3DVista FloorPlan Maker

version 1

Tutorial



Creating 2D and 3D Floorplans

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Introduction

Tutorial Overview

Using FloorPlan Maker you can quickly create 2D and 3D rendered floorplan images. No CAD or other drawing skills are need. By following this tutorial you will learn how to quickly create a 2D and 3D floorplan for your website and for printing or to use as interactive floorplans with your 3DVista virtual tour projects.

In **Part One**, you'll learn about the different viewing modes and the basic drawing techniques including how to use FloorPlan Maker's tools and export both 2D, with dimensions, and 3D floorplans.

You are probably eager to get started drawing your first floorplan. For this reason, rather than start by explaining all of FloorPlan Maker's tools and settings, part one of the tutorial gives step by step instructions showing you how to quickly create your first basic 2D and 3D floorplan within minutes.

In **Part Two**, you will learn how to add furniture and stairs. FloorPlan Maker includes an extensive library of furniture objects. The library is being added to all the time and it's even possible to add your own 3D objects.

In **Part Three**, you will learn how to extend and modify your floorplan using some of FloorPlan Makers other drawing tools; how to add different types of garden walls, buildings and decorative objects and how to illuminate your 3D Floorplan for a realist professional rendered finish.

About Auto Updates

Like all 3DVista products, FloorPlan Maker updates automatically. To ensure your copy remains up to date you need to be connected to the Internet each time you start FloorPlan Maker. FloorPlan Maker will then automatically check the latest version and, if a newer version is available, will ask if you'd like to download and install the updates. Make sure your firewall is set to allow FloorPlan Maker access to the Internet if you want to allow auto updates.

Part One: Creating a Basic 3D Floorplan

By following this part of the tutorial you will learn the basic drawing techniques required when using FloorPlan Maker – how to sketch and decorate a floorplan and how to manipulate the 3D view in preparation of exporting the image. The floorplan you'll create is a very simple floorplan – a box with a single room, a door and window.

Main Toolbar

The main toolbar, shown below, appears at top-right of FloorPlan Maker's user interface:



New is used to start a new project.

Open is used to open a previously saved FloorPlan Maker project.

Save is used to save the project you are working on.

Export is used to export the 2D or 3D floorplan picture – discussed later in this tutorial.

Drawing and Viewing Modes

There are three other buttons in the main toolbar; these are used to switch between the 3 different work **Modes**, which are:

- Sketch
- Decoration
- 3D View

Sketch mode is used to draw the walls using measurement units of either imperial; Feet (ft.) or Inches (in.), or metric; Metres (m.) or Centimetres (cm.) depending on your chosen preference (See General Properties, below).

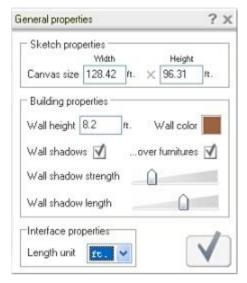
Decoration mode is used to Add furniture, doors, windows and stairs, and also to set floor and wall colors and textures. The perimeter and ground color can also be set.

In **3D View** Mode you can zoom, pan and rotate your 3D floorplan at any time. You can also adjust Camera Angle, Ambient Light levels, Shadows and Sun Position. Wall Height - High, Medium or Small - can also be selected.

General Properties

Immediately below the 3D View mode button and to the left of the Help button is a small 'Preferences' (cogwheel) button. Click the button to open the **General**





Properties (Preferences) window, shown below.

Most of the properties are self-explanatory and won't need changing most of the time.

The most important one for now is **Units** (**Length Unit**). Select your preferred unit of measurement - either imperial Feet (ft.) or Inches (in.), or metric Metres (m.) or Centimetres (cm.).

We'll being using feet (ft.) throughout this tutorial but your can use whichever unit you prefer. For simplicity, where sizes are quoted and if you select Metres, just replace 1ft with 1m, for example. You'll obviously end up with a much larger floorplan, but that won't matter for the sake of this tutorial.

