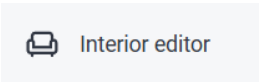
Interior Editor

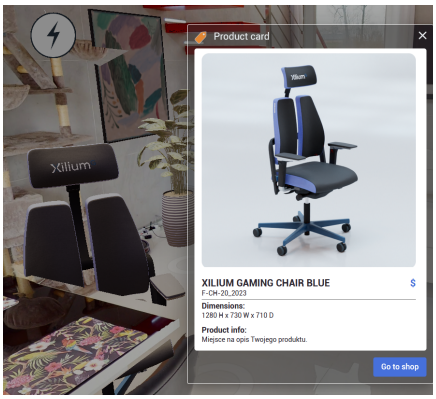
The Interior Editor Model Browser provides access to a library of 3D models organized into predefined categories. It enables efficient browsing, selection, and management of models to support interior planning, renovation workflows, and purchase planning.

You can find it from the main side menu by selecting 

option.

After entering the Interior editor, the Model browser will be automatically opened. You can close it at any time, simply click the **arrow** « icon.

If you decide to reveal it later on, you can do this by clicking the **armchair**  icon located at the top left corner.



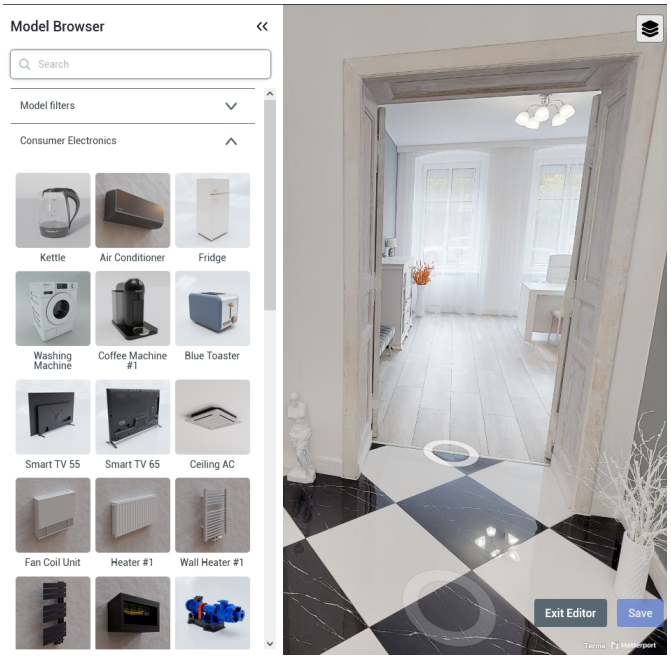
Model Browser

- **Search**
  You can find a model you’re looking for by typing the name in the search bar.

- **Model Filters**
  You can look for the specific model using filters.

- **Model Types**
  There are 6 model groups: consumer electronics, decorations, furniture, lights, premade sets and walls.

- **Custom Models**
  Space owner can add personal 3D objects through "My Models" section of the Model Browser.





Uploading custom models

Adding your own models to the **Interior Designer** is now possible. To do so, proceed with the "**+ Add New Model**" then follow the instructions from the new window:

Supported 3D formats are:

- GLB
- GLTF

(20MB file size limit)

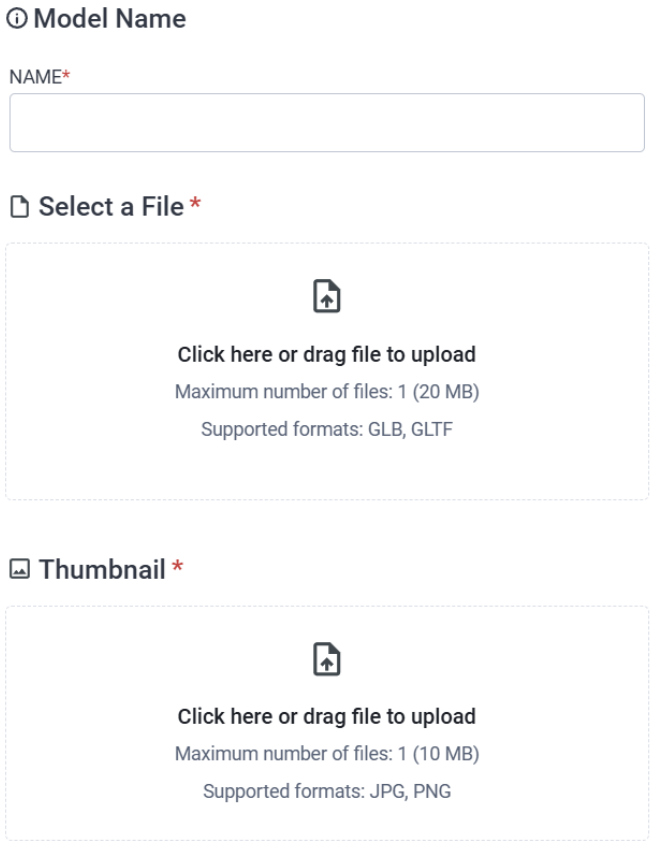
Supported 2D (thumbnail) images are:

- JPG
- PNG

(10MB file size limit)

The newly added models will appear under "**My Models**" section in the **Model Browser**.

