museum pro

Version 2025

cura 3D

ahead of reality

USER GUIDE

ENGLISH

museum pro

Version 2025

FOREWORD

Thank you,

For choosing **museum pro.**

museum pro offers you a comprehensive and innovative tool for virtual exhibition planning that simplifies complex and conceptual processes.

This manual will introduce you to the basics of our software and familiarise you with the features of **museum pro.**

Further information and video tutorials can be found online at:
https://help.cura3D.com

Enjoy planning your exhibition
with **museum pro** - your cura[3D] Team.

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Installation

First Steps

Navigation

Exhibits

Tools

Plugins

HARDWARE REQUIREMENTS

	Minimum requirement	Recommended
CPU	Intel i5 with 2.7 GHz or comparable	Intel i7 with >2.5 GHz or comparable
	8 GB RAM	16 GB RAM
GPU	Intel Iris XE*	NVIDIA Geforce GTX 1080 graphics card* with at least 6GB VRAM or better
	Mouse with 2 buttons	Mouse with 3 buttons
	Windows 7 or 8	Windows 10 or 11
	Mac OS 10.13 (High Sierra)	Mac OS 10.15 (Catalina)
M1	Mac OS 11 (Big Sur)	Mac OS 13 (Ventura)

*We recommend using a graphics card with 2000 Passmark G3D Mark points or more.
You can find your graphics card at the following link and display the performance values: **https://www.vi-deocardbenchmark.net/gpu_list.php**

LICENSING

License Models

We offer two licence models for our software **museum pro**:

Single user licence

The single user licence is purchased for a single computer.

This licence is hardware-bound and can only be used on this one computer after a short online activation.

Floating licence

The floating licence can be installed on multiple computers. The number of concurrent users is equal to the number of licences purchased. If the licence(s) is/are activated on an additional computer(s), you will receive a message that no licence is available and that the program will now be terminated.

If you are unable to connect to our licensing server, you will receive a message stating that it is not possible to connect to our licensing server. In this case, check your internet connection or if you are using a proxy to connect to the internet

Example for a
Single-user licence

Example for a
floating licence
with 2 users
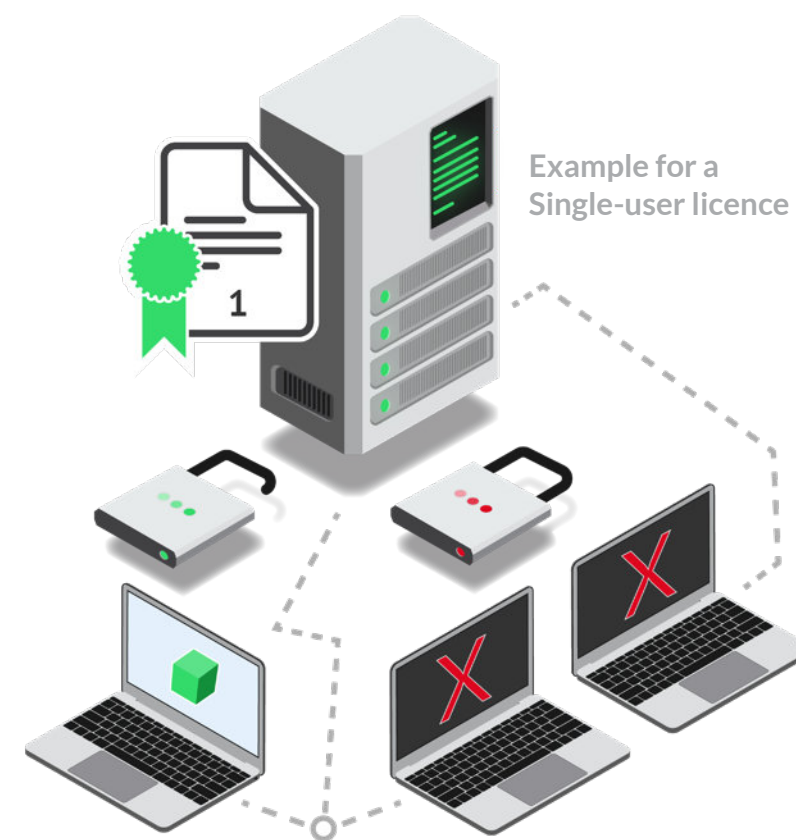
INSTALLATION WINDOWS

Installation instructions for Windows

Please ensure that your Windows PC meets the minimum hardware requirements!

Before starting the installation, please log on as administrator and close all running applications if possible.

❶ Double click on "cura3Dmuseumpro_setup.exe".
The installation screen of the software will appear.

❷ Read the software licence agreement carefully,
and, if you agree to the terms,
check the "I agree" box and click "OK".

If you do not agree with the terms of the software licence agreement, click "Cancel" and finish the installation.

❸ Follow the instructions on the screen to complete the installaton
complete the installation.

❹ When the installation is complete, you will receive a message that the software has been successfully installed.

❺ As soon as the installation is complete, you can start the programme by double-clicking on the programme symbol.

INSTALLATION
MAC OS

Installation instructions for MacOS

Please ensure that your Apple Mac meets the minimum hardware requirements!

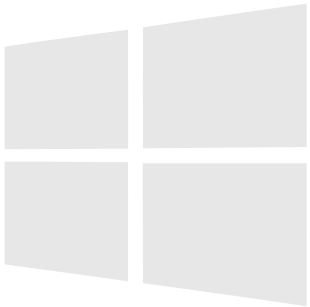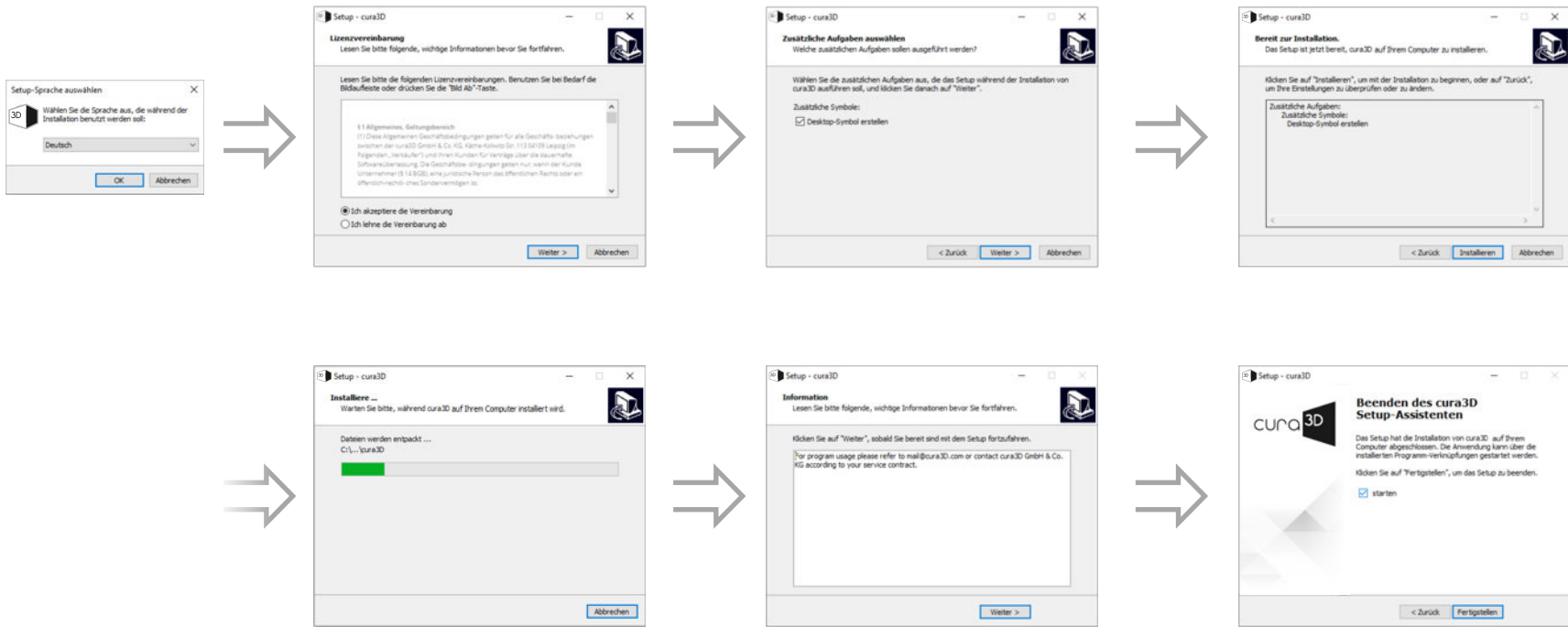Before starting the installation, please log on as administrator and close all running applications if possible.

❶ Double click on "cura3Dmuseumpro_setup.exe". The installation screen of the software will appear.

❷ Read the software licence agreement carefully, and, if you agree to the terms, check the "I agree" box and click "OK". If you do not agree with the terms of the software licence agreement, click "Cancel" and finish the installation.

❸ Follow the instructions on the screen to complete the installaton complete the installation.

❹ When the installation is complete, you will receive a message that the software has been successfully installed.

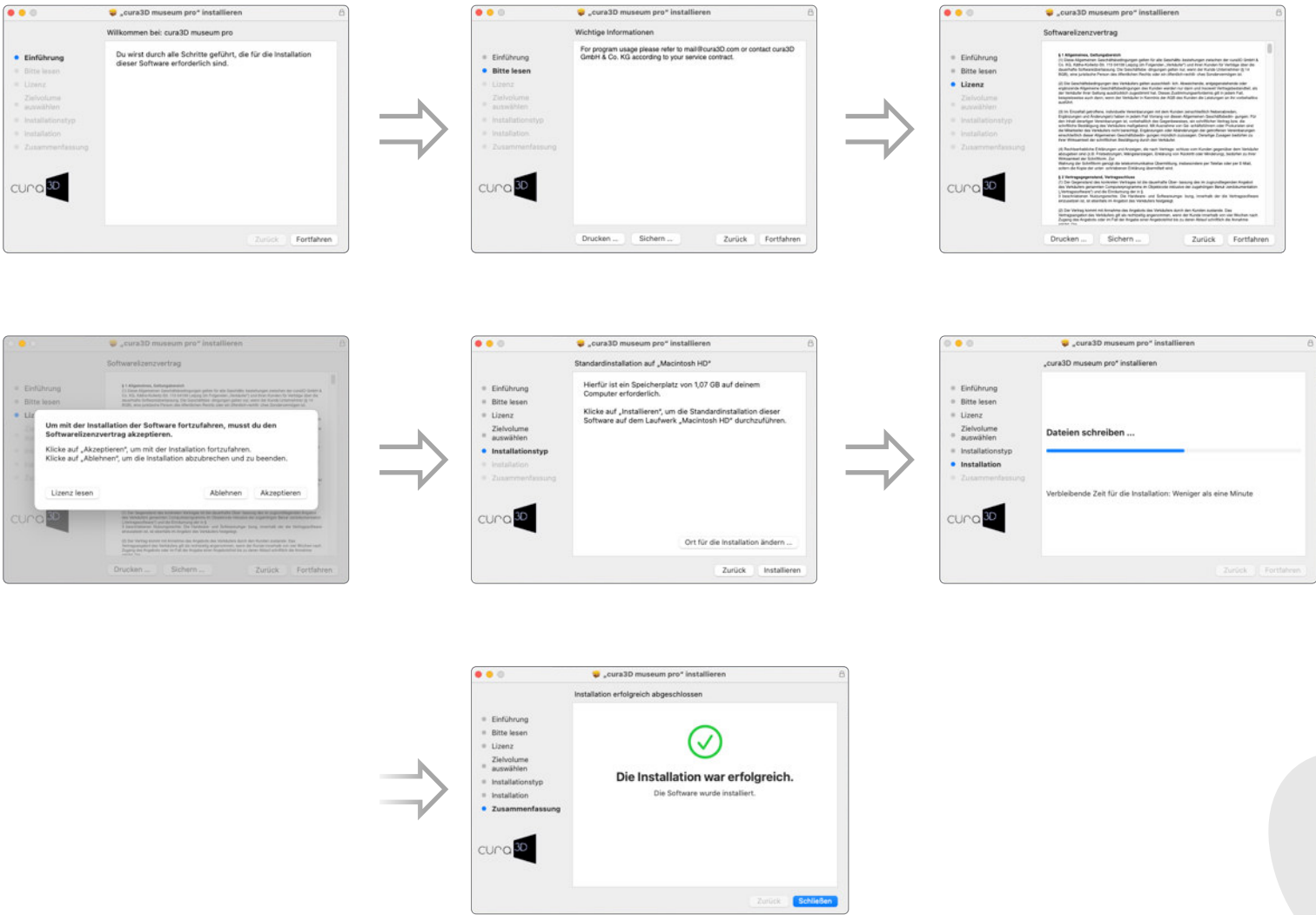❺ As soon as the installation is complete, you can start the app by double-clicking on the app icon.

FIRST STEPS
START APPLICATION

Start the application by clicking on the icon "cura3D museum pro" on your desktop or start the application from the programme menu under Windows.

When the application has loaded, the first thing you will see is the start window ❶, which offers you the following options:

If we have been able to create several exhibition spaces / museums / galleries / exhibition halls for you, select the desired architecture from the dropdown menu.

Start your project by clicking on the "Start" button ❷.

❶
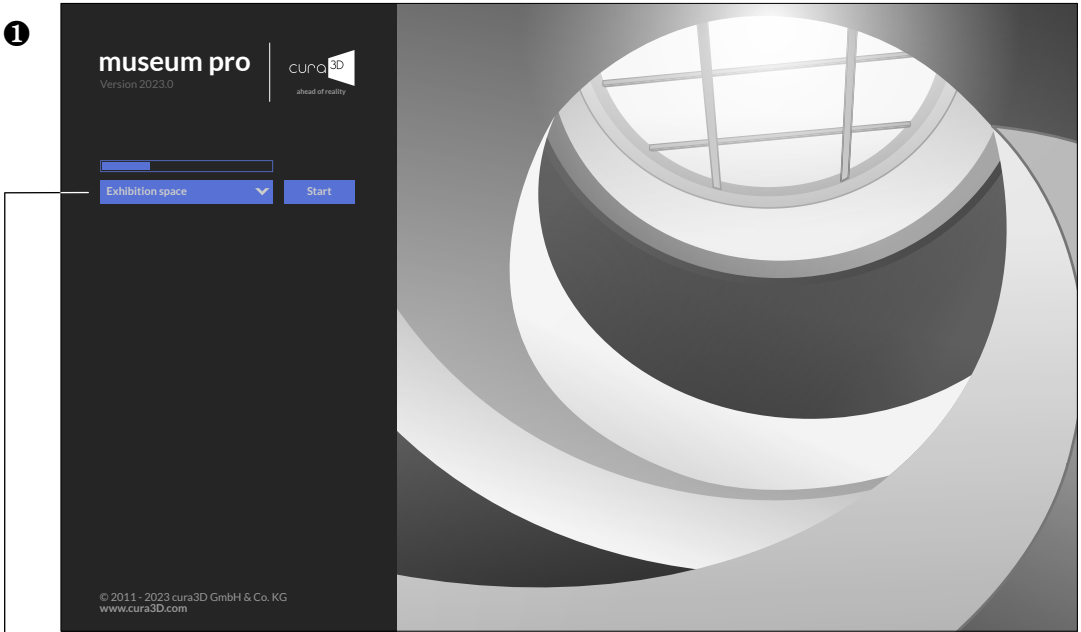
Select building or exhibition space

Start   Load showrooms and start application

❷

FIRST STEPS
LICENSE VALIDATION

When you start museum pro for the first time, the "Programme Info" window ❷ will open automatically and you will be asked to enter your licence key ❸ to unlock the software.

