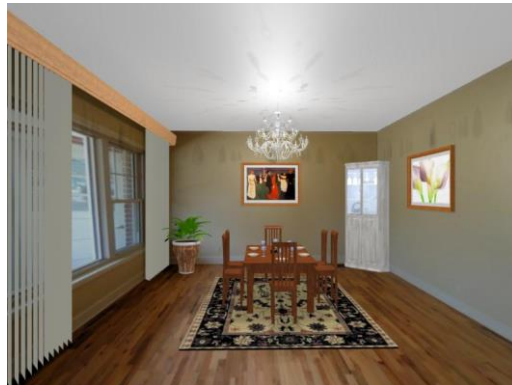# 16. Virtual Home Staging

Virtual staging is a fast, easy and economical way to illustrate the complete potential of a vacant property. ARCHLine.XP Virtual Staging transforms the 2D room photo into a 3D virtual showroom.
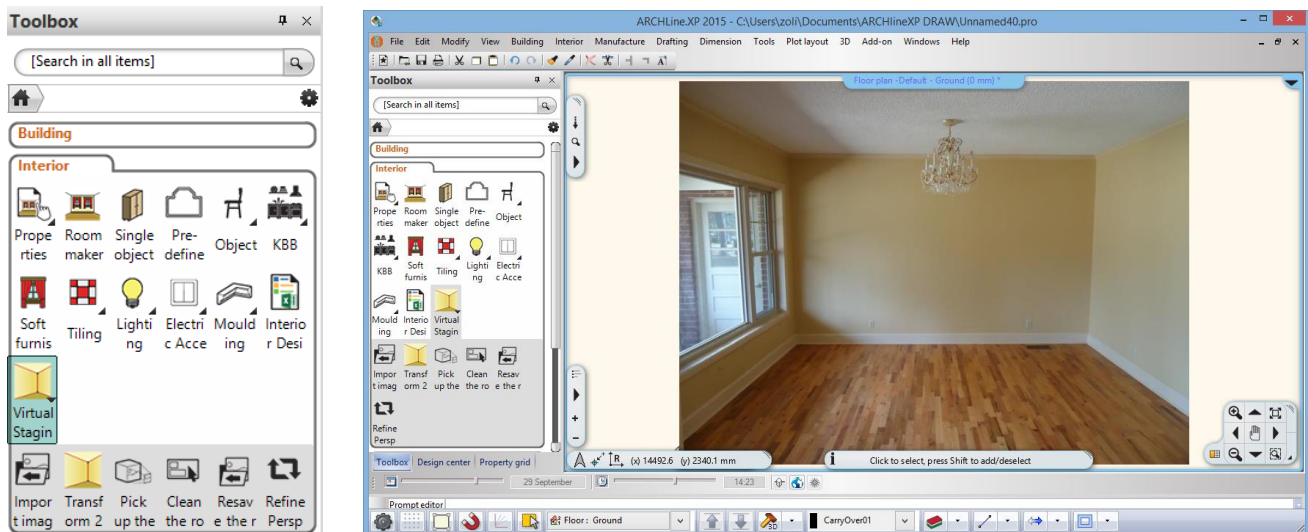

Virtual Home Staging means the following 4 step creation process

❖ Import and transform the room photo into a 3D virtual room
❖ Clean the room of any disorder
❖ Add furniture and other decorative elements.
❖ Create the photorealistic image

16.1.   Importing room photo

Select **Interior / Virtual Staging / Import raster image** command and load the image file (the picture of the room). The program automatically places it in the 2D floor plan.
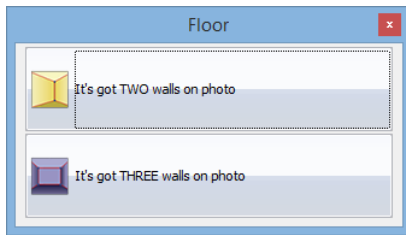

16.2.   Transform 2D image into a 3D virtual room

The next step is to transform the photo into 3D virtual room.
Select **Interior / Virtual Staging / Transform 2D image into a 3D virtual room** command and click on the photo.

