

Changing the Backdrop in a Camera View

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The information in this article applies to:



QUESTION


How can I change the background that displays in my 3D camera views?

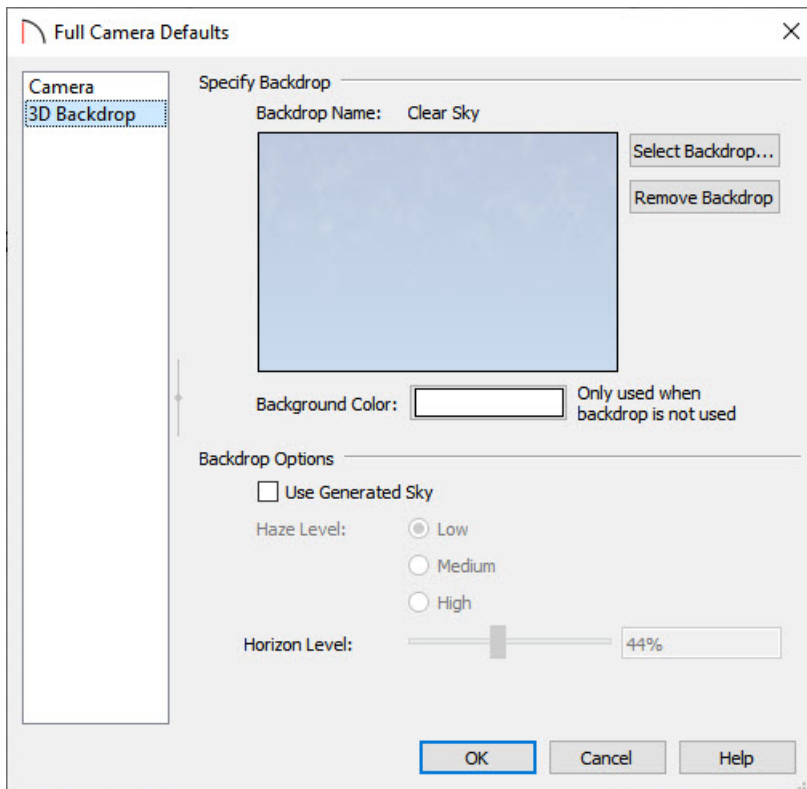


ANSWER

Home Designer offers several options for the background used in 3D views: an image included in the program's library, a solid color, an image file from an outside source.

To modify the backdrop

1. Select **Edit> Default Settings**  to open the **Default Settings** dialog.
2. Expand the **Camera Tools** category, select the camera tool you'd like to modify the backdrop of, and then click **Edit**.
3. In the next dialog that appears, click on the **3D BACKDROP** or **BACKDROP** panel and make any desired modifications.




- Click on the **Select Backdrop** button to choose a different backdrop from the Library or a custom backdrop that has been imported.
- Select the **Remove Backdrop** button to remove the backdrop image and replace it with the **Background Color** that is specified.
- Check the **Use Generated Sky** box to simulate a daytime sky backdrop.
- Hit **OK** to confirm the changes and then hit **Done** to confirm your changes and close the dialogs.


Now, when a new 3D or elevation view is created, you will see the changes that have been made to the Backdrop settings.


If you have a photograph of the construction area your building will be built on, you may want to import the image and use it as a background or backdrop when creating 3D views to simulate a more realistic rendering of your model and its surrounding view.


To import a backdrop

1. Select **File> Import> Import Backdrop** , browse for and select the image you'd like to import, and then click **Open**.
2. In the **Backdrop Specification** dialog, specify a **Name** and then click **OK** to import the backdrop image into your User Catalog.
3. This imported backdrop image can now applied by choosing the **Select Backdrop** button mentioned in the section(s) above.

Related Articles

 [Adding Shadows to a Camera View \(/support/article/KB-00230/adding-shadows-to-a-camera-view.html\)](/support/article/KB-00230/adding-shadows-to-a-camera-view.html)

 [Creating a Night Scene with Exterior Lights \(/support/article/KB-00282/creating-a-night-scene-with-exterior-lights.html\)](/support/article/KB-00282/creating-a-night-scene-with-exterior-lights.html)

 [Navigating in a 3D Camera View \(/support/article/KB-00129/navigating-in-a-3d-camera-view.html\)](/support/article/KB-00129/navigating-in-a-3d-camera-view.html)