You must be connected to the internet to do this.

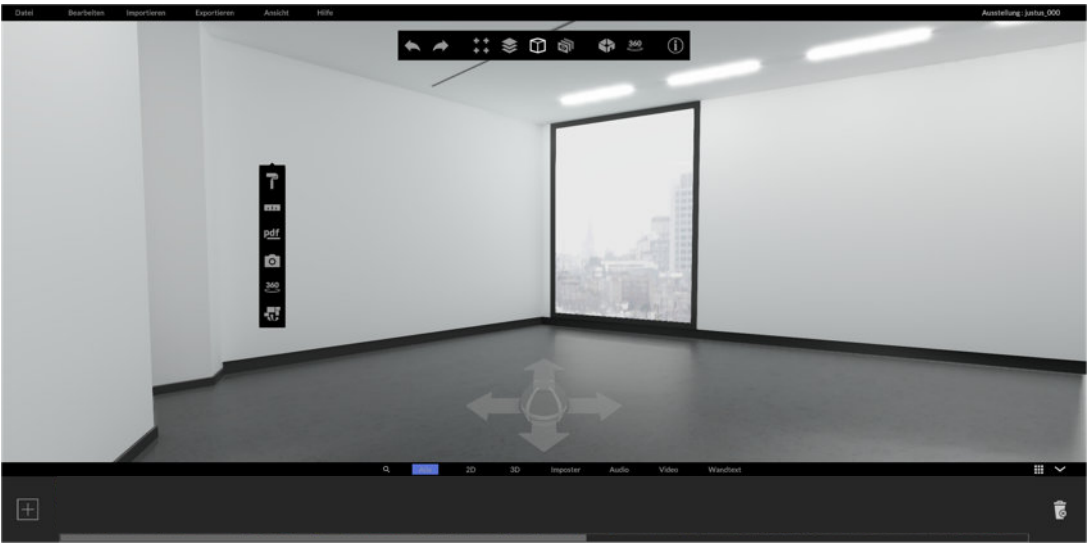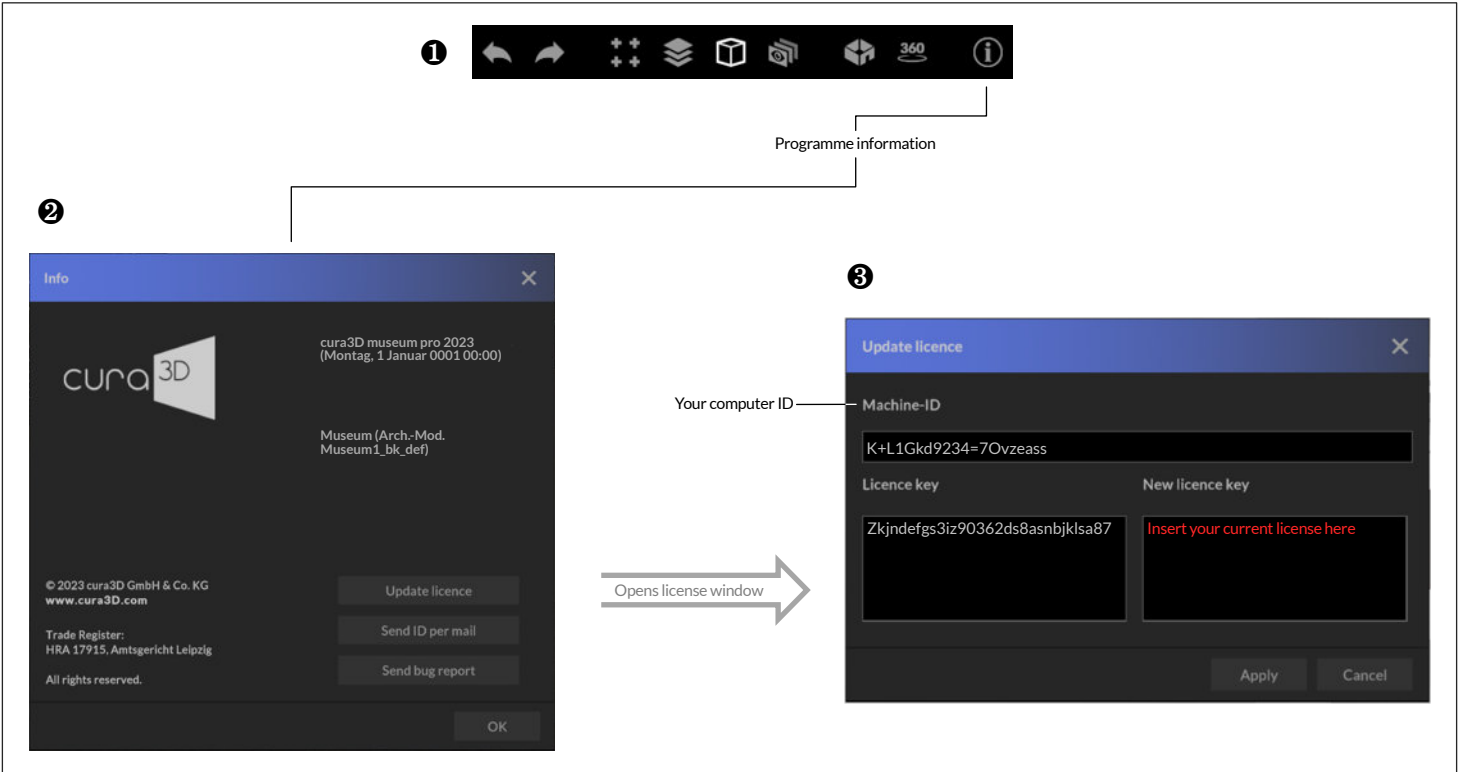If your computer is behind a so-called "proxy", you can make these settings for the verification process yourself. The best way to do this is to contact your administrator or IT representative. You can change the proxy information in Settings -> Connection settings.

Your "ID" is unique to your computer. If you have chosen a single-user licence (e.g. fairplanner pro), the licence key is linked to this ID and can only be used with this computer.

The ID is irrelevant for the use of floating licences.

If you ever need a new licence key for your activated computer, you will always find it in the "Programme Info" window. You will always find this window on the "Toolbar" icon, see figure ❶.

Programme information

Your computer ID

Opens license window

Info

cura3D museum pro 2023
(Montag, 1 Januar 0001 00:00)

Museum (Arch.-Mod.
Museum1_bk_def)

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www.cura3D.com

Trade Register:
HRA 17915, Amtsgericht Leipzig

All rights reserved.

Update licence

Send ID per mail

Send bug report

OK

Update licence

Machine-ID

K+L1Gkd9234=7Ovzeass

Licence key

Zkjndefgs3iz90362ds8asnbjklsa87

New licence key

Insert your current license here

Apply   Cancel

FIRST STEPS
USER INTERFACE

The interface has been designed to help you find your way around quickly and intuitively. The interface is divided into three main areas.

The header area contains the text-based "File Menu" and the "Toolbar" with the most common programme actions.

The middle area is for planning interactions and is your workspace.
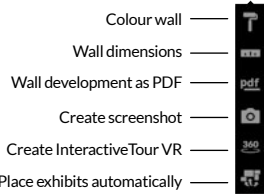
At the bottom of the application is the 'Gallery Bar'.
This is where the imported exhibits are displayed and selected for placement. Various filter and search options help you to find the desired exhibit quickly, even in large exhibition projects.
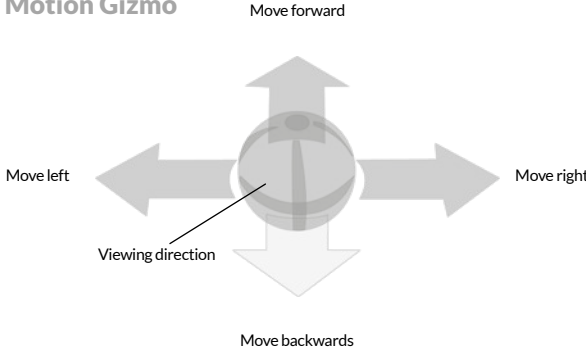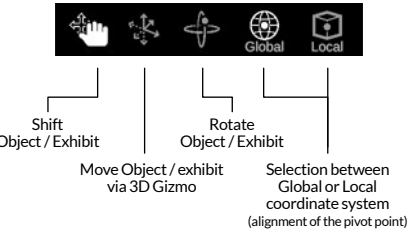
File menu

| File | Edit | Import | Export | View | | Exhibition : Meine Austellung ..." |

Name of the exhibition currently open

File
New project
Load project
Save project
Save project as
Delete project
Import project
Export project
Add project
Settings
Exit

Edit
Undo
Restore
Create text
Temporary architecture
Create room

Import
Table (xls/csv)
Picture
Pseudo 3D object
3D-Object
Video

Export
Screenshot
InteractiveTour VR
Wall development
List of exhibits

View
Floor plan view
Model view
3D-View

Extended object placement

Shift
Object / Exhibit

Rotate
Object / Exhibit

Move Object / exhibit
via 3D Gizmo

Selection between
Global or Local
coordinate system
(alignment of the pivot point)

Toolbar

Last action
Undo

Last action
restore

Floor plan view

Model view

3D-view

Create rooms

InteractiveTour VR
create

Programme
information

Secondary menu
*Only visible when right-clicking with the mouse

Colour wall
Wall dimensions
Wall development as PDF
Create screenshot
Create InteractiveTour VR
Place exhibits automatically

Motion Gizmo

Move forward

Move left

Move right

Viewing direction

Move backwards

Quick positioning tool
*Only visible with selected exhibits

Distances of the selected
Exhibit to walls & objects
(Depending on the centre
or the sides of the exhibit)

Go to the exhibit

Reduce gallery bar

Delete exhibition

Gallery list view

Quick import

Exhibits

Gallery bar

Filter menu

Gallery bar content
Filter by media type

| All | 2D | 3D | Pseudo-3D | Audio | Video | Text |
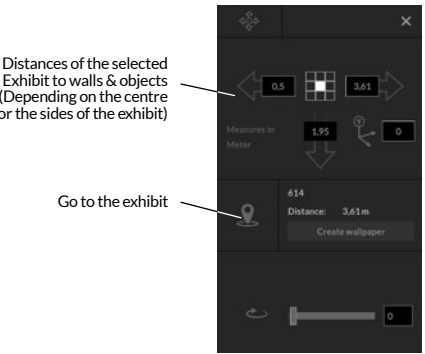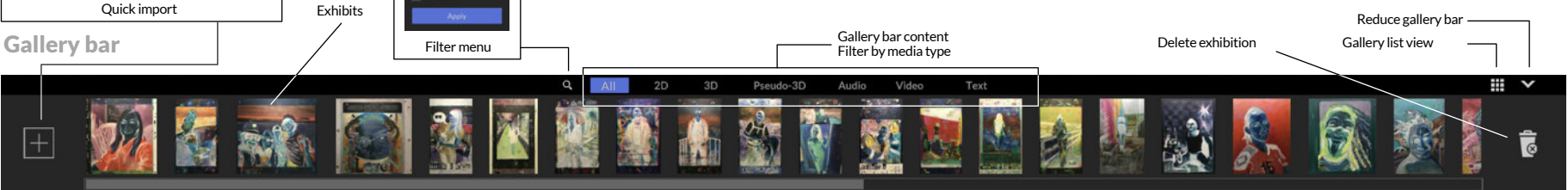
FIRST STEPS
USER, SYSTEM AND DATABASE SETTINGS

Basic settings

These are the basic settings:
• Language selection (English, German, French, Suomi, Swedish)
• Measurement system selection (metric/imperial)
• Global centreline height
• Display quality
• Basic lighting settings (requires PlugIn Lighting)
• Viewing angle - Field of View (FOV)

Connection Data

If you have purchased the plug-in to connect to your museum's database, you will need to enter your credentials in the Database Connection section to enable the import of exhibits and collections.

Please contact our support team for initial setup.

If you have purchased our **InteractiveTour VR** plug-in, you will have received connection details from us that you must enter in the appropriate fields in order to publish virtual tours on the Internet. The access data should already have been filled in during the software installation.

If you use a proxy server in your network infrastructure, ask your local administrator for the connection details. Then check Use Proxy to use the connection with the proxy server.
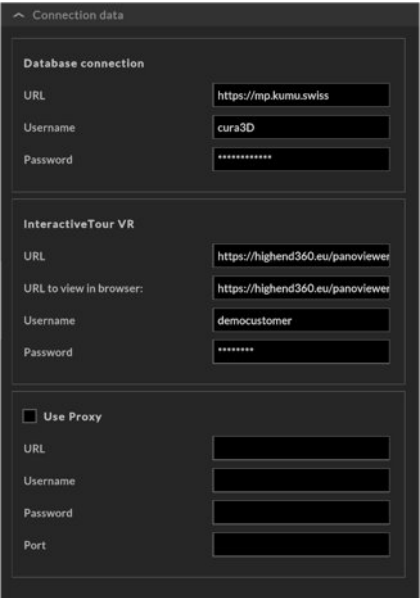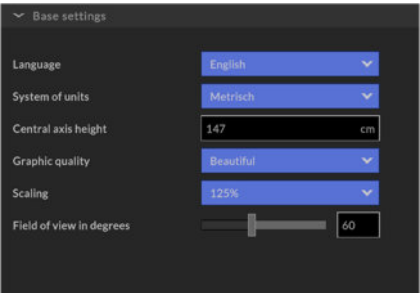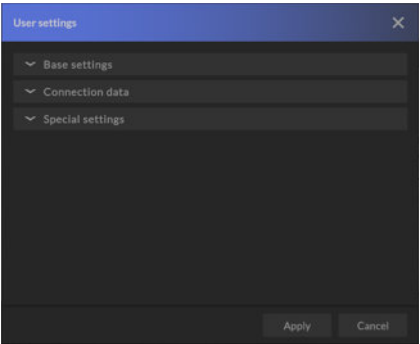
Databases

We support a wide range of established databases in the museum and gallery sector.

