



How to Use 360 Panorama Studio

A plain-language guide to every tool. Nothing here is complicated — if you can point and click, you can use this program.

1 Quick start

Three steps from photo to finished work.

1

Open your 360 photo. On the start page, drag your photo file anywhere onto the page — or click the big box to browse. In the Studio, use 📁 Open 360 Panorama.

2

Make your changes. Pick a tool from the top bar or the right-hand panel, then click on the picture. Draw arrows, write labels, paint things out, measure, then present your work full-screen.

3

Save your work. Press 💾 Save Project to keep everything in one file you can reopen later, or use 💾 Export 360 Artwork to get a normal picture file out.



Your work saves itself automatically while you work (autosave), so you don't have to worry about losing progress. Saving a **Project** file is still the best way to move your work to another computer.

2 Your screen explained

The Studio has four simple parts.

- **The big picture in the middle** — your 360 photo. Everything happens here.
- **The top bar** — quick buttons for the most-used tools (point, arrow, text, measure) plus a  button that opens the paint tools, and ... for extra options.
- **The right-hand rail** — a column of small icons (     ). Click one to open that panel. If the panel ever feels in your way, press **Tab** to hide it.
- **The bottom line (status bar)** — a plain-English hint telling you what to do next. If you're ever unsure, read that line.

 The  icon on the right rail (or pressing **?**) opens the quick shortcuts card at any time.

3 Looking around the photo

- **Look around:** click and drag the picture (drag with one finger on a touchscreen).
- **Zoom in or out:** scroll the mouse wheel (pinch with two fingers on a touchscreen).
- **See the original photo:** hold **B** — handy to compare "before and after".
- **Minimap:** the small map ( in the top bar, or  on the rail) shows where you're looking, with a shaded cone for your view. White dots are your annotations.
- **Reset the view:**  Reset Camera in the  panel puts the camera back to the start.

4 The tools

Pick a tool, then click (or click and drag) on the picture. That's the whole idea.

Select & re-edit — **V**

The "safe" tool. Use it whenever you're not drawing.

1. Click any object (arrow, text, pin) to select it.
2. Drag the small square handles around it to make it bigger or smaller.
3. Use the round handle at the top to spin it around.
4. When you're happy, press **Enter** or click ✓ Done. Click  Flatten to melt it permanently into the picture, or  Delete to remove it.
5. The panel on the right also lets you type exact numbers for position and size,  Duplicate it (**Ctrl+D**), or  Bring to Front.

Arrow / Shape —

Point things out: arrows, pins, circles, stars, warning signs and more.

1. Open  Style & Brushes on the right and pick a shape from the picture grid (16 styles: arrows, map pin, footsteps, callout, warning, target...).
2. Adjust **Size**, **Rotation** and **Floor / Perspective Tilt** with the sliders. Tilt leans it back so it looks like it's lying on the floor.
3. Click on the picture to place it.
4. Optional shortcuts:  Snap Flat to Floor and  Snap to Wall line it up for you.
5. Switch back to  Select to move or resize it later.

Spatial Text —

Write a label that sits inside the 360 scene, like a sign on the wall.

1. In  Style & Brushes, type your words in the text box (for example "Main Living Room").
2. Choose a font, and B / I for bold or italic if you like.
3. Click on the picture to place the text.
4. Use  Select afterwards to move, resize or spin it.

Pen Brush —

Free-hand drawing, straight onto the photo.

1. Pick a color (see section 5).
2. Set **Brush Size** and **Brush Softness** in  Style & Brushes. Softness 100% gives a fuzzy airbrush edge; 0% is a hard edge.
3. Click and drag on the picture to draw. Keep dragging for as long as you like.
4. Hold  Shift and click to draw a perfectly straight line.

Eraser

Takes things away. Which thing it takes away depends on the mode — see the drop-down in  Style & Brushes.

- **Annotation Eraser (default)** — erases drawings and annotations, and brings the original photo back underneath. This is the one you want most of the time.
- **Base Photo Eraser (Cutout)** — erases the photo itself, leaving clear space. Useful for making see-through holes.
- **Base Photo Eraser (Wipe to Color)** — paints over the photo with a flat color of your choice.

Then click and drag over what you want removed.

Clone Stamp

Copies one part of the photo over another — the classic way to hide a tripod, a bin or a face.

1. Hold **Alt** and click the spot you want to copy *from*.
2. Let go of Alt, then click and drag over the spot you want to cover.
3. The copy follows your brush, so paint slowly for natural results.

 Zoom in first (scroll wheel) — clone stamping is much easier on a close-up view.

Pixelate

Blurs something into blocky squares — perfect for hiding number plates, faces or private information.

Click and drag over the area you want to cover. Drag again to make it blockier.

Blur

Softens an area — gentler than pixelate, good for backgrounds or softening a reflection.

Click and drag over the area you want softened. Use the **Blur Strength** slider (it appears when the tool is picked) to control how strong the effect is — 40% is a gentle softening, 100% is heavy.

Bucket Fill

Fills a whole area with one color, in a single click.

1. Pick your color first (section 5).
2. Click once inside the area you want filled.

Eyedropper

Picks up a color that's already in the picture so you can reuse it.

Click anywhere on the photo — that exact color becomes your current drawing color.

Measure Distance — M

Measures real-world distances in your photo (metres).

1. Click your first point (A), then your second point (B). A line with the distance appears.
2. **Calibrate once:** find something in the photo whose real length you know (a door is usually about 2 m, a floor tile 0.6 m). Click its two ends, type that length into **Known length (m)** and press  Calibrate.
3. All other measurements are now correct.  Clear Points starts you over.

My Logo / Image — add your own shapes

Drop in any logo, badge, watermark or picture and treat it like any other object.