❖ Select the method according to the photo: 2 or 3 visible walls you see on it.The working method is the same, the number of murkers and distances to measure are different only.

Examples:

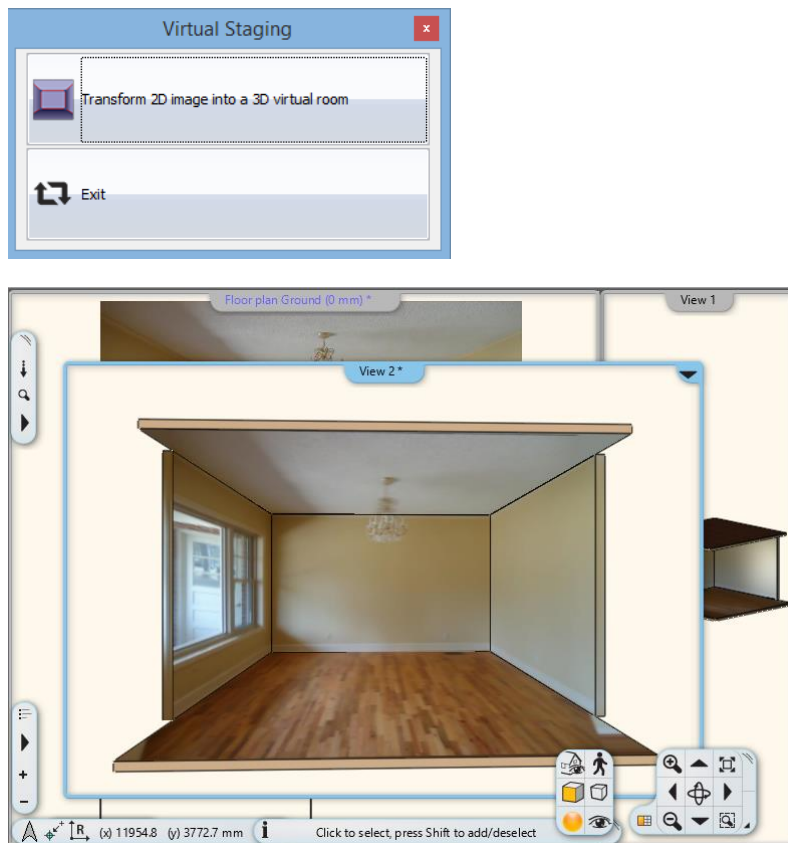Typical photo with 2 walls

Typical photo with 3 walls

❖ Click on the blue dots and move them to the corner points along the vertical and horizontal edges on the room photo.

❖ Assign all the required measurements and press Enter.

❖ Select the first option in the pop-up dialog and let the software convert it into real 3D room.

In some photos it is difficult to find the parallel edges. In this case it might be useful to prepare it with construction lines, with the following method.
1. Draw two lines along two clear visible edges on the same surface.
2. Trim both to find the focal point.
3. Draw the third line starting from the focal point and passes through the required point on the photo.
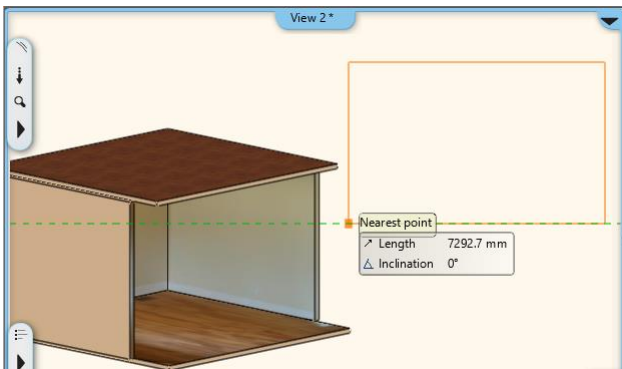

