chaos Veras

Agentic Modeling in Veras.

The Practical Guide: From reference images, sketches, and floor plans to editable 3D geometry in Revit, Rhino, or SketchUp.

✦ Model this →



Reference image



Editable 3D model in CAD

What can you do with Agentic Modeling?

Agentic Modeling in Veras lets you turn images, sketches, floor plans, or text instructions into editable 3D geometry. Choose between GPT-6 Astra and Claude Opus 5.5 to generate, review, and refine your design before transferring it into your CAD project.

- **Create:**
  Sketches, floor plans,
  and renderings into editable models.
- **Iterate:**
  Adjust geometry, materials, and designs
  with follow-up instructions.
- **Develop:**
  Add furniture, vegetation, and context;
  continue in CAD.



Before you start.

Prepare your references and choose where to work.

Start by gathering a few reference images to create a moodboard for your design: architectural photos, sketches, floor plans, material references, or renderings that show the direction you want to explore.

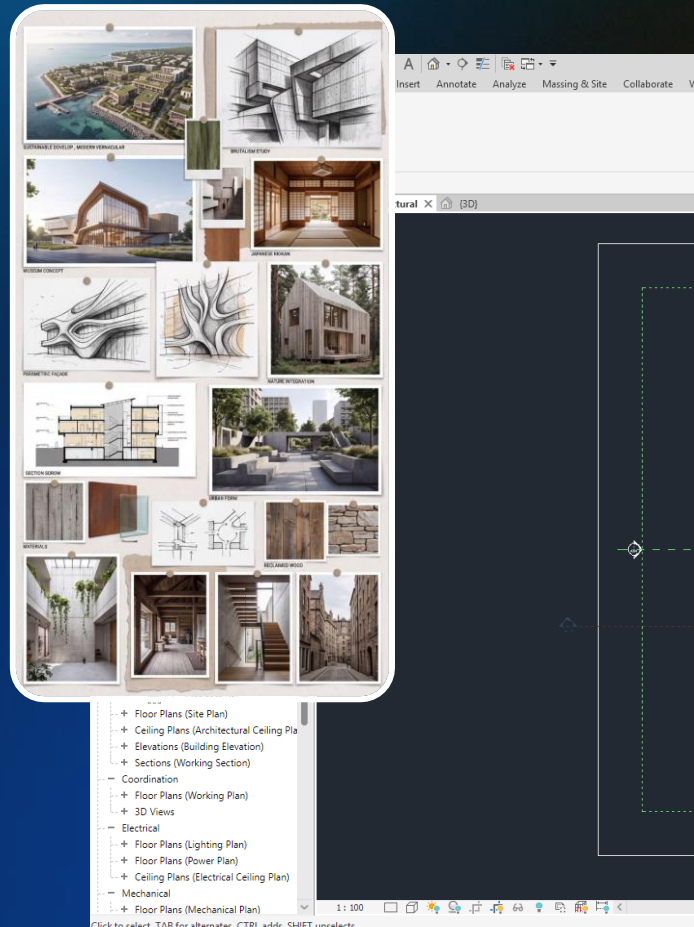
For the most seamless workflow, open a new project in Revit, Rhino, or SketchUp and launch Veras directly from your CAD application. Agentic Modeling is also available in the Veras Web App.

Requirements.

Chaos account:
Sign in with a Chaos account
(promotional credits available through Oct 30, 2026).

Veras installation:
Install Veras for Revit, Rhino, or SketchUp.

Plugin version 5.3 or newer:
Upgrade to 5.3+ for full native baking support
of advanced geometry.



Create your first model.

Use one building sketch or façade reference all the way through,
from first idea to editable geometry in your CAD project.