1. In the  Tools panel, click  My Logo / Image and pick a file from your computer.
2. Your image appears selected in the middle of the view — **drag it where you want it**, pull the square handles to resize, use the round pin on top to rotate.
3. Style it in the  panel: size slider keeps the logo's proportions, rotation and tilt sliders angle it, and  Drop Shadow makes it stand out on busy photos.
4. Click  Flatten when you're happy to melt it permanently into the picture (or leave it as an object to move again later).

Best sizes & types:

- **PNG with transparency** is best — the background shows the panorama through it. (SVG isn't supported: open your SVG in any image editor and export/save it as PNG.)
- **512–2048 px** on the longest side. That stays sharp on screen without bloating your project file — go bigger only for a large logo on an 8K panorama.
- **JPEG** works too, but it always brings a solid background box with it — use it for photo-style badges, not logos.
- **WebP** works (transparency included). **GIF** loads but shows only the first frame.
- Keep files **under 10 MB** — a typical logo is 100–500 KB.
- Don't stretch a tiny image large — it turns to mush. Export at the size you'll display it, or bigger.
- Logo for the floor / tripod spot instead? Use  Custom Nadir Logo in the  View panel — it wraps the exact spot under the camera.

5 Colors & style

 Style & Brushes on the right rail holds everything visual.

- **Primary Color & Fill:** click one of the colored squares, or click the long color bar to choose any color you want.
- **Size / Scale, Rotation, Tilt:** sliders that change the shape or text you're placing.
- **Outline / Drop Shadow:** toggle buttons that add an outline or a shadow so your marks stand out on busy photos.
- **Brush Size / Softness:** appear when the Pen or Eraser is active.

6 Fixing mistakes

- **Undo:** press **Ctrl + Z** (or click  Undo in the  History panel). Do it as many times as you like.
- **Redo:** press **Ctrl + Y** (or  Redo) if you undid too much.
- **Jump back further:** the  History panel lists every step with a plain name ("Paint stroke", "Place arrow"). Click any step to travel straight back to that moment.
- **Compare with the original:** hold **B** at any time to flash the untouched photo.

 Autosave is always on, so closing the window by accident is not a disaster – reopen and your work will be waiting.

7 Present / Gallery mode

Hide every tool and look at your finished panorama like a gallery piece – clean, full-window, nothing in the way.

1

Enter present mode. Press **G**, or use  →  Present Mode in the top bar (the  View panel has the same button). Every toolbar, panel and status line disappears instantly.

2

Look around. Click and drag the picture to look around, scroll to zoom. On a touchscreen, drag with one finger and pinch to zoom.

3

Auto-rotate. A small bar at the bottom lets you pause or resume the slow automatic rotation – perfect for showing your work on a screen while you're not touching it.

4

Exit. Press **Esc** (or **G** again), or click  Exit Present. All your tools come back exactly as they were.

 Present mode is view-only: clicks can't change your artwork, so it's safe to hand the laptop to someone else and let them look around.

8 Saving & exporting

 in the right rail → Export & Deliverables

BUTTON	WHAT IT GIVES YOU
 Save Project	One .pano360 file with your panorama, drawings and annotations — reopen it later with  Open Project File. This is your "save game".
 New Blank Project	Closes the current image and starts over with an empty canvas. Also in the top bar's ⋮ menu as  Close Image & New.
 Export 360 Artwork	A normal image file of your finished panorama. Choose JPEG (works everywhere, keeps 360 metadata), PNG (perfect quality) or WebP, and full / half / quarter size.
 Save Current View	A PNG of exactly what you're looking at right now — like a screenshot, but clean.
 Annotation Report	A spreadsheet (CSV) listing every annotation with its position, size and colour. Great for sharing a to-do list with a colleague.
Watermark / Branding	Type text (or pick a logo image) and it's stamped on the exported artwork. Leave the box empty to turn it off.

 **Project vs Export:** a **Project** is for coming back later and keep editing. An **Export** is the finished picture for other people.

9 Keyboard shortcuts

All optional — everything can be done with the mouse too.

KEY	DOES
V	Select tool (move, resize, re-edit)
S	Arrow / shape tool
T	Text tool
P	Pen brush
M	Measure tool
Shift + click	Straight pen line
Alt + click	Clone stamp: pick the spot to copy from
Ctrl + Z / Ctrl + Y	Undo / redo
Ctrl + D / Del	Duplicate / delete the selected object
Enter / Esc	Done / close or deselect
Hold B	Compare with the original photo
G	Present / Gallery mode (Esc exits)
Tab	Hide / show the side panel
?	Quick shortcuts card
Drag / scroll	Look around / zoom

10 Common questions

What file should my logo be?

PNG with a transparent background, 512–2048 px on the long side, under 10 MB. JPEG is fine if you don't mind a solid box behind it. Add it with  My Logo / Image in the  Tools panel.

I made a mess. How do I undo it?

Press  +  as many times as needed, or click any step in the  History panel to jump back further.

Did my work save?

Yes — the program autosaves as you go, in this browser. To keep a copy you can move to another computer or share, press  Save Project.

Where did my photo go? Nothing uploaded, right?

Correct — nothing is ever uploaded. Your photos stay on your computer and are processed inside the browser. That's why it opens instantly.

The tool did nothing when I clicked.

Check the grey line at the bottom of the screen — it tells you what the program expects next (for example "Click on 360 view to place arrow/shape"). Also make sure the right tool is highlighted in the top bar.

How do I paint exactly on a small detail?

Scroll the mouse wheel to zoom in first, then paint. Zoomed in, your strokes are far more accurate.

Can I hide the side panel to see more picture?

Yes — press , or use  →  Toggle Tool Rail at the top.

Can I work on a second monitor?

Yes —  →  Detach Tools moves the whole tool panel to another screen and gives the picture the full window.

