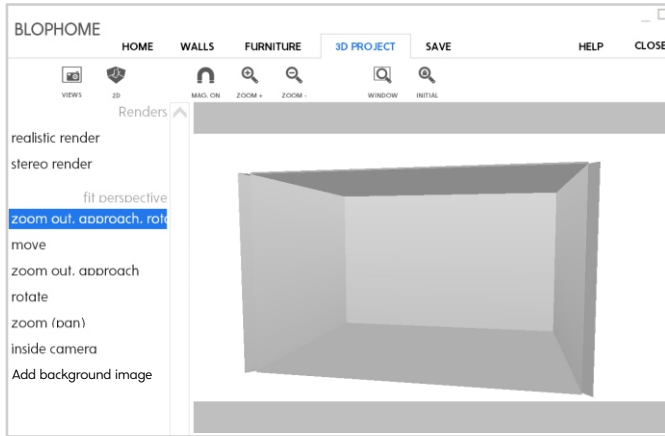


# BlopHome Help

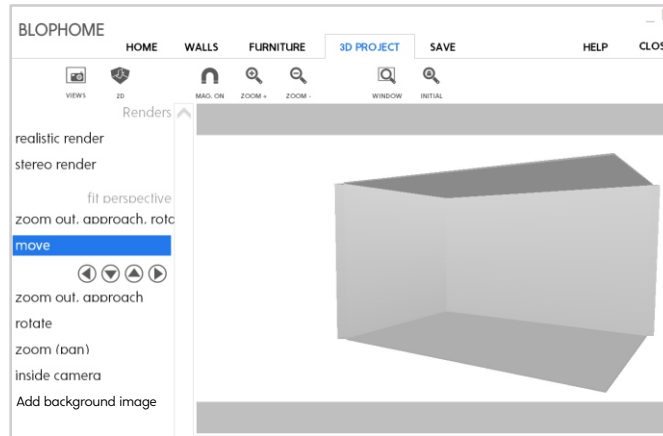
Working in 3D

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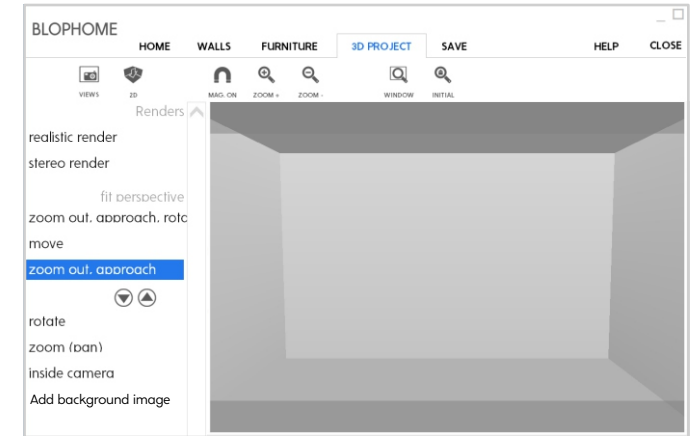
When accessing the 3D Projects folder, the room will be automatically shown in 3D. With the 2D icon, we return to the plan.



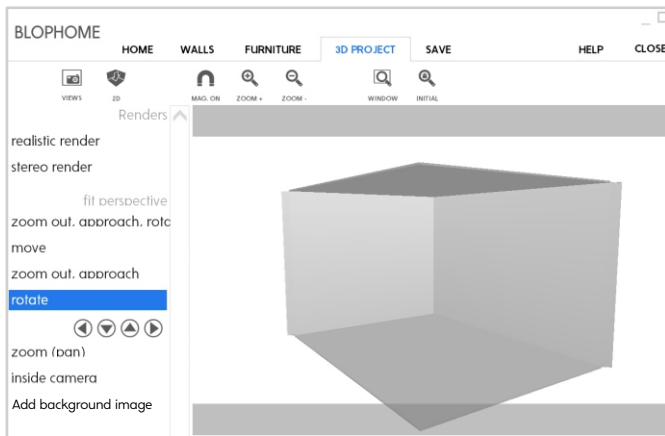
From the room, with a right mouse click, we can focus the perspective for zoom out, approach, rotate