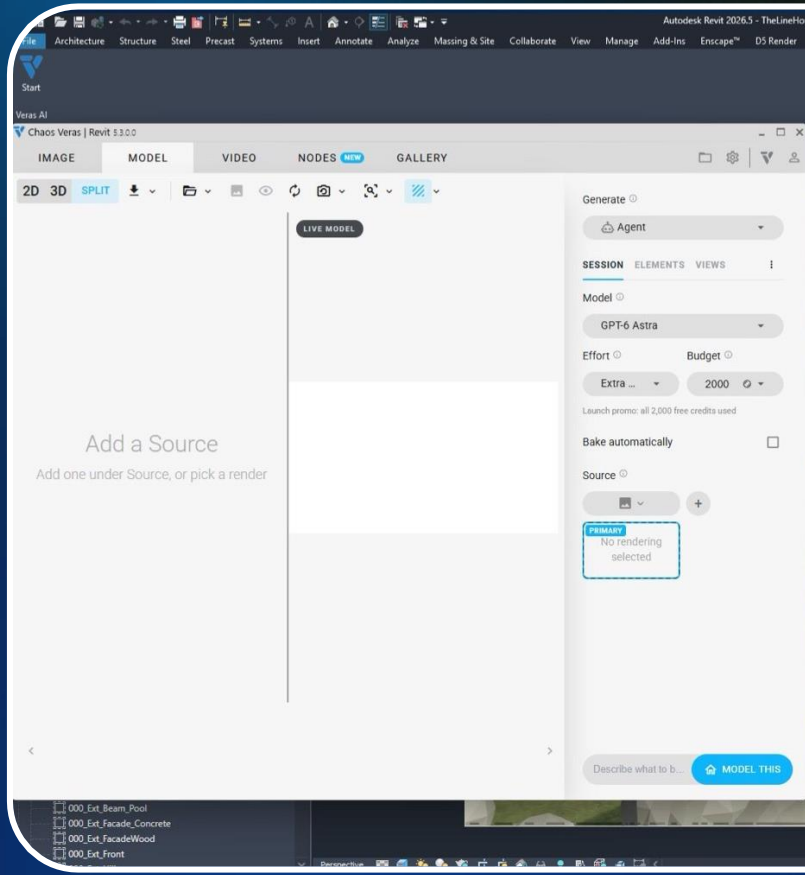
01 › 02 › 03 › 04 › 05 › 06

Open Veras | **Add references** | **Set up the session** | **Generate & refine** | **Bake into CAD** | **Visualize in Enscape**

Step 01

Open Veras.

- Open a new project in Revit, Rhino, or SketchUp.
- Launch the Veras plugin and sign in to your Chaos account.
- Select the **MODEL** tab; Agent mode opens by default.

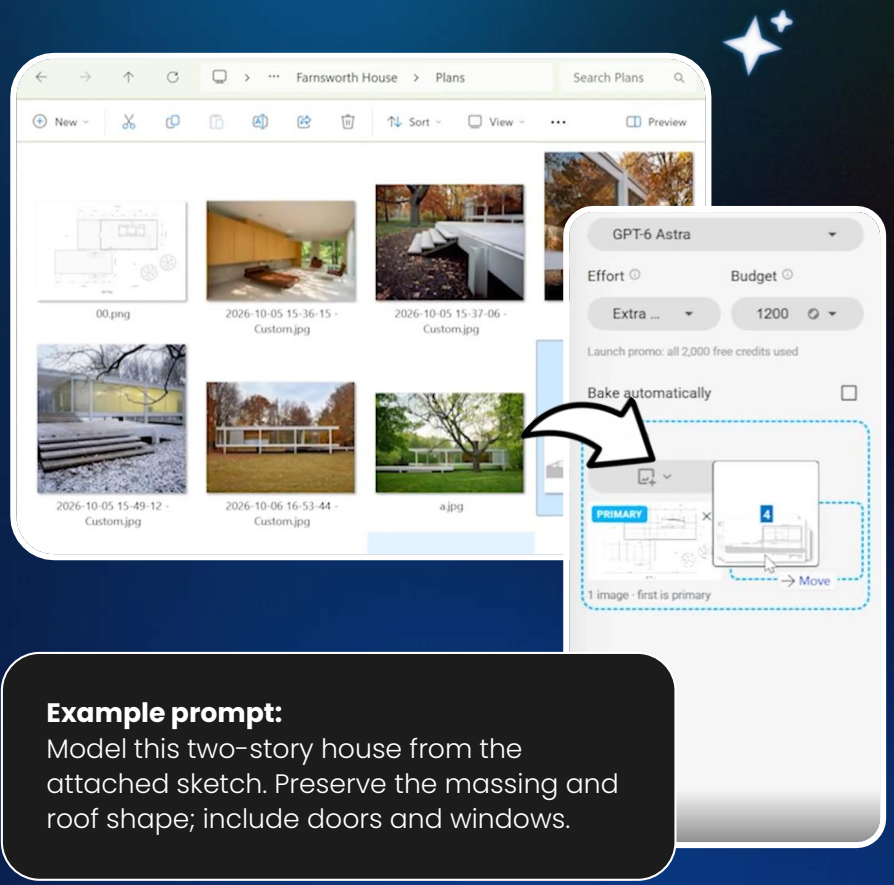


Step 02

Add a reference.