16.3.   Clean the room surface images

The room photo is very rarely perfect to place new furniture. You have to "clean" it frequently to remove unwanted details. You can improve the quality using the following three commands:
❖ Pick up the room photo
❖ Clean the room photo.
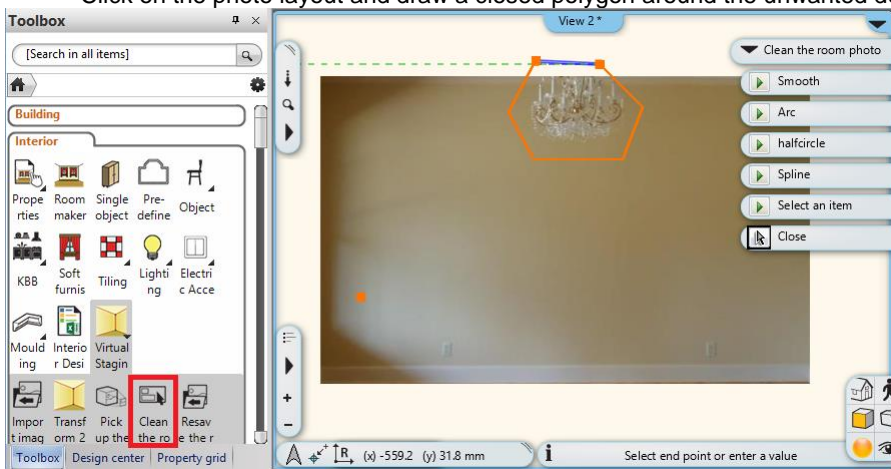❖ Resave the room photo.

Step 1.

Select **Interior / Virtual Staging / Pick up the room photo** command. Click on the wall or floor in the 3D view and place the texture layout on the view anywhere.
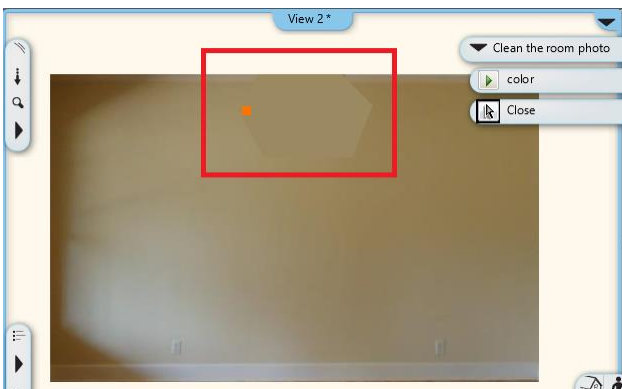
Manual

Step 2.

Select **Interior / Virtual Staging / Clean the room photo** command.
Click on the photo layout and draw a closed polygon around the unwanted detail.

