CAD Drawing Designer

User Manual

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1. Introduction

Welcome to CAD Drawing Designer. With CAD Drawing Designer you can easily create 3D drawings for your project. These operating instructions will help you to find your way around easily. I wish you a lot of fun and success with your projects.

2. Start Screen



Figure 1: Start Screen

Figure 1 shows you the start screen. In the start window you can use the "Start" button to start with your first project. You will also find a direct link to my homepage. You can also set the language of the software, close the software under the "Quit" Button or view the privacy policy. You will also find links to my social media channels at the top right.

3. Overview

Figure 2 shows the main scene window of CAD Drawing Designer. In the top left dropdown menu you can switch between the main views: File, Edit Model, View, Material, Tools and Help. The bar below always shows the functions of the selected view. Here in the "File" view (Figure 3) you can jump back in the “Start Screen” via the “Home” button. You can create, save or load a project. And it is also possible to import CAD models from other tools (Figure 4 shows how an OBJ file was imported into the CAD Drawing Designer). The following formats are supported: FBX, OBJ, GLTF2, STL, PLY, 3MF.

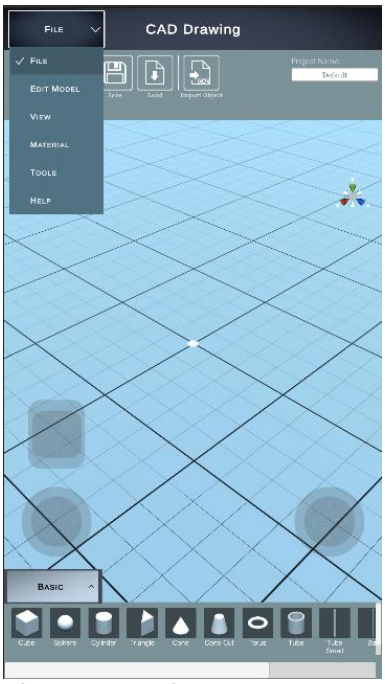


Figure 2: Overview

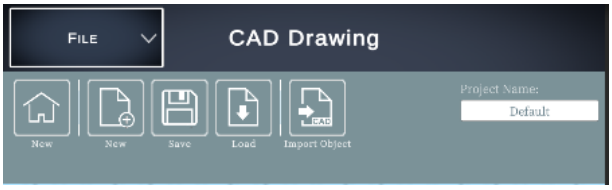


Figure 3: File View

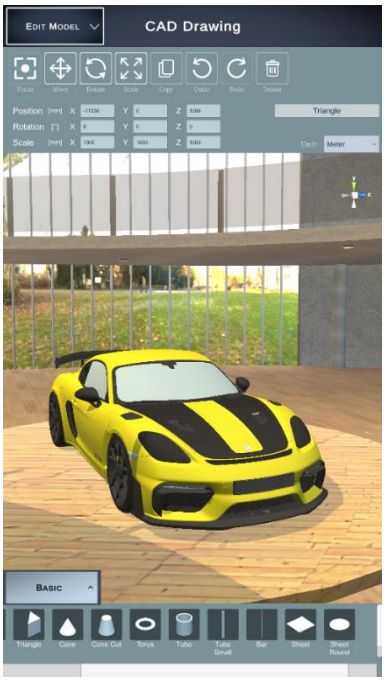


Figure 4: Imported Model (OBJ File)

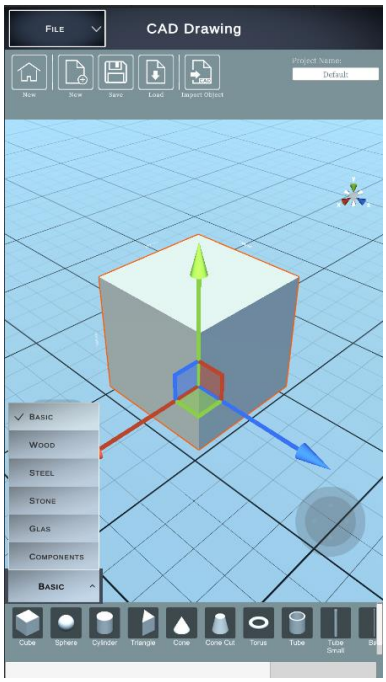


Figure 5: Model Library

The bar at the bottom shows objects that you can drag directly into your scene. In CAD Drawing Designer you will not only find a model library, you can choose between the following libraries: basic, wood, metal, stone, glass and components. You can simply drag them into your project and edit them as you wish. Figure 5 shows, for example, the basic library with the basic bodies. In addition, the dropdown menu can be seen at the bottom left, which changes the selection of the library.

