

# How does Home Designer reference the three axes, X, Y and Z, found within a 3D model?

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The information in this article applies to:



## DESCRIPTION

When creating any 3D model, you have three axes upon which the model is built. What are these axes, and how does Home Designer reference these?

## RESOLUTION

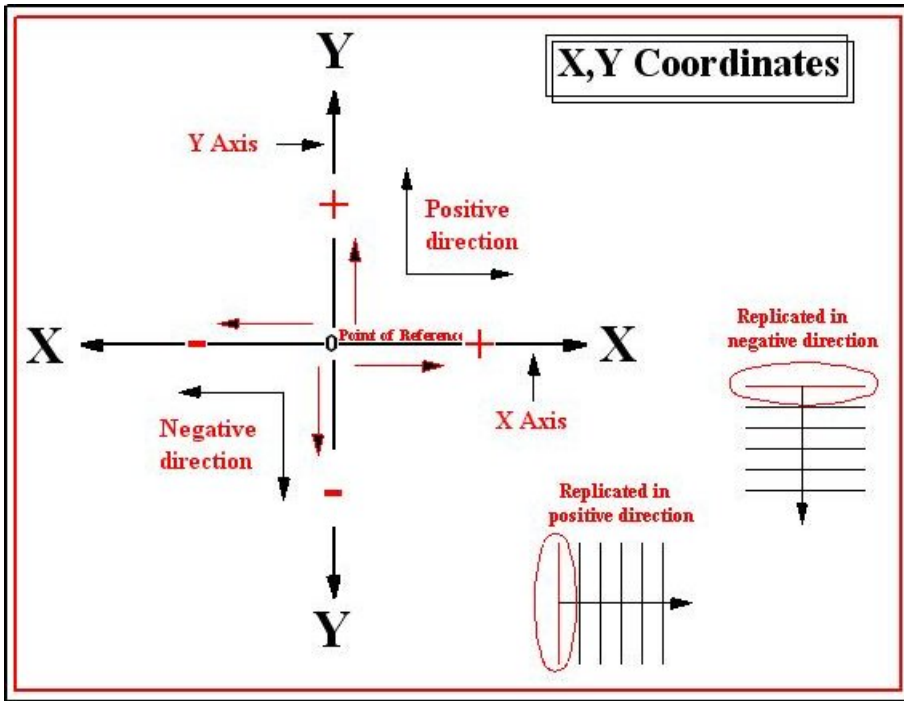
In Home Designer, you have the option to draft in both 2D and in 3D modes.

### 2D - Two Dimensional Drafting

As you start Home Designer for the first time, you are presented with what is typically called a Plan view. This view looks down on the plan from above -- the same view you use when reading a map. From this view you can create walls, add fixtures, create landscaping, etc.

When you work in plan view you are employing two dimensional drafting. In this mode, the X axis is horizontal, and the Y axis is vertical. The X and Y axis meet in the lower left corner -- an area usually called the origin. On a graph, the coordinates of this spot are called 0,0. If we move up or to the right along the X or Y axis, we are moving in a positive direction. If we move down or to the left, we are moving in a negative direction. The

following illustration details both the X and Y axes.

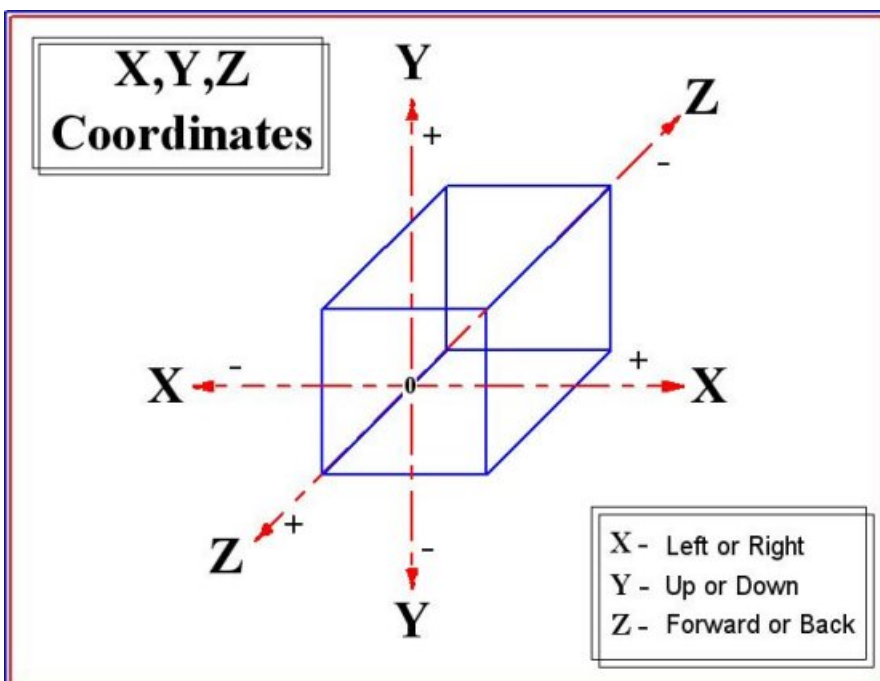


### 3D - Three Dimensional Drafting:

Creating a 3D view is fast and easy in Home Designer. From the menu, select **3D> Create Camera View> Full Overview**. A 3D view of your plan will appear. From this view a number of tasks can be accomplished.


In this view, our X and Y axis have not changed. Now, however, we are able to see the model's Z axis. Again, the X axis is horizontal, the Y axis is vertical and the Z axis is perpendicular to the XY plane. The origin is still defined as the point where the X, Y and Z axis meet.

In the following illustration, the X, Y and Z axis are detailed.



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Related Articles

 [Editing Objects in 3D Views \(/support/article/KB-00260/editing-objects-in-3d-views.html\)](/support/article/KB-00260/editing-objects-in-3d-views.html)