Sweet Home 3D

http://sweethome3d.com/

Installing

- Use your favourite package manager

- For extra furniture and textures additional packages: sweethome3d-3dmodels-blendswap-cc0
sweethome3d-3dmodels-blendswap-ccby
sweethome3d-3dmodels-contributions
sweethome3d-3dmodels-katorlegaz
sweethome3d-3dmodels-lucapresidente
sweethome3d-3dmodels-reallusion
sweethome3d-3dmodels-scopia
sweethome3d-3dmodels-trees
sweethome3d-textures-contributions
sweethome3d-textures-scopia

Add more memory to SH3D

- Edit /usr/bin/sweethome3d

    JAVA_OPTS="${JAVA_OPTS} -Xmx16g"

Gotchas

- If you have a floor plan, scan it in!

  → Plan → Import Background Image

- *** Floor plans aren't necessarily to scale

- Consider wall thicknesses.

- It's best to be accurate first than change things later.

Modify compass

- Plan → Modify compass
  - Input Latitude & Longitude, Timezone

Have fun making house

- Create Walls

- Create Rooms – Double click on enclosed room

- Right click to modify walls / rooms / furniture

- Doors and Windows should be placed on solid walls

How to do tricky bodges

- Inserting invisible boxes, triangles to bodge geometry:

  http://www.sweethome3d.com/blog/2017/05/12/how_to_show_interior_parts_hidden_by_walls.html

Render Photos tips

- Be sure to insert your lights in every room, you will need to adjust light intensity, and geometry.

- You will need to tone down shininess of a lot of furniture models.

- Be sure to have "Add ceiling lights" unchecked

Render Video tips

- Grab the PhotoVideoRendering plugin
  - Save to ~/.eteks/sweethome3d/plugins/PhotoVideoRendering.sh3p

- Render on potato settings before doing high quality renders.
  - Each frame can take tens of minutes at 1080p+ at highest quality.

Live Demo Time

Thanks

Cam.