Sunward Steel 3D Builder Tutorial



Hello User and thank you for considering Sunward Steel Buildings as your potential Steel builder!

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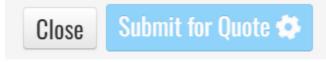
1. Quote Your Building

QUOTE YOUR BUILDING 🕏

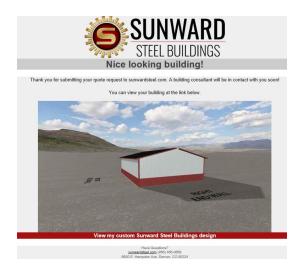
This button is used when you are finished using the Builder and would like to submit the form for our team to look at. You will be informed to fill out fields so that we can be in touch as well as gather more information regarding this quote.

	Ya	our Inforn	nation		Х
First name First name			Last name		
Email			Phone		
Address					
City			State	Zip	
	Close	Submit	for Quote 오		

When finished submitting, simply select the blue Submit for Quote button and you will see a gear spinning in the box.



When the building is processed, you will see a Thank you screen appear as well as an email that will appear regarding your building. (Sample shown below)



2.1 Help



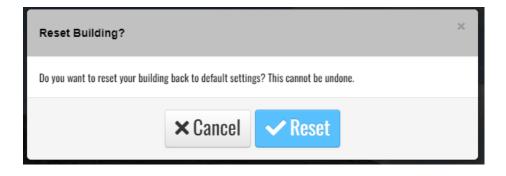
This will provide instructions on how to move the 3D building itself from a computer or a touch screen perspective.



2.2 Reset



This will completely reset all your progress on a building. This is **irreversible**. A dropdown box will appear to confirm if you really want to reset back to the buildings default settings.



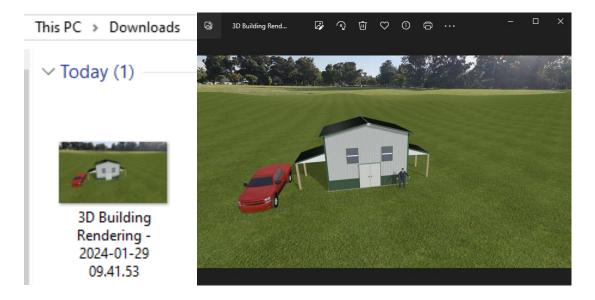
2.3 Photo



Photo is used to save the image of your Building directly to your computer. Be sure to position the camera of the 3D Builder to your desired position as that is what will be taken. (For example, you can take one picture for the outside, another for the inside, and a backshot of your building.)



This will usually be found in your Downloads Section of your PC/Phone, and you may simply click/tap the file to open it.



2.4 Print



This will print out your building image (the same position where your camera is facing in the builder) as well as documenting all the Building Details



Building Specs

Width: 22' Length: 15' Height: 15' Roof Type: Gabled Roof Pitch: 3':12'

Colors Roof Color: Black Wall Color: Polar White Trim Color: Hunter Green Walk Doors: Satin White

Large Doors: Satin White Gutters: Burnished Slate

Walls L Wall: Enclosed R Wall: Enclosed B Wall: Enclosed F Wall: Enclosed

Roof L Gable Extension: 1' R Gable Extension: 1' B Eave Extension: 1 F Eave Extension: 1

Lean-tos

Downspouts: Burnished Slate Wainscot Color: Hunter Green

Wainscot:

Left: Yes Front: Yes Right: Yes Back: Yes Wainscot Height: 3'

Interior Perimeter Walls: Steel Ceiling: Steel

Porches F Perch Width: 10, Height: 10, Perch Depth: 8', Porch Overhang: 0,

B Perch Width: 10, Height: 10', Porch Depth: 8', Porch Overhang: 0', Item Sizes: Double Hung Window: w3 x h4' Walk Door Selid Double: w72 x h84 Double Hung Window: w3 x h4

Windows & Doors

Dauble Hung Window Qty: 2 Walk Door Solid Double Qty: 1

sunwardsteel.com

(866) 465-0668

2.5 Share



This is used when you want someone to look at your building at its current state. When selected you will be prompted to give the user you want to share email as well as your email and first and last name to send to that user.

Sł	are your creation	K
Who would you like to share loe@email.com	vith? (email)]
Your first name	Your last name	
Your email address		
(lose Share 🗳	

The recipient will receive this email (image below) and can open to see the exact details you put on your building:



2.6 Save



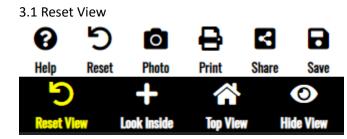
Like the Share option, if you want to work on your building at another time, you can select save and will be prompted to submit an email.

