, chairs, ceiling lights, beds, sofas and window treatments

It is easiest to position and center these items in the **BP** view

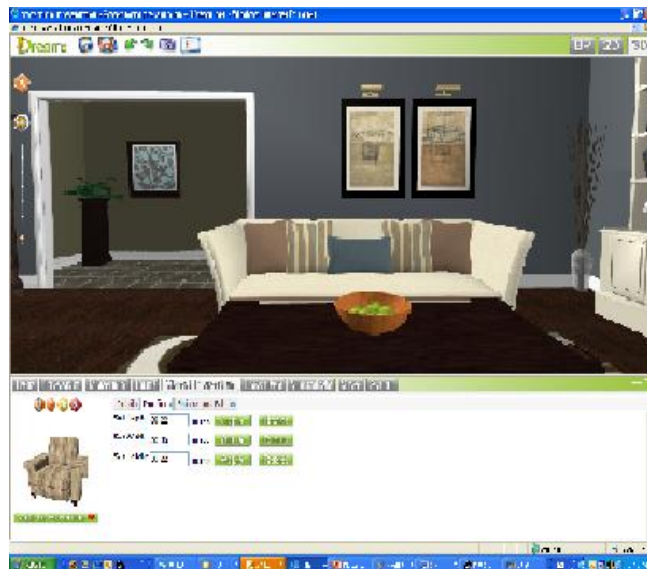## Use the 3D mode to add these types of products:

Framed artwork and mirrors, crown molding, baseboard molding, shelving, wall sconces
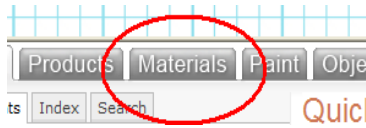

Blue print view

Birdseye view

3D virtual scene

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Searching for and Applying New Materials

Click on the **Materials** tab located next to the Products tab.

There are a couple of ways to find materials.

You can use the keyword search box to type in the name of the material for which you are looking. For example, type "Flooring" in the **Keywords** box and click **Search**, your results will be all available floors and any materials with the word floor in their name or description.

Alternatively, choose a type of materials from the **Category** drop down menu, flooring for example.

Refine your results by choosing a sub category of flooring and click **Search**.

Your result will be thumbnail images of all available laminate floors.

Like products, clicking on a material in the search results, will bring up an enlarged view of that material to the right with any available information.

Click and drag, holding down the left mouse button, the desired material onto the floor of your room, release the mouse to apply the material. Notice that as you move your mouse over the floor it turns bright yellow; this means that you are able to apply the new flooring material.

You can apply any material to any object, as long as the object is highlighted in yellow. For example, you can apply flooring to the walls and ceiling or fabric to fireplaces should you so desire.

Materials refers to the type of finish which may be applied to a product or surface in your scene.

They may be flooring, ceiling, fabrics, various construction materials like wood or stone and paint.

Paint is also a type of material, but with its own separate tab.

Left click and drag new material

Things to remember:

- You may change the finish on a product or object but you cannot then change the color of that finish. You would want to find the finish with the correct color in the first place, i.e. do not apply stone to the wall and then try to paint it red, find a red stone to apply to the wall

- Some finishes have a grain or direction to them. You cannot alter this direction but you can usually find the same finish with the other grain.

- Lots of flexibility – You can try any material on any object!

Move / Delete / Copy / Resize / Lock and Group Objects

Moving Objects

Click and hold an object and drag it to a new location. Objects can be moved in any view (BP, 2D or 3D). However depending on the product type, positioning is easiest in one mode over the other. Position your furniture, rugs, ceiling fixtures, and cabinets in BP and use 3D for artwork and wall sconces. You will develop a feel for what's best as your experience progresses.

Elevating Objects

Click on an object and the halo icons will appear. To elevate a product, click and hold the blue **Elevate** (up and down arrow) icon and push the mouse straight forward or backwards.

*Do not click on the ends of the arrow to elevate.

Copying Objects

Click on an object and the halo icons will appear. Click the yellow **Copy** icon and an exact duplicate of the object will appear next to the original.

Deleting Objects Method 1

Click on an object and the halo icons will appear. Click on the red **Delete** icon and the object will disappear.

