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Architectural Home Design
Software

Moving Objects Without Restrictions

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QUESTION

I've come across a number of situations where I would like to move an object such as furniture, cabinetry, or a decorative accessory to a new location but can't because other objects are in the way. How can I avoid this?

ANSWER

Many objects can be moved from one location to another without restrictions by holding down the Ctrl/Command key on your keyboard. Three examples are discussed in this article:
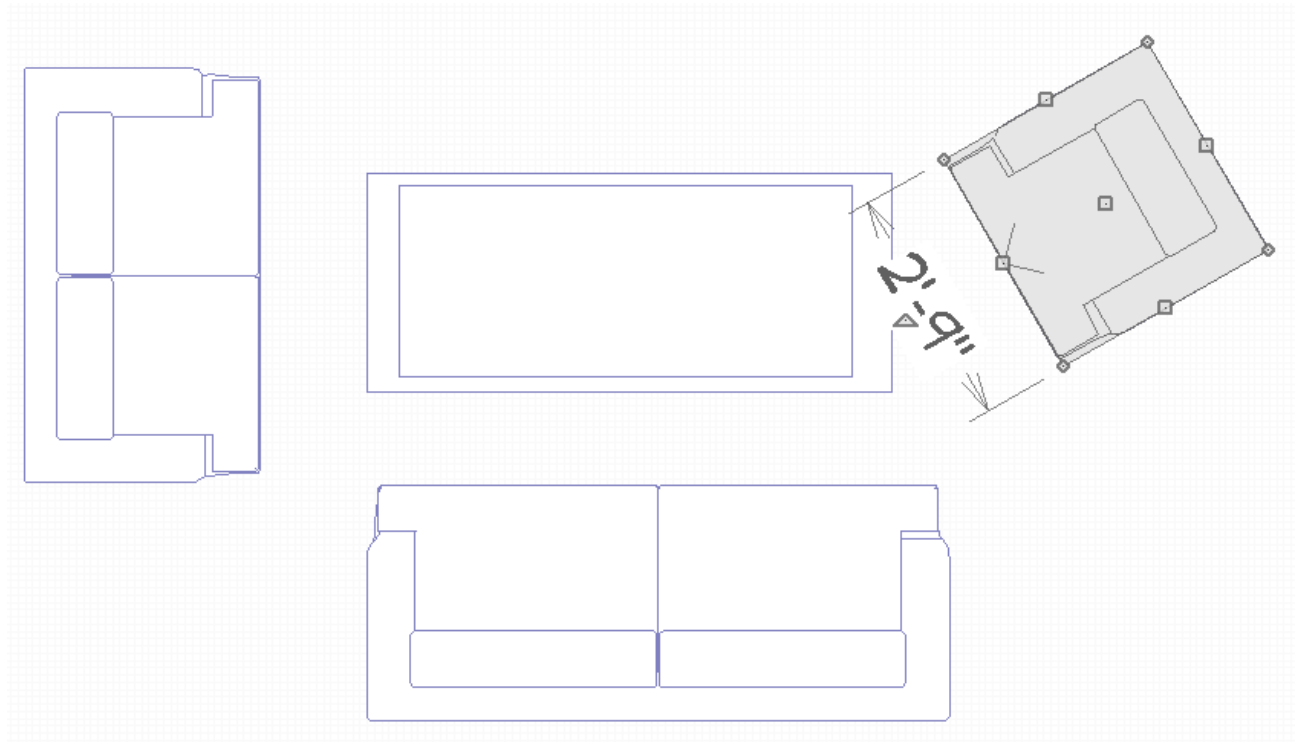
- Moving a free-standing object through other objects in floor plan or 3D views.

- Arranging objects such as dishes, cups or books inside storage furniture or cabinets with glass doors or on shelves.

- Stacking decorative objects such as dishes, books or pillows on furniture or cabinets.

