

How does Home Designer reference the three axes, X, Y and Z, found within a 3D model?

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DESCRIPTION

When creating any 3D model, you have three axes upon which the model is built. What are these axes, and how does Home Designer reference these?

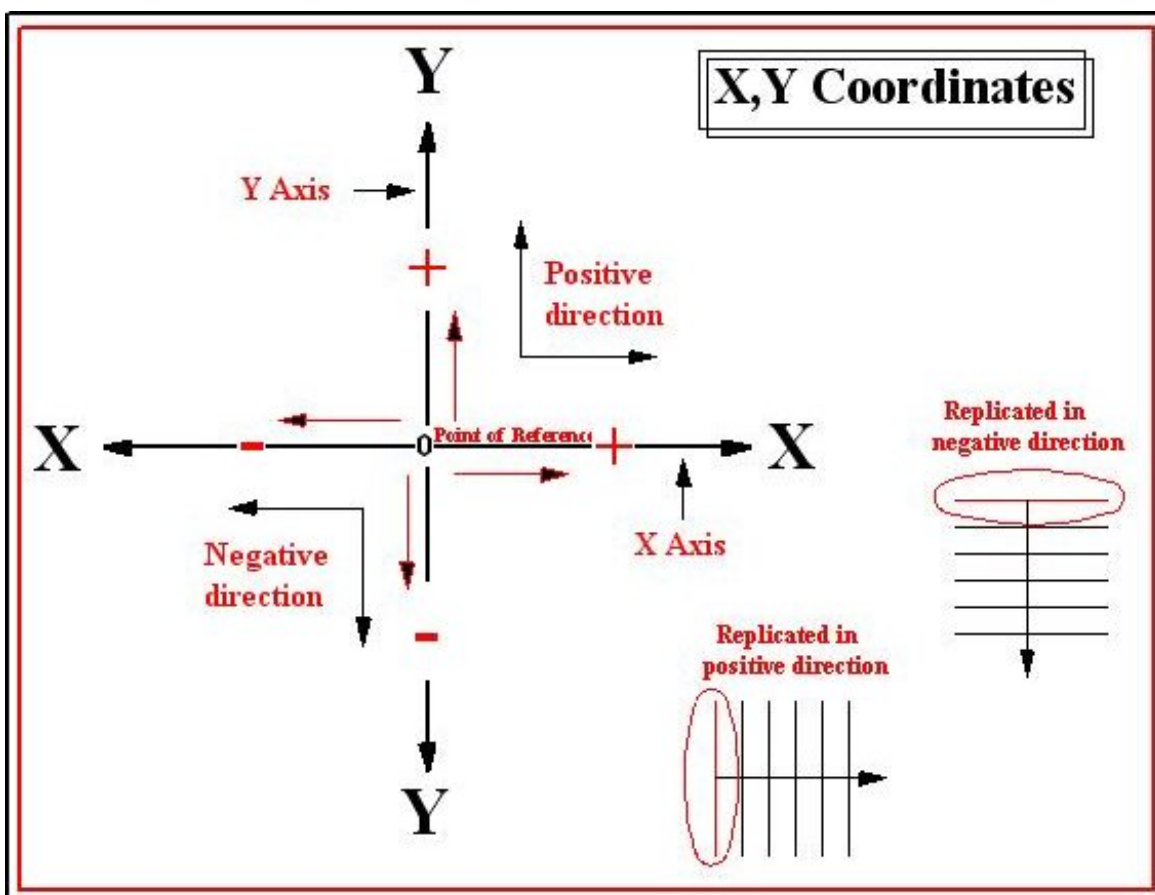
RESOLUTION

In Home Designer, you have the option to draft in both 2D and in 3D modes.

2D - Two Dimensional Drafting

As you start Home Designer for the first time, you are presented with what is typically called a Plan view. This view looks down on the plan from above -- the same view you use when reading a map. From this view you can create walls, add fixtures, create landscaping, etc.