Deleting Objects Method 2

Click on the 'Delete' icon located on the left side of the planner in the tool box. Every product and wall that is clicked on while this is activated will be deleted. To deactivate this delete icon, another tool such as 'Select' or the 'Wall Tool' must be selected.

Remember! If you delete something by accident, click on the 'Undo' button.

Rotating Objects

Click on an object and the halo icons will appear. Click and hold the green **Rotate** icon and move the mouse left and right.

*Do not move the mouse in a circular motion.

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Resizing Objects

Click on an object, the object properties tab becomes active and that objects' properties will appear in the bottom viewing area along with a picture of the item.

To change the dimensions of a product, click on the **Sizes and Modifiers** tab. Now edit the dimensions and click **Apply**, the object will resize. If you would like to revert back to the objects default size, click on **Reset**.

You will also see a field 'Set Angle' which allows you to rotate an object by an exact amount by inserting the desired angle here.
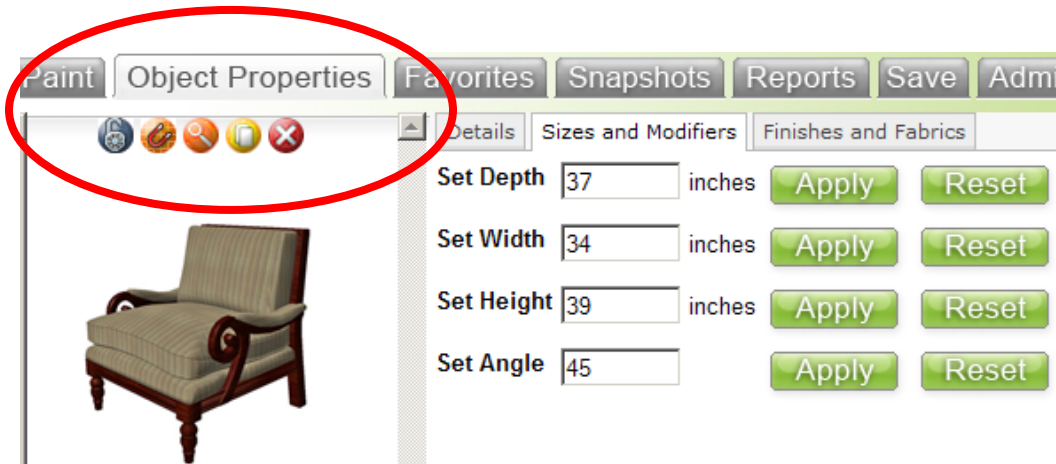
Removing the snap from an object

Here in the object properties are some other controls which are very useful – Lock – Snap and Zoom To.

As you add products to your scene you will notice that some objects will 'Snap' to the walls. Artwork, fireplaces, cabinets, beds and some case goods are examples. This snapping action makes it easy to position objects tight against the wall or attach directly to the wall if necessary. There are times though when removing this snapping property is helpful. We may want to position a cabinet on a 45 degree angle in the corner or the room. It will be helpful to remove the snap. After the object is selected click on the small 'Snap' icon located above the product image. When the snap is removed it will

look like this. Click it again to turn the snap back on. Remember, not all items have 'Snap'.

Locking Objects

Locking an object prevents it from being moved. Locked objects can be copied or changed in size and color, but remain in place until unlocked.
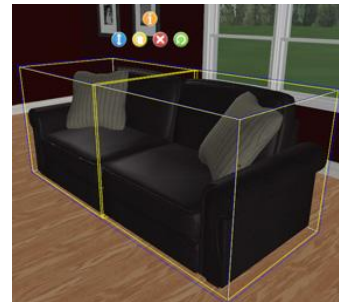
Click on an object and its object properties will appear. You will see a large image of the product in the bottom left, with small icons above. Click on **Lock** icon to lock the item.

It is easy to tell when an item is locked. Click on the item and you only see one icon: the **Lock** icon. Click on the **Lock** halo icon to unlock the object.

Grouping / Linking Objects

Clicking on any number of objects while holding down the control key will group the objects together. Grouped objects are indicated by a blue bounding box around all of the grouped objects. If you would like these items to remain grouped when deselected, it is necessary to link them together. Linked objects such as sectional sofas or kitchen cabinets become easier to move around or paint.

While holding down the **Ctrl** key click on the objects you wish to link. Below in the object properties you will see all the items you have chosen to group.