Sketch Mode: Drawing Walls

Having set the units, you're ready to start drawing. Click the **Sketch** mode button to make sure that you are in Sketch mode. You'll notice that there's a floating **Tools** box – the tools available vary depending on which mode you are working in. You can click and drag the tool box's header to move it or you can minimize it the same way as you would minimize any other Windows window.



To aid drawing of straight, parallel and square lines, and 'whole number' unit lengths (i.e. 1, 2, 3, etc.) make sure **Snap to Grid** is **ON**. The green circle shown in the **Snap to Grid** icon (first column, last icon in tool box) will be over the horizontal and vertical lines, as shown left, when snap is 'on'.

To draw lines (walls) in fraction (not whole) unit lengths (i.e. 1.5ft) switch Snap off.

Use the 'Eye' button (right column, sixth button) to switch the Grid on/off.

Use the '5m' button to **show/hide wall dimensions**. For this tutorial switch this button to **ON**. The button will appear green when switched to 'on'.

Now, with units set to 'ft', Grid 'on' and Snap to Grid 'on' your are ready to draw.

Click the **Create Polywall** button (right column, third button down) – this is the tool you'll probably be using most often when drawing walls.

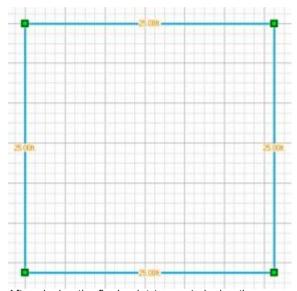
Import Background Image (bottom right button, **Tools** menu) allows you to select an image that can be traced over. For example, you might have an existing floorplan picture that you want to convert to a 3D Floorplan, simply import it and draw over it in 2D **Sketch** mode. The imported background is not visible in exported floorplans, it is only used for reference in **Sketch** mode.

Click in the Grid area to place your first corner point (start of the wall).

Notice that as you move your pointer over the grid the line and dimension change dynamically. Move the pointer in the direction you want the wall to be and then click to place the next point (corner) of your wall.

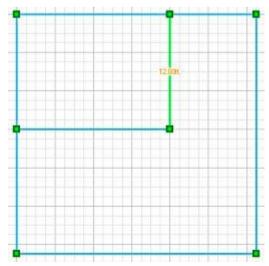
If you make a mistake and need to remove a line, click the 'X' button (**Tools** box - right column, second button down) and then click on the line you want to delete.

Start by drawing a 25ft x 25ft square as shown below.



After placing the final point (corner) closing the square, right mouse-click to finish the polywall.

Add the two walls shown below to create a new room inside the square. Working from the top left corner, left mouse-click 12ft to the right along the top line to place the start point. Move down 12ft and click to place the second point. And finally, move left and click on the left line to create the internal room as shown In the sketch below. Each square in the grid = 1ft.

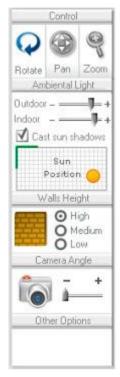


Save your Project.

Note: When drawing larger floorplans use the **Zoom out** and **Zoom in** buttons in the floating **Tools** box as required.

3D View Mode: Introduction

The next logical sequence when drawing a floorplan is to switch to **Decoration** mode in order to add doors, windows and furniture. However, for the purpose of this tutorial, an introduction to the **3D View** mode is more appropriate. Click on the **3D View** button in the top menu to switch to 3D view.



The 3D View mode is used to orient your floorplan and to adjust camera position and ambient light levels before exporting the 3D Floorplan. The tools allow you to **Zoom**, **Pan** and **Rotate** your 3D floorplan at any time during the drawing process. You can adjust **Camera Angle**, **Ambient Light** levels, **Sun Position** and Shadows. **Wall Height** - High, Medium or Small - can be also be selected.

You are encouraged to try these tools in order appreciate the effect they have on your rendered 3D floorplan.