4. Controls

The control of CAD Drawing Designer works mainly via virtual joysticks, with which the user can control the camera view. In the perspective view, the right virtual joystick, shown in Figure 6, is used for the camera's line of sight. The left virtual joysticks can be used to change distance and height as well as the lateral position of the camera. Figure 7 shows the orthogonal view, here the right joystick is used to change the camera position on a plane end, the left joystick is used to change the distance to the model.

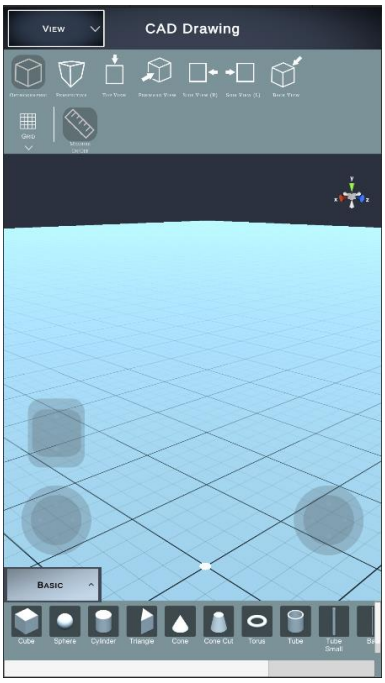


Figure 6: Control Perspective View

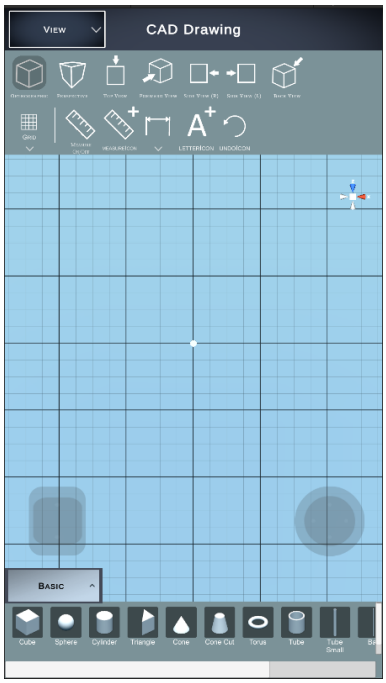


Figure 7: Control Orthographic View

5. Edit Model

The actual construction takes place in the "Edit Model" view. After the first objects have been dragged into the scene via the library in the lower bar, they can be positioned, rotated or scaled. This can be done in the scene itself with the selected function and touch input by touching and dragging the displayed coordinate system on the appropriate axis. Alternatively, the values can also be entered and changed directly at the top of the bar for the respective entry. Objects can also be copied or deleted again. There is an undo and redo function. The unit of measurement can be set here between meters and feet.

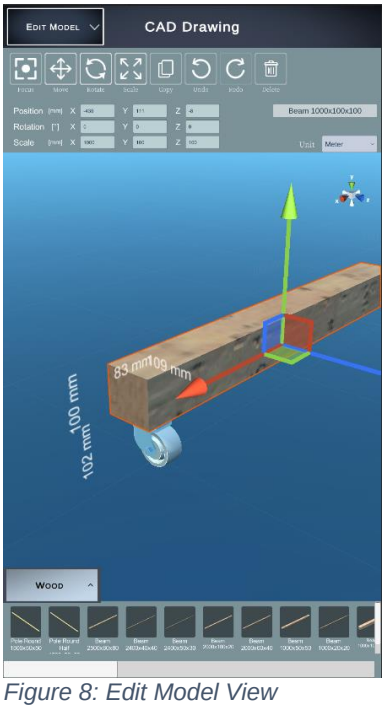


Figure 8: Edit Model View

6. View

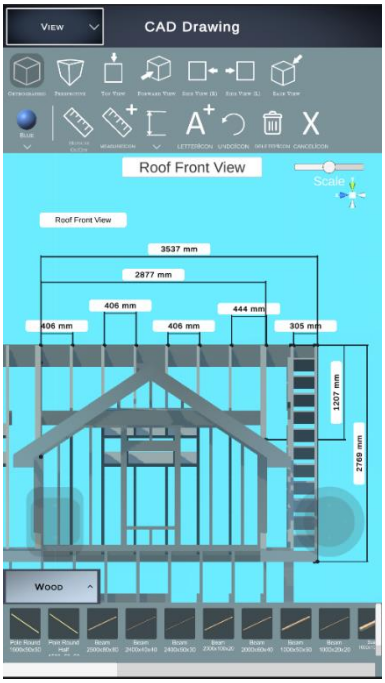


Figure 9: View

In Figure 9 is a front view shown. The view can be influenced in the view menu. There is an orthogonal or a perspective view. Direct views can be jumped to, such as top view, side view, front view or back view. The background can also be changed. Here you have specified different backgrounds, simple colour backgrounds up to a complete showroom. Especially in the orthogonal view, dimensions and designations can be inserted in the drawing.

