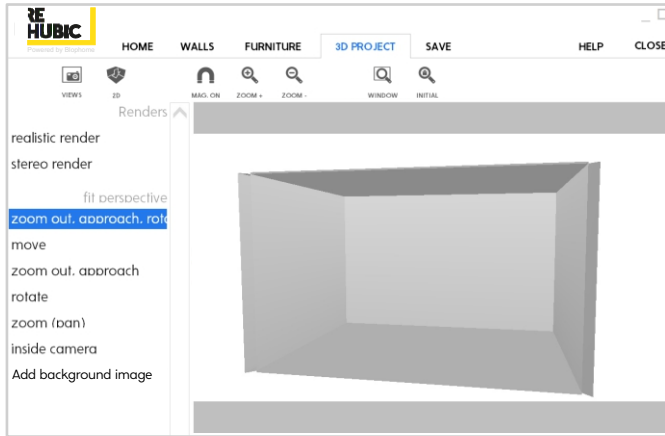


REHUBIC Help

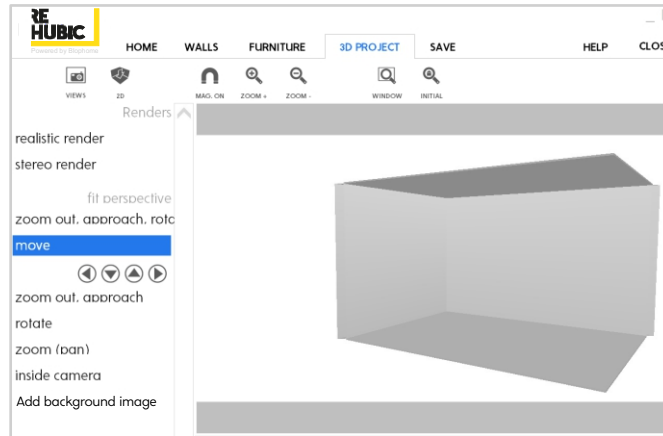
Working in 3D

1 of 3

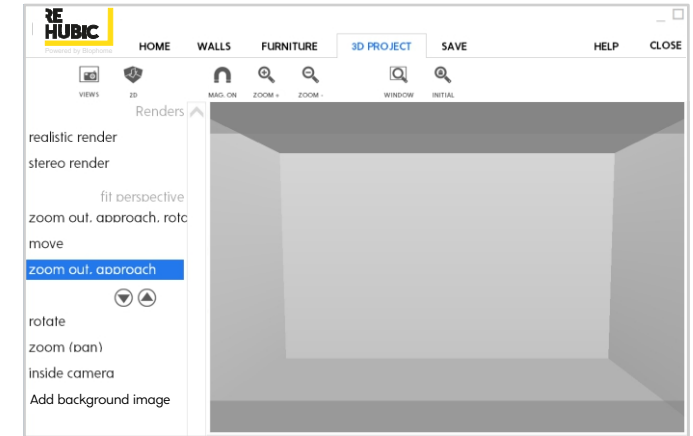
When accessing the 3D Projects folder, the room will be automatically shown in 3D. With the 2D icon, we return to the plan.



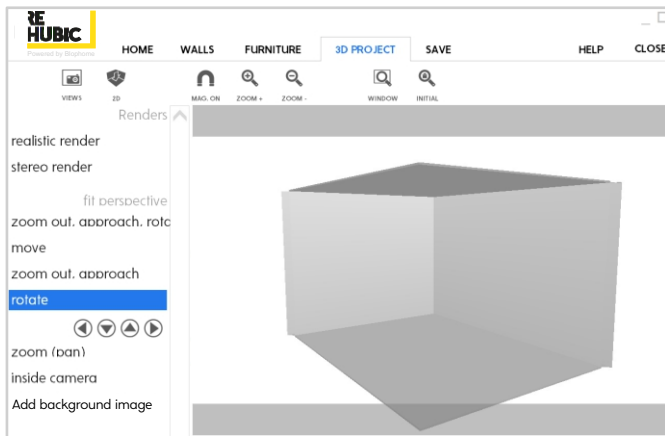
From the room, with a right mouse click, we can focus the perspective for zoom out, approach, rotate