Click the **Link** icon and the bounding boxes will become orange and blue, instead of yellow and blue. Now, even if those objects are deselected, once clicked on again they will remain linked.

To unlink products, click the group, then click the **Unlink** icon.
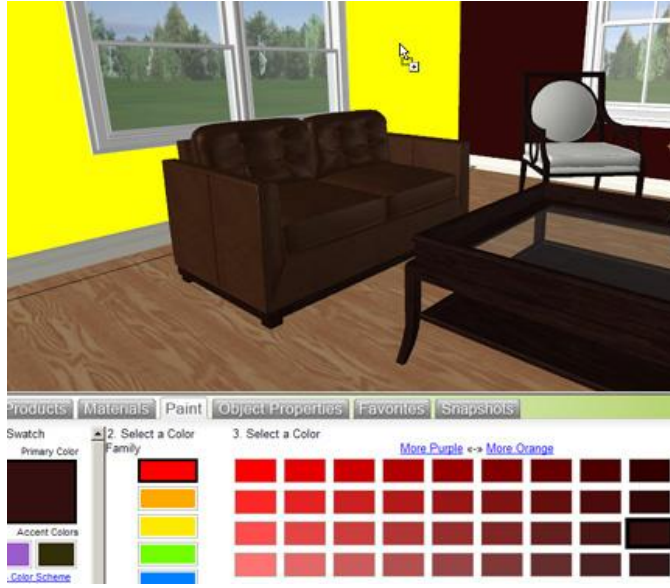
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The Paint Tool

Click the Paint Tab

To find a paint color follow these three steps:

1) Select the swatch you would like to modify
2) Select a color family
3) Select a color

Click and drag your chosen paint color onto walls or objects in the scene. As you drag the paint over the object it will turn bright yellow color meaning that you are able to apply the new paint color. Release the mouse to apply the color. It is a good idea to add your preferred paint colors to your favorites to easily find and use them again.

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Left click and drag the paint onto the walls or any other surface
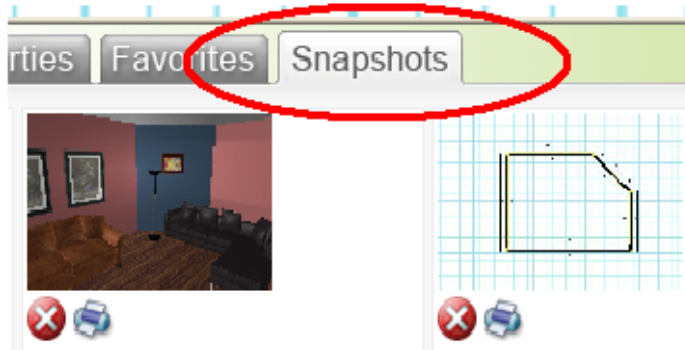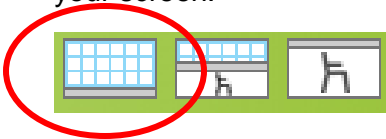
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How to take a snapshot

You make take digital 'Snapshots' of your scenes by clicking the camera icon at the top of the planner. This may be done in any of the 3 views, blue print, 2D or 3D.

Only your planner viewing area will appear in the snapshot. (i.e. none of the toolbars or search boxes will be in the snapshot).

Your best snapshots are taken with your viewing area enlarged to the maximum size. Do this by clicking on the resize tab which is located in the middle far right portion of your screen.

All of the snapshots that you take of that scene will appear in the snapshots folder.

You may print them from here by clicking on the printer icon. You can delete them from here also.

Saving the snapshots onto your computer will then provide you with the ability to assemble and print them with other image programs such as 'Picture Manager', 'Photo Gallery', or be placed into a Powerpoint presentation.

Emailing and saving your snapshots
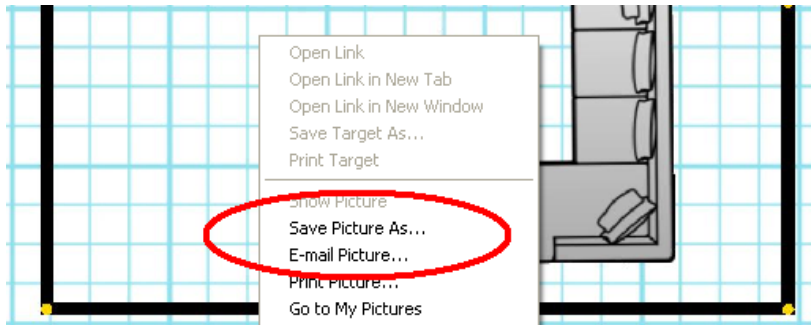
Just right click on any of the snapshots, and you will see the windows drop down menu for saving and emailing your pictures. All of your snapshots are also saved and organized in your project manager. They are grouped together according to the scene they were taken from.