Whilst manipulating the view, you may find it faster if you uncheck the **Auto Render** checkbox (bottom left of interface), this is especially true when working with large and complex 3D floorplans.



After making changes to your floorplan – adding furniture, illumination, ambient light levels or changing the viewing angle – you should click on the **Render** button; rendering will produce a much more realistic 3D model.

Important: While the rendering process is running you cannot export the image, you must wait until rending is complete.

Note: Both the **3D View** and the 2D **Decoration** view images can be exported. Wall dimensions can be shown (switched on) in the 2D **Decoration** mode.

Rotate

To rotate your floorplan either:

- Click and drag using your Left Mouse Button
- Select the **Rotate** tool then click and drag in the center of the view.

Pan

To pan your floorplan either:

- Click and drag using your **Right Mouse Button.**
- Select the Pan tool, click and drag horizontally or vertically as required.

Zoom

To zoom in/out either:

- Click and drag Left and Right Mouse Buttons
- Select the **Zoom** tool, click and drag your floorplan. Drag upwards to zoom in, downwards to zoom out.

We'll return to the 3D View later in the tutorial. For now, having familiarised yourself with 3D View, it's time to switch to the **Decoration** mode in order to learn how to add doors, windows and furniture and change floor and surface textures.

Decoration Mode: Introduction

Click the **Decoration** button in the top menu. A new set of tools will appear in the floating **Tools** box, as shown below, along with a new floating **Room Properties** panel. Both of these can be dragged to move them away from your floorplan picture if necessary.



Most of the new tools are self-explanatory and some tools you will recognise from drawing in Sketch mode. Hover your mouse pointer over the tool icons to see what each tool is.

Decoration Mode: Surface Textures

We'll start by taking a look at the **Room Properties** panel, below.



Again, many of the tools are self-explanatory and you are encouraged to try them and experiment a little in order to understand their purpose and effect. It's important to realise that the purpose of these tools will change slightly depending on the item (object) you have selected – the 'active' item. If the Room Properties panel is not visible, simply double-click inside the floorplan to open it.

Example: the initial **Floor Texture** – the 'external' floor (ground) texture - is shown as green. Click inside the floorplan, to make it the 'active' item - notice that the floorplan perimeter is now highlighted in orange and that the **Room Properties 'Textures'** (floor, wall and perimeter textures) have changed. If you now click outside of your floorplan the outside area will again become the 'active' item.

To continue with the exercise, click inside the **smaller room** of your floorplan; notice how the room is highlighted in light orange color indicating that it's the 'active' room. You can now use the **Room Properties** tools to change the floor and wall (internal) colors and textures.

The default floor texture is a light color wood parquet. Do the following to change this to black and white floor tiles; the **Room Properties** floor **textures** panel will update to look like the one shown below.



To change the floor texture, click Floor - Texture's thumbnail; this will open the Textures Library



Select the texture material type from the top row of thumbnail pictures. Click on the arrows to scroll back and forth through the list of available textures.

Select the Tiled texture.

Now scroll through the bottom thumbnail list and select the **TileDark** as the finish.

Click the 'X', top right of the **Textures Library** panel, to confirm and close panel.

The **Room Properties** will update to show the selected texture as a thumbnail, as shown right.

The **Texture offset** arrows buttons can be used to 'move' (position) the texture within the floorplan.

To change the scale of the texture, to make the tiles appear larger or small for example, use the **Texture Zoom** tools.



If you want to add a color overlay to the texture, click on the **Floor Color** box (default color is white) to open the color palette window.

Changing the **Wall** and **Perimeter** textures is just as easy, simply click on the relevant thumbnail to open the **Textures Library**.

You can switch to **3D View** at anytime to check the progress of your work, just be sure to click inside the room you are working on – to make it the 'active' room – when you switch back to **Decoration** mode.

