

## FingerCAD Quick Users Guide

**ver. 2.7x & 3.x & 4.x** ( *for FingerCAD, FingerCAD WS, FingerCAD HD* - beta release 23.07.2014)

[FingerCAD Quick Users Guide - EN PDF](#)

[FingerCAD Guida Rapida Utente - IT PDF](#)

## 3D projects examples

- [FingerCAD + Finger3D HD / Blender -> three floors home 3D](#)
- [FingerCAD HD and Finger3D HD VRE mode demo](#)

## FAQ - examples of use: "drawing procedures"

- [FingerCAD, FingerCAD WS, FingerCAD HD FAQ - EN](#)

- [iTunes File Sharing - Help](#)

## **VIDEO TUTORIALS (*please set 720p for the video quality*)**

- [\*FingerCAD HD - "Area calculation, filled generic 3D polygonal surface, color 3D VIEWER"\*](#)

- [\*FingerCAD HD - "Select Move Rotate Scale Mirror Copy"\*](#)

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[\*FingerCAD HD - "Edit Move Transform VLink Extend Trim"\*](#)

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[\*FingerCAD HD - "Rectangular stairs"\*](#)

- [\*FingerCAD HD - "Circular stairs"\*](#)

- [\*FingerCAD HD - "A circuit with snap to the nearest control point"\*](#)

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[\*FingerCAD HD - "A polyline with Line Anchor"\*](#)

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[\*FingerCAD HD - "A chair with Line Angle Length"\*](#)

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[\*FingerCAD HD - "Wall closing and corners"\*](#)

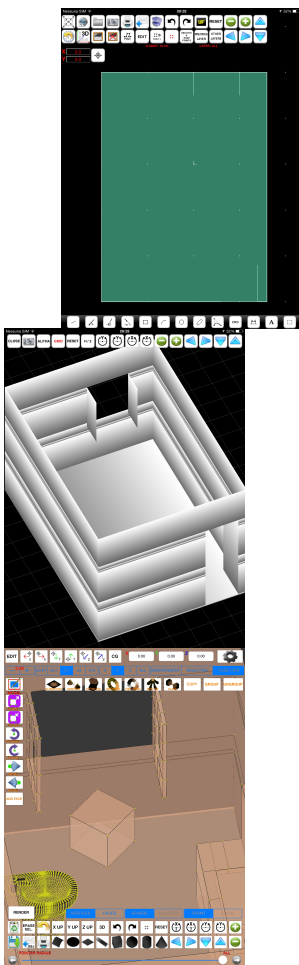
- [\*FingerCAD HD - "Drawing on a background image"\*](#)
- [\*FingerCAD HD - "Freehand drawing on a cad design"\*](#)
- [\*FingerCAD HD - "3D stairs"\*](#)
- [\*FingerCAD HD - "3D stairs with oblique walls"\*](#)
- [\*FingerCAD HD - "A multi floors room"\*](#)
- [\*FingerCAD HD - "Apartment with furnitures"\*](#)
- [\*FingerCAD HD - "3D model created by FingerCAD" \(read also "3D projects examples" section in this web page\)\*](#)

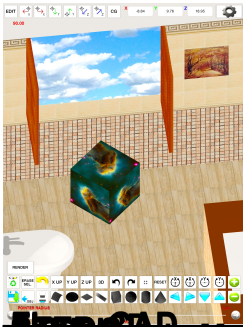
**Read also:**

[FingerCAD Advanced Architects Guide - EN PDF](#)

**Apps that can be used together with FingerCAD HD, FingerCAD WS, FingerCAD:**

- **Finger3D HD** and **Finger3D**: *build a 2D/3D models with FingerCAD and use Finger3D to model it in a 3D world (You can create for example doors and windows, You can color the walls, add people, add textures, create 3D shapes, render Your 3D model using a light source, etc...) and explore the 3D WORLD by walking in it like in the real world ( walk and see in all the directions ).*





## How CAD

... "D" ...

... Take 5 ...