Architectural design begins with imagining space. Designers draw diagrams and sketches in 2D to propose spatial arrangements, projecting a 3D model in the mind’s eye. SpaceMaker helps designers to visualize 3D space while making 2D drawings.

SpaceMaker is a 3D modeling tool that allows a designer to make a freehand sketch in 2D (a bubble diagram or schematic parti) and apply symbols to the drawing that define and refine the relationships of architectural spaces. SpaceMaker then converts the freehand sketches into 3D models in VRML format for the Web. It helps a designer quickly see the spaces in 3D in the beginning stages of designing.