- In the **Source panel**, select **+** to upload up to 12 separate reference images.
- Use one drawing per image. Crop to a single floor plan, section or elevation, with the building filling the frame.
- Put the most informative image first; it acts as the primary visual guide.
- Include important measurements in your prompt rather than relying on dimension labels in the image.

If you have no images, describe the building or scene you want Veras to create.



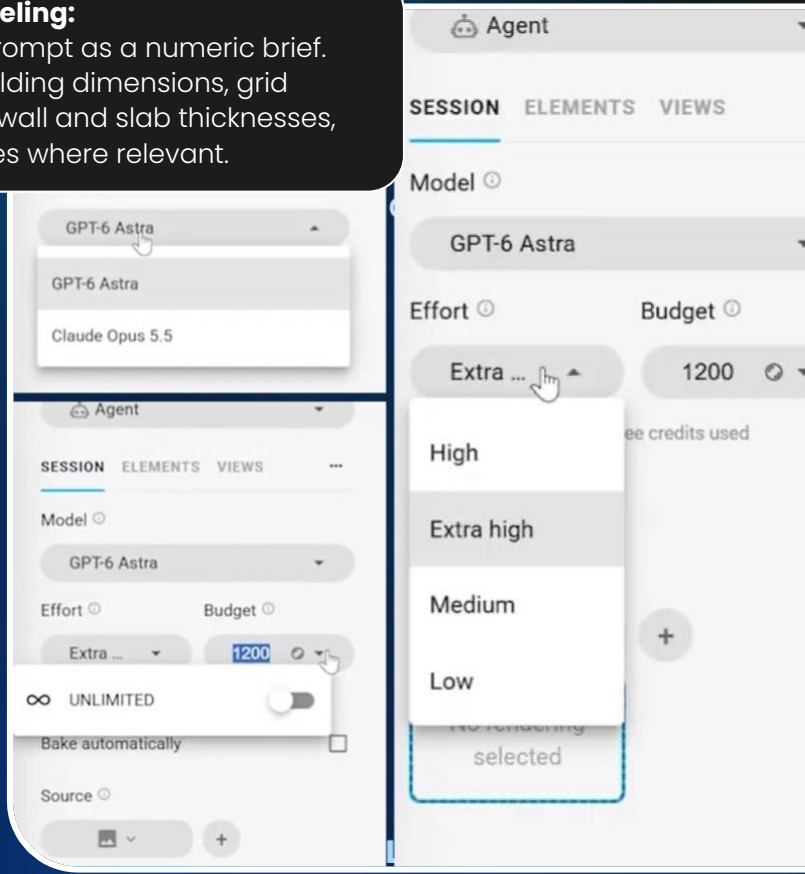
Example prompt:
Model this two-story house from the attached sketch. Preserve the massing and roof shape; include doors and windows.

Step 03

Set up the session.

- **Choose your AI model:**
  Select **GPT-6 Astra** (default) or **Claude Opus 5.5.**
  Both support Agentic Modeling.
- **Set the effort level:**
  Balance processing speed and thoroughness.
  - **Low:** Rough geometry and basic shapes.
  - **Medium:** Quick iterations of simple building massing.
  - **High:** More thorough modeling of rooms and interiors.
  - **Extra High:** Detailed modeling based on complex references.
- **Set your session budget:**
  In **SESSION**, set the maximum credits to spend, or select **Unlimited**.
- **Start modeling:**
  Enter your instructions or click **Model this** to begin.

For precise modeling:
Structure your prompt as a numeric brief. Specify units, building dimensions, grid positions, levels, wall and slab thicknesses, and opening sizes where relevant.