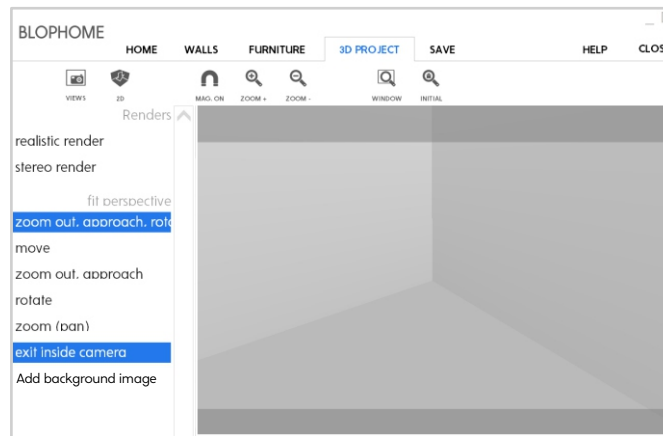
Move: each end of the button moves the room in the direction of the arrow



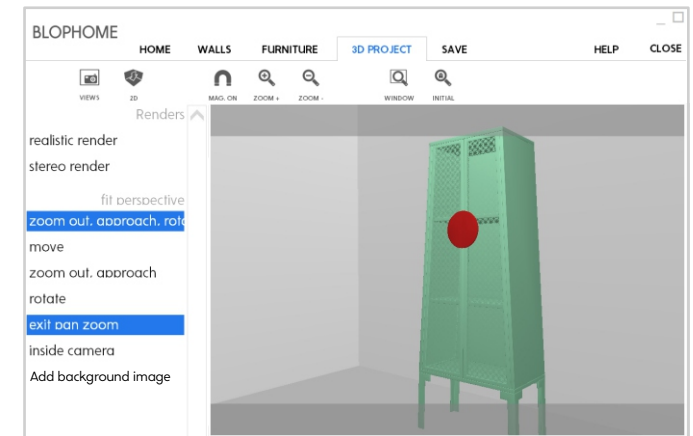
Zoom in or out: Each end of the button will reduce or expand the view incrementally



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

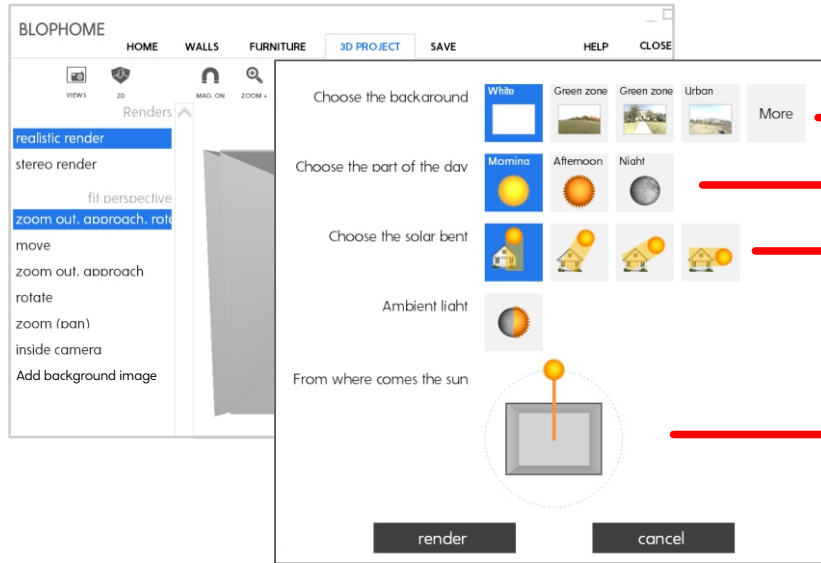


Inside camera: This positions the camera inside the room.