NAVIGATION
MOTION CONTROL

There are various ways to move through the exhibition spaces.

Motion Gizmo

Click the direction arrows ❶ with the left mouse button to move forwards, backwards or sideways. If you keep the mouse button pressed, you will move continuously in the selected direction.
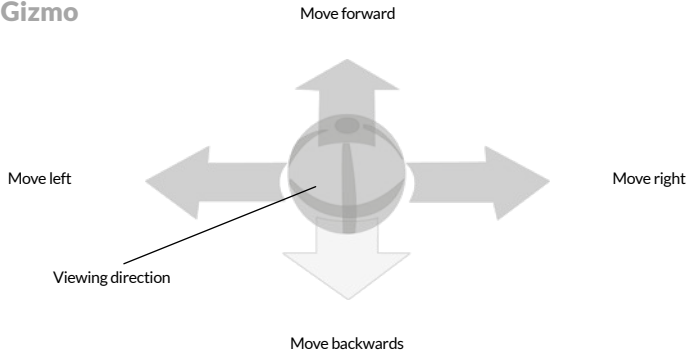
To change the viewing angle in the room, click on the trackball with the left mouse button. Hold down the mouse button and move the mouse in the desired direction. Alternatively, you can change the viewing direction by holding down the mouse wheel and moving the mouse.
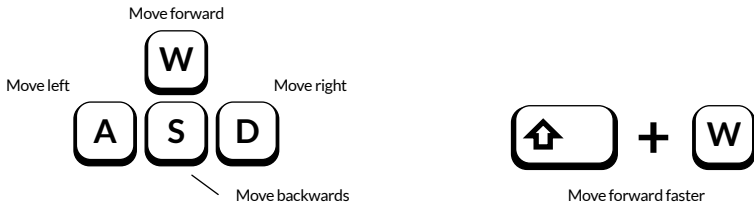
Movement via keyboard

You can also use the keyboard to move around the room. To do this, use the "WASD"❷ keys.

You can also hold down the Shift key to move around the room more quickly.

❶ **Motion Gizmo**

Move forward

Move left

Move right

Viewing direction

Move backwards

❷ **Movement via keyboard**

Move forward

Move left

W

Move right

A S D

Move backwards

⇧ + W

Move forward faster

❸ **Reset viewing direction**

Leertaste

Tip:
Pressing the space bar ❸ will always align your view with the horizon axis.

❹ **Movement & view via the mouse**

Mostly used as a selection tool

Used for extra options (secondary click) or used for resetting / deleting

Scrollrad (Klick = 3. Maustaste)

Motion control with the mouse only

Alternatively, you can use the mouse to move around the virtual room. To move forward, scroll forward with the mouse wheel. To move backwards, turn the wheel backwards.

Tip:
If you double-click on the floor with the left mouse button, you will automatically move to that position.

NAVIGATION
EDITING VIEWS

Editing Views

The exhibition spaces can be viewed from different views.

The different views help you to place exhibits and position yourself in the room as easily as possible.
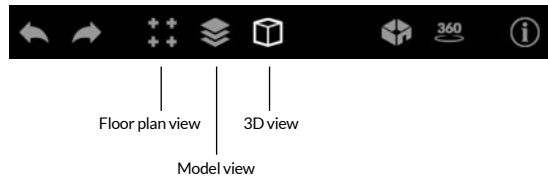
You can change the view using the "View" menu ❶ or the "Toolbar" ❷.

Tip:
When you open the application, you always start in the 3D view.

---

❶ **File menu**

Edit	Import	Export	View
			Floor plan view
			Model view
			3D-View

❷ **Toolbar**

Floor plan view   3D view

Model view

Floor Plan View

The floor plan view is ideal for placing 3D exhibits in the room or quickly moving to another room.

To change floors, click on the appropriate architectural overview icon in the bottom left-hand corner.

Model View

The model view allows you to check the placement and impact of exhibits from different perspectives and to quickly pre-position exhibits across multiple rooms.

You can rotate the model by holding down the scroll wheel and moving the mouse. In this view you can also use the architectural overview icon to show and hide the floors.
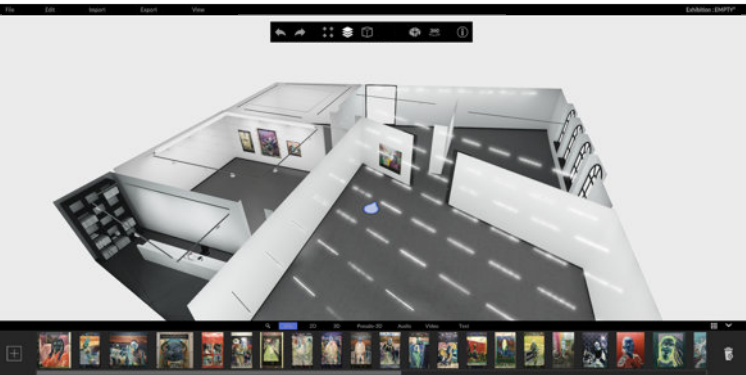
3D View

The 3D view is the default view and is used for interaction in the room and with the exhibits. Images of works can be dragged and dropped onto the walls or floor. This view helps you to evaluate the works in the virtual exhibition space and to optimise hanging and placement.

Tip: In all three views, you can drag and drop to place and move exhibits. From the floor plan and model views, you can return to the 3D view by double-clicking on the floor.
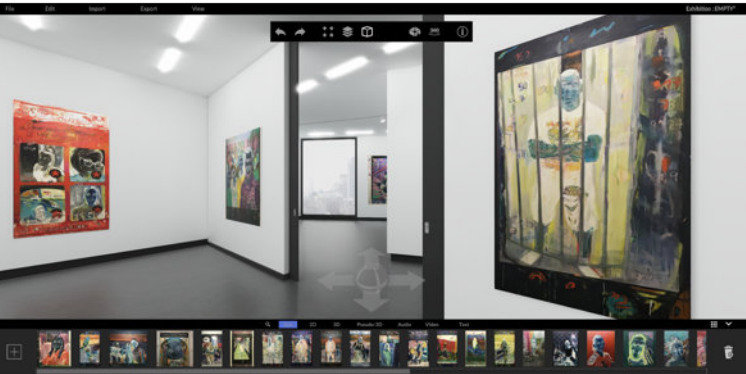
EXHIBITS
IMPORT AND VIEW

Import

You can import all exhibits and exhibit lists using the "Import" menu ❶ at the top of the screen or the "Quick Import" menu ❷ at the bottom left of the screen in the "Gallery Bar" ❸.
Both menus allow you to import the following media formats and lists:

• Images 2D (BMP, JPG, PDF, TIFF, PNG)
• 3D objects (FBX, DAE, OBJ, GLTF)
• Pseudo 3D objects (PNG, JPG)
• Video (MP4, OGV)
• Exhibit lists in format XLS(X), CSV

Imported exhibits are first displayed in the Gallery Bar until they are placed in the room (wall/floor).

Filter exhibits

To specifically search / filter the matching exhibits in the "Gallery Bar" ❸ after import, use the "Filter Menu" ❹. By clicking on the filter icon in the "Gallery Bar" ❸ you can filter for the following metadata entries:
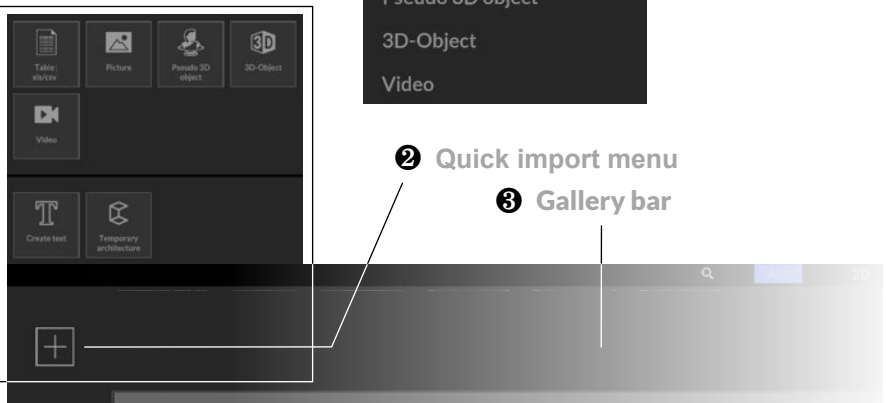
• Artist
• Title
• Object ID/Inventory Number (ID)
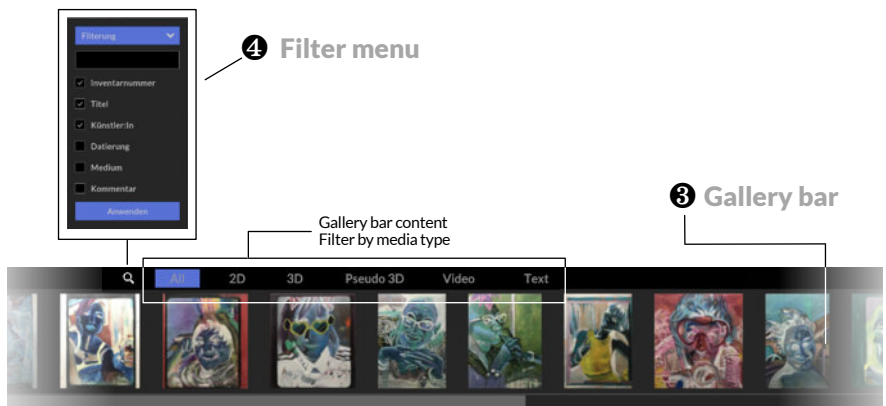• Date
• Medium
• Commentary

❶ **File menu**

File   Edit   **Import**   Export   View

Table (xls/csv)
Picture
Pseudo 3D object
3D-Object
Video
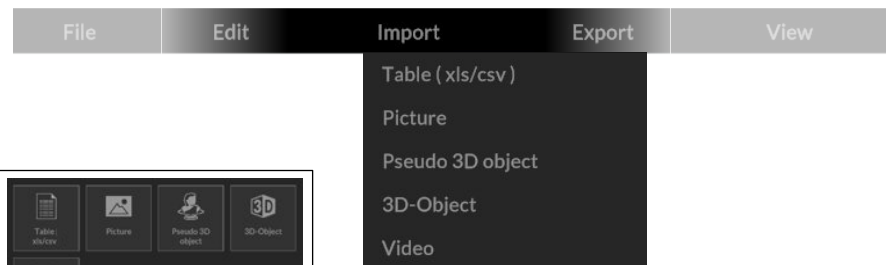
❷ **Quick import menu**
❸ **Gallery bar**

❹ **Filter menu**

❸ **Gallery bar**

Gallery bar content
Filter by media type

All data fields can be enabled and searched at the same time. Imported files can also be filtered by the following format criteria:
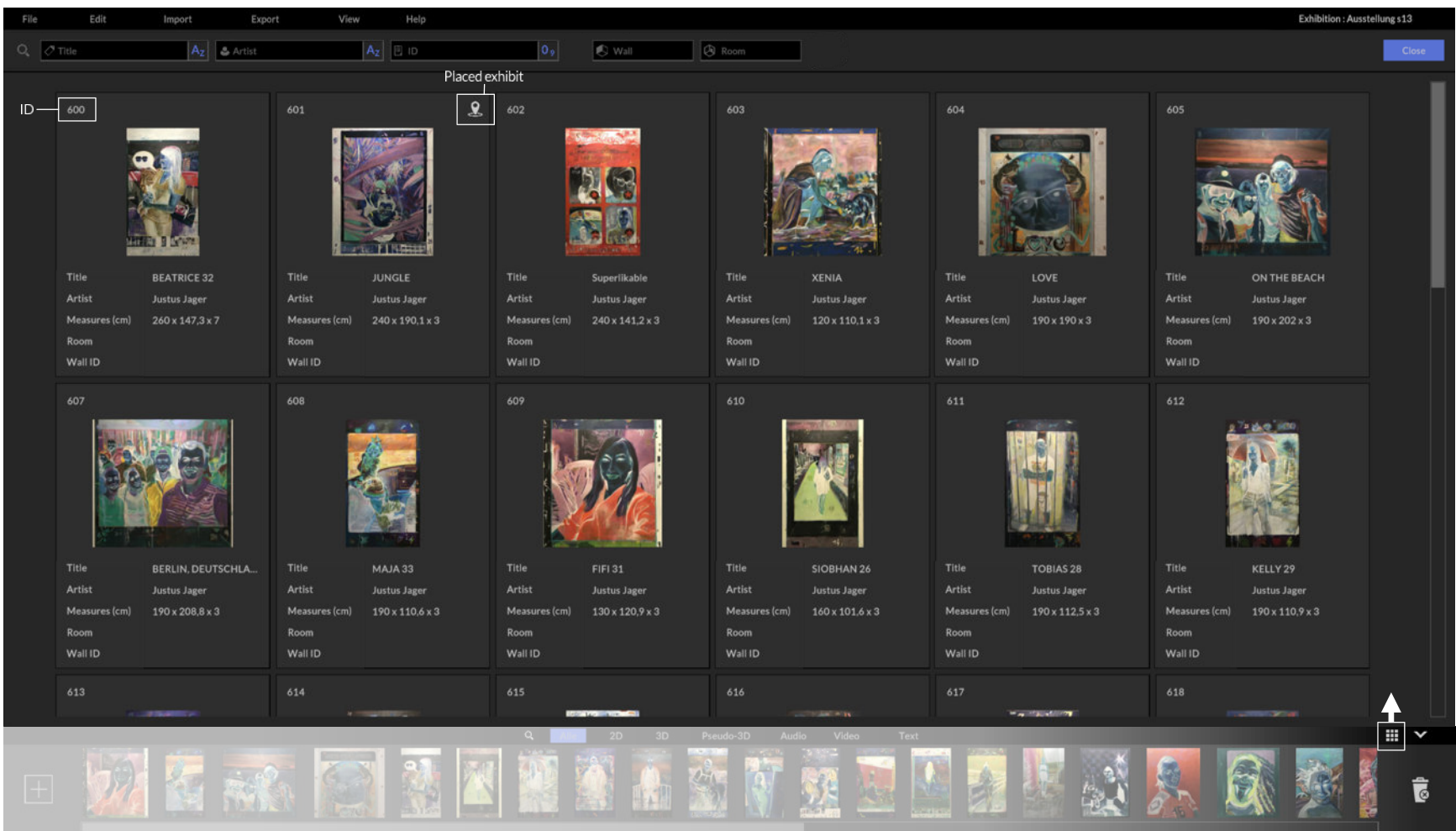**All / 2D / 3D / Pseudo 3D / Video / Text**

Exhibit list view

The list view provides a quick overview of both placed and unplaced exhibits. You can access the list via the Exhibit List button ⊞ and also sort all exhibits by title, artist, ID, wall and room name. Clicking on a work image opens the Exhibit Manager.

