



Viewing, Managing, and Sharing 3D Viewer Models in Home Designer

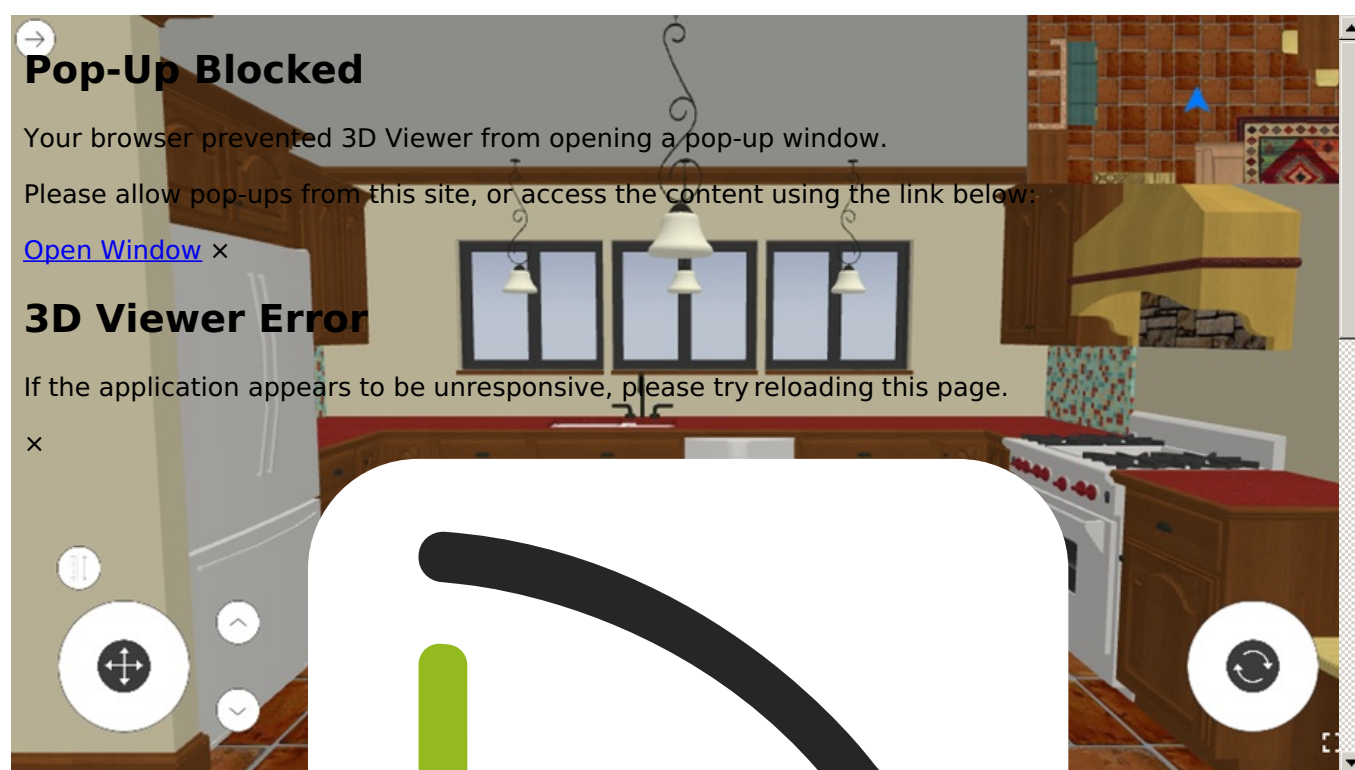
Reference Number: **KB-03091**

Last Modified: **August 18, 2025**

This article also applies to the following legacy products:
Pro | Architectural | Suite

QUESTION

How do I view, manage, or share a 3D Viewer model?



ANSWER


3D Viewer model files can be exported from within the Home Designer software, and then viewed, managed, and shared by utilizing the tools available in your Chief Architect Account. Additionally, 3D Viewer models can be viewed using the [free 3D Viewer app](https://www.chiefarchitect.com/products/3d-viewer/) (<https://www.chiefarchitect.com/products/3d-viewer/>), which is available on supported Android and iOS devices.

To export a 3D Viewer model

1. Navigate to **3D> Create Camera View> Full Camera**  in your desired plan, then click and drag to create a camera view.