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



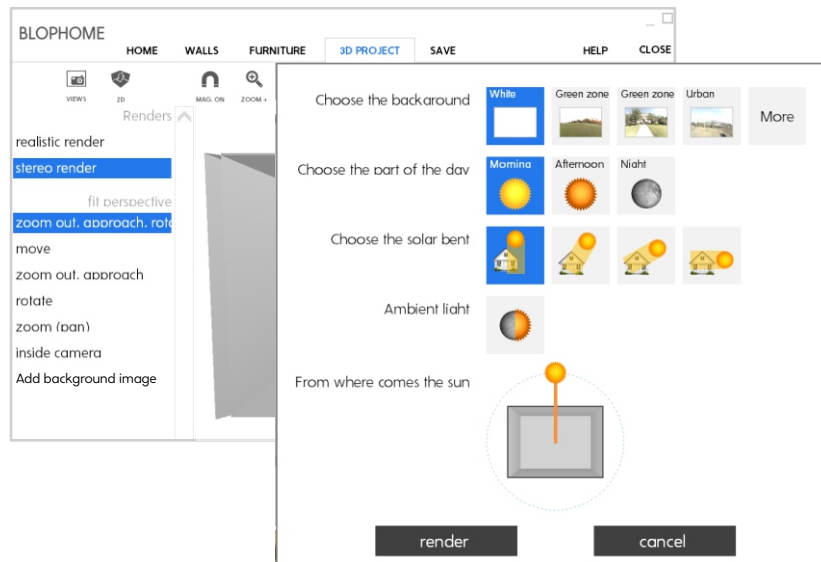
### Realistic Render

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.

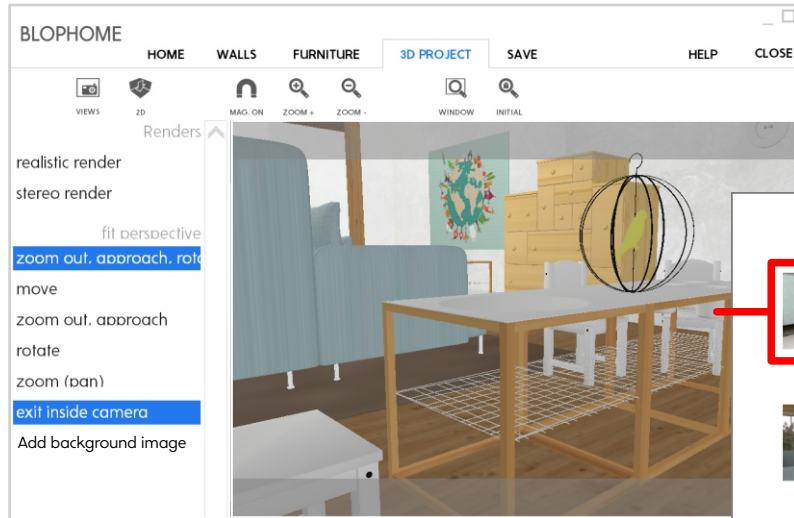
If you have the drivers for JPS format and has a monitor, graphics card and glasses compatibles with this format you can generate stereo perspective and see the result in stereoscopic image..

# BlopHome Help

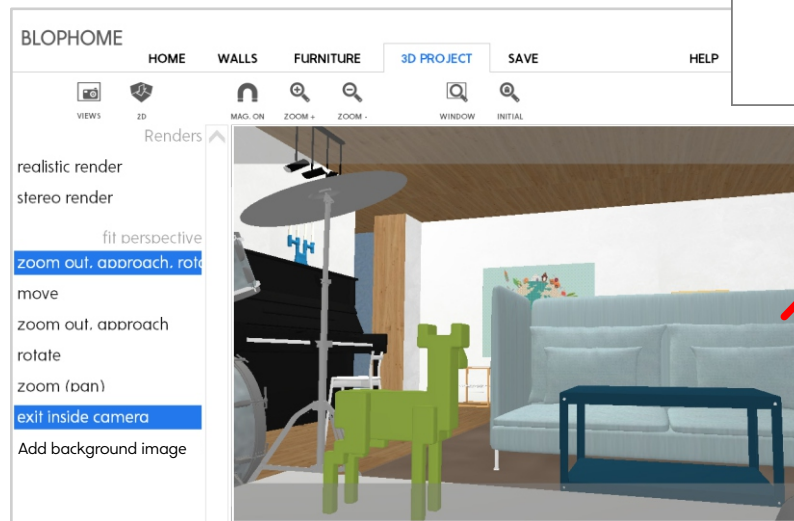
Working in 3D

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## 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.**