Note: If you would like to export a clear list of your exhibits including metadata for distribution, the file format XLS is available. The export is done via the menu **File / Export / Exhibit List.**
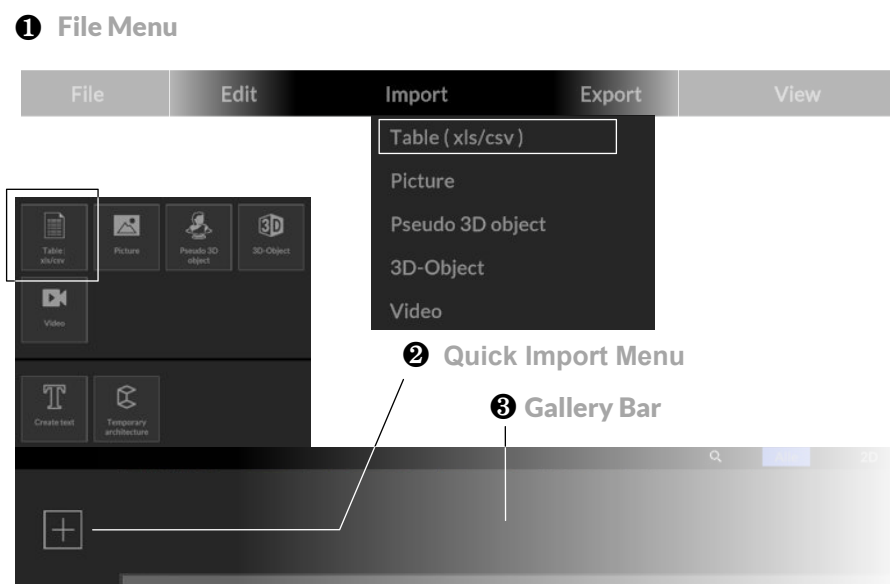
EXHIBITS
IMPORTING EXHIBITS VIA SPREADSHEETS

cura³ᴰ **museum pro** offers the possibility to import exhibit data in XLS, XLSX or CSV file format.

The attached screenshot shows the structure of the sample file used for import. The image (file) name associated with the exhibit entry must be specified. In addition, all associated image files must be located in one folder, which you must select using 'Select image path'.

You can also use the text-based "File" menu ❶ at the top of the screen or the "Quick Import" menu ❷ at the bottom left of the "Gallery Bar" ❸. Once the file has been successfully imported, all you need to do is assign the correct attributes to the appropriate column in the table (see illustration).

❶ **File Menu**

❷ **Quick Import Menu**

❸ **Gallery Bar**

Line 1 Assignment

From line 2 Record

Please set the appropriate attributes for each table column in this drop-down menu, so that the contents can be correctly assigned in museum pro.

Tip: If your different tables have the same structure, you do not need to assign the metadata entries each time. Simply select 'Save as default profile'. The next time you import, all you need to do is change the image path.

Click on "**Select image path ...**" to specify the location of your exhibits to be imported.
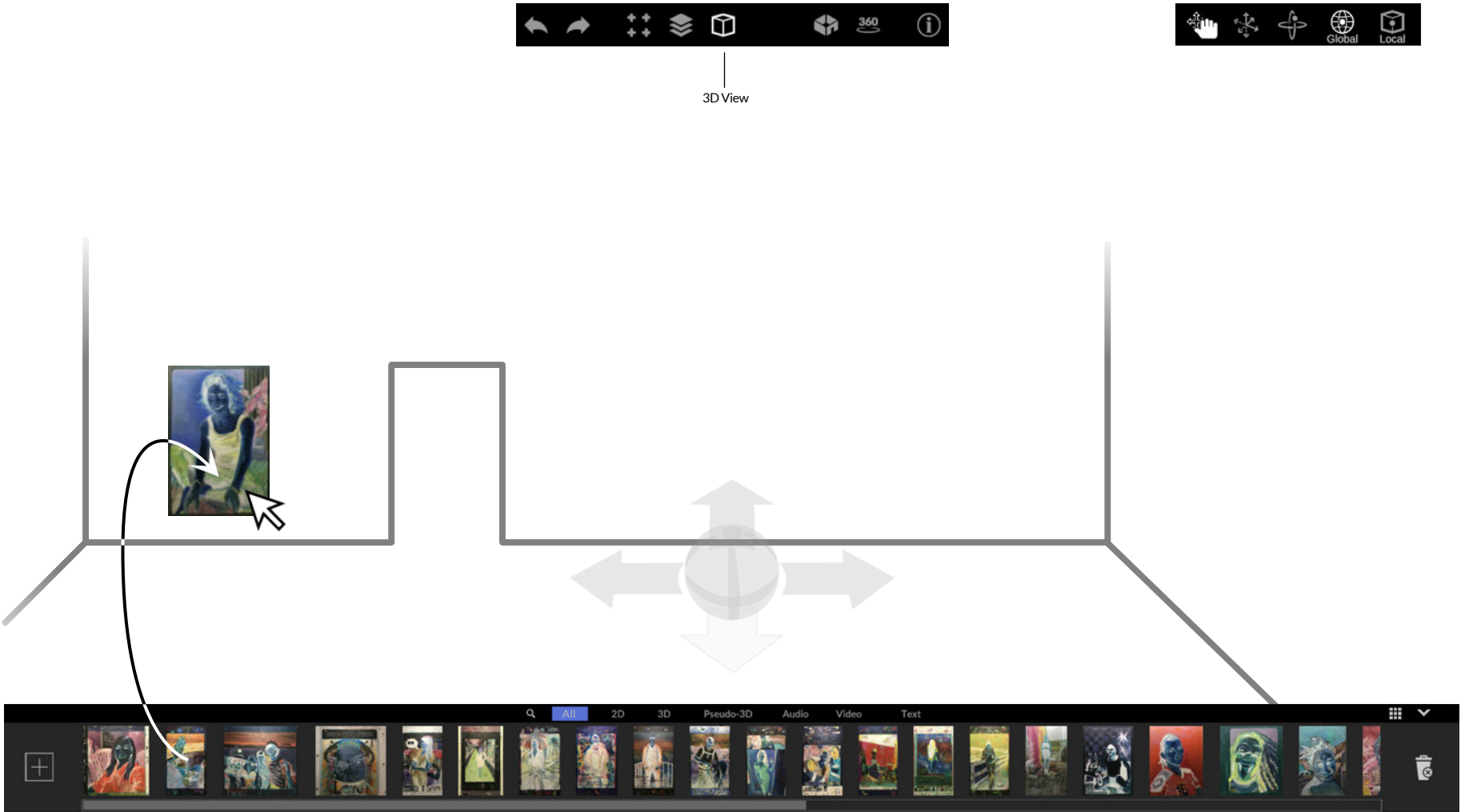
EXHIBITS
PLACEMENT

To place an exhibit on a wall or floor, go to the 3D or Model view and drag the exhibit from the gallery bar to the desired location while holding down the left mouse button. Click and hold the left mouse button on the exhibit to move it to the desired position.

Tip: If an exhibit cannot be placed where you want it, please check the dimensions of the exhibit. Simply double-click on the work in the gallery bar to open the detailed view.

Under the 'Exhibit' tab, you can change the dimensions if necessary.

This is particularly important for different 3D objects, as different coordinate systems and units of measurement can lead to errors, depending on the software used to create them.

3D View

EXHIBITS
EXTENDED OBJECT PLACEMENT

When placing 2D or 3D exhibits, the 🖐 Move object tool is selected by default. In this mode, you can easily move objects in the room using drag-and-drop, which automatically snap into place on walls, floors and ceilings.

For more precise positioning of the objects in the room, we recommend the ✥ 3D gizmo, which allows you to move your selected object steplessly in all axes. To do this, click and drag on one of the coloured arrows displayed in the centre of your object and move the object along the corresponding axis. This mode also allows you to move objects through glass surfaces and walls and to place objects floating in space.

With the ✥ rotation tool, you can quickly and easily rotate the object in the corresponding axis by clicking and dragging the coloured rings. This tool works closely with the quick positioning tool. Settings that you make here are also displayed using numerical values in the quick positioning tool..

3D View

Shift
Object / Exhibit

Move Object / exhibit
via 3D Gizmo

Rotate
Object / Exhibit

Selection between
Global or Local
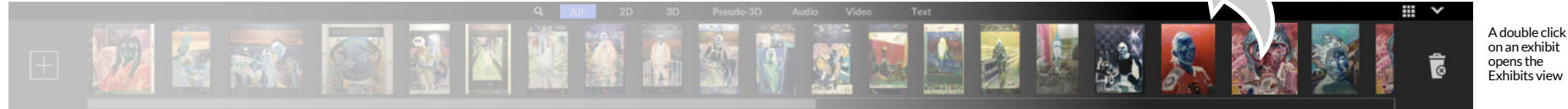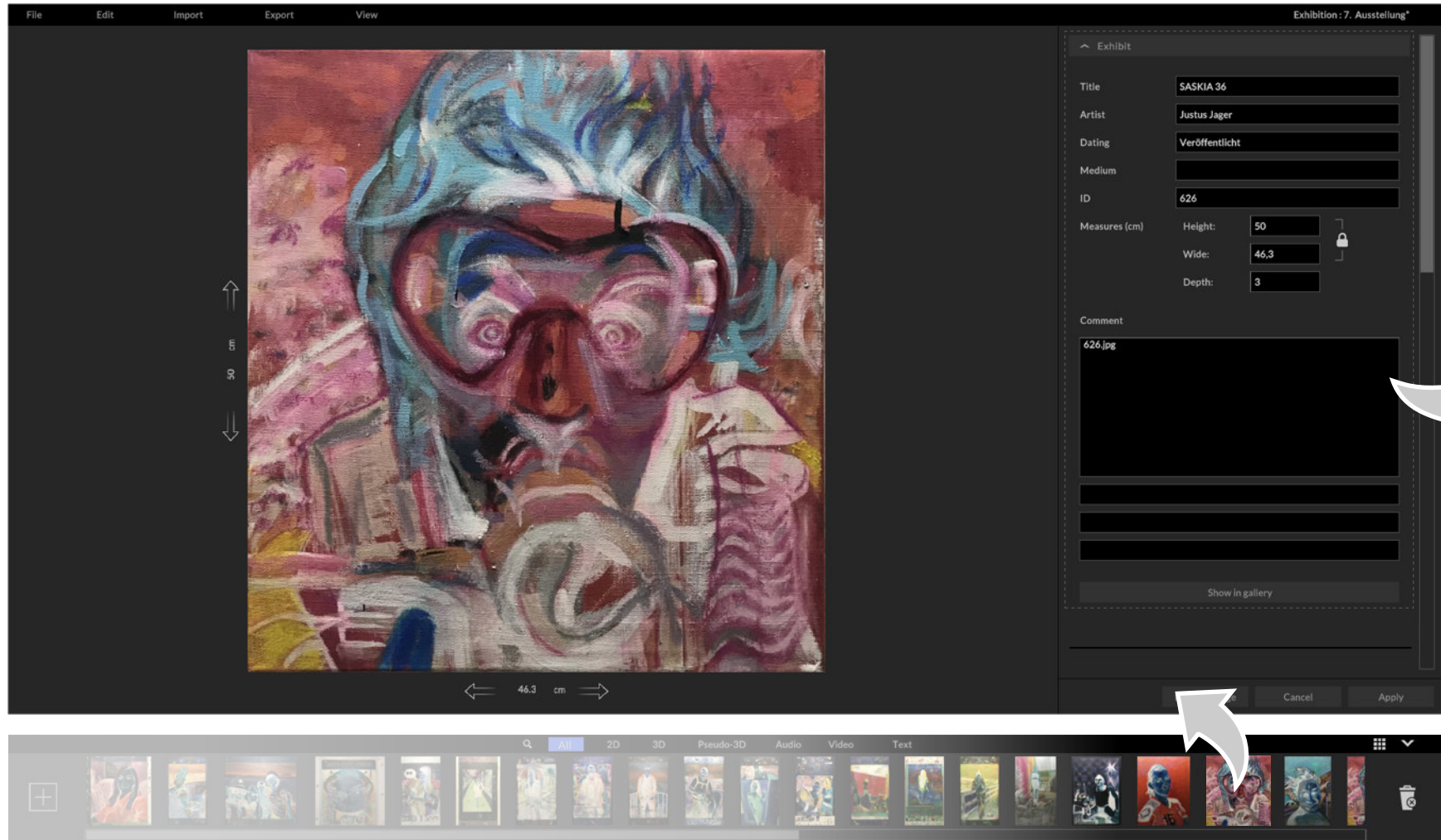coordinate system
(alignment of the pivot point)

Local

Global

Sometimes it is useful to switch from a ⊕ global to a 🔲 local coordinate system, especially for objects hanging on walls. These two buttons are used to realign the pivot point of your 3D or 2D object.

EXHIBITS
QUICK POSITIONING TOOL

Left-click on an exhibit to open the Quick Positioning tool. This tool allows you to precisely position exhibits and gives you advanced setting options.

The dimensions in the input boxes indicate the distance of the exhibit from the outer edges of the wall or floor/skirting. Change the values here to affect the positioning. In the centre of the screen is a 'grid' box with a total of 10 measurement points. These can be used to easily align an exhibit, taking into account the height of the top, middle or bottom edge.

Clicking on the 📍 symbol will take you directly to the selected exhibit, with the current distance to the exhibit displayed next to it. If you wish to use imported image files as wallpaper, click on the 'Create wallpaper' button.

Achtung: You will then no longer be able to select this image with a left click. To edit or remove the background image, switch to the Colour Wall dialogue box (see secondary menu on page 43). Selected 2D objects can be rotated around one axis, (pseudo) 3D objects around two axes.

To rotate the selected exhibit, move the corresponding slider to the right or enter a numeric value (in degrees) in the adjacent text box.

Quick Positioning Tool
*Visible only with selected exhibits

Distances of the selected Exhibit to walls & objects (Depending on the selected pivot point)

Dimension units

Go to exhibit

Rotation settings for 2D exhibits

Distance of the exhibit to the wall or floor

Exhibit-ID

Distance to the exhibit in the room, starting from your current position in the building.

This button allows you to convert a 2D exhibit into a wallpaper. This fixes the visual to the wall and you can now place place exhibits in this area.

File name for 3D objects

When the button is activated, the exhibit automatically rotates towards the viewer to simulate spatiality (this option is available only for pseudo-3D objects)

Rotation settings for 3D exhibits and Psyeudo 3D objects

3D Exhibits & Psyeudo 3D Objects

3D View

The blue marking indicates that this object is currently selected. Deselect by left-clicking on another object, the floor, ceiling or wall of the room.

Tip:
Click on your placed object while holding down the Ctrl key to rotate it.
This works for 2D and (pseudo) 3D exhibits in all editing views.