Right click on the snapshot to email or save to own hard drive

Creating Reports

The Designer Report is accessed via the project manager on the **Dashboard**.

Go to 'Project Manager' and then click on details beside the project you want to create reports. You will now see all of the scenes you have created inside that project – click 'Generate Reports' beside the scene you want the report for.
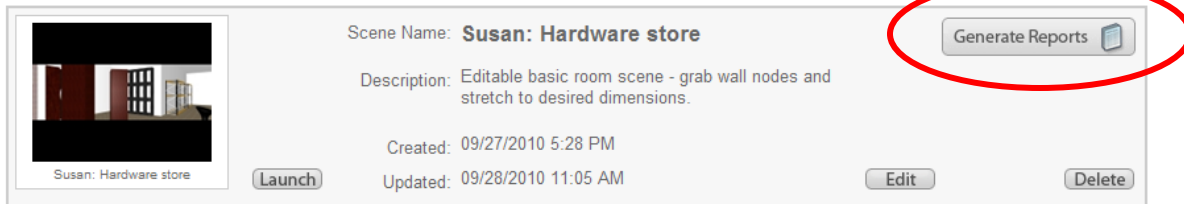
There are several sections of a report which can be edited or hidden depending on how much content you would like to display.

If you would like to make any changes to the reports, you must first click **Edit** at the top left.
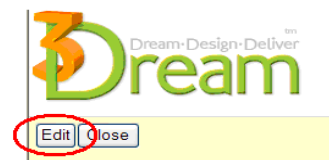
You can now scroll through and edit / add information in the report.

You can add images wherever you see **Click Here to Insert and Image**. Images can be of snapshots you have taken in the planner or any image (jpeg, pjpeg, bmp, gif, png, x-png, max size: 250kb) saved on your hard drive.
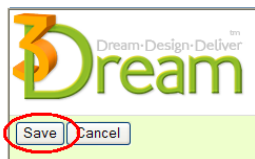
After making any changes be sure to click the **Save** button.

Find detailed instructions on working with reports underneath the reports sections on the left hand side.

The reports can of course be printed or emailed or saved on to your computer.

Tip! Insert your company logo into your 'Company Profile' and it will appear as the header on every page of your reports. Very professional!
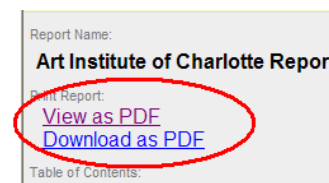
Creating a Shopping list

The shopping list is a report which is created from within the 3Dream planner while working on the scene.

Begin by clicking on the 'Reports Tab'.

Reports

Now click on '**Shopping List'**

At this point you can pick and choose which category of products to include in your report.

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

Simply tick the boxes of the items you wish to include in the shopping list.

- ☑ All Scene Objects
  - ☑ Architectural Elements
  - ☑ Armchair
  - ☑ Casement Windows
  - ☑ Chairs
  - ☑ Dining Tables
  - ☑ Doors
  - ☑ Floor Lamps
  - ☑ Kitchen / Dining

Now click 'Generate Report'

Generate Reports

- ☑ All Scene Materials
  - ☑ Architectural Elements
  - ☑ Laminate
  - ☑ Metal
  - ☑ Multipurpose
  - ☑ Paint
  - ☑ Wood

She shopping list will be created and ready for editing.

At this point you may edit any of the information text boxes.

First click the 'Edit' button at the top left and then move your mouse over a field in the report. Any fields where the background becomes yellow and your mouse pointer turns to a hand will be editable by simply clicking on it and then entering the desired information into the box which pops up.

Also, you may click on any of the product or material images and using the image manager, browse to a folder on your computer and upload an image you have stored on your computer.

This is very useful in the case where you have used a generic product in the 3Dream scene and now you would like to include an image of the 'Real' product in your shopping list report.