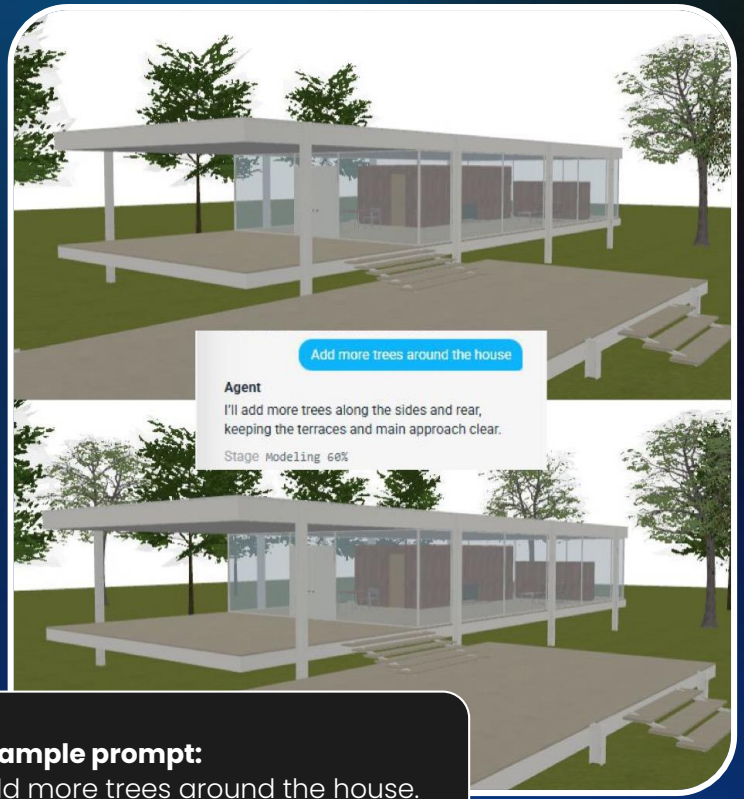


Step 04

Review and refine.

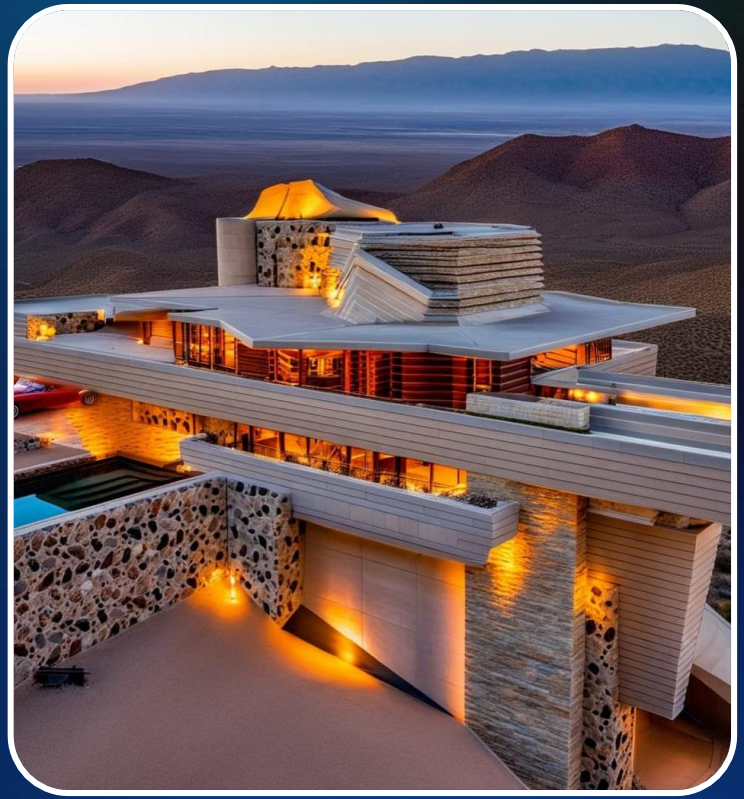
As Veras builds the scene, watch its progress and inspect the resulting geometry.

You do not need to accept the first attempt: send follow-up instructions to adjust it.



Example prompt:
Add more trees around the house.

- **Refine the geometry:** Give short, specific instructions, e.g. “Move the east wall 600 mm outward, keeping the windows in place.”
- **Steer or stop the agent:** Send instructions while it works, or select **Stop** to cancel the current step without losing previous progress. Select **Continue** to resume.
- **Review assumptions:** In the **Elements** tab, hover over **?** marks and review the assumptions summary to identify details Astra has interpreted.
- **Inspect your model:** Use plan views, level cuts, and parallel projections to check geometry and proportions, especially where references lack detail.
- **Undo or redo changes:** Reverse or restore adjustments made to elements in the workspace.