7. Material

CAD Drawing Designer has several materials as shown in Figure 10. Here you can choose from simple colours to real textures like wood or metal. Luminous materials or glass can also be used. There is also the possibility that the user has an influence on the textures of the materials. This means that the offset as well as the size is changed.

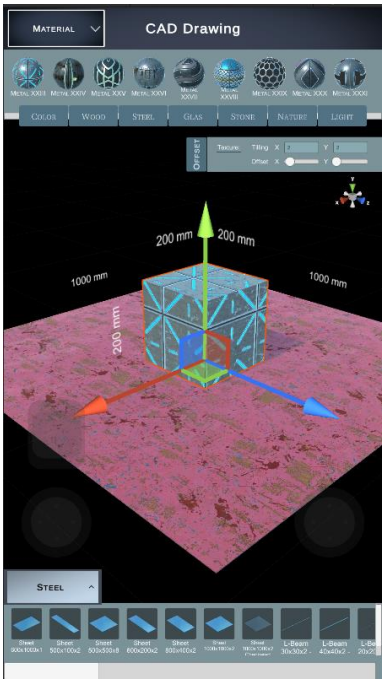


Figure 10: Material View

8. Tools

Figure 11 shows additional tools. For example, Images of your project can be created here with the photo function. A 3D dimensioning tool can be activated and a parts list of the drawn components can be created and exported as a pdf file (see Figure 12).

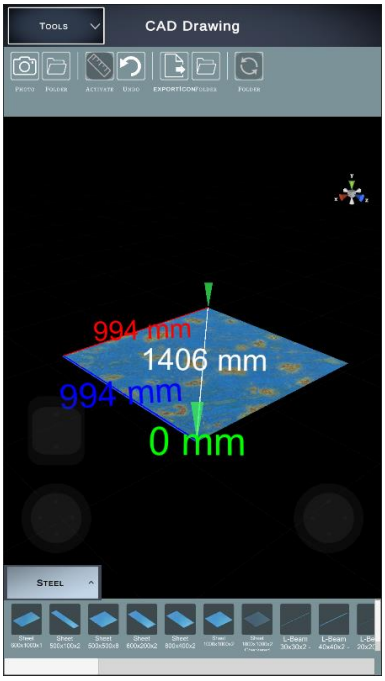


Figure 11: Tools View - Measurement

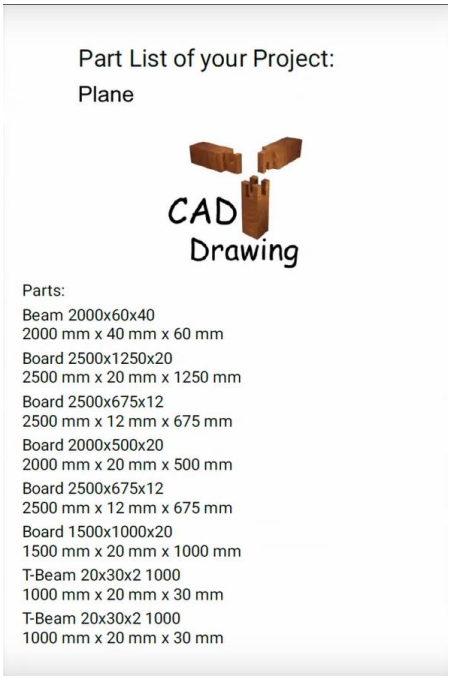


Figure 12: Tools View – Parts List Export

9. Help

In the “Help” view you can open/download this Manual or contact me in the Help view (Figure 13).

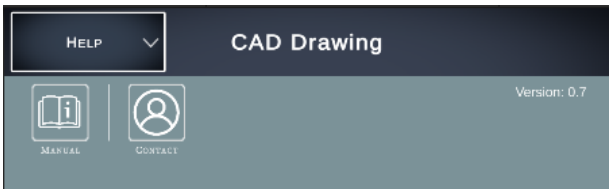


Figure 13: Help View

I wish you every success with your projects!