2D   3D

EXHIBITS
EXHIBIT MANAGER / METADATA

A double click on an exhibit opens the Exhibits view

Three individually usable text fields

Exhibit

Under the Exhibit tab you will find all the relevant data for the selected work; this metadata is optionally matched and imported from an existing database or from a table in csv or xls format.

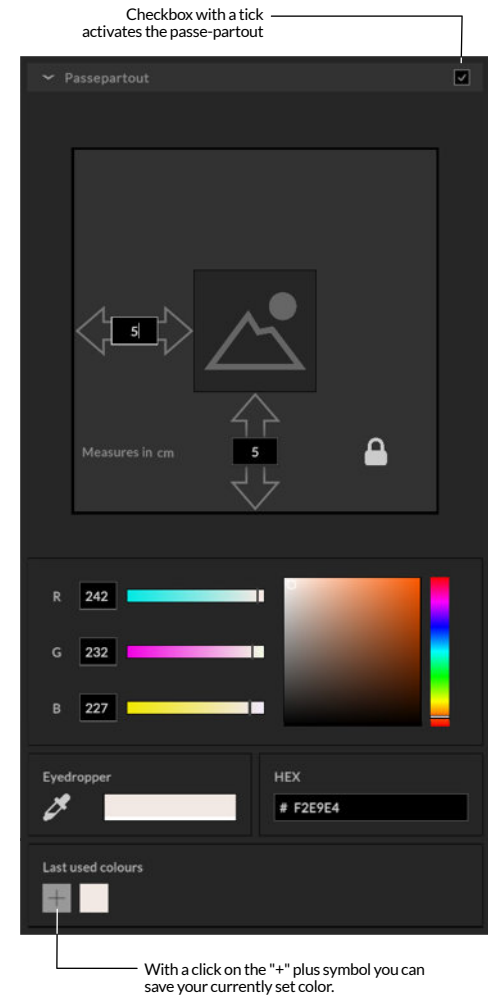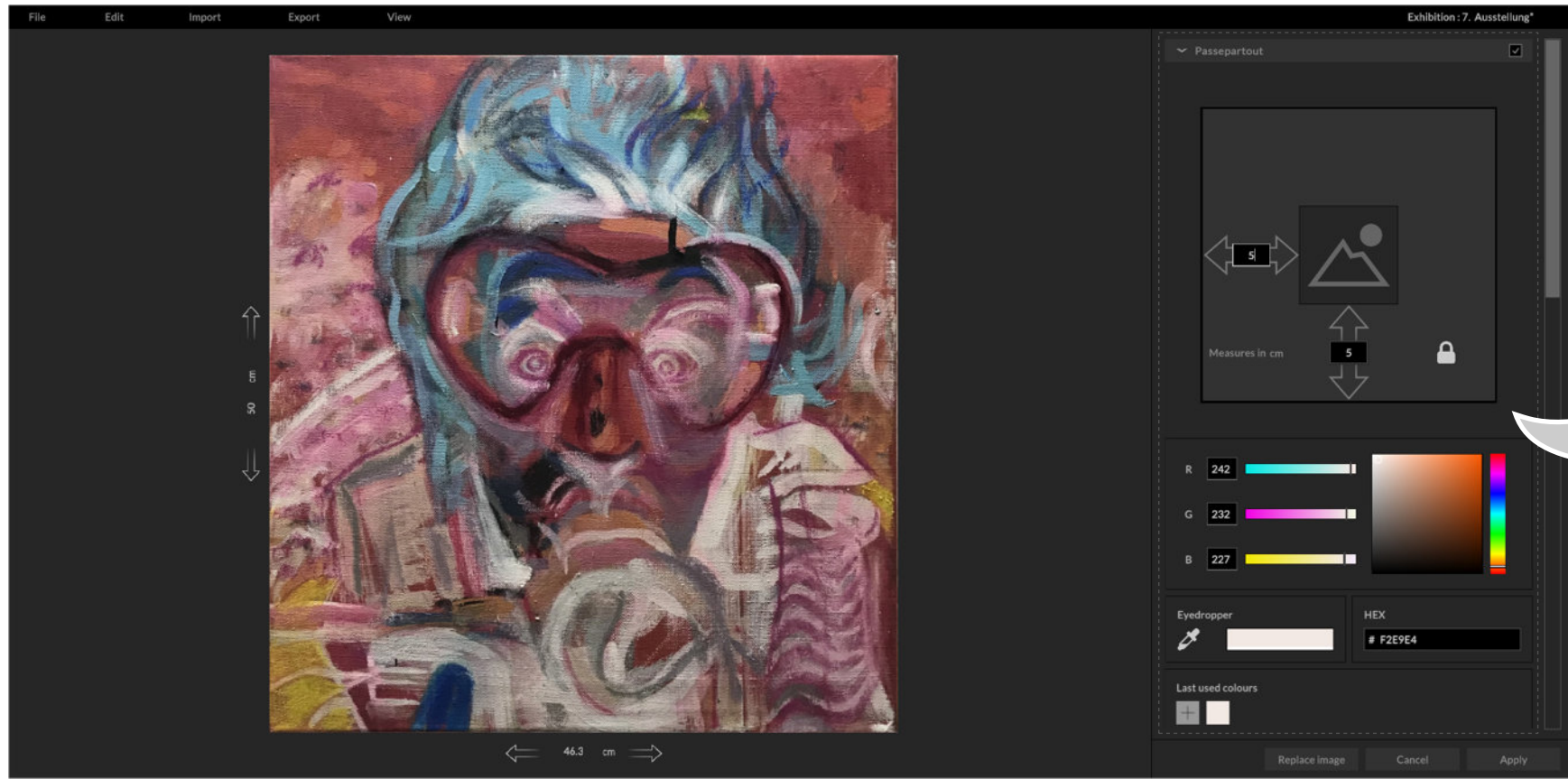You can edit the fields or add additional information at any time.

Tip:
If an exhibit (2D / 3D) is too large, it cannot be placed properly. In this case, the dimensions must be adjusted manually.

EXHIBITS
EXHIBIT MANAGER / PASSEPARTOUT

Checkbox with a tick activates the passe-partout

With a click on the "+" plus symbol you can save your currently set color.

Passepartout

Tick the Passepartout box and enter the desired dimensions. Use the lock icon (selected by default) to link the horizontal and vertical dimension entries.

If you want to enter different dimension values, click the lock icon. Next, select the desired colour in the colour dialogue box. Use the RGB colour settings, pick a colour from an image element with the eyedropper, or enter the HEX colour value.

Under "Last used colours" you can save up to 8 colours by clicking the "+" button and use them in all colour dialogs.

EXHIBITS
EXHIBIT MANAGER / FRAMES

Ticked checkbox
activates the frame
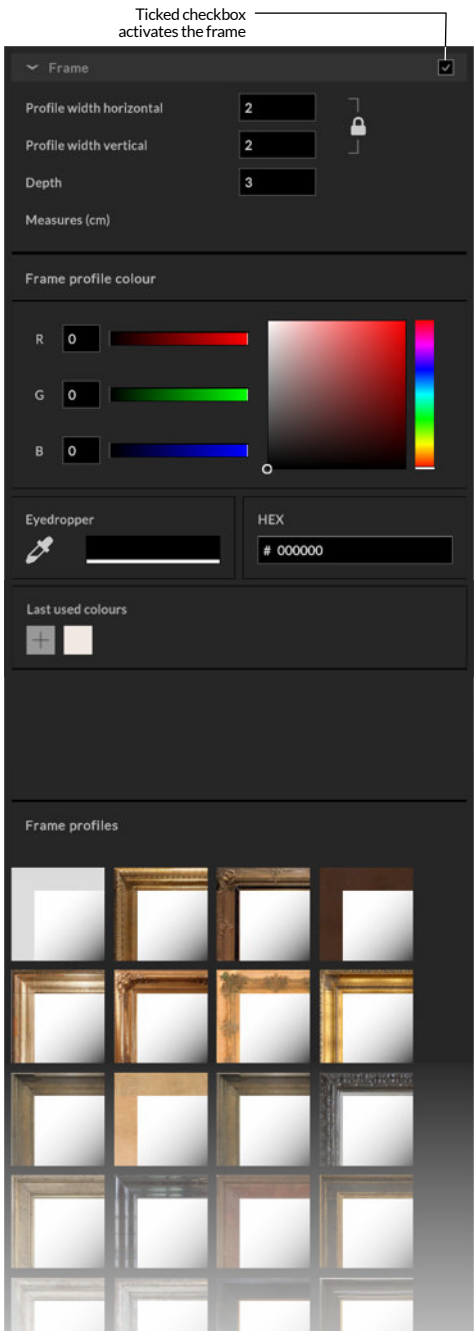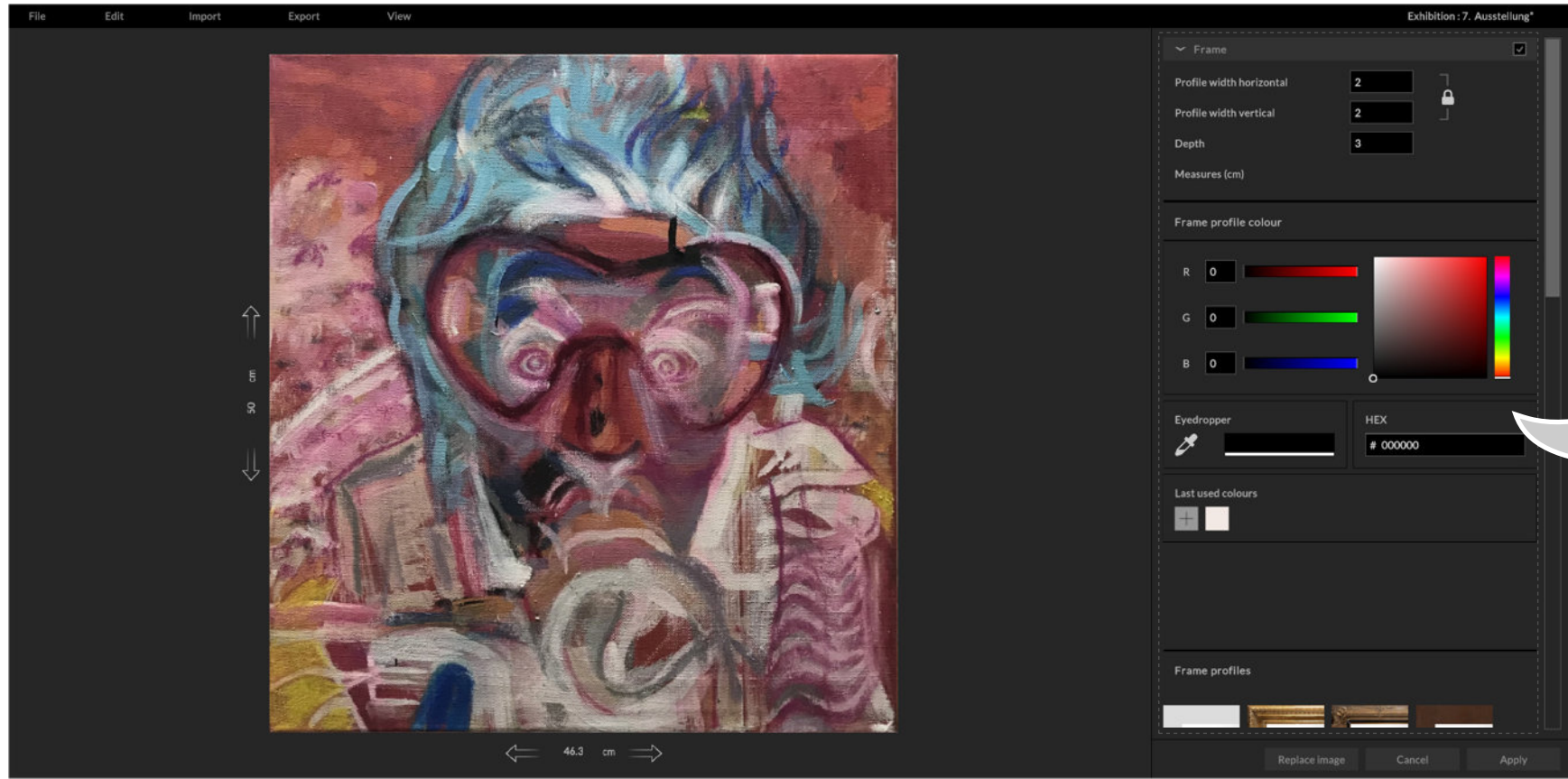
Frames

Select the 'Frame' check box.
Enter the profile width of the frame and note that the horizontal and vertical profile width lock icons are enabled by default (in the rare event that the horizontal and vertical profile widths are different, click to disable).

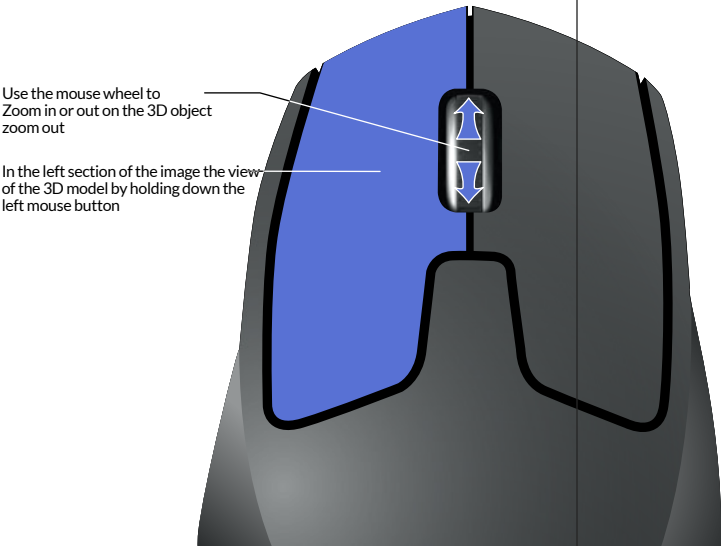Nutzen Sie den ersten Rahmentypen, um eigene Farben zu verwenden, ansonsten steht Ihnen eine Auswahl an unterschiedlichen Rahmentypen zur Verfügung.

Caution:
Selecting a frame from the library may override your colour settings, but will not affect the profile width.

EXHIBITS
3D EXHIBITS AND DISPLAY CASES

❶ **File Menu**

❷ **Quick Import Menu**

❸ **Gallery Bar**

3D Models

museum pro can import a variety of common 3D file formats. To import 3D data, you can also use the "File menu" ❶ or the "Quick import menu" ❷.

fter selecting the file in the File Manager, the 3D models are loaded into the Gallery Bar ❸.
Double-click on the 3D object in the gallery bar to open the exhibit view.
Here you can edit metadata, check or change dimensions.