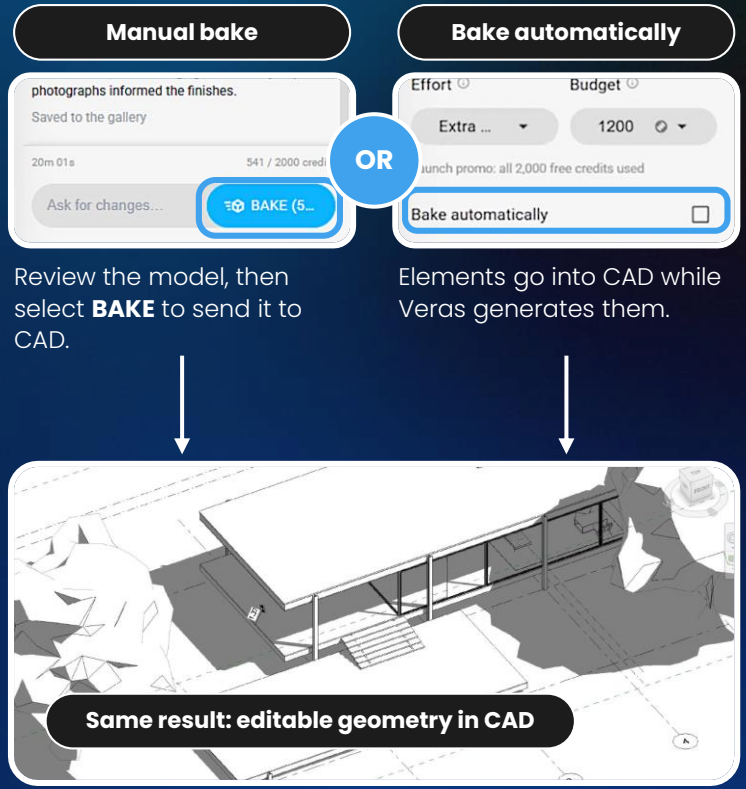


Step 05

Bring geometry into CAD.

- **Manual bake:**
  Select **BAKE** to transfer generated elements into your open Revit, Rhino, or SketchUp project.
- **Bake automatically:**
  Or enable Bake automatically in **SESSION** to send elements into CAD as Veras generates them.

  Deleted agent elements are also removed from the host model.
- **Verify:**
  After baking, inspect the transferred elements, continue editing in CAD, and open saved scenes in the Veras Gallery.



What transfers into your CAD application?

Revit:
Native building elements

Walls, floors, roofs, and supported families.

Rhino:
NURBS Breps / solids

Native geometry, including advanced shapes supported by the plugin.

SketchUp:
Editable groups

Editable geometry and materials.

Native output depends on the host application and the installed Veras plugin version.

Step 06

Visualize in Enscape.

- Open Enscape from your host application to explore and present the developing scene.

This step is optional: the editable model stays in your CAD project.



Explore what you can do with Agenting Modeling.

Now that you know how to generate, refine, and bake a 3D model, use these applications at different stages of your design workflow.

01

Create 3D models from references

Render → model · Sketch → model · Floor plan → building

02

Develop & iterate

Modify design · Markups · Material exploration · Design feedback

03

Build complete scenes

Scene population · Products and furniture in context

Turn a hand sketch into a model.

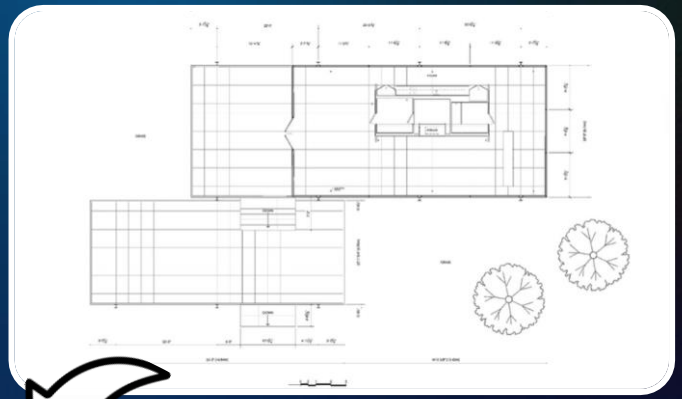
- **What you can do:**
  Move from an early design idea to a 3D model without constructing each element manually.
- **How to do it:**
  Upload a sketch with clear proportions and details; ask Veras to interpret it, then refine the model with follow-up prompts.



Example prompt:
Create an editable 3D kitchen from this sketch. Match the cabinet layout, proportions, and appliance positions. Use natural wood finishes.

Turn a floor plan into a building.

- **What you can do:**
  Convert a 2D floor plan into a 3D model with walls, floors, doors, and windows.
- **How to do it:**
  Upload a plan with layout, openings, and dimensions if available. Review plan and 3D views; correct interpretations before baking.

