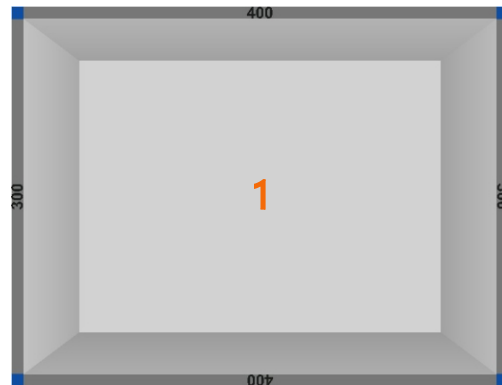


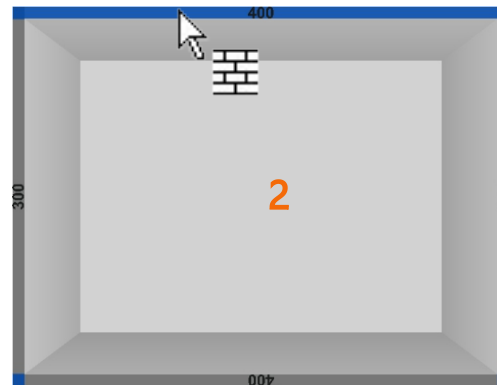
Converting the geometry (1) is as easy as placing the mouse on any wall and stretching. If we do this on the interior rectangles (2) we can make shapes. Distort the shapes with the blue squares.

1

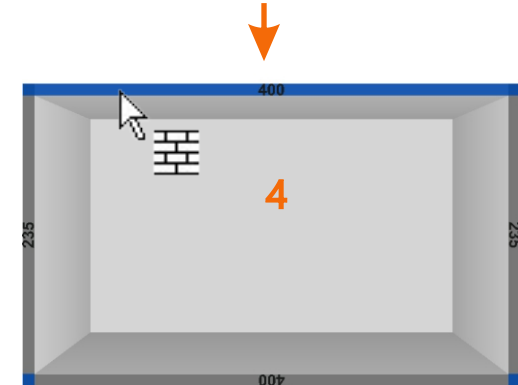
Current state



Mark the grey zone

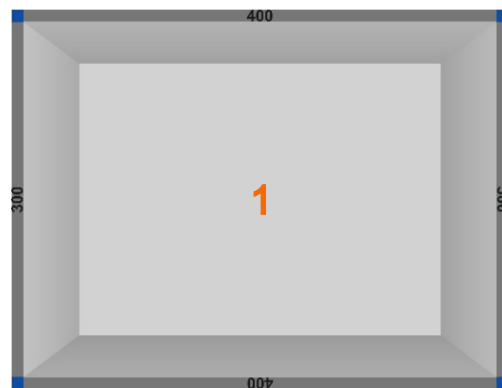


Stretch with the mouse

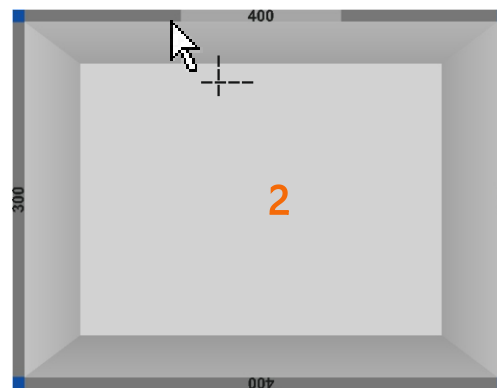


2

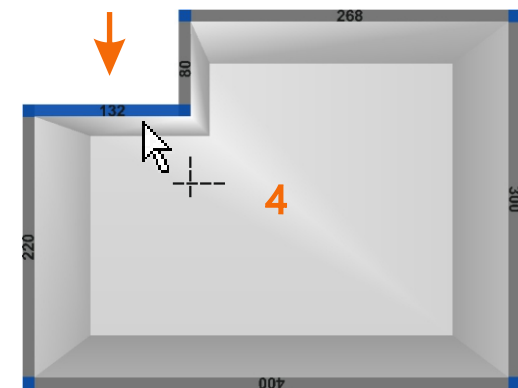
Current state



Two clicks on the gray area



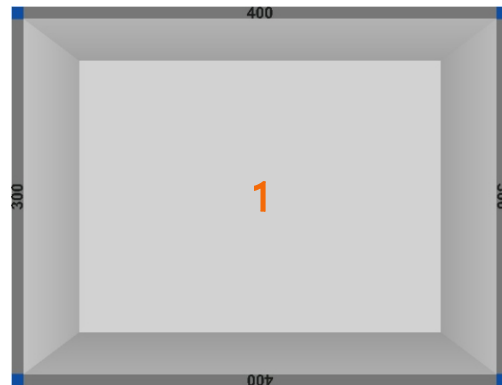
Stretch with the mouse



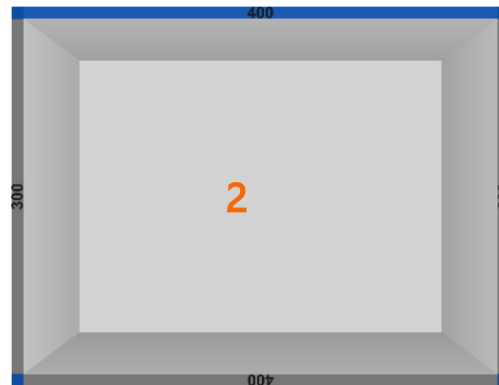
In order to shape a wall of the room (1) double click on the wall and delete (2) and we will be able to modify the length of the wall

1

Current state



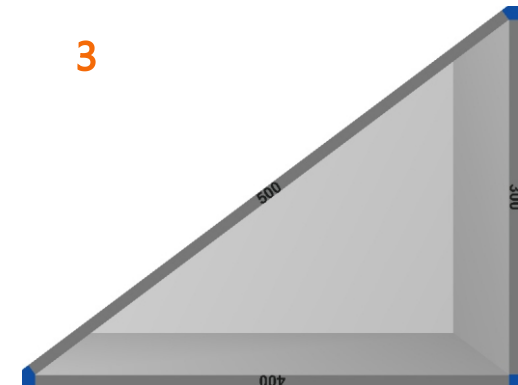
One click



Delete wall

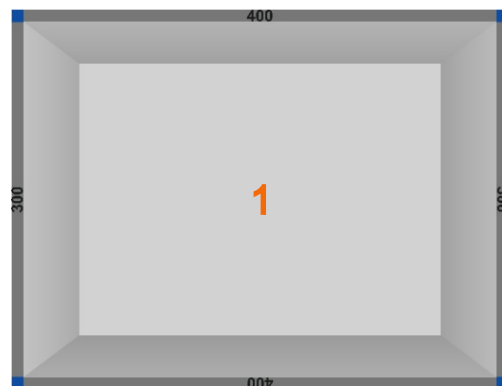


3

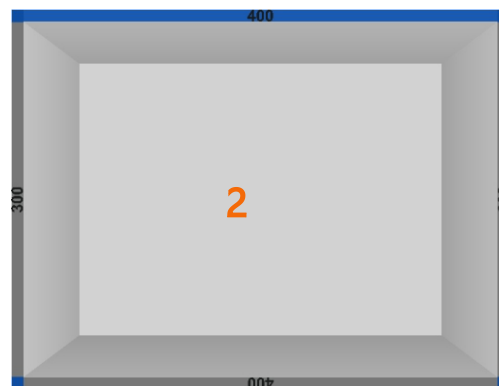


2

Current state



One click



Modify the length of the wall

3