Use the mouse wheel to Zoom in or out on the 3D object zoom out

In the left section of the image the view of the 3D model by holding down the left mouse button

For display cases with several display case shelves select the desired display case area.

Ansicht der gewählten Vitrinen-Oberfläche, hier können Exponate platziert werden.
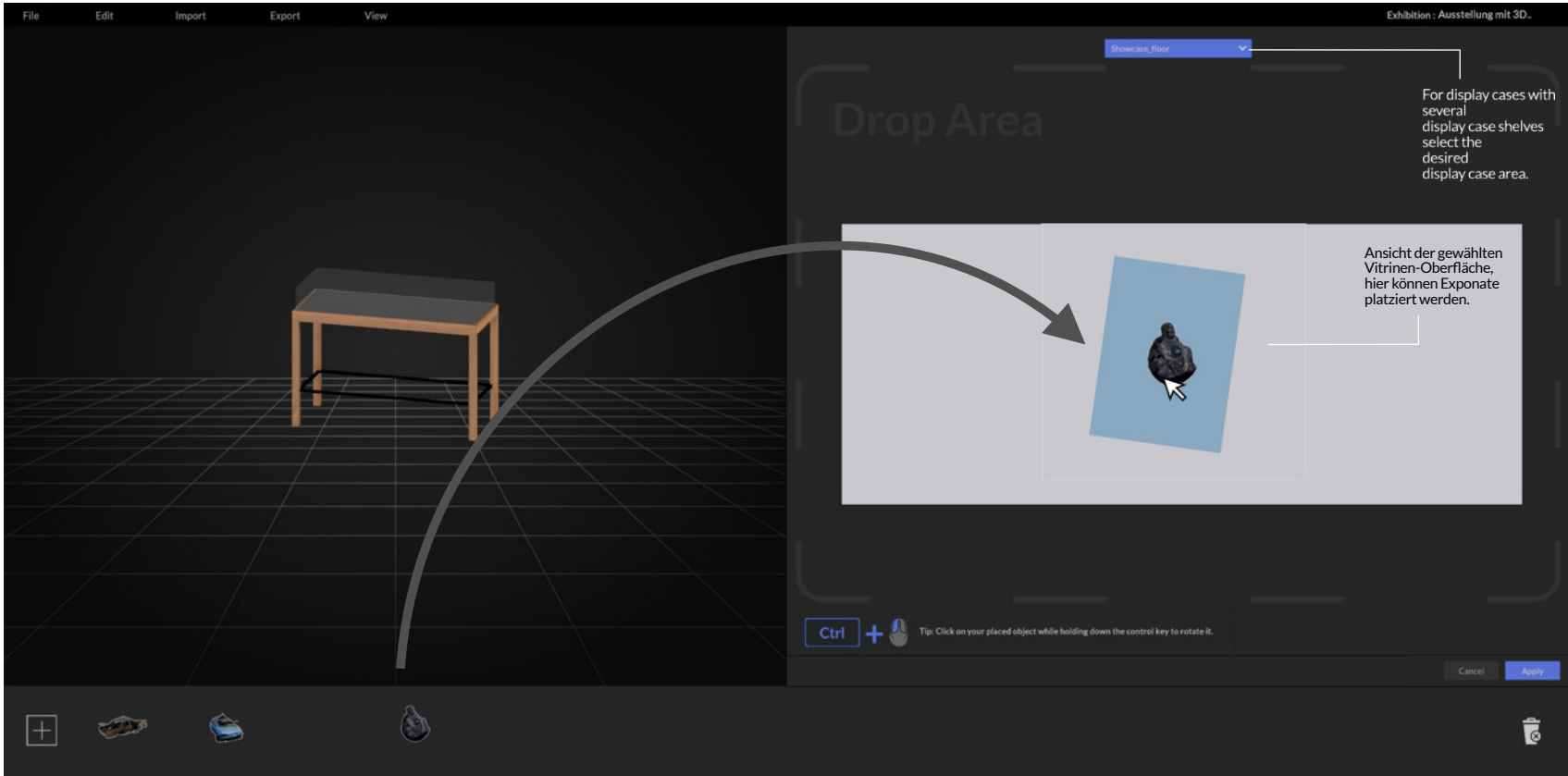
Display Cases

Configurable and playable showcases are 3D objects created by cura3D especially for **museum pro**. Exhibits can be placed on the predefined shelves.

Tip: If a 3D object cannot be placed in space, check the dimensions of the object.

In the 3D view, you can now examine your placed exhibit inside the showcase. Double click on the display case to edit its contents.
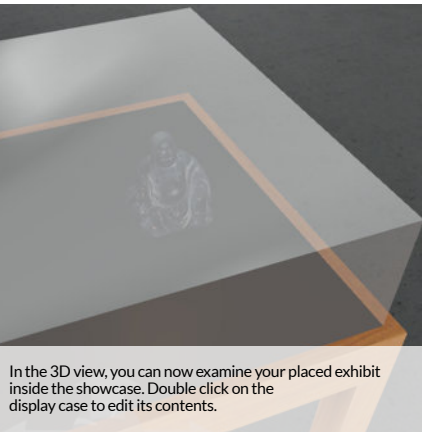
TOOLS
SECONDARY MENU

The secondary menu summarizes the most important project-related operations in a compact menu.

Wall Colouring

Right click on a wall, floor or ceiling and select the ⊤ symbol. The Wall Properties dialogue box opens, allowing you to colour the selected element.

Wall Dimension

This tool only works on walls and temporary architecture. First place at least one exhibit on a wall, then right-click on the wall. Select the ▥ symbol to display the dimensions.

Wall Development as PDF
To get a PDF document with all dimensions, right-click on the desired wall and select the 🄿🄳🄵 symbol.

Note: At least one exhibit should be placed on the wall to create a meaningful wall development.

Create Screenshot

First align your view in the 3D or model view, then right-click on the floor, wall or ceiling and select the Screenshot icon. This will save the selected perspective in double resolution and without the GUI. The Windows Explorer / Mac Finder will open and you can choose where to save the file.

InteractiveTour VR

This menu item 360 allows you to create virtual tours of your exhibitions. You will need the **InteractiveTour VR** plugin to do this, see the corresponding section for more information.

Automatically place exhibits

Select the ⊡ symbol from the right-click menu to automatically place exhibits on a wall. Before placing, you can set the minimum distance between each exhibit.

This feature is particularly effective when used in conjunction with filtering. For example, you can search for an artist in your exhibits and pre-position them on the wall of your choice.

3D View

Secondary Menu
Only visible when right-clicking with the mouse

Wall Colouring
Wall Dimension
Wall Development as PDF
Create Screenshot
Create InteractiveTour VR
Automatically Place Exhibits
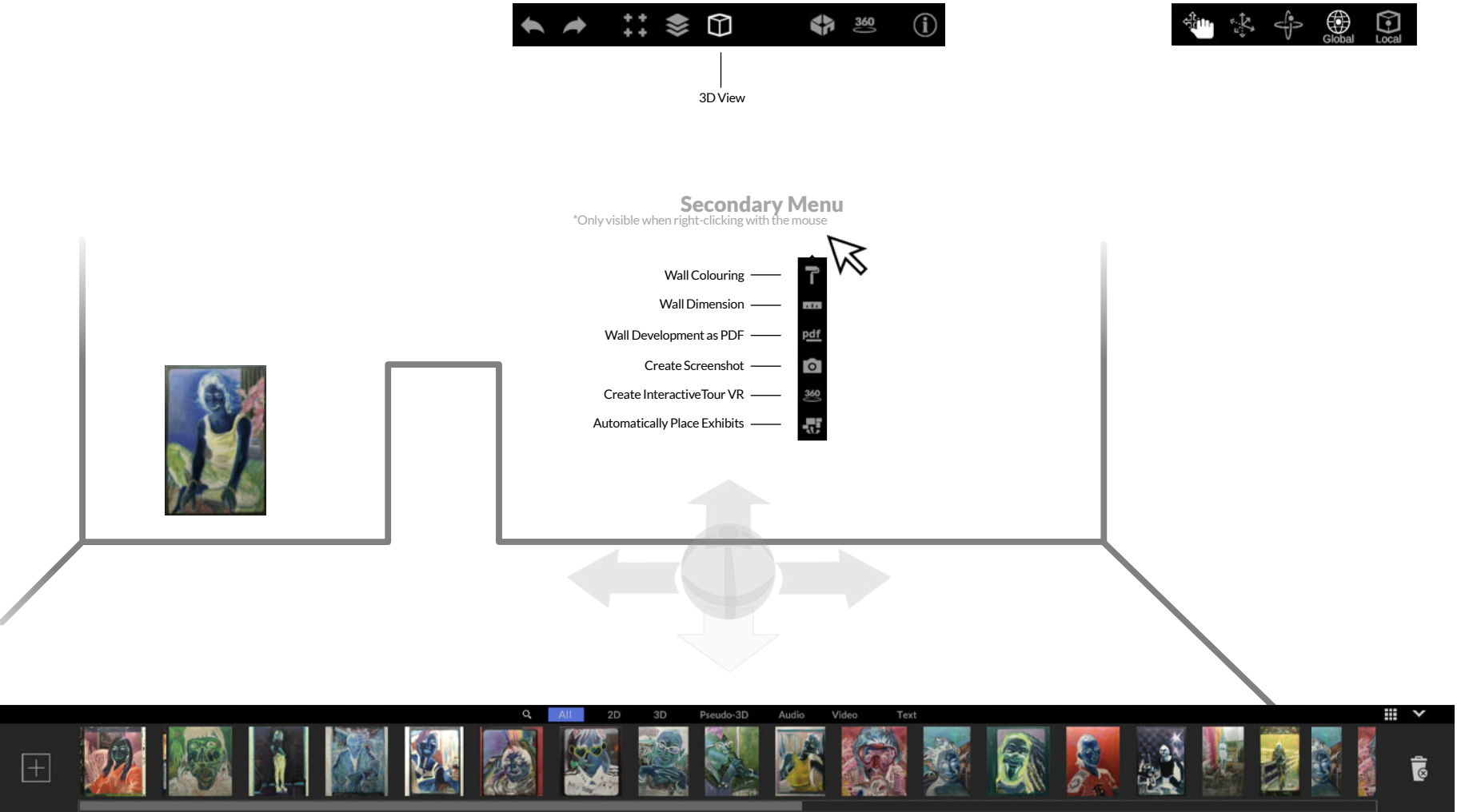
TOOLS
SECONDARY MENU/ WALL COLOURING

The Wall Properties window not only allows you to change the appearance of a wall, floor or ceiling, but also to create and change wall names. Right-click on a wall, ceiling or floor and select the ⊤ symbol to open the dialogue box.

Named walls have the advantage of making it quicker and easier to assign and locate exhibits in the architecture.

In addition, this dialogue can be used to convert wallpapers back to exhibit images for use as exhibits.

For temporary architecture, you can also use the alpha value (A) to make individual sides of the wall transparent.

The pipette 🖊 allows you to quickly select a colour from anywhere on the screen. For example, select the colour in an exhibit to use it as a wall background colour.

Once you have selected the colour or colour value, press Apply to confirm.

Save a colour pre-selection by clicking on the "+" in the "Last used colours" box, and you can save up to 8 colours for further editing in the quick selection.

Conversion of wallpaper back to exhibits

RGB color system with alpha channel (only possible for certain elements)

Example of temporary architecture with applied alpha transparency to simulate glass surfaces.

3D View

Secondary Menu
*Only visible when right-clicking with the mouse

Wall Colouring

TOOLS
SECONDARY MENU / WALL DIMENSION
AND WALL DEVELOPMENT AS PDF

Wall Dimension

Once you have placed exhibits on a wall, you can right-click and select Dynamic Wall Measurements to display the distances of the exhibits to each other, to the outer edges of the wall and to the floor. You can also view and change the centreline height of the exhibits in the Quick Positioning tool.

The dimensioning is calculated dynamically, i.e. you can move and reposition exhibits as the dimensioning always adjusts.

To hide the dimensioning again and exit the dimensioning tool, right-click on a wall.

Secondary Menu
*Only visible when right-clicking with the mouse

Wall Dimension ———

——— Wall Development as PDF

Wall Development as PDF

Output the wall history as a PDF file.
To do this, right-click on the desired wall and select the **pdf** symbol from the pop-up menu. Once the document has been successfully created, your PDF program will automatically open for viewing.
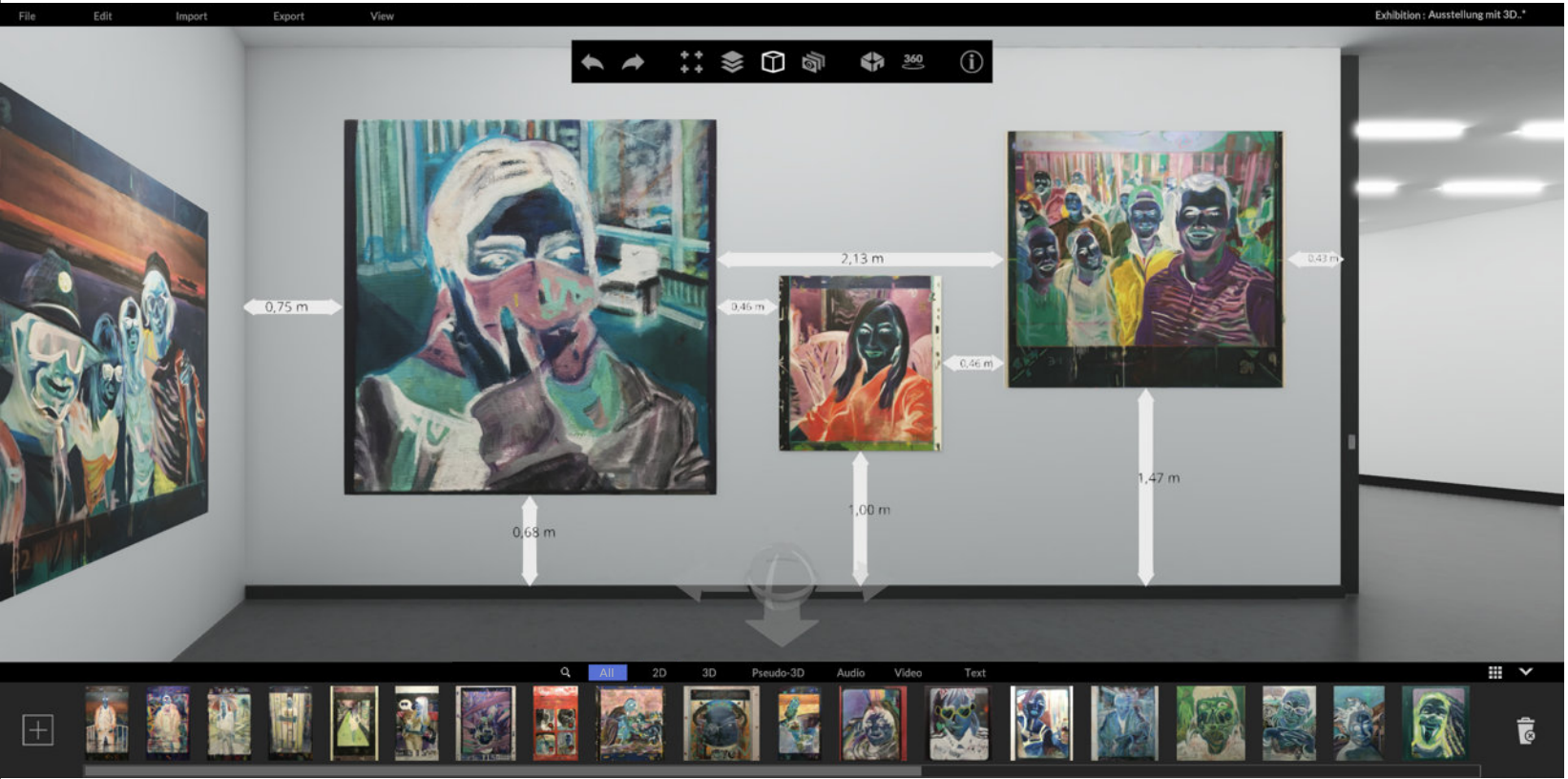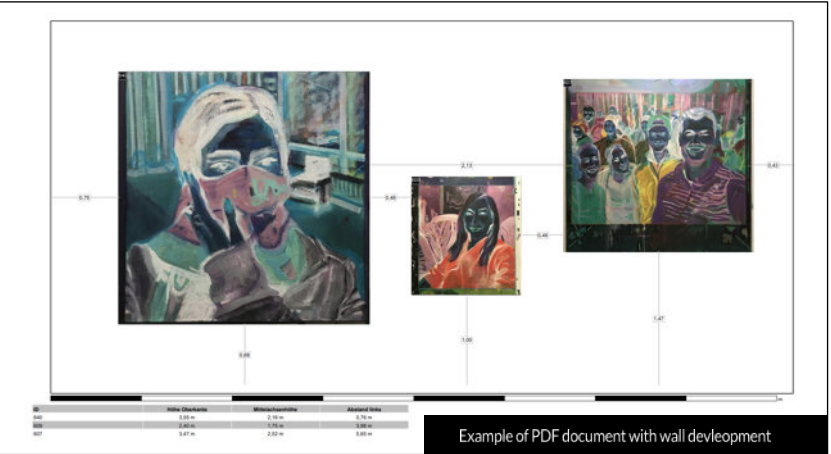
Example of PDF document with wall devleopment