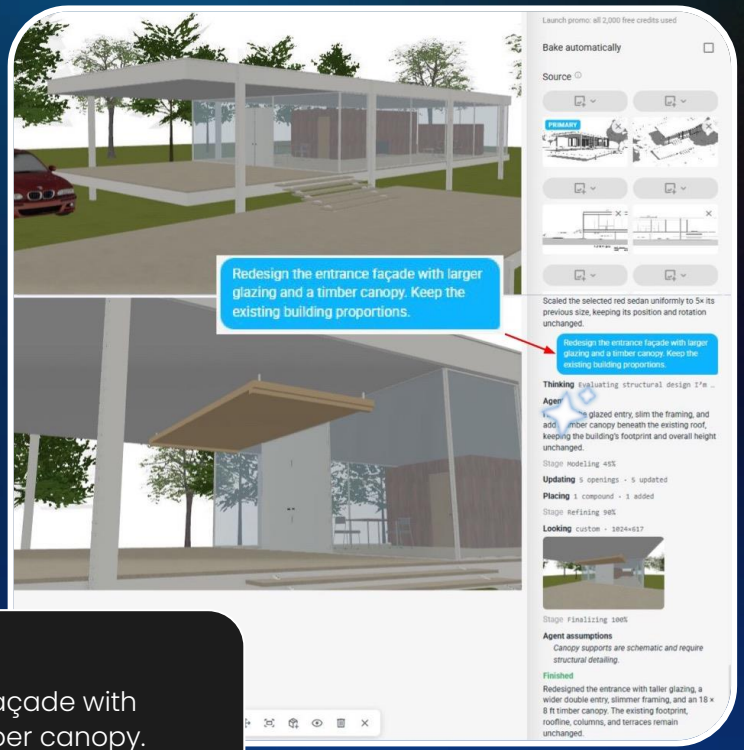




Example prompt:
Create a 3D building from this floor plan. Follow the room layout; add the indicated doors and windows; use 3-meter wall heights.

Modify an existing design.

- **What you can do:**
  Explore alternative façades, roof configurations, openings, and other changes without remodeling the whole scene.
- **How to do it:**
  Start from your design rendering or reference and describe the specific adjustments. Review the resulting geometry and refine before baking.



Example prompt:
Redesign the entrance façade with larger glazing and a timber canopy. Keep the existing building proportions.

Explore materials and finishes.

- **What you can do:**
  Test combinations of finishes on a design and, where supported, apply chosen materials to host CAD geometry.
- **How to do it:**
  Start from a scene or model; describe finishes or provide reference images. Use available material tools and review mappings after transfer.



Example prompt:
Use natural stone on the main walls, timber around the entrance, and dark metal frames. Keep geometry unchanged.

Get feedback on your design.

- **What you can do:**
  Ask Veras to suggest possible design improvements and alternatives before choosing what to develop.
- **How to do it:**
  Share a rendering or design reference; ask for ideas about composition, circulation, massing, or materials. Evaluate before implementing.



Example prompt:
Suggest three ways to make this entrance more prominent without changing the overall massing.

Populate an architectural scene.

- **What you can do:**
  Add furniture, vegetation, neighboring buildings, and contextual elements to your scene.
- **How to do it:**
  Start with an existing scene and ask Veras to add context. It can select assets from Chaos Cosmos.



Example prompt:
Populate this design with trees, planting, benches, and outdoor seating. Keep main walking paths clear.

Tips for better results.

- Use clear references; crop out unnecessary details so the building fills the frame. Place the strongest first.
- Tell Veras what matters most: massing, proportions, layout, openings, materials.
- Build in stages. Start with the building levels and main geometry, then add details through focused follow-up prompts. Each follow-up modifies the existing model rather than starting over.



Tips for better results.

- Make follow-ups focused: state both what should change and what must stay.
- Agentic Modeling prioritizes annotations and measurements on floor plans over its own estimates.
- Complete buildings require more modeling steps than individual rooms. Set a sufficient credit budget, or select **Unlimited** to avoid ending the session before the model is complete.
- Review baked geometry in CAD: the result may need adjustments and polishing.



Alternative: Start in Veras Web.

You can begin in your browser at veras.evolvelab.io instead of the CAD plugin.

01

Veras Web

Generate & refine.

›

02

Gallery

Generated scenes are saved in your Gallery.

›

03

Veras in CAD

Open saved scenes from the Gallery.

›

04

BAKE

Transfer to host CAD

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Ready to model?

Start with references, inspect the result, refine what matters, and continue in your CAD application.

chaos.com/veras