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Tips & Tricks working with 3DREAM

Laptop - If using a laptop, you may not have a scroll wheel necessary for controlling the cameras up and down tilt.

Dimensions - If you want to display the inside dimensions of a single room, click on the floor of that room, (Figure 1). If you want to display the inside dimensions of more than one room at a time, (Figure 2), hold down your control key as you click on the floor of each room. If you click on just one wall, (Figure 3), the dimensions, both inside and outside of each adjacent wall will be displayed.
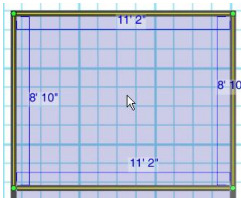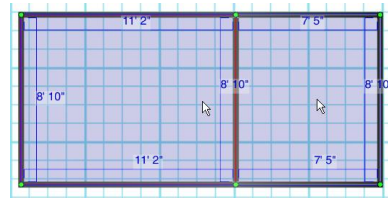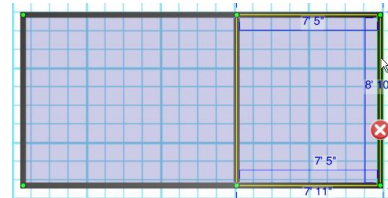
Figure 3   **Figure 2**   **Figure 3**

New Walls - When creating a detailed floor plan with many walls, watch for extra wall nodes (green dots), that may have been created accidentally. These nodes divide the walls into sections that need to be treated, moved or painted individually. To remove the node, use the selection tool, click and drag the node along the wall into a corner; the extra node will disappear.
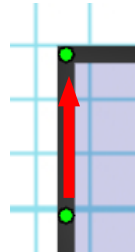
Flooring - Adding a connecting wall to an existing wall will remove any flooring that was applied in any adjacent rooms. You will need to treat these floor areas again.

Kitchen Cabinets - When you are working with kitchen cabinetry, remember that they will only snap to the walls and not each other. Use the 'Nudge' tool, (select-Ctrl + arrow key), to make fine adjustments to position. Also, corner cabinets do not 'Snap' as they do not know which wall you would want them to snap to. An item cannot snap to 2 walls at the same time.

Bulkheads / Odd Shapes - To create a bulkhead or other original feature use primitive shapes. Primitives can be found in the **Products** tab and can be used to build custom shapes and objects. You can modify the size, color and position of these shapes. Primitive shapes do not snap but you can **link** them together, or to other objects to design such things as landings, mantels, and vauleted/cathedral ceilings. Try different materials on primitives such as flooring for ceiling beams. Different materials scale better than others on primitives. Also, try resizing the primitive in different ways, (i.e. revers the length and width) and you may find the material scales better.

Good material scaling on the 'Cube' • • •   Poor material scaling

Snapping Properties - Remember that it is sometimes helpful to turn the snapping property of an object off if you are working in a tight area or with window treatments. Go to object properties and click on the magnet image to turn it on or off. Holding down the 'Shift' key while you move or rotate an object will remove the snap temporarily.

Wall Height - If you would like to change the height of your walls, click on the floor or ceiling of the room. The room object properties will appear. Click on 'Sizes and Modifiers' and enter your desired ceiling height. If you have more than one room in your blue print, (i.e. bedroom, kitchen, living room), you need to click on the floor of each room to set or change the desired height. Set all of your correct ceiling heights as soon as you finish drawing all of your walls. Any new walls you create after changing a ceiling height will be the default height of 108".
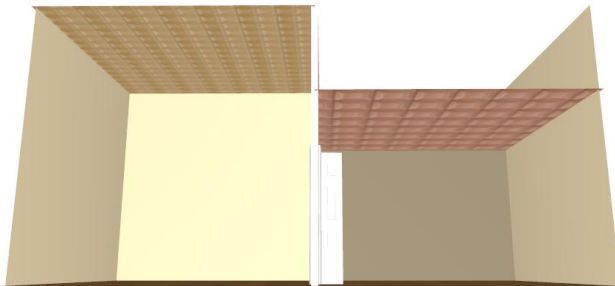
A floor plan with 2 different ceiling heights.

Emailing Snapshots - The best way to email snapshots from the planner is to have your email application opened. Go to the **Snapshots** tab, double click to open the desired picture, right click, copy and paste it onto your opened email message. Repeat for multiple snapshots.