TOOLS
WALLPAPER

Import an image file or use a previously imported exhibit.

Locate the appropriate image in the Gallery Bar and double-click to resize the image. In the 'Exhibit' tab, enter the appropriate height and width and click the 'Apply' button at the bottom right of the window. Once you have adjusted the settings, you can drag the image from the Gallery Bar to the desired wall.

Now position the image and click the 'Create Wallpaper' button in the 'Quick Positioning Tool'.

To convert a wallpaper back to a normal image, right-click on the corresponding wall and select the Wall Colour ⊤ symbol from the pop-up menu. Once the wall properties window has opened, simply click on the 'Remove Wallpaper' button and the wallpaper will be converted back to a normal image and returned to the 'Gallery Bar'.
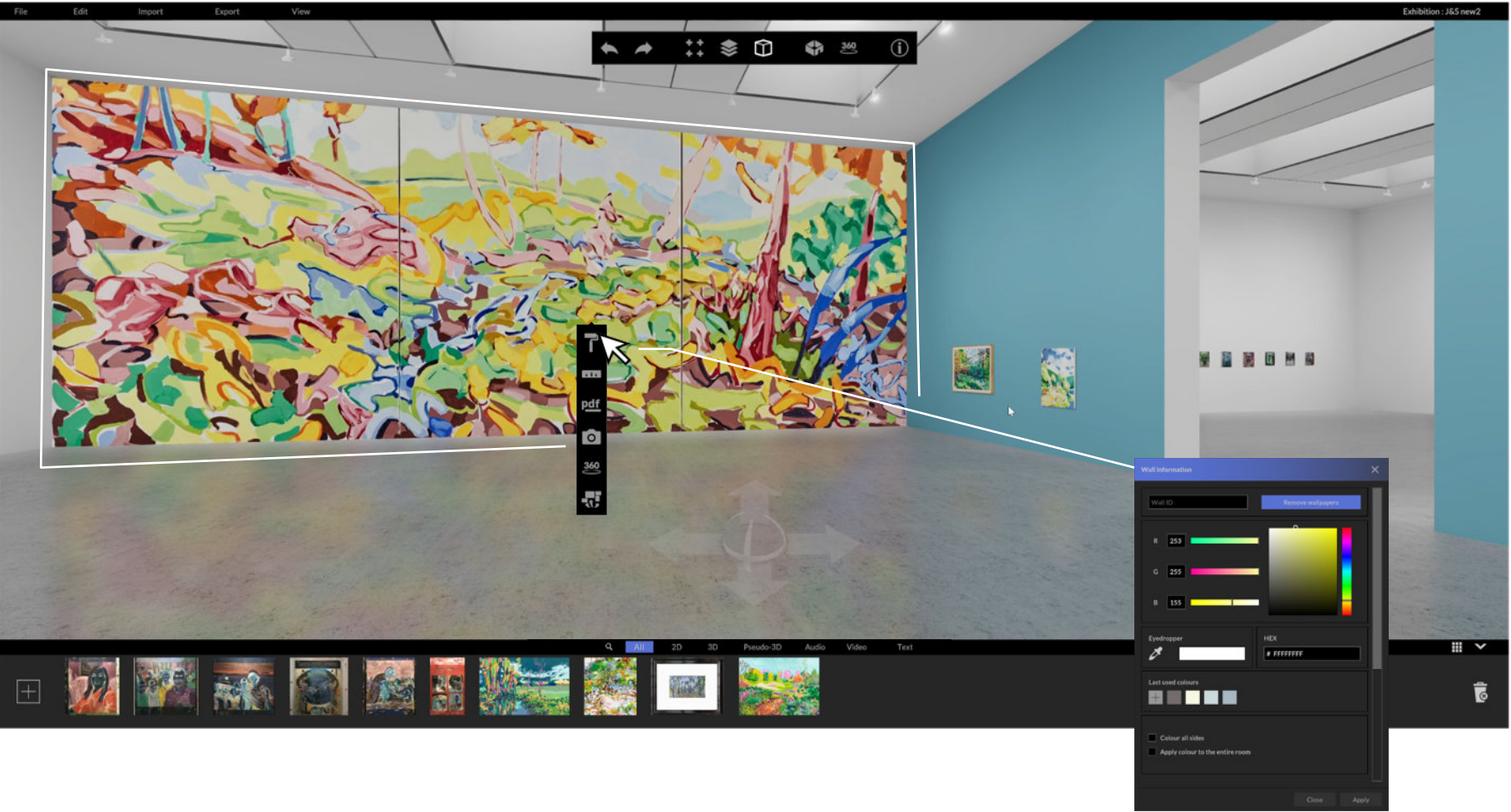
TOOLS
CREATE TEXT

cura³ᴰ **museum pro** makes it possible to create texts using an internal text editor. The texts can be edited at any time, even after they have been placed in the exhibition rooms, by double-clicking on the text.

The text editor can be found in the 'File menu' ❶ or in the 'Quick import menu' ❷ at the bottom left of the 'Gallery bar' ❸.

Just like exhibits, the created text elements are initially located in the 'Gallery bar' ❸ and must first be dragged and dropped onto the walls. Once the created text element has been placed on the wall from the gallery bar, you can start editing by double-clicking on the text.
Move the text while holding down the mouse button and adjust the text box format using the blue frame. The editing of the text corresponds to that of standard word processing programmes. Select individual letters or entire words to adjust font styles.

To exit the editing mode, press the Esc key on your keyboard.

For typographically complex texts, please use common editors such as Adobe® InDesign or Affinity® Publisher and export them in PNG format with layer transparency. The imported texts behave like images that can be scaled.

❶ **File Menu**

❷ **Quick Import Menu**
❸ **Gallery Bar**

Lowered   Subscript

Font type   Font size   Bold Italic   Crossed out   Text alignment (left, centre, right)

Underline

Text color   Text spacing

Lorem ipsum dolor sit amet, consectetuer adipiscing elit. Aenean commodo ligula eget dolor.
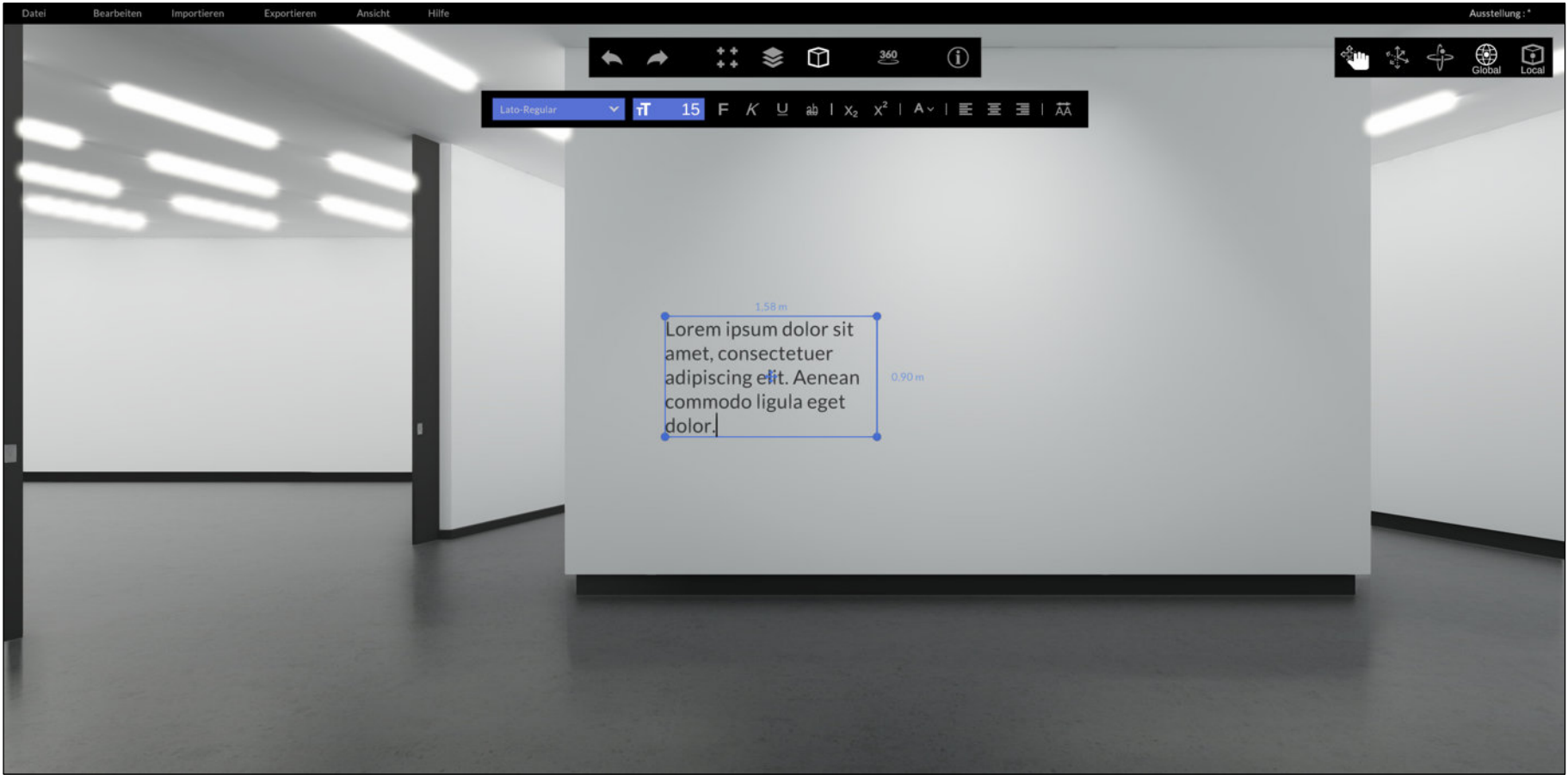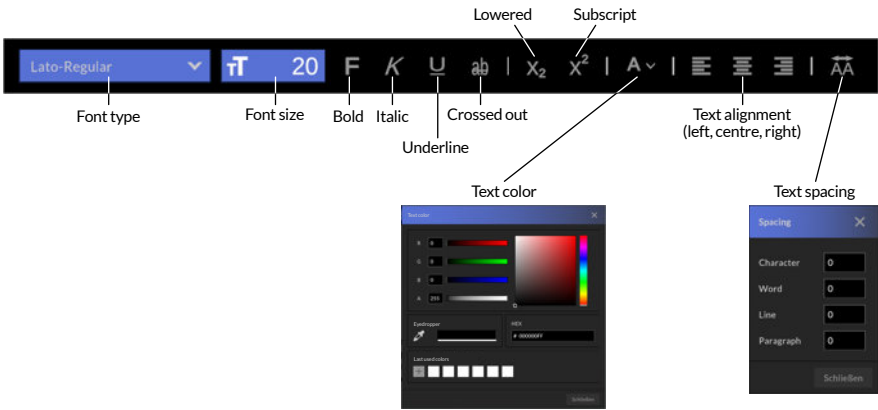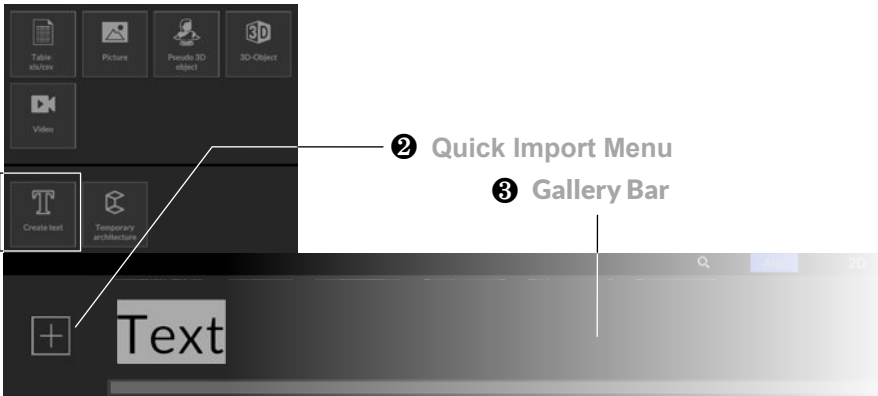
TOOLS
TEMPORARY ARCHITECTURE

Temporary architecture allows you to create pedestals, plinths, columns and freestanding walls on which you can later hang exhibits, add text and colour.

