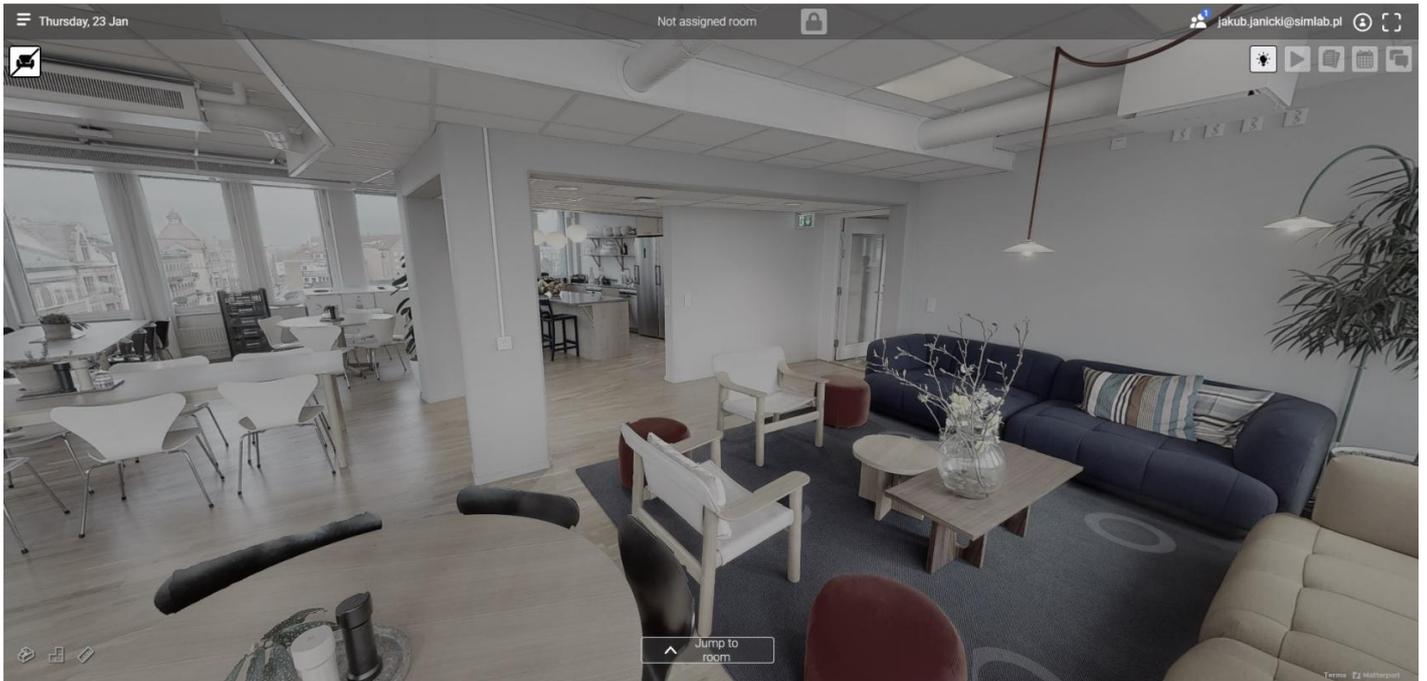


Setting up Rooms

After entering the space for the first time, by default you will appear in the 3D Walk view. You may notice that the environment is desaturated. This is an indication that the current position (sweep) we are on is unassigned. It is understandable, since the project has just been created and needs to be set up.