In Home Designer Pro, navigate to **3D> Create Perspective View> Full Camera**  instead.

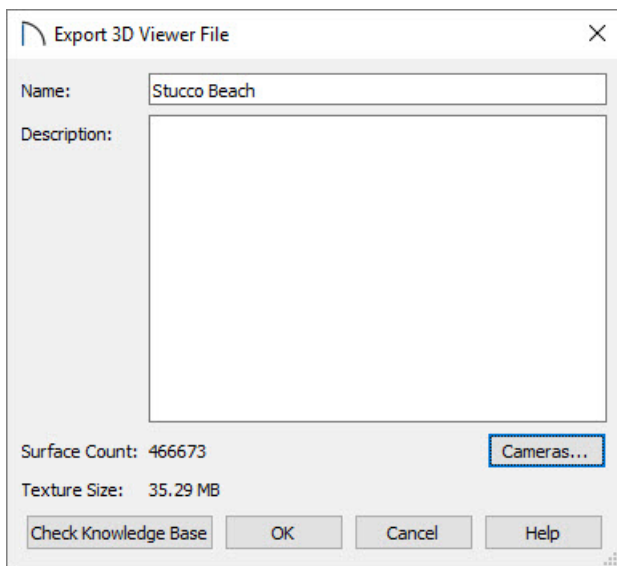
Other camera tools, such as the **Perspective Full Overview**  tool, can also be used for this process.

2. With the camera view open, select **File> Export> Export Chief Architect 3D Viewer File** .
3. If you are not already logged in, the **Chief Architect Account** dialog will display. Login to the online account that is associated with your Home Designer software license.
4. The **3D Viewer Export Options** dialog will display. Select either **Create New Model** to create a new 3D Viewer model file, or **Replace Existing Model** to overwrite an existing 3D Viewer model file that was uploaded previously.
5. Next, the **Export 3D Viewer File** dialog will display. Provide a **Name** and an optional **Description**.

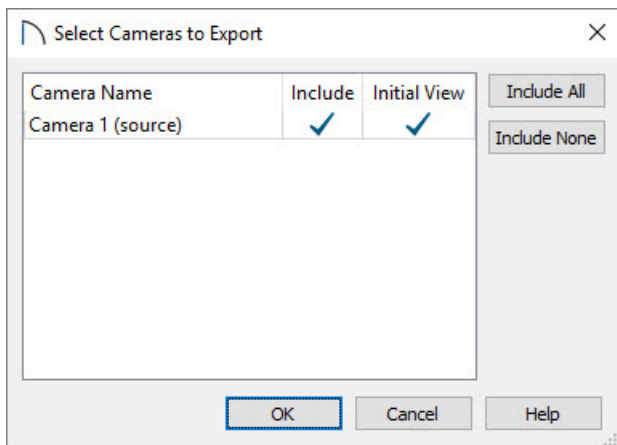
Notice that this dialog also shows the models Surface Count and the Texture Size. It is recommended to keep the number of exported surfaces below 500,000 and exported texture size below 50 MB.

The more objects that are present in a plan, the higher the surface count will be. Turning off the display of any layers that don't need to be exported with the model is recommended. Please see the [Related Articles](#) section below for more information on toggling the display of layers.

If the models Texture Size is over 50 MB, it's likely that detailed and complex materials have been applied and used on objects in relation to your structure. Decreasing the amount of detailed materials that are present within the plan prior to export will help greatly with the loading and viewing experience of the model.



6. Click the **Cameras** button to specify which saved cameras to export.



- Place a check within the **Include** column for each camera you want to be included in the export.
 - Place a check in the **Initial View** column for the camera you want to see first when the model is opened in the 3D Viewer.
 - Choose the **Include All** or **Include None** buttons to either include all cameras or exclude all cameras from being exported.
 - Click **OK** to confirm your changes.
7. Click **OK** to start the export process. Once the export has completed, an information message will display confirming your upload. Your 3D Viewer model file can now be viewed and managed within your [Chief Architect Account \(https://accounts.chiefarchitect.com/\)](https://accounts.chiefarchitect.com/).

To view, manage, or share a 3D Viewer Model

1. Sign in to your [Chief Architect Account \(https://accounts.chiefarchitect.com/\)](https://accounts.chiefarchitect.com/) using a web browser and click on **Manage 3D Viewer Models**.