Emailing Reports – After the report is generated, click **Download as PDF**. You can now choose to save the report to your hard drive. Attach the report PDF as you would to any email in your email application.

You will also be given the option to Open the report. If you choose to do so, go to **File** and select **Email**.

Saving snapshots and reports to your computers hard drive is a convenient method also of organizing and backing up your images.

Loading Times – The number of items in the scene will effect the length of time needed to load that scene. Please be patient when loading scenes with 100 or more items.
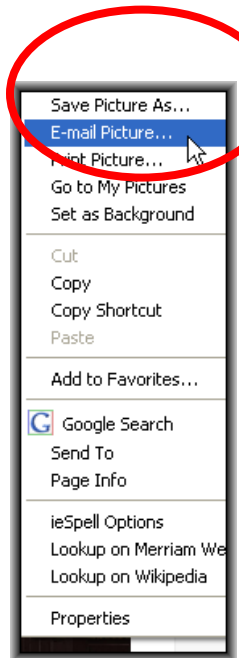
Different flooring in same room – If the room is not divide by a wall or wall cutout, the floor cannot be treated with different types of flooring. One solution to this is using the **Generic Area rug 01.** This is the only rug which you can change the material on it. Add it to your scene, resize it to fit the area in your room, and then treat it with a flooring or material. It's best not to make it too large as the scaling of certain materials may look skewed. For large areas, make a copy or more and palce them next to each other lining up the pattern of the material used.
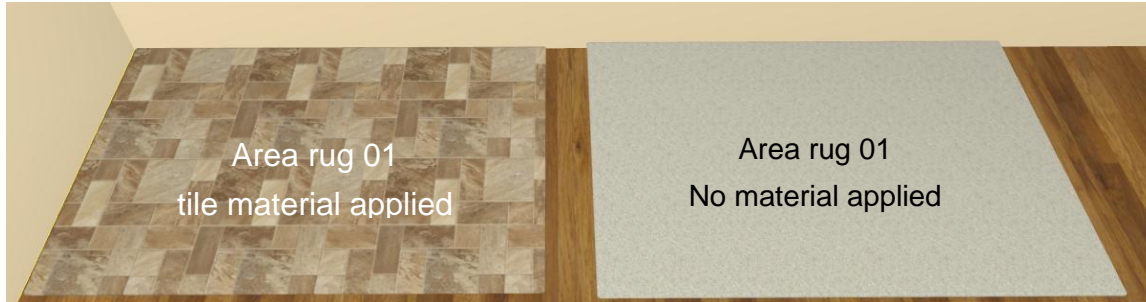
Escape Key – Pressing the 'Escape' key on your keyboard, (usually marked Esc), will clean your screen of dimension lines, model bounding boxes and colored object controls. Use this before taking snapshots to produce high quality images without any unwanted planner markings.

Control + A – Pressing your control button and the letter 'A' on your keyboard will select everything in your scene, (i.e. all walls and products). You can use this to totally clean your plan and start over again without opening another scene. Press 'Control' and 'A' at the same time, then hit your 'Delete key on your keyboard or click on the red 'X' delete button which will appear in your window. Either one will delete everything in your scene.

Notes:

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Glossary of Terms

Dashboard – The 3Dream^{tm} management page. This is where the user can access the different features of 3Dream^{tm}: open projects, manage client information, create a new scene, browse news and message archives, view help, and access company and account detail.

Favorites – Tab in the planner used to save and access favorite items and materials desired for frequent use or to facilitate searching.

Grid – The 2-dimensional area upon which the floor-plan / blueprint view is created. The grid is scaled so that 1 square = 1 foot.

Grouping – Selecting several items together for easier movement and texture modification.

Hotkeys – 10 keyboard keys which enable the user to move around the scene (in any view BP, 2D or 3D) with or without the mouse.

Keyword - Used instead of the category drop down menus to search for products and materials in the planner.

Linking – Joining grouped objects together so that they function as one. Used for easier movement and texture modification of like items.

Nodes – Green circles indicating the endpoints of a wall segment. Seen only in BP mode.

Primitive Shapes – Basic 3-dimensional geometric shapes helpful for creating unique items such as bulkheads, raised floors and steps. Primitives can also be used as place holders for custom items or items not yet available in the 3Dream^{tm} catalogue.