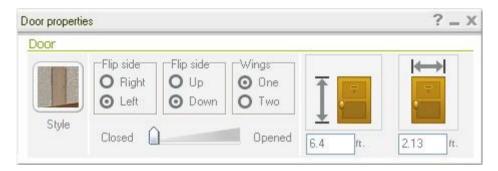
Still working in Decoration mode, it's time to add a door and window...

Decoration Mode: Doors and Windows

In the floating Tools box, select the 'Add Door' icon. Ignore the Door Properties for a moment.

Notice that the door symbol attached to the pointer auto-rotates and has **red handles**. Hover the door over one of the internal walls and the handles' color changes to **green**; green handles indicate that the door can be anchored in that position. Click once to place the door in a wall. The handles' color now changes to **orange** indicating it is the 'active' object. Inactive object handles are **black**. Having anchored the door, click the **Select** (Arrow) in the **Tools** floating toolbox to exit 'add doors'.

Click on the door in your floorplan to make it the **active** object – its properties will now appear in the **Door Properties** panel, as shown below.



You can change the **Door Style** in much the same way as you changed surface textures discussed earlier; simply click on the Door 'Style' **Thumbnail** to open the door **Textures Library**; After selecting a door type, **Close** ('**X**') the textures library to return to the door properties panel.



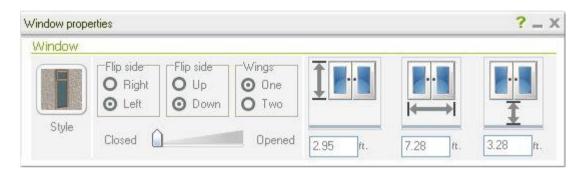
Using the **Door Properties** settings panel, you can **Flip** the door to open inwards or outwards and apply left or right side hinged opening. You can also enter values for the **Height** and **Width** of the door by replacing the default values shown in the door properties' panel.

To **Delete** a door, click on it to make it the **Active** object and then select the delete (**X**) button in the floating **Tools** box.

Windows can be added in a similar way as doors; select the '**Add Window**' icon in the **Tools** box. Click on an external wall to place the start point (beginning) of the window. If you clicked in the wrong place, right-mouse-click to cancel the start point and to 'free' the pointer.

Move your mouse pointer along the wall to the approximate end point of the window and click to place it. If at this point you want to place more windows, right-mouse-click to 'free' the pointer from the end of the window and then repeat the above steps.

When done, click on the **Select** (arrow) button in the **Tools** menu. Now click on the window you just added to make it the **Active** object – the **Window Properties** panel (shown below) will appear (double-click on the window in your floorplan if the properties panel does not appear).



As you can see, **Window Properties** are very similar to door properties, click the **Style** thumbnail to open the windows **Textures Library**. Also, notice that as well entering height and width values, you can enter the height from ground level to the bottom edge of the window.

Switch to **3D View** if you want to confirm your style changes and to see the effect in 3D. Switch back to **Decoration** mode when done.

To **Move** a door or window, make sure it is the **Active** object and then click and drag one of the orange colored handles and drop the door/window into the new position.

To **Delete** a door or window, make sure it is the **Active** object and then click the Delete (**X**) button in the floating **Tools** box.

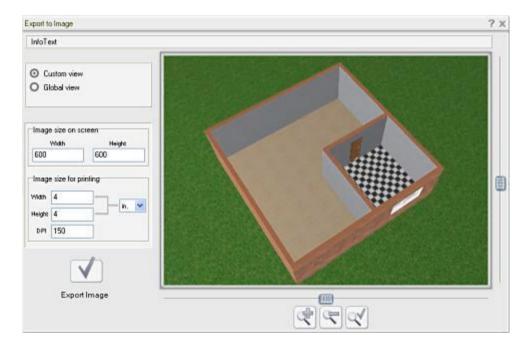
Exporting the Floorplan Picture

Using Floorplan Maker you can export both the 2D (with or without wall dimensions) and 3D floorplans as JPEG (jpg) or Windows Bitmap (bmp) images depending on which **Mode** you are viewing when you select the **Export** option.