To create temporary architecture, use the File menu ❶ or the Quick Import menu ❷ again and select the appropriate menu item.

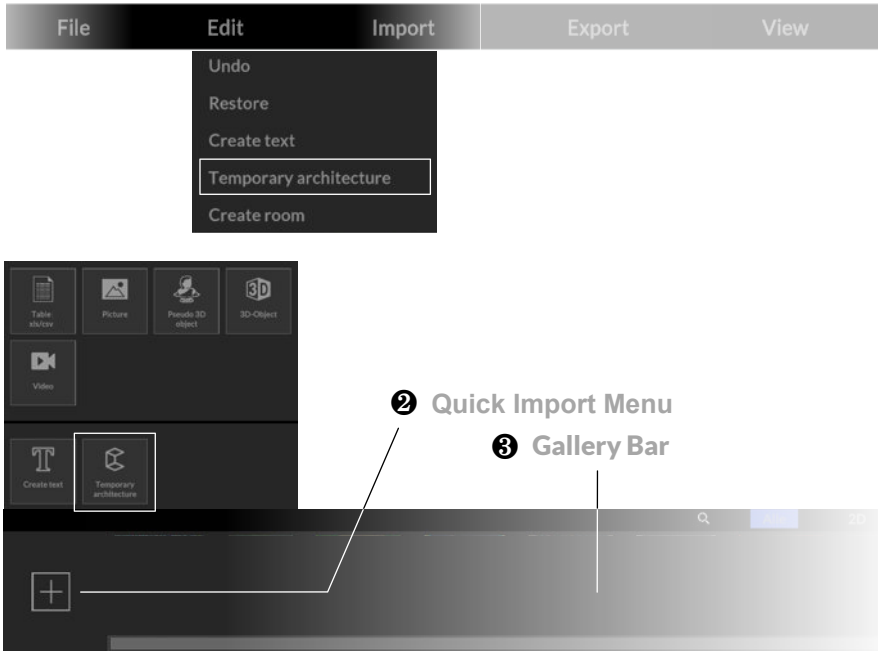In the editor that opens, you will see the floor plan of the building, navigate to the desired room by holding down the third mouse button (scroll wheel) and double-click on the desired location where you want to create a base, for example. Then edit the dimensions of your temporary architecture.

Hold down the left mouse button to reposition the base in space, use the distance grid to move the object only at certain distances.

To delete temporary architecture, right-click on the relevant architectural element. Note that there must be no exhibits on the wall/plinth to be deleted.

❶ **File Menu**

File	Edit	Import	Export	View

Undo
Restore
Create text
Temporary architecture
Create room

❷ **Quick Import Menu**
❸ **Gallery Bar**

Width (cm)	250
Height (cm)	90
Depth (cm)	150
Rotation (°)	21,63
Skirting ?	

Distance snapping: Aus

Aus
✓ Aus
10cm
50cm
horizontal / X
vertical / Y
Magnet (Experimental)

Close

| File | Edit | Import | Export | View | Exhibition : Ausstellung mit 3D.. |

7,36 m

4,65 m   7,88 m

6,49 m

EG

Width (cm)	250
Height (cm)	90
Depth (cm)	150
Rotation (°)	21,63
Skirting ?	

Distance snapping: Aus

Close

Example of how to use the baseboard
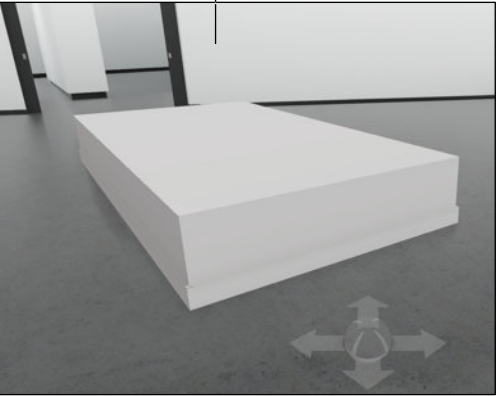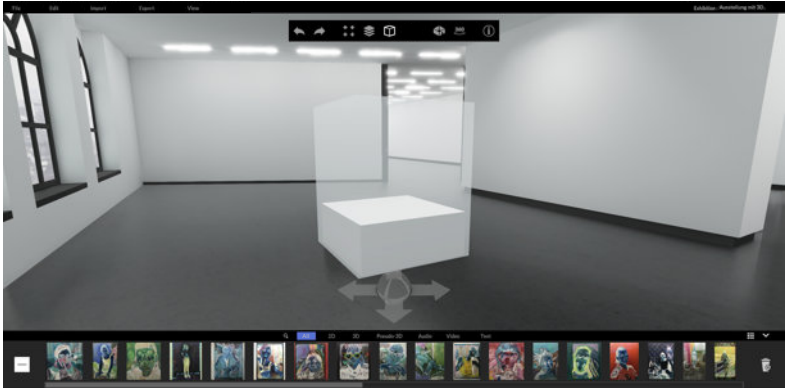
PLUG-IN
InteractiveTour VR

With our **InteractiveTour VR** plug-in for **museum pro** and **gallery pro**, you can easily publish exhibitions as virtual tours with any number of viewpoints.

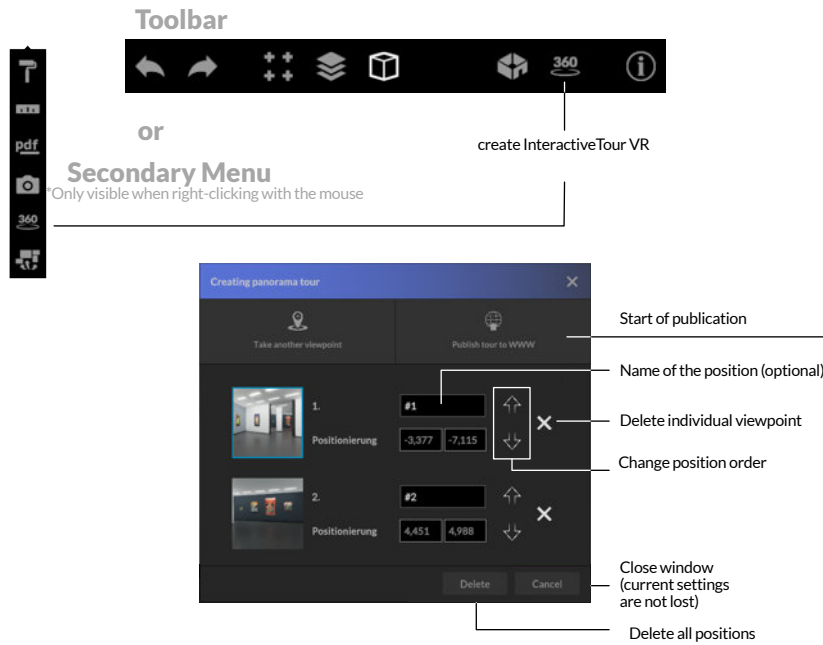Once the tour has been published, an embedding link is automatically created, allowing you to embed your virtual tour in all popular content management systems such as WordPress, Joomla, Drupal, etc.

To create a tour, click on the ⊙ symbol, use the secondary menu or select Export -> 360 degree tour.

This will open the virtual tour administration interface. Navigate to the desired starting point of your tour and click 'Add Viewpoint'. Navigate through the exhibition in the order you wish and add more viewpoints. Viewpoints can also be added in the floor plan view. The order of the viewpoints can also be changed later using the arrows. The viewpoints can also be named using the text box. By editing the X and Y coordinates (same values) you can fine-tune the viewpoints and ensure they are exactly on an axis.

Finally, click on the "Publish tour" button and select the desired resolution (recommended: 8192 x 4096 pixels for workstations, 16192 x 8192 pixels for publications). Processing and rendering of the virtual tour will now begin and may take some time (depending on the size of the tour / number of viewpoints, 10 viewpoints in high resolution will take approx. 2 - 5 minutes).

Toolbar

or

Secondary Menu
*Only visible when right-clicking with the mouse

create InteractiveTour VR

Start of publication

Name of the position (optional)

Delete individual viewpoint

Change position order

Close window
(current settings
are not lost)

Delete all positions

Then choose a unique name for your tour.
Please note: Tours with the same name will be overwritten without warning.

After a successful upload, your browser will open and you can take a web-based tour of your virtual exhibition. In **museum pro**, the embedding link is displayed and can be copied to the clipboard.

Select quality level

Assign a name for the tour

Set Viewpoint
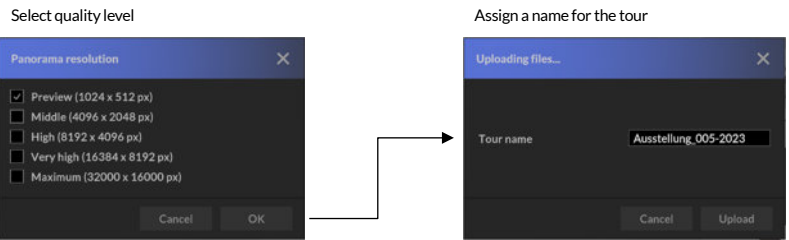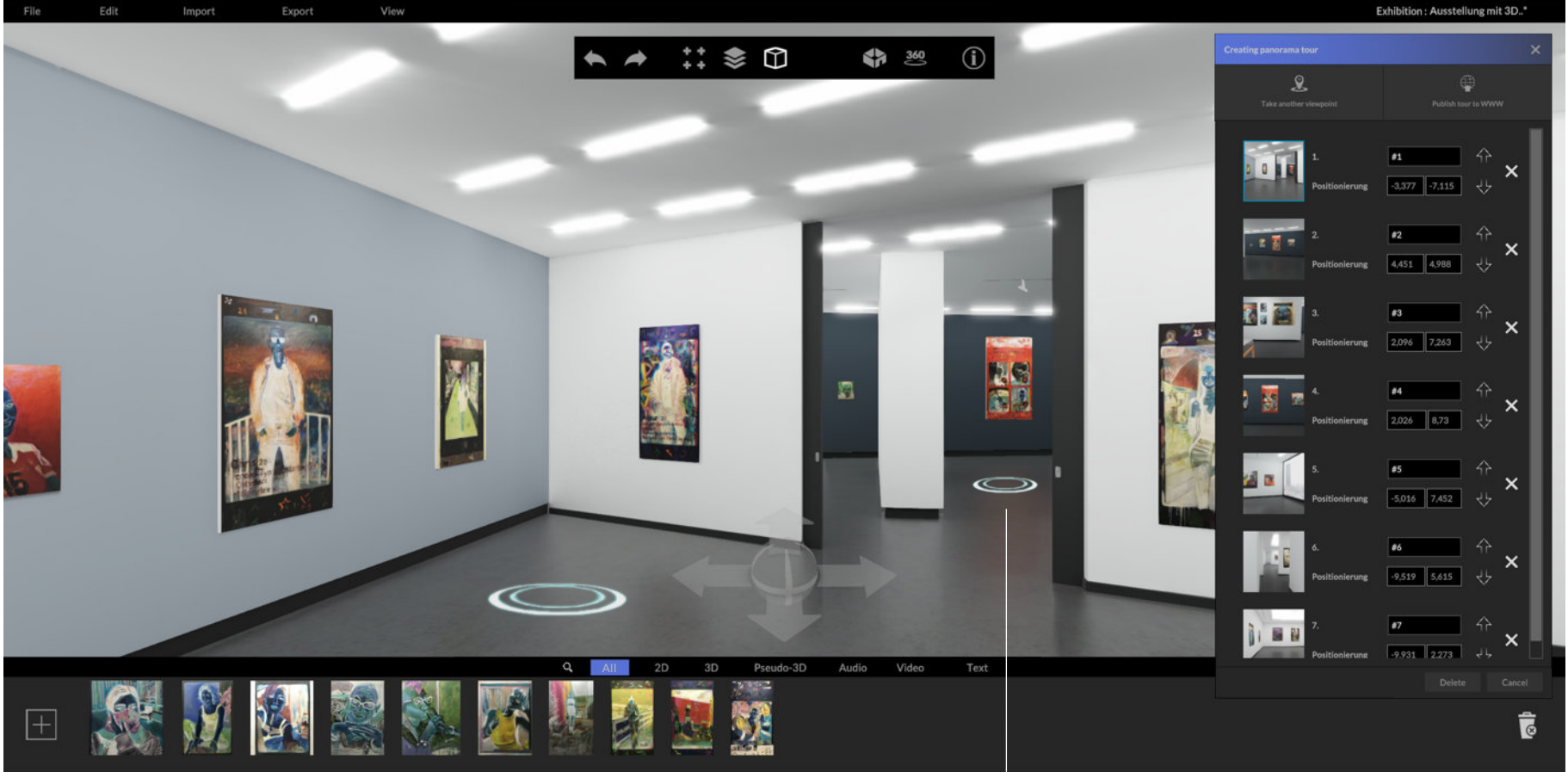
Note: The metadata previously imported into our planning software will be retained and can be viewed by clicking on the exhibit. Further entries can be added in the admin area of the virtual tour. Each front-end section (index.html) has a corresponding back-end section that can be accessed via indexAdmin.html.

PLUG-IN
GROUNDSKETCHER

Click on the symbol ⬡ in the toolbar to start drawing new rooms. You can now first load a floor plan as a PDF or JPG file into the background of the drawing area. This will allow you to draw the floor plan of the room quickly and easily. The floor plan is not essential, but it makes it easier to transfer the dimensions to scale. Click on the drawing area at the desired starting point to create the first anchor point.

To ensure that the wall surfaces are at right angles, you can select the corresponding angle of 90° in the Angle grid menu. Similarly, you can create wall segments with predefined dimensions (50 cm, 100 cm, etc.) using the "Spacing grid" menu item.

When you have finished drawing your room, you need to connect the first anchor point to the last anchor point. To do this, click on the 'Connect points' button. This completes the creation of the room. You can then make other settings, such as selecting the floor covering and setting the room height.

Click on 'Apply' to exit floor plan mode and return to the 3D view of your newly created room.

Toolbar

Create room

A floor plan as a template
Load in the background

Room name
(optional)

Distance snapping:
✓ Off
10cm
50cm
100cm

Angle snapping:
✓ Off
15°
45°
90°

Flooring 1
✓ Flooring 1
Flooring 2
Flooring 3
Flooring 4
Flooring 5

Set wall type

Partial deletion
☐ Remove unplaced exhibits?
☐ Delete hangings and placements?
☐ Keep partition walls?
OK   Cancel

7,68m
Wall 1(0cm)
✓ Wall 1(0cm x
Wall 2(0cm x
Wall 3(0cm x
Wall 4(0cm x

Delete the entire architecture or
partial deletion (see selection).

Close window
(current settings
are not lost)

Create room
confirm

Delete   Cancel   Apply