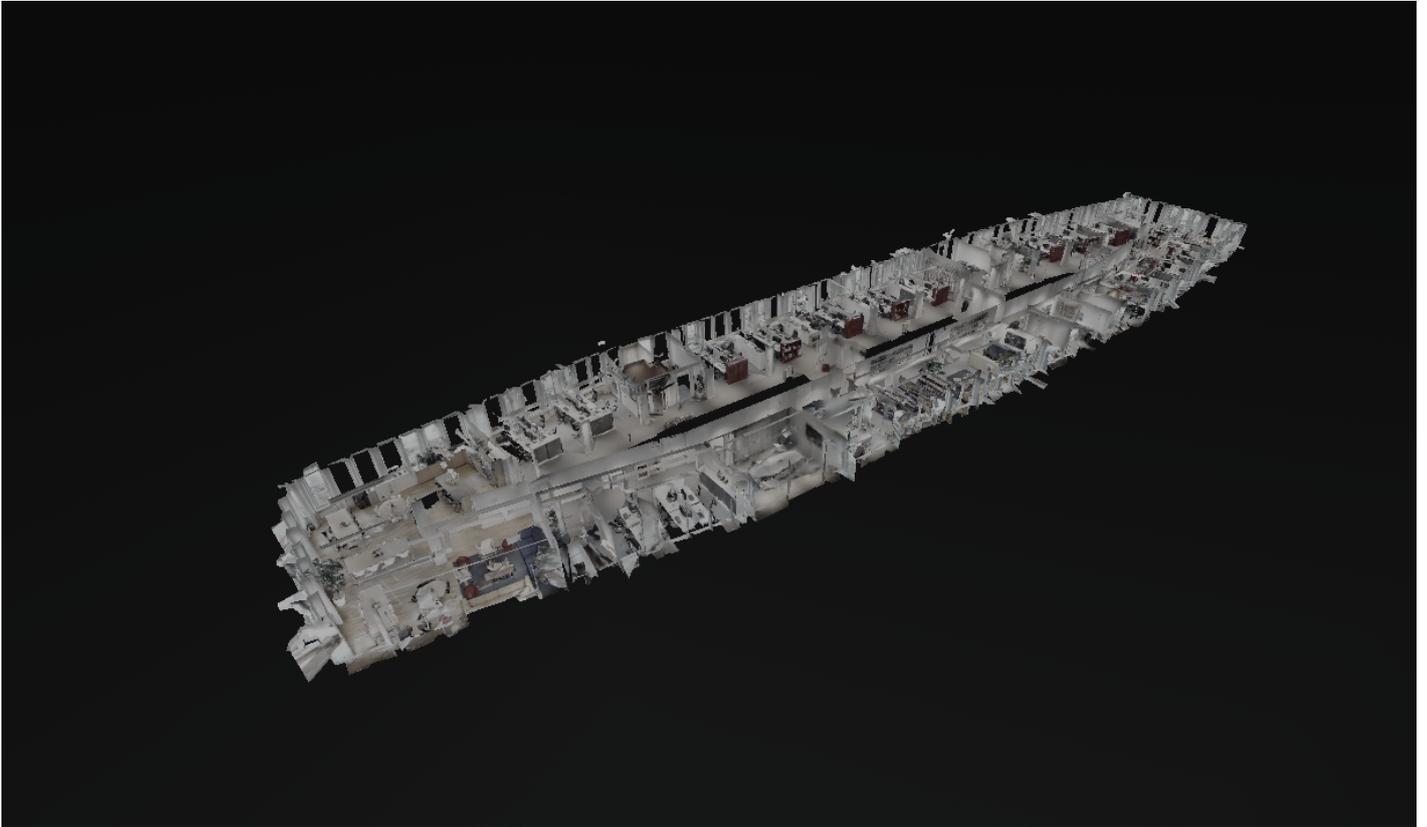
Room creation

First step before setting up sweeps is to prepare rooms to choose from later. You might have noticed that we skipped this step in the project scene creation. It's because we will use the **Matterport Dollhouse** feature to get the general view of the space that will help us decide what rooms to create.

- To enter the **dollhouse view** (or any other type of view): select it from the bottom left corner of the screen:



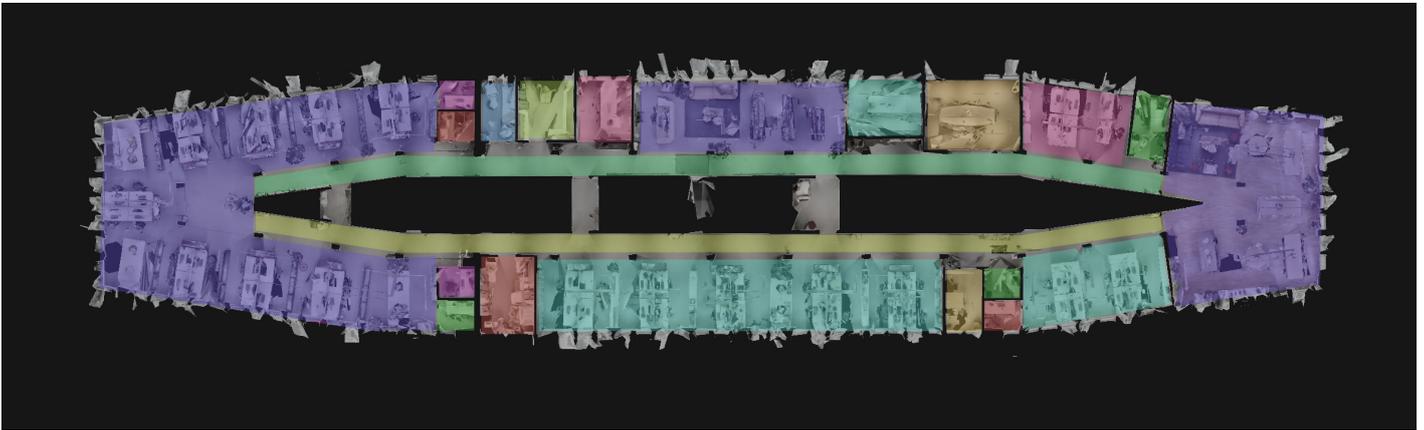
With the **Dollhouse view** enabled a 3D scan model of the entire scanned place will appear:



This lets us navigate the environment unobstructed and explore the given space to decide the amount and names of the rooms.