Click on a similar color pixel on the photo you wish to fill the polygon. The program fills the polygon with the selected color.
If you are not satisfied with the result you can repeat the color pick with a new click in a loop.
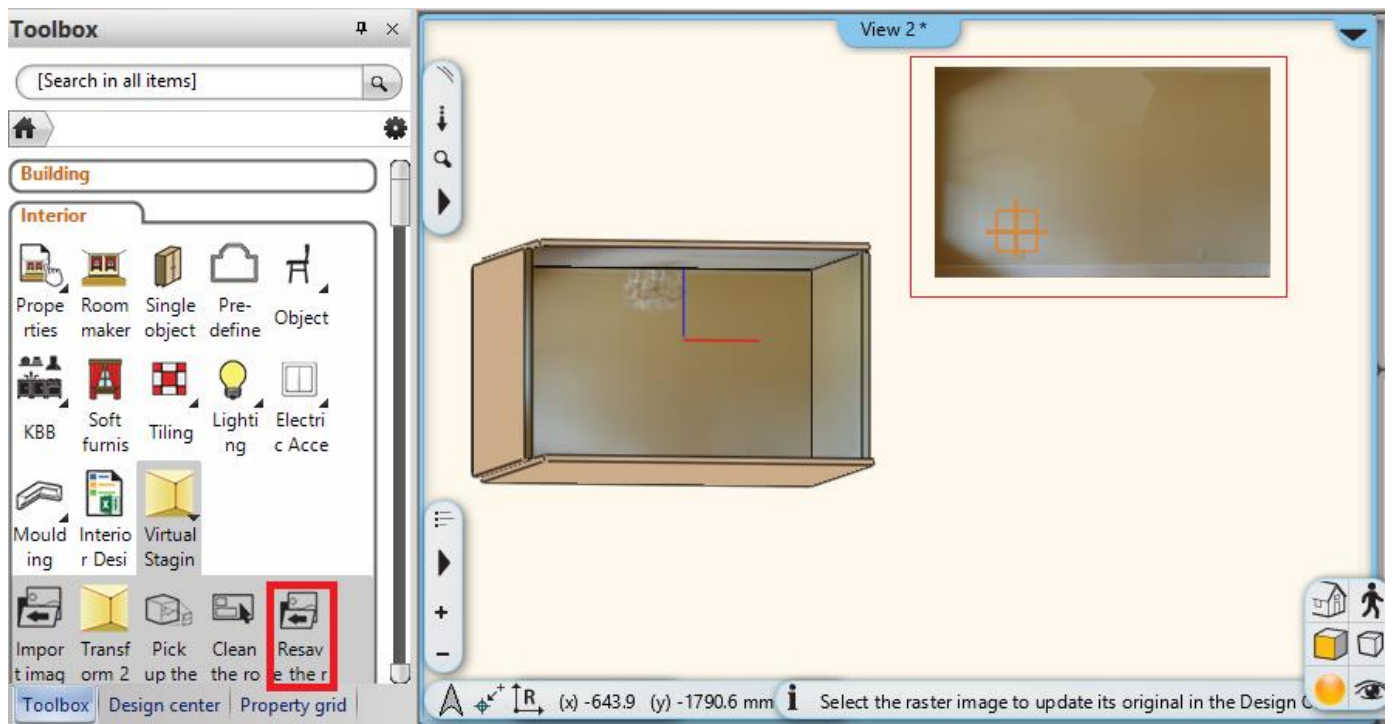

Alternatively click on the color keyword on the floating menu and choose a color using the Color dialog.

Step 3.

Select **Interior / Virtual Staging / Resave the room photo** command.
Click on the photo layout again. The program updates the texture with the modified one and replace the original automatically on the wall or the floor.
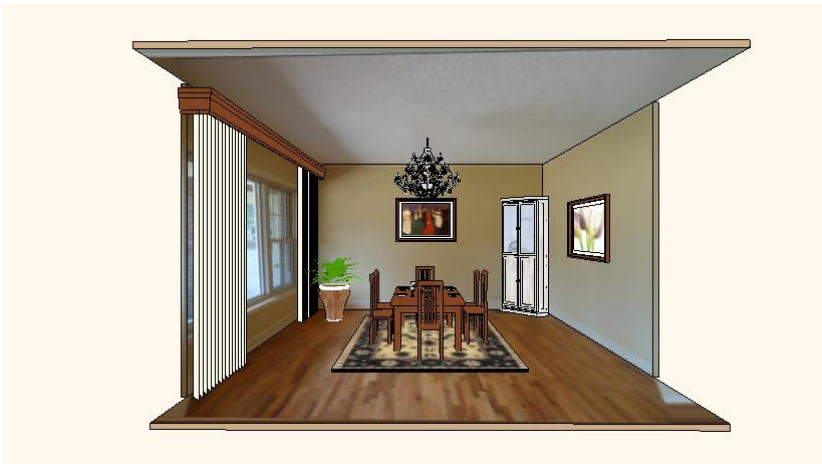

Step 4.

Drag it and drop the new furniture, fabrics, light, and other decorative elements in the floor plan or directly in the 3D window.
Change wall colors, floor or try to add a rug.
Create a rendering image.
Publish it for you clients.

Manual

16.4.   Refining perspective

You can improve the room definition points or distances any time by selecting **Interior / Virtual Staging / Refine perspective** command. You can work with the same tools like described in the previous section.

16.5.   Rendering

Use the rendering command to prepare the final image for your client.