- Click the **View** button next to your 3D Viewer model file to view it in your web browser.

Note: 3D Viewer model files are not viewable with Internet Explorer. For more information on the system requirements for the Chief Architect 3D Viewer, please refer to the [3D Viewer System Requirements](https://www.chiefarchitect.com/products/3d-viewer/) (<https://www.chiefarchitect.com/products/3d-viewer/>) page.

- If at anytime you want to remove or deactivate a 3D Viewer model file from your online account, check the box next to the Name of the model, then click **Deactivate Models**. Click **Yes** to confirm the deactivation of the model.

If you want to later reactivate a deactivated model, or delete models entirely, scroll down and click on **View Inactive Models**; on the Inactive Models page, check the box next to the Name of the model you want to reactivate or delete, then either click the **Reactivate Models** or **Delete Models** button. Click **Yes** to confirm the action.

Deactivated models will be deleted automatically after 1 year.

- 3D Viewer model files are private by default. A 3D Viewer model file needs to be made public before it can be shared or embedded. Click the **Make Public** button to enable sharing.

<input type="checkbox"/>	Name	Description	Date Created	Date Modified	Sharing
<input type="checkbox"/>	Stucco Beach		Jun 17, 2025 2:01 PM PDT	Jun 17, 2025 2:01 PM PDT	<div>VIEW</div> <div>MAKE PUBLIC</div>

To make a public 3D Viewer model file private, click on the **Make Private** button. Any users that had access to the model will lose access immediately and any open instances of the model will be closed.

- Once the 3D Viewer model file is made public, click the **Share** button to bring up the different sharing options.

- **Direct Link**

Click the **DIRECT LINK** tab to directly share your 3D Viewer Model. **Copy** the link and paste it to wherever you're sharing it. This would be the link to use to see the 3D Viewer model file in your browser, the 3D Viewer mobile app, or sharing to various social media sites.

Share 3D Viewer Model

Direct Link	E-mail	Embed
https://3d-viewer.chiefarchitect.com/go?share=803318481422459		
<div>COPY</div>		

- **E-mail**

Select the **E-MAIL** tab. Click the **Send E-mail** button to open the default mail application on your computer (Outlook, Microsoft Mail, macOS Mail, etc.). Click the **COPY** button if your primary e-mail is a web-based e-mail (Gmail.com, Outlook.com, Yahoo.com, etc.). This will copy the text to your clipboard. Go to your web based e-mail client and start a new e-mail. Then paste the text to add it to your new e-mail. This method can also be used if you're wanting to share a 3D Viewer model file with a client or colleague that is using the 3D Viewer mobile app.

Share 3D Viewer Model

Direct Link	E-mail	Embed
Share Code: 80331 84814 22459		
E-mail Body: I would like to share my Chief Architect® 3D Viewer model, "Stucco Beach", with you. To view the model I've shared, please visit the link below: https://3d-viewer.chiefarchitect.com/go?share=803318481422459 On a mobile device, you can view the model in the Chief Architect® 3D Viewer app. If clicking on the link doesn't automatically open the app and load the model, you can follow these steps: <ol style="list-style-type: none">1. Open the 3D Viewer app2. Tap the "Settings" icon3. Select the "Accounts" option		
<div>SEND E-MAIL</div> <div>COPY</div>		

◦ Embed

Click on the **EMBED** tab, **COPY** the HTML code, and paste it into the source code for your website; or provide the code to your webmaster and ask them to add it to your website.

Share 3D Viewer Model

Direct Link	E-mail	Embed
Paste the following HTML into your website source code:		
<pre><div data-share="803318481422459" data-version="1" class="ca-3d-viewer-embed"> <p>View Stucco Beach in Chief Architect's 3D Viewer.</p> </div> <script async src="https://embed.chiefarchitect.com/3DV/embed.js"></script></pre>		
<div>COPY</div>		

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Related Articles

- [Toggling the Display of Objects \(/support/article/KB-00264/toggling-the-display-of-objects.html\)](/support/article/KB-00264/toggling-the-display-of-objects.html)
- [Understanding Layers \(/support/article/KB-03183/understanding-layers.html\)](/support/article/KB-03183/understanding-layers.html)