To **Export** a **3D Floorplan**, switch to **3D View** mode.

Using the **Controls** tools, compose the 3D view by adjust the elevation, camera angle and lighting as required in readiness for exporting the image.

Select **Export** from the top menu; the **Export to Image** settings window will open (shown below).



Your exported image will be the exact image you see here apart from the size, that is. Use the **zoom-in/zoom-out** tools and the horizontal and vertical **slider controls** to achieve the desired image.

Note: If you are not happy with the elevation or orientation of the view, **close** the **Export to Image** window ('X') to return to **3D View** mode. Adjust the rotation and camera angle as required and then select **Export** again.

Having centered your floorplan in the **Export to Image** window, you should set the **Image Size**. Enter a value – number of pixels - for the screen width by typing inside the **Width textbox**, click inside the **Height textbox** and all the other size values will automatically update accordingly. If required, you can enter a new value for the image's DPI for printing.

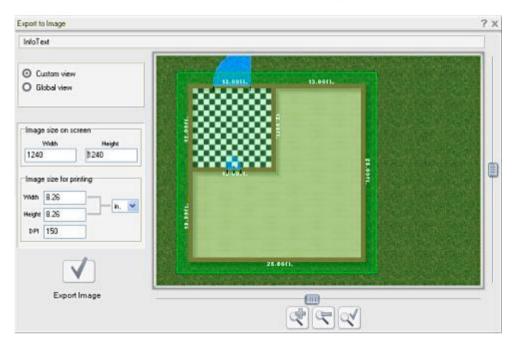
Click the **Export Image** button. In the **Save FloorPlan Maker Render** widow, enter a name for your floorplan image and select the image type to save as – i.e. Windows Bitmap or JPEG Image.

To Export a 2D Floorplan, switch to 2D View mode.

The sequence and tools for exporting a 2D Floorplan are very similar to those used when exporting a 3D floorplan. The main difference is in image cropping.

First, decide if you want wall dimensions to be visible. Used the **Show Wall Lengths** button – '**5m**' button at the bottom of the floating **Tools** menu - to toggle wall dimensions on and off.

Select **Export** from the top menu; the **Export to Image** settings window will open (shown below).



Unless you want to export the entire image, select **Custom View**. Notice that FloorPlan Maker has placed a light green box around the floorplan; this is the **crop box** – everything outside of the box will be removed from your exported image.

If preferred, you can draw your own crop box around an area of the floorplan that you want to keep. Simply click and drag inside the picture area to draw a new crop box; this can be useful if you only want to export part of your floorplan – a room, for example.

Use the zoom and slider controls, set the image size and export the image as explained earlier for 'Exporting a 3D Floorplan'.

Part Two: Adding Furniture & Stairs

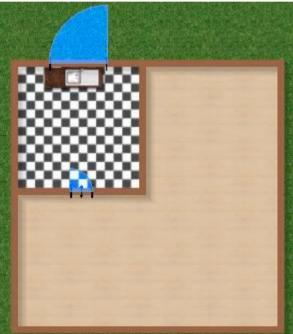
It this part of the tutorial you will learn how to:

- Add and Position Furniture
- Add Different Styles (Flights) of Stairs

Adding Furniture

Open the Floorplan you created in Part One of this tutorial and switch to **Decoration** mode. Select the **Add Furniture** (chair) button – the **Furniture Library** panel will open. Follow the steps given below to add a kitchen sink unit and a washing machine to the small room, as shown (below, right).





From the **Furniture Library**, first select the **Kitchen** thumbnail in the top row, then select **Sinks** in the second row, and finally, select a sink from the last row. Since the above picture shows the sink positioned under a window, you would not select a sink with a wall unit (cupboard over)!

Switch on the **Snap to Wall** and **Snap to Furniture** (floating **Tools** box). If you were positioning and island or other free-standing piece of furniture, you should switch these snap modes to 'off'.

