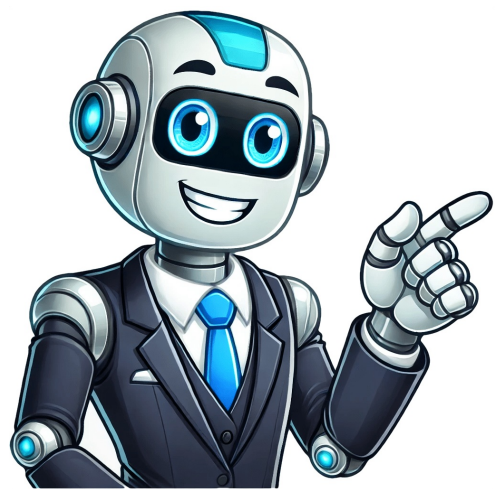I'm human

Welcome to my Sweet Home 3D course! Are you looking to redesign your home or explore ideas before approaching an architect? Perhaps you want to offer a home design service or simply learn how to use SweetHome3D for yourself. My name is Sean Bradley, and I've helped thousands master Sweet Home 3D with my tutorials. Now, I've put together a concise full beginners course that you can access forever. This course covers the basics of Sweet Home 3D, including functions like drawing room boundaries, changing floor colors and textures, and adding skirting/base boards. You'll also learn about creating walls and positioning doors. Plus, you'll get hands-on practical experience to apply in your real-world projects. To start, create a wall and position doors first. Then, draw the room boundaries to see its dimensions. Remember, changing floor colors and textures is possible, as well as adding skirting/base boards around the perimeter. There are two ways to draw rooms: by clicking each corner or double-clicking inside the room, but make sure all surrounding walls are joined together. Next, learn how to drag a door from the catalogue into the plan view. The thickness and angle will auto-match the wall's properties. You can also modify dimensions using icons around the door object or double-clicking for more options. This free architectural design course covers topics such as walls, floors, dimensions, textures, furniture, and high-quality rendering techniques. With a duration of 2 hours and 9 minutes, it's packed with valuable content to help you master Sweet Home 3D. Take your design skills to new heights! This course, part of the Design and Art category under Architectural Design, is tailored for enthusiasts and pros alike who want to master the basics of Sweet Home 3D. From SH3D Lesson 1, you'll learn how to create walls, the building blocks of any architectural design, setting the stage for a solid understanding of structure and space planning within the software. Next, in SH3D Lesson 2, you'll discover surfaces and floors, learning to define and customize different levels of your project, adding depth and sophistication to your design. As you progress, SH3D Lessons 3-13 will guide you through adding dimensions and text, saving and exporting projects, doors and windows, creating a basement, changing colors and textures, importing furniture and textures, drawing a project from start to finish, refining colors and details, backgrounds, custom textures and paint colors, realistic rendering, and high-quality outputs. Whether you're a beginner or looking to refine your skills, this comprehensive course will empower you with the knowledge and creativity to become proficient in architectural design using Sweet Home 3D. Given text SH3D Lesson 1 - Drawing Start to Finish (0h12m Exercise) _What is the recommended way to get the dimensions of a window for accuracy in Sweet Home 3D?

How to use sweet home 3d. Sweet home 3d francais. Sweet home 3d nederlands. Sweet home 3d examples.