Sample Scene – Pre-made scenes saved in 3Dream^{tm} for the user to view and modify. These scenes are available when creating a new scene. The **Sample Scene** tab is located beside the **Templates** and **My Templates** tabs.

Scene –The environment in which a space is planned and designed.

Selection Tool – The orange icon located at the top of the left hand toolbox in the planner window. This tool is used by default and is changed only when the user is

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drawing walls or using the tape measure tool.

Shopping List – The section of a report containing an itemized list of all products and materials used in a project.

Snap – A magnetic property of certain objects (artwork, mirrors, window treatments, etc.) to attach themselves to walls or windows.

Template – Basic room shapes selected initially when creating a new scene. The user can choose from several pre-set floor plans or a blank template in which to draw custom floor plans.

Wall Building Tool – The orange brick wall icon located in the left hand tool box in the planner window. Clicking on this icon will change the planner to wall building mode. Subsequent mouse clicks are used for drawing walls and will not select objects while this is activated. This tool is available only in BP mode.

Installing the 3D Player Plug in

The '3D Player Plug-in' is the necessary Active X Control which must be download in order for the 3Dream planner to work on your computer. Any new users signing up for a 3Dream account will be prompted to download the player. Also, from time to time there will be new releases of the 3Dream program which require the download of the 'Newest updated version of the 3D Player'. After clicking on the Sign Up Now button the new user will register a new account by completing the required details such as name, company, email and password. This will generate a confirmation email which is sent automatically to the new user. The email contains a link to continue with step 2 of the sign up process which is installing the 3D plug in. There are several actions which the user will click on to complete the installation.
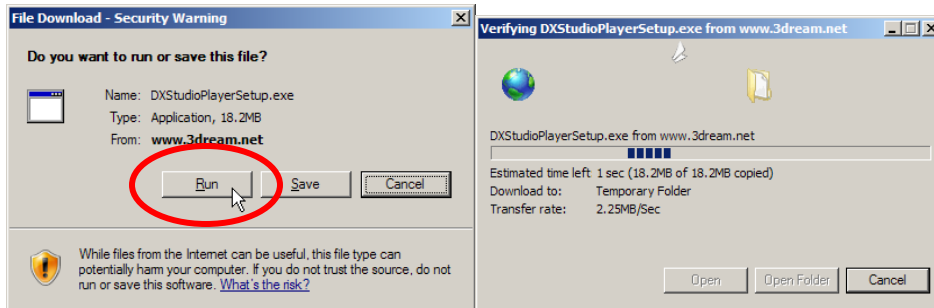
Step 1

Download Plugin

You are missing a plugin required to use 3Dream.
Click the DOWNLOAD button to begin installation.

If you are not automatically re-directed after the plugin has installed please click here to continue.