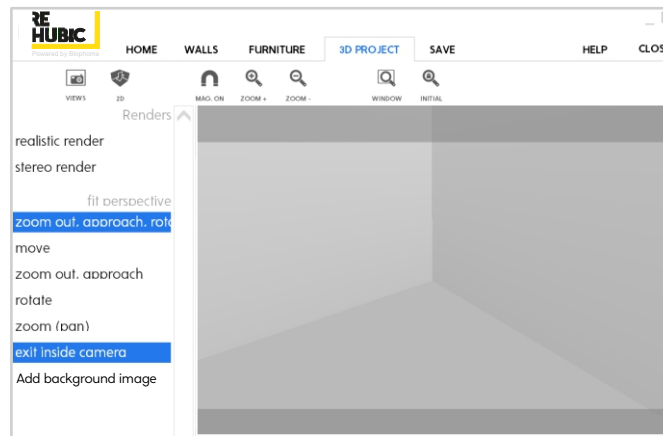
Move: each end of the button moves the room in the direction of the arrow



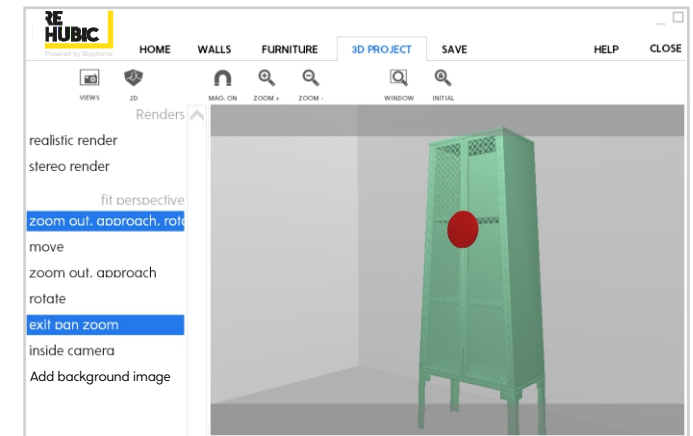
Zoom in or out: Each end of the button will reduce or expand the view incrementally



Rotate: Each end of this button makes the room rotate in the direction of the arrow.

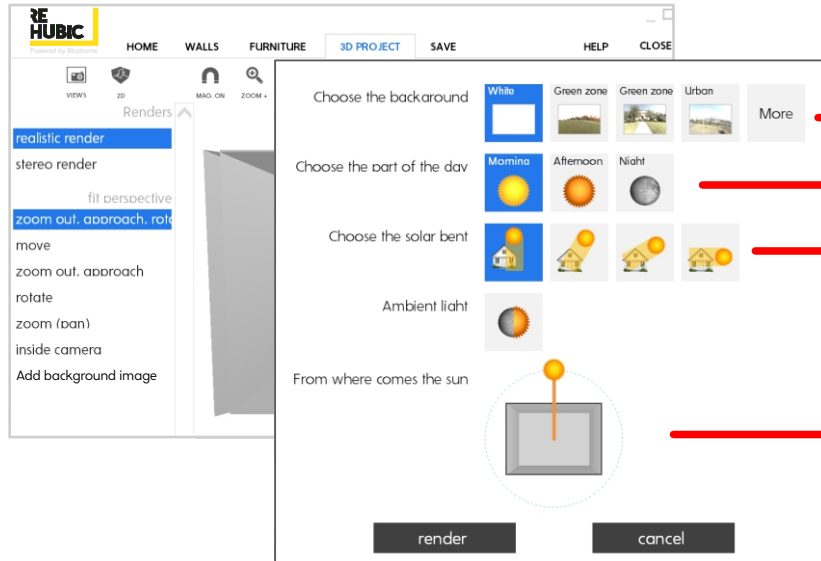


Inside camera: This positions the camera inside the room.



Zoom (pan): With the cursor, indicate which object you want to see close up and move the mouse. Remember to go back and leave it in Normal Zoom.