Nice looking building!	
Email my saved design	
joe@email.com	
Close Save 🖬	

This will be the email/link to the building to complete at your leisure:

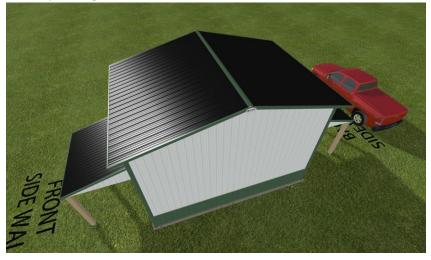


Have Questions? sunwardsteel.com (888) 485-0868 6800 E. Hampden Ave. Deriver, CO 80224



This will set the camera to look at the building at its default angle and elevation.

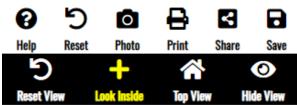
Before pressing Restart:



After pressing Restart:

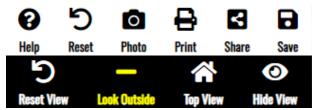


3.2 Look Inside / Look Outside



When selected, this positions the camera directly inside of the building.

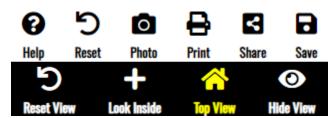




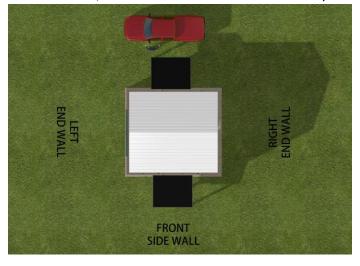
When you select Look Inside, it will switch the option to Look Outside. When you select this, it will zoom back outside of the building and reset the option back to "Look Inside."

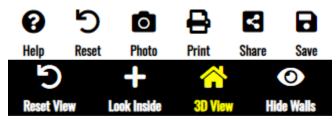


3.3 Top View



When selected, will set the camera to a fixed bird's eye view.

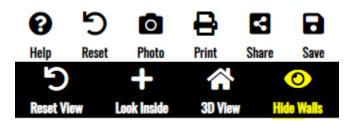




When Top View is selected it will change the option to 3D View, which will set it back to normal.

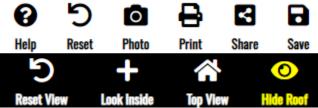


3.4 Hide View



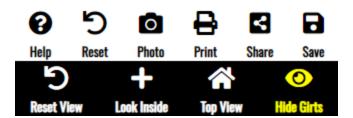
When selected, this will hide the main 4 side walls and reveal only the metal foundation.





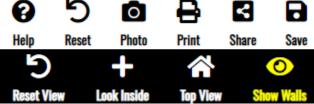
When you select Hide Walls, it will switch to Hide Roof which will reveal only the roof foundations.





When you select Hide Roofs, it will switch to Hide Girts which would hide all girts in the building. (Currently not hiding Girts)





When Hide Girts is selected, it will display Show Walls and add every previously removed pieces.



4. Dimensions

Dimensions are used to add the basic Sizes to your building as well as the roofing and bay size.

Dimensions		
Width (ft)	-	22
Length (ft)	-	24
Height (ft)	-	- 15
Roof Type	Gabled	~
Roof Pitch / 12"	1	- 1
Bay Size		- 12

Please do note if you do switch the Roof Type of Asymmetrical, it will give you an Asymmetrical option to move the roofing's direction.

Roof Type	Asymmetrical	~
Asymmetrical	0	

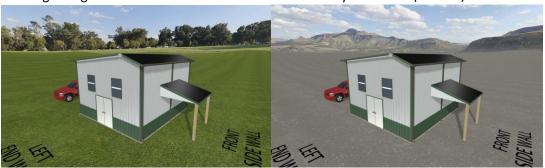
5. Environment

Environment is used to change the background scenery of the building.

Environment		
Ground	Clearing	~

Clearing Background

Rocky Mountain (Default)



6. Colors

The Colors section changes different sections of the buildings color

Colors		
Roof Color	Black	~
Wall Color	Polar White	~
Trim Color	Hunter Green	~
Gutter Color	Burnished Slate	~
Downspout Color	Burnished Slate	~
Walk Door	Satin White	~
Large Door	Satin White	~
Wainscot Color	Hunter Green	~

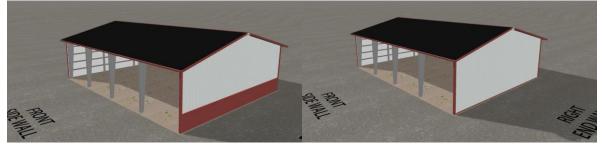
7. Walls

Walls are used to select which Enclosed Walls or wainscot (the metal sheet on the bottom part of the wall) are visible or not.

