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## Solution Papers

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**Summary:** *Exporting a SolidBuilder 2D file to Virtual Image*

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**Overview:** The following procedures below will take you through the steps necessary to create a image file in SolidBuilder of a Working Drawing, and then import that same file into the Virtual Image for rendering.

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### **Solution:**

1. Open the desired working drawing in **SolidBuilder**. Select the only layers you would like to see in Virtual Image. Hold the Control key (Ctrl) down to click on a selected few.
2. Select View/Snapshot.
3. Select a folder to save the file. Then type in a name and a file type (JPEG FIF color will work).
4. Select Save.
5. Open **Virtual Image**.
6. Select File/New.
7. Select "Create an Epix file from an Image file", click Next.
8. Browse to where you saved the file in SolidBuilder, then click Next.
9. Select Elevation or Plan and then Finish.
10. The image file will be displayed. You may use the scroll wheel on your mouse to zoom in/out.
11. Click on File/Properties. You will need to change the scale so the textures are to the correct scale. You may click on Set in Properties and input a length from your drawing, then click on Pick and drag the cursor to length inputted. So if you enter 10', then pick points on the drawing for 10'. Virtual Image will then set the scale to this measurement. Click Ok.
12. Now you can begin filling in textures. If the textures do not look to the correct scale, you may go to Properties and change the scale or change the scale of the texture itself.

**Note:** If you use the "Fill" (paint can) for inserting textures, be sure it is set to "Local Fill"