> **Before uploading your first model, we advise you to read our Best Practices in 3D Graphics page**

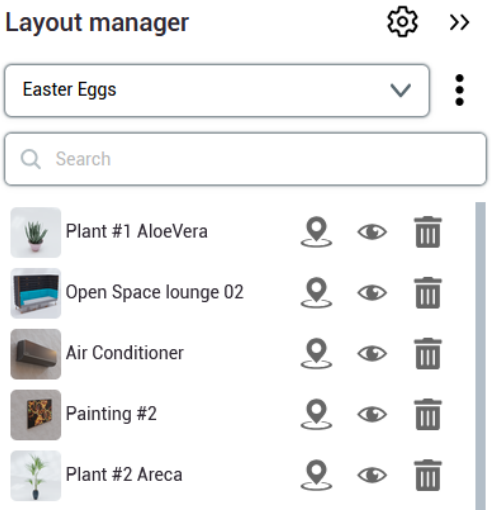


Layout

In the Layout manager window you can see the list with all the 3D models added to the project and manage different model sets, called layouts, to set up multiple variations of spaces to preview.

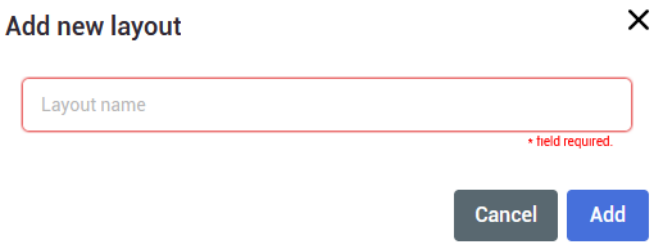
Access the Layout Manager by clicking **layered** icon located in the top right corner.

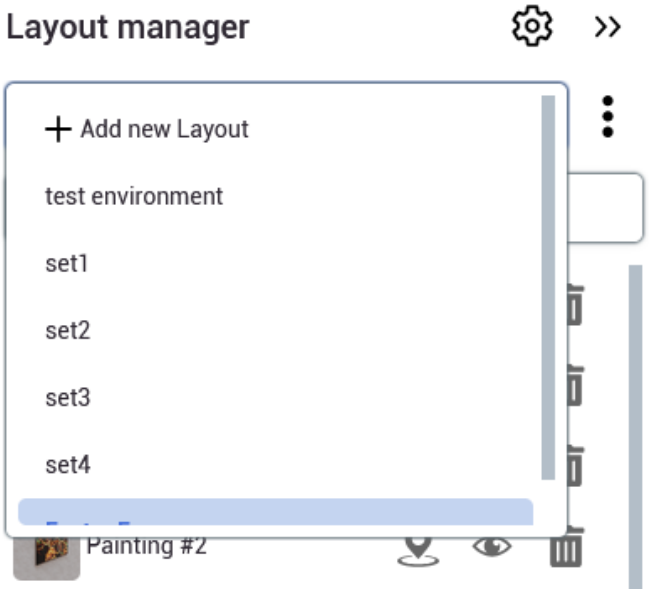
To close the layout manager window, click **arrow** icon.



The uppermost tab of the layout manager is for grouping the models into “layouts”.

By expanding the tab with the arrow down.png you'll see a list of existing layouts and an option to add + a new layout.





- **Search**

  After adding 3D models to the scene, you can search for the desired model in the current layout by typing its name in this text field.

- **Model List**

  A list with all the models added to the currently selected layout.

- **Model Actions**

  You can click on the **pin** pin-location-2.png icon to see where the object is placed, change visibility of the model by clicking the **view** eye.png icon or delete the model by clicking the **bin** trash.png icon.

- **Layout Actions**

  Further layout actions can be accessed by revealing the **options** more-options.png tab. There you are able to clone the currently selected layout, rename it or delete it.

- **Layout toggles**

  To access the toggles, simply click the **settings** icon. You can toggle the visibility of layout model sets and choose the default one to be displayed.

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