- Explore the office and think about what rooms need to be created

Here is an example, using the  **floorplan view** of how the provided space could be divided into rooms:



The screenshot was colored in an image editing software for easier visualization of the concept

With the general idea for the room layout, head to **Space settings** > **Rooms** accessed from the burger  menu located in the top left corner of the screen. And create room(s) you will use to start assigning sweeps with.

- Go to the **Rooms** view in **Space settings**
- Create rooms for the space

Space settings General info **Rooms** Users Role templates Activity log

All Rooms Search

Main Open Space Main Open Space

Corridor 1

Corridor 2 Main Open Space

Office 1

Office 2 Asset(s)

Office 3

Bistro Device(s)

Use neutral/general naming scheme for the first time (*as seen in the screenshot above*) to setup all the spaces without worrying too much about "proper" room names, especially since the rooms can be edited later on.

Sweep assignment

With (some *starting*) rooms created, now we need to assign them within the space to "**sweeps**".

“ To place **devices** within the 3D space of **Virtual Tour**, first we need to **define the rooms** within the 3D space by assigning them to "**sweeps**".

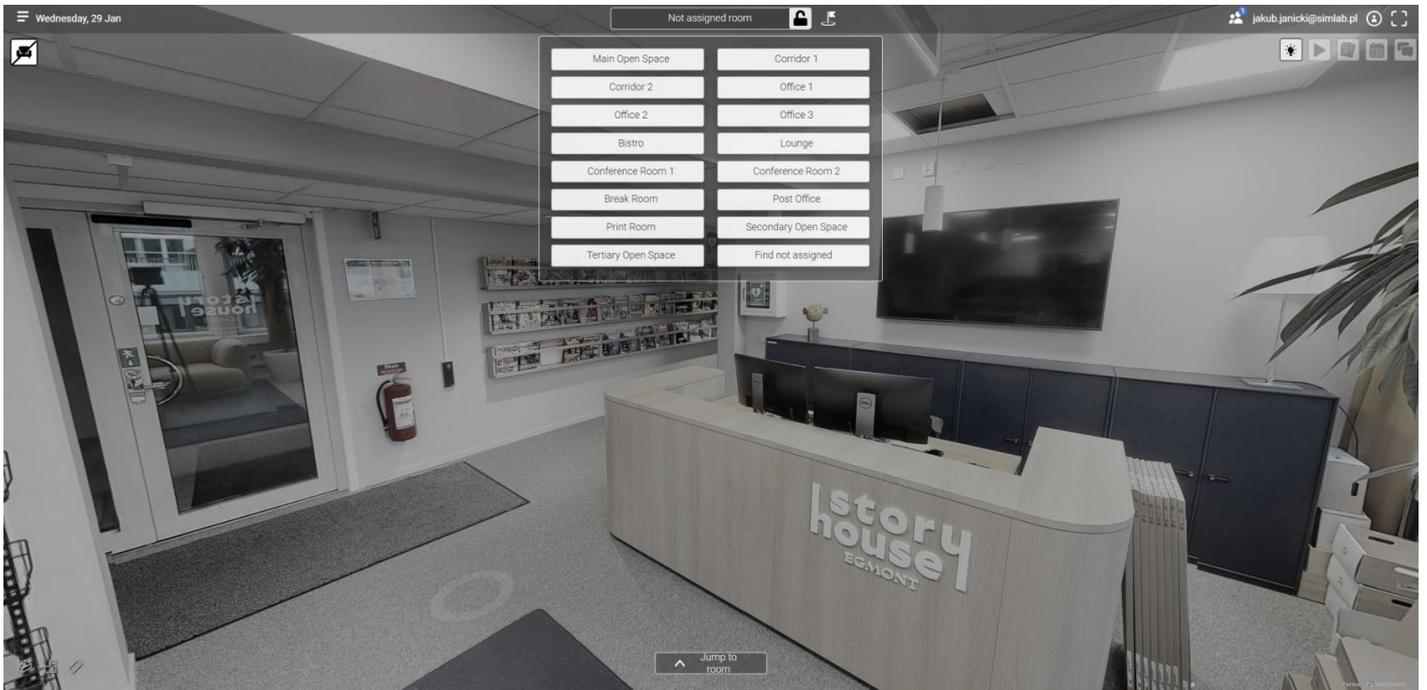
'Sweep' as in a full Matterport camera rotation - **A spot** in the **Matterport Space** where a user can **stand** and **look around** (*This includes 3D scan locations and 360° Views*)

~[Sweeps](#)

To assign sweeps, we need to be in the **3D Walk** view. Access it through the burger  menu located in the top left corner of the screen.