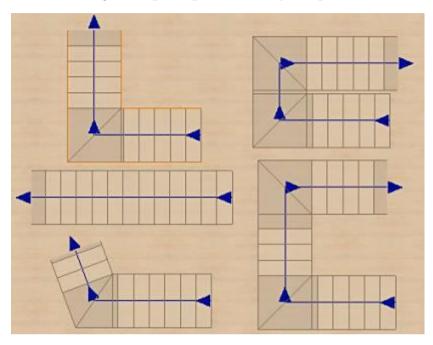
Move your mouse pointer over the floorplan close where you want to place the sink then click to place it.

Click and drag to **Move** the sink. For fine control, click on the sink (to make it the active object) and use the arrow keys on your keyboard. To **Delete** it, click on it and press the delete key on your keyboard.

There may be occasions where you need to rotate an object. To do this, select it, click the **Rotate** button in the floating **Tools** box, then click and drag anywhere inside your floorplan. Click the **Select** button in the **Tools** box, when done.

Adding Stairs

Shown below are just 5 examples of stair layouts that can be added to your floorplans. As you can see, stair can be a single **straight flight** or of **multiple flights**.



Select the Add Stair button in the floating Tools box; the Stairs Properties panel will open.

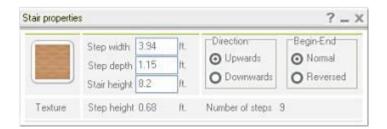
Use the **Texture** in exactly the same way as detailed earlier in this tutorial. All of the **Stair Properties** can be changed later so, for now, try the following in order to practice drawing and positioning flights of stairs.

A Straight Flights of Stairs

Click in the approximate position that you want the first step to be – that's the beginning of the flight – this point will be the front center of the first step.

Note: The stairs can easily be moved into the correct position after you've drawn then.

Now move your mouse into the general direction that you want the flight of stairs to run. Click to indicate the end of the stair flight. Finally, right-click to finish drawing the stairs.



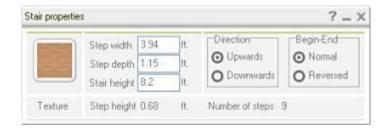
Multiple Flights of Stairs

Begin as detailed above for the straight flight to draw the first flight of steps. Do not right-click after placing the end of the first flight, but instead, move the mouse in the new direction that you want the continuation flight to go – click to indicate the end of that flight. You can do this as many times as you like, just right-click to indicate the end of run the stair run.

Try drawing the 'L' shaped stairway shown in the example below. Remember, begin by drawing the stairs in the approximate position and then, after right-clicking to end, click on the stairs to make them the 'active' object and drag to **Move** then into the required position.



With the stairs now in place, you can adjust the **Stair Properties** if required. You can have more than one staircase in a floorplan, each with different property values. Click on the stairs at anytime to open the **Stair Property** panel.



Step Width: This is the width of the staircase.

Step Depth: The area that you stand on – from front edge of one step to the front of the next step.

Stair Height: The total height, i.e. distance between floor levels.

Notice that the **Step Height** and **Number of Steps** automatically change (update) to suit the values you entered above.

Part Three: Advanced Floorplan Drawing

In this part of the tutorial you will learn how to:

- Move a Point or Wall (Line)
- Bisect Walls
- Divide Walls
- Extrude Walls
- Garden Walls, Furniture and Lights
- Illuminations (Scene lighting)
- Wall Properties

Extending the Existing Floorplan Project

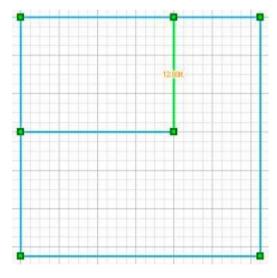
In **Part 1** you learned how to create walls and rooms using the **Polywall** tool. In this final part of the tutorial you will learn how to use the remaining tools to extent and modify the floorplan that you created in parts 1 and 2.

To begin, Open your Floorplan project file in Sketch mode.