When you work in plan view you are employing two dimensional drafting. In this mode, the X axis is horizontal, and the Y axis is vertical. The X and Y axis meet in the lower left corner -- an area usually called the origin. On a graph, the coordinates of this spot are called 0,0. If we move up or to the right along the X or Y axis, we are moving in a positive direction. If we move down or to the left, we are moving in a negative direction. The following illustration details both the X and Y axes.



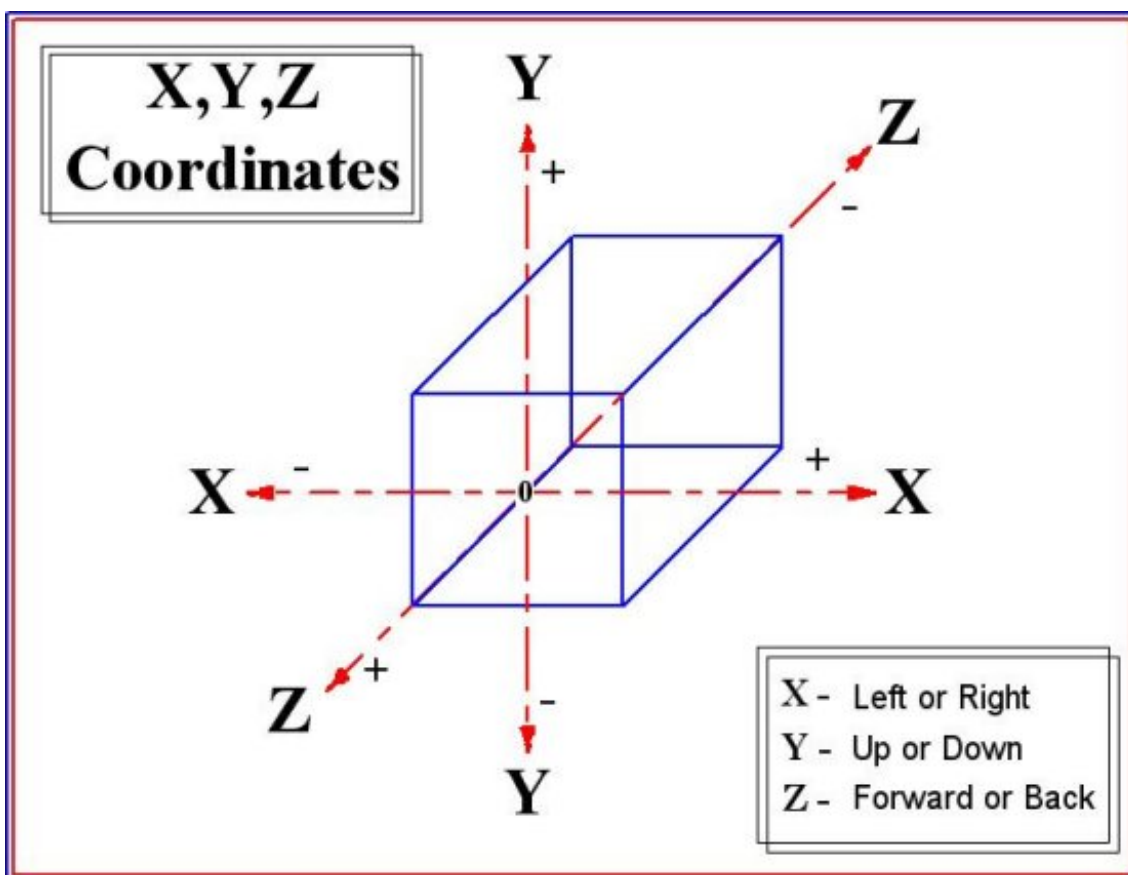
3D - Three Dimensional Drafting:

Creating a 3D view is fast and easy in Home Designer. From the

menu, select **3D> Create Camera View> Full Overview**. A 3D view of your plan will appear. From this view a number of tasks can be accomplished.

In this view, our X and Y axis have not changed. Now, however, we are able to see the model's Z axis. Again, the X axis is horizontal, the Y axis is vertical and the Z axis is perpendicular to the XY plane. The origin is still defined as the point where the X, Y and Z axis meet.

In the following illustration, the X, Y and Z axis are detailed.



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