Planning interior spaces can be done more efficiently when furniture, appliances and cabinets can be moved around freely.
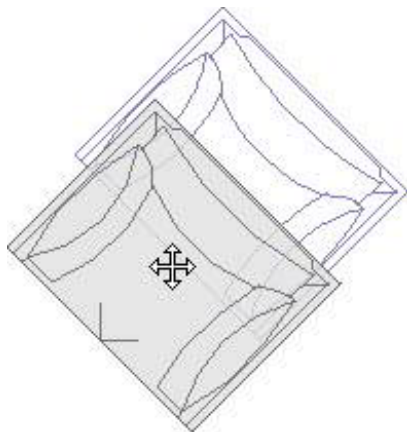
To move a free-standing object through other objects

1. Click once on an object such as a piece of furniture, a cabinet or an appliance to

select it.

2. Hold down the **Ctrl/Command** key, and place your cursor over the **Move** ⊕ edit handle at the center of the selected object. Your cursor icon turns into a four-headed arrow ⊕ when it is over the **Move** handle.

3. Click and drag the object to a new location. Notice that when you begin by pressing the **Ctrl/Command** key, you are able to move furniture and cabinets in any direction - as well as through other objects without any restrictions.

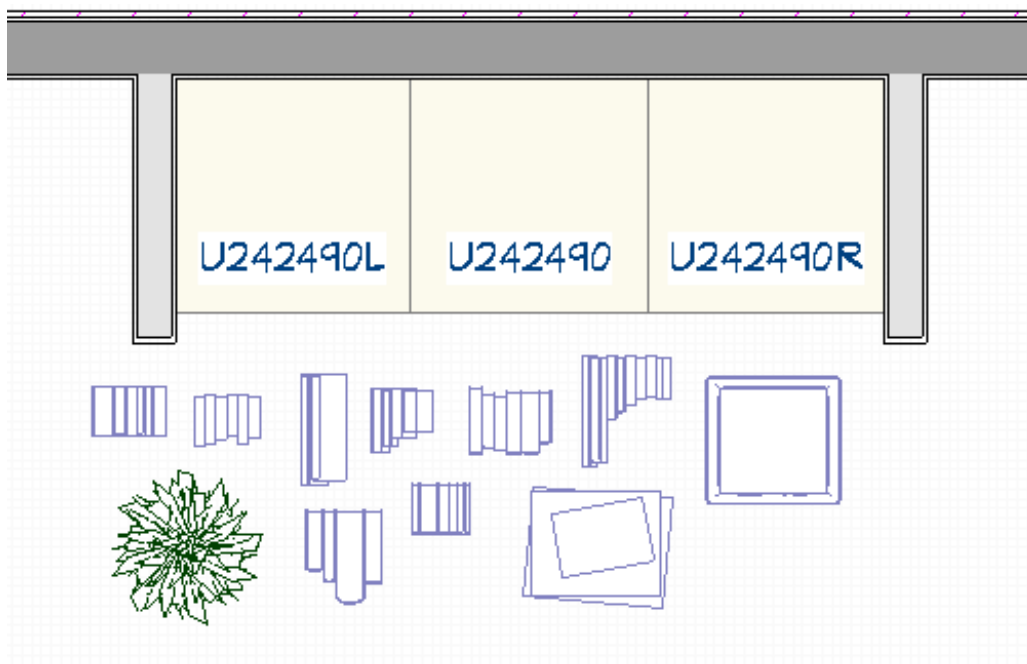4. You can move multiple objects in this manner by following these steps:

- Click on an accessory object to select it, then press the **Ctrl/Command** key on your keyboard.

- With the **Ctrl/Command** key held, click additional objects to add them to the selection group.

- With the **Ctrl/Command** key still held, move the entire selection set using the **Move** ✥ edit handle at the center of the group.

> You can quickly turn off object bumping and pushing by selecting Edit> Snap Settings> Bumping/Pushing from the menu.

Kitchen accessories and other decorative items can be arranged inside glass-door cabinetry, in storage furniture such as hutches, or on shelves.

