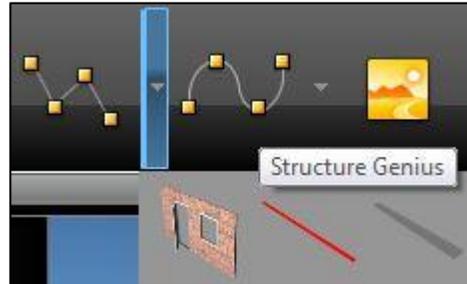


Structure Genius

Structure Genius allows HD users to quickly and easily construct custom buildings. You can place windows and doors, and apply custom textures and images to surfaces.

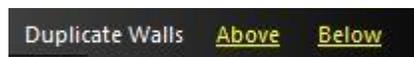
Structure Genius is located on the Draw tab under either the Line tool, or the Polyline tool.



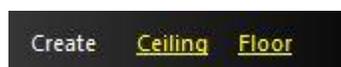
- Click to select Structure Genius. Then, click on your scene to start the wall and click again to end the wall. If you selected the Polyline tool, hit ESC on your keyboard or right-click and select “Finish Draw Mode” to finish placing your walls.
- When a wall is selected, the Structure Genius properties panel will appear on the left. From here you can apply windows, doors, and images. Each wall has a left and a right side so that you can apply different textures accordingly.



- To add a second level to a structure, simply click Duplicate Walls “Above” or “Below.”



- If you created a closed structure, you can click to add either a ceiling or a floor. Select the new ceiling or the floor to edit. You can change the material texture on both the top and the bottom.

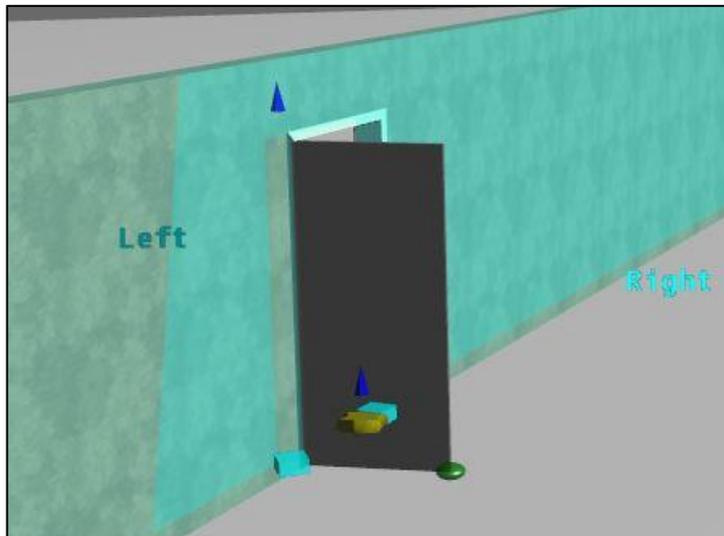


Adding Doors and Windows

To add a door or window click the Add "Door" or "Window" hypertext and then click to place it on your structure. Once a door is placed, click to select it and its grips and properties will appear.



- Use the round, green grip to swing the door in or out.



- On the left-hand panel under the "Door" panel, there are options to turn the door itself off while leaving the frame in place ("Has a Door"), and to "Swap Hinge." You can also change the color or the texture of the door itself.
- The position and size of any element (door, window, wall), can also be editing by inputting values into the fields on the left-hand panel.

Placing a Custom Image

Placing a custom image allows you to import pictures taken at the scene into your HD scene for a realistic look and feel. This is useful for creating custom wall signs, pictures, paintings, etc.

Simply click the Add "Image" hyper-text and then select an image to import. Click Ok and click anywhere on your structure to place your custom image. You can move and edit the size of your image using the grips.



Adding Stairs

Stairs can now quickly and easily be added to Structure Genius buildings by clicking the Add "Staircase" hypertext. Click to select the staircase and its properties will open on the left. You can intuitively change the step height, rise, run, and number of steps. If you would like to place stairs without using Structure Genius, the stair tool is also located under the Buildings → Components category on the Models tab.