Moving a Point or Wall



Let's say we now want to make the kitchen area a little larger. One way to do this is to use the **Move Point or Line** tool. Do the following to make the kitchen larger using the sketch shown as a guide.



Select the Move Point or Line tool.

Click on one of the **handles** (green squares) at the end of the wall – the line shown in green in the picture left.

Move your mouse to the point you want to move the line to and click to place the new end point.

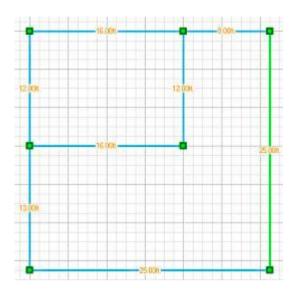
Repeat the above for the other end of the wall to extent the kitchen area as shown in the sketch, so the kitchen is now 16ft wide.

Extruding Walls



Let's now say we want to make the building larger. This is very easy to do by using the **Extrude** tool. The first picture below shows the sketch as it is before extruding. The second picture shows the sketch after extruding the wall to the right of the floorplan.

Try the following:



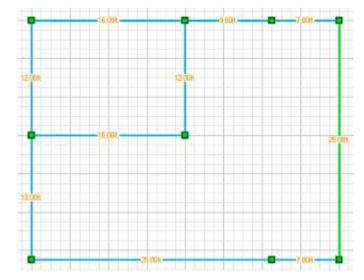
Select the Extrude tool.

Click on the line (shown in green, left).

Move you mouse to the right to the point you want to move the line (wall) to.

Click to place the wall in to the new position.

It is as simple as that!



Notice that because the wall was extruded, the original wall end points are still there and a new section of wall has been added - 7.00ft. to each end in the example shown left.

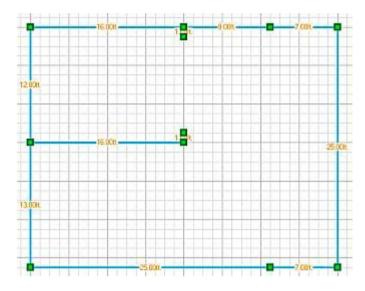
This can be useful if you need to maintain the original wall end points (to create a pier for a archway, perhaps?) or if you want to remove sections of the wall to create a new opening.

Dividing a Wall



You might want to divide a wall in order to remove a section of it. Let's say you want to make the kitchen open-plan, you want to remove part of the internal wall to leave piers both sides and maybe an archway over.

Follow the steps outlined below to remove part of the right-hand side kitchen wall so your floorplan looks similar to the sketch shown here.



Select the Divide Wall tool.

Hover your pointer over the wall that you want to divide, in the exact position you want to break the line. In the example above, that was 1ft or 1 square from the top/bottom horizontal walls.

Click to divide the line at that point.

Repeat the above so the line (wall) has been divided in the two positions shown above.

Now select the **Delete** ('X') tool and click on the line in between the two points you just created to delete the middle line. Your sketch should now look the same as the one shown above.

Switch to **3D View** to view to result of the changes you just made.

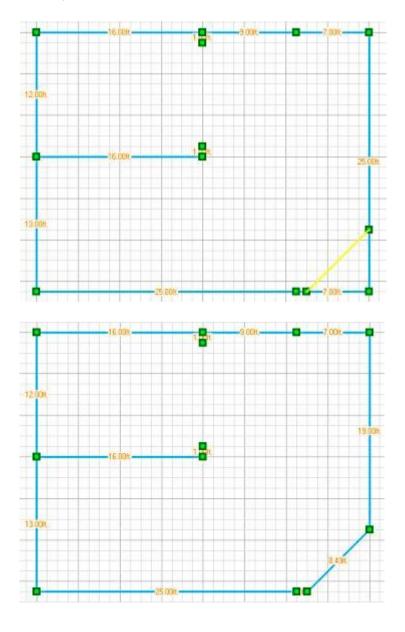
Bisecting Walls

The **Bisect** tool is used to cut across two adjacent lines – the two points of intersection will then be joined with a single new line.