In the top section of the viewport, you can notice a text: "**Not assigned room**" and a **closed lock**  icon to the right of it. To assign a room to the sweep, click on the **lock**  **icon**, it will reveal a window with the available rooms.

- Enter **3D Walk** view
- Toggle the **lock**  **icon** to reveal the rooms window

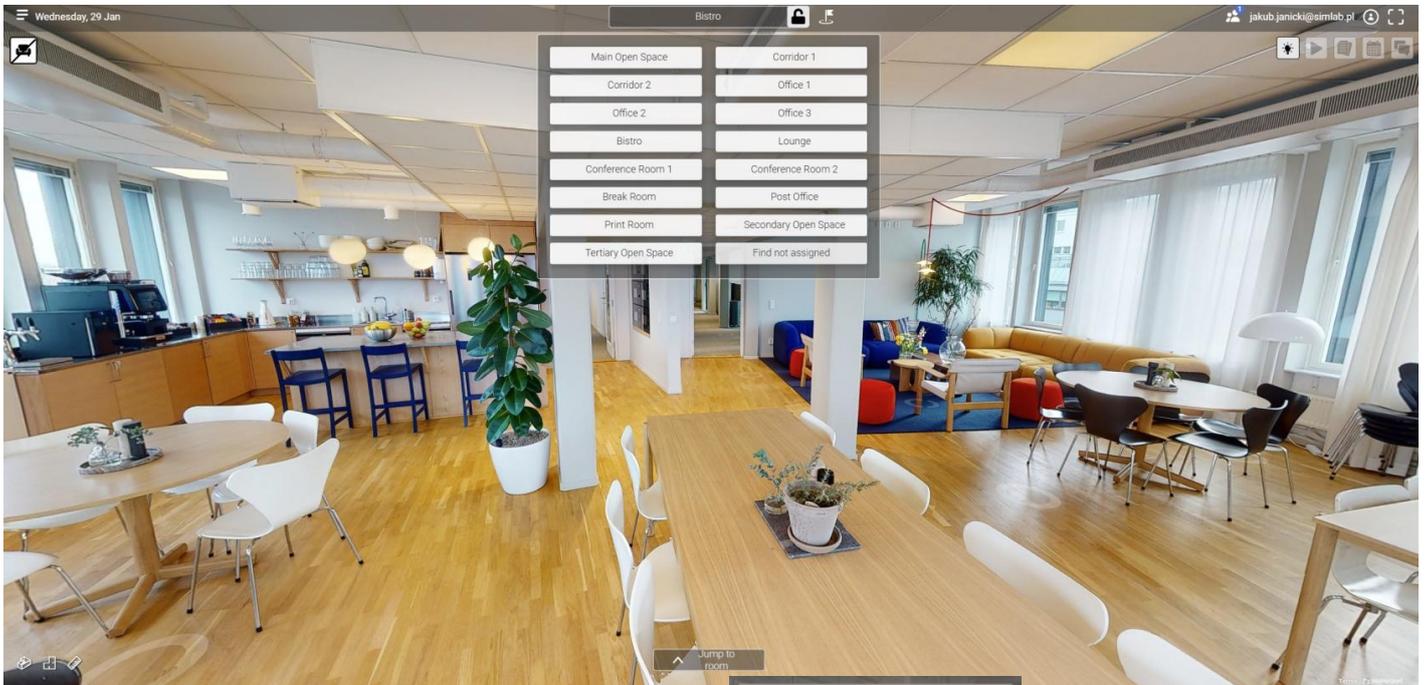


Select the proper room for the sweep you are standing on. The view will become saturated, indicating the sweep you are currently on is set and the room name will appear, replacing the "**Not assigned room**" prompt. Go to next sweep and repeat.

You can assign all the sweeps in the project the same way. To finish you need to lock editing by toggling the **lock**  **icon** again.

- Assign a room to the sweep
- Navigate to a next sweep
- Repeat until all the sweeps have assigned rooms

While assigning sweeps, If there is a room you are missing/haven't prepared before: don't worry, you can always go to the **Rooms** in **Space Settings** to add new room and return back to the **3D View**. The last place you left the view from will be remembered and you will start where you left.



After going through the swpies, check if the option **Find not assigned** is still available. If so, that means some of the sweeps are still unassigned.

- Use "Find not assigned" to be automatically transported to one of the unassigned sweeps and assign it.
- Repeat until the option is no longer available, indicating that all of the sweeps are now assigned.

With the rooms set up, the project space is now ready for all of the SIM-ON features to be used.

This concludes the core setup of the SIM-ON project space setup tutorial. In the following, last page, you will learn how to create an asset and an event within the created space.

Revision #27

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