Realistic Render



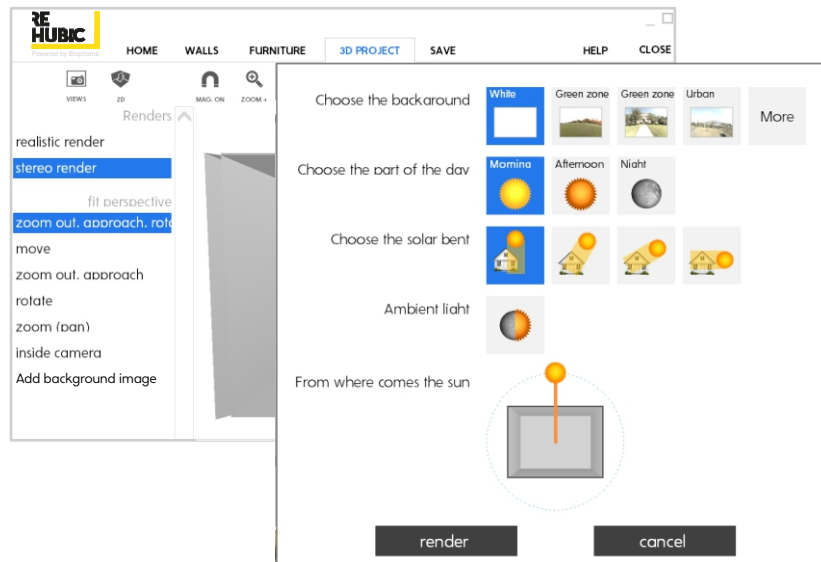
Realistic Render

Fund selection: click on background you want, you will find different types of environments, adding exterior light and landscape to project

Choose the part of the day: morning, afternoon or night

Choose the solar bent

Click on the sun and move the cursor around the room to set the direction of sunlight to your project



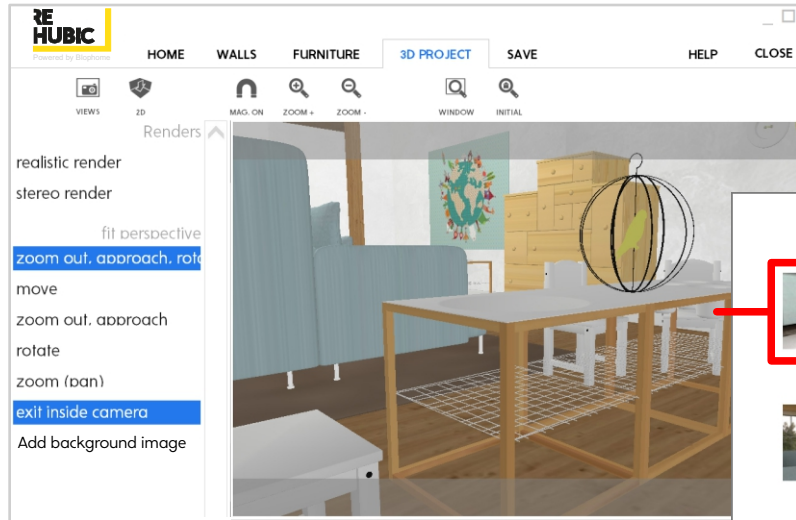
Stereo Render

STEREO (3D) GLASSES

If you have the necessary equipment, you can view photos in 3D like in the cinema.

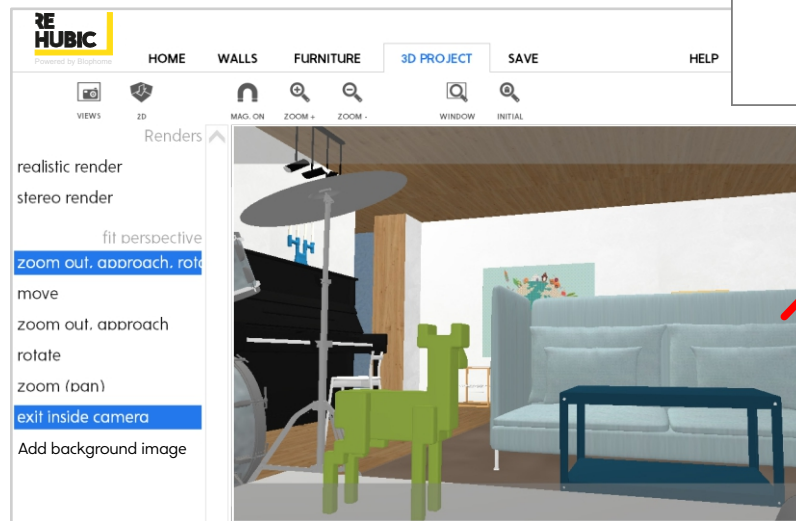
If you have the drivers for JPS format and has a monitor, graphics card and glasses compatibles with this format you can generate stereo perspective and see the result in stereoscopic image..

Views (camera position)



Camera views related to render

Any render that is done, will save the position of the camera, so if desired you could use it again.



In previous projects, it will not recover views.