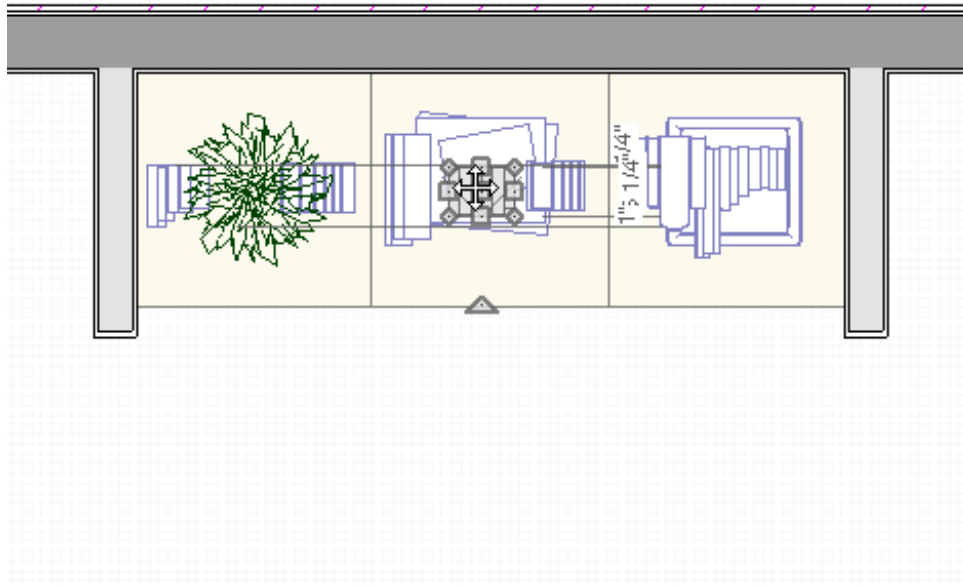## To arrange accessories on shelves, furniture, or in cabinets

1. Begin by placing some accessories in floor plan view. For now, choose an empty space near the cabinetry, shelves or furniture where they will finally be arranged.

2. Click on an object to select it and then release the mouse, leaving the selected item

highlighted. You can also hold **Shift** and select a group of objects.

3. Hold down the **Ctrl/Command** key on your keyboard and place your cursor over the **Move** ⊕ edit handle at the center of the selected object.

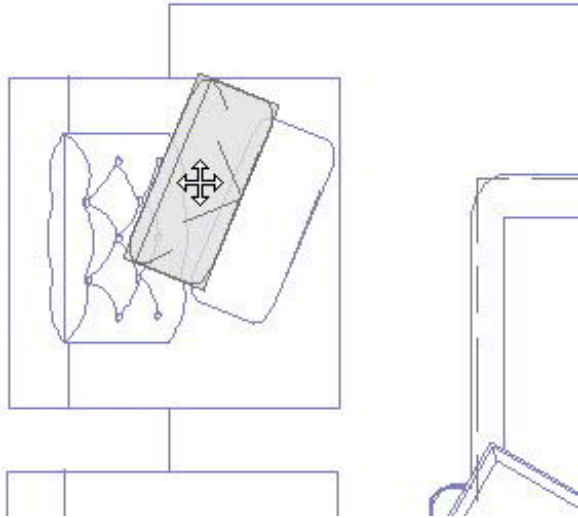4. Click and drag the object into the same space as the cabinet, furniture or shelves.

5. Navigate to **3D> Create Orthographic View> Cross Section/Elevation** 🏠 and click and drag to create a cross section/elevation view that shows your accessories and the furniture that they will be placed in.

6. In the cross section/elevation view, move each object to the desired height using the steps described in Steps 2-4 above. The positions of these items can also be adjusted left to right in this view.

7. Depending on the type of furniture that the objects are placed in or on, you may find it necessary to raise the heights above the floor of some objects - either in a cross section view/elevation or in the object's specification dialogs - before moving them into the furniture's space.
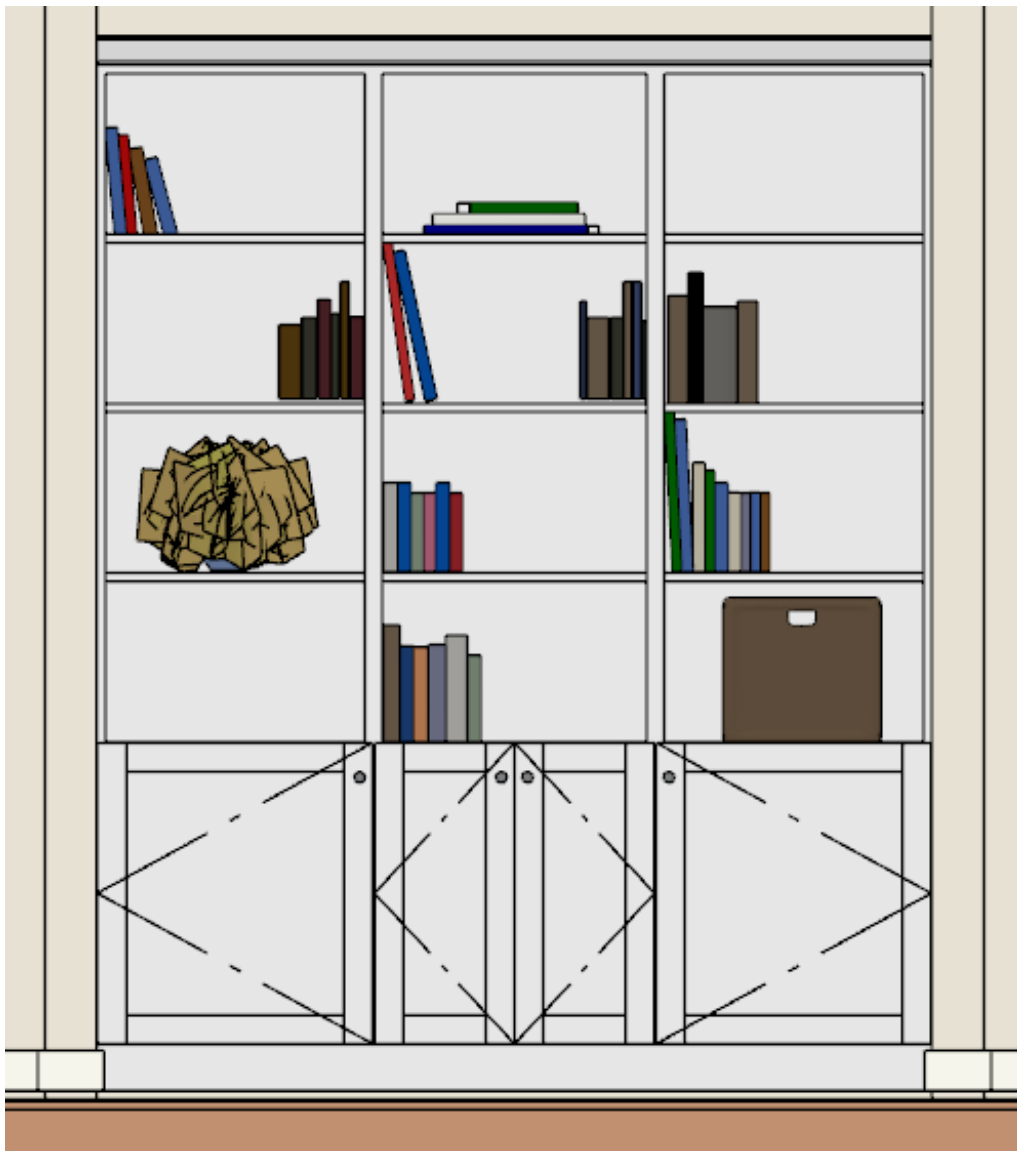
Items such as plates and bowls, books or pillows can also be stacked on top of one another to create attractive arrangements that add character to your model.

To stack items such as books, plates or pillows

1. Place pillows on chairs and couches, and then position them using the **Ctrl/Command** key so that they appear to rest against one another.

2. To stack books, bowls, plates or other objects on top of one another first adjust the heights of the objects as needed in a cross section/elevation view; then use the **Ctrl/Command** key to move them on top of one another.

3. Use **View Draw Order Edit Tools** ⬚ as needed so the appropriate objects display in front with regards to the 2D floor plan view.

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