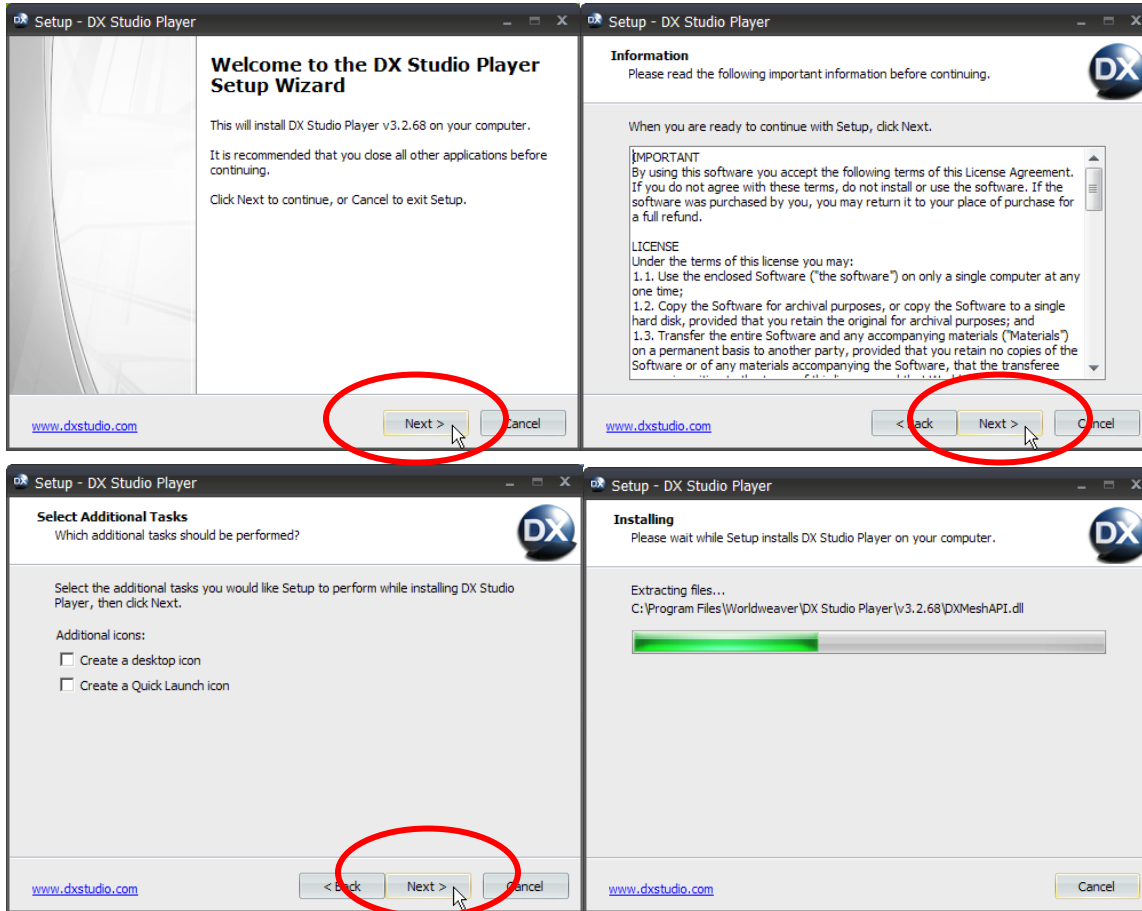I followed the instructions on the right but I'm still having trouble installing the plugin.
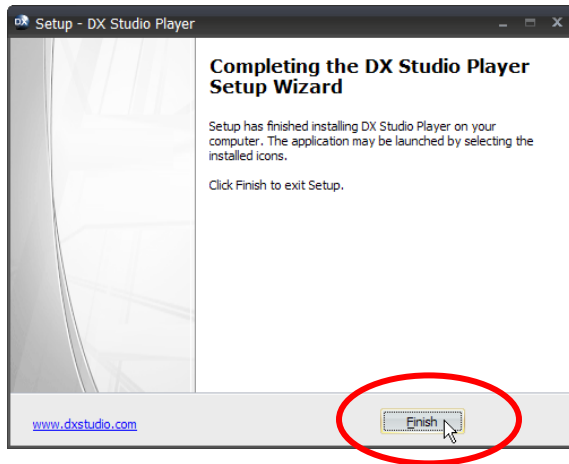
Step 2

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Step 3

Step 4

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Step 5

The 3Dream player is running a test to determine if the plug-in was loaded correctly and if your computer will handle running the program.

BE VERY PATIENT HERE. THIS WILL TAKE A MINUTE.

If the piano room image on the left matches the one on the right, then 3Dream is running correctly on your computer.

If the piano room image on the left matches the one on the right, click on the green check mark to continue to your 3Dream dashboard and your designing may begin!

If the piano room image on the left does not match the other, or nothing appears here or you receive Windows error messages click on the 'No' button. Either the 3D plug-in was not installed correctly or your computer may not meet the system requirements.

System Requirements

	Minimum Requirements	Recommended
Internet Connection:	Cable or DSL	Cable or DSL
Operating System:	Windows XP / Vista / 7	Windows XP / Vista / 7
Browser:	Internet Explorer 7 or higher	Internet Explorer 8 or higher
Processor:	2Ghz Intel or AMD processor	Dual core Intel or AMD processor
Memory:	512 MB of RAM	2 GB of RAM
Disk Space:	100 MB free	100 MB free
Graphics:	DirectX 9 compatible video card with 512MB of memory	nVidia Geforce 8800, or ATI HD2800 or greater
Monitor:	1024x768 resolution or greater	1280x1024 resolution or greater

Meeting the recommended system requirements will provide the best possible 3Dream experience. The images will be of the highest quality and the scene loading times will be the fastest. Response times and performance of the program are enhanced with the best computer system.

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