Walls	
Enclosed Left	~
Enclosed Right	
Enclosed Back	~
Enclosed Front	~
Wainscot Left	~
Wainscot Right	~
Wainscot Back	~
Wainscot Front	~
Wainscot Height 💻	3.5

(Enclosed Front being unselected.)

(Wainscot Right being unselected.)



8. Roof

The Roof section is mainly for adding Overhangs, Cupolas, Eaves, the option to add Gutters and Downspouts.

Roof			
L Gable Overhang		1	
R Gable Overhang		1	
B Eave Overhang		1	
F Eave Overhang		1	
Boxed Overhangs			
2' Cupola		0	
3' Cupola		0	
4' Cupola		0	
Weather Vane	None		~
Gutters and Downspouts			
Eave Light Back			
Eave Light Front			

Sample Building with some of the Roofing Add-ons selected.



9. Lean-tos

The Lean-to section is there to add Lean-tos on one or many of the 4 sides of the building. They can be customized to various extents.

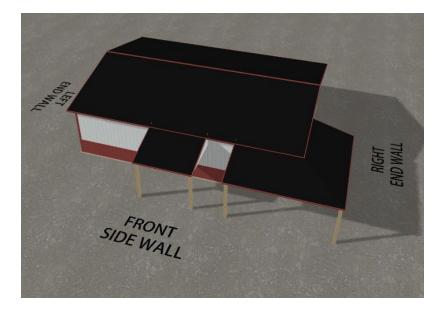
Lean-tos			
Left End Wall Lean-t	0		
Enabled		~	
Drop	_	1	
Cut L	•	0	
Cut R	•	0	
Depth		6	
Roof Pitch		3	
Enclosed			
Back Side Wall Lean	-to		
Right End Wall Lean-	-to		
Front Side Wall Lean	i-to		

Unenclosed Lean-to (Left) and Enclosed Lean-to (Right)

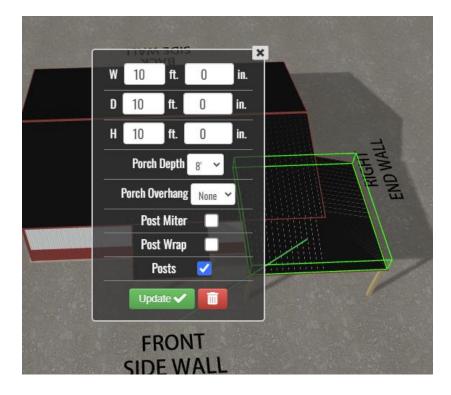


10. Porch

The Porch section is for setting porches in many different positions via check boxes.



You can also select the porch to have various ways of editing it.

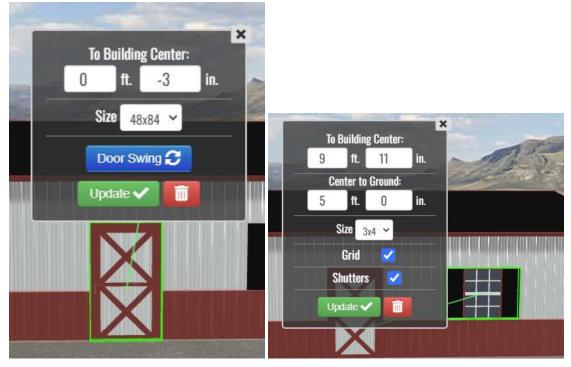


11. Windows & Doors

These are used to create windows and doors and giving you the ability to click/tap and drag them over your building.



You can also select the windows or doors to have various ways of editing it.



12. Interior

Interior is used to build a layout of the inside of your building and put everything into perspective.

Interior			
Perimeter Walls	Drywall		*
Flooring	Ceramic Tile		~
Ceiling	Steel	~	~
Insulation			
Add Interior Wall			
Add Interior Door			
Mezzanine Bays	10100	0	
Mezzanine Height	1111	8	

Before Interior additions



After Interior additions



13. Add for Scale

Add for Scale	
Add Person Male	
Add Truck	
Add Car	
Add Airplane	
Add ATV	
Add UTV	
Add Backhoe	
Add Driveway	
Farm Buildings	Pro la
Commercial Buildings	
Residential Buildings	
Horse Barns	

This is used to add various types of objects to see how it would scale in comparison to your building.



14. Loads & Codes

Load and Codes are the more technical information that your building need to be compliant with such as its building code, the roof and ground snow load, and more.

Loads & Codes		
Building Code	IBC 2015	~
Roof Snow Load (PSF)		- 40
Ground Snow Load (PSF)) —	- 28
Wind Speed (MPH)	_	115
Wind Exposure	С	NINC
Collateral Load (PSF)	DUILU	u yuo