Suppose we wanted to replace the right-angle corner at the bottom right of our floorplan with an angled (45°) corner, perhaps to later add an entrance door into the wall, here's has to do it...

Select the **Bisect** tool.

Click on the horizontal and then the vertical lines to place two points - 7ft (7 squares) away from the bottom right corner in the example shown below. When you click to place the second point, a new line (between the two points) will be added and the corner will automatically be trimmed, as shown in the second picture below.



Garden Walls, Buildings, Furniture and Lights

As you can see from the floorplan below, you can decorate the garden by adding boundary walls, garden buildings (garage, summerhouse, etc.), swimming pools, cars, plants, ornaments and lighting.



Boundary walls and garden buildings can be of different **Heights** and different **Textures**, i.e. Timber, Brick, etc. The boundary walls and shed in the above floorplan were draw in **Sketch mode**. Next their texture and height were changed in **Decoration mode**.

Turn to the next page to see the **Sketch** and **Decoration** views of the above floorplan.

All other objects shown in the plan - car, swimming pool, furniture, plants, paving, and lighting - were added in **Decoration mode**.

To add these items, select **Add Furniture** button in the floating **Tools** box, this will open the **Furniture Library** – select **Garden & Out** to view the available library objects.

Garden and outdoor objects can be added to your floorplan as described on page 14 – Adding Furniture.



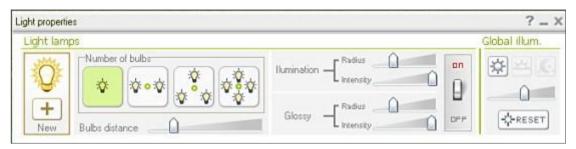
Illumination - Inside & Outdoor Lighting Effects

The illumination mode is used to add lighting effects to a floorplan. Indoor and outdoor scenes can be illuminated adding realism to your 3D Floorplan. The picture below shows what a evening/dusk scene might look like after reducing the outdoor ambient light and by illuminating rooms and garden lighting.



In **Decoration** mode click on the **Illumination Mode** (light bulb) button in the floating **Tools** menus, this will switch illumination mode **On**. Clicking the button a second time will switch the mode **Off** allowing you to again select other tools in the **Tools** menu.

The **Light Properties** panel will open, as shown below.



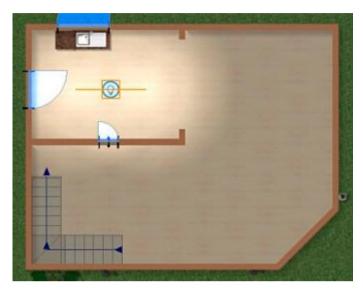
First, drag the **Global Illum** slider to the left to reduce the global illumination lighting. This will make it easier to see the size and intensity of any lights (lamps) you add to the scene. You can also switch to **3D View** and reduce the **Outdoor Ambient Light** level.

Start by adding a illumination light source to the Kitchen room. To add lighting you must first select

New by clicking on the + button in the Light Properties panel. You can select a lamp with one, two,

three or four bulbs. Select the two-bulb button as the **Number of Bulbs** to be added. Now move your mouse over the floorplan and click to place the bulbs – see picture below as a guide.

If at this point you want to rotate the light fitting, select the **Rotate** button in the floating **Tools** menu, then click and drag over the light to rotate it. Click the **Select** tool (**Tools** menu) to **exit** the rotate tool.



In the **Light Properties** panel, use the **Bulbs Distance** slider to increase/decrease the distance between the light bulbs.

With bulbs now in position you can apply illumination settings to them using the **Lighting Properties** tools. Use the **Illumination** and **Glossy** slider bars to adjust the **Radius** (spread) and **Intensity** (brightness) of the light(s) to create the desired lighting tone (mood) – subtle (relaxed) to intense.

Switch to **3D View** and **Render** the floorplan to see the lighting effects. When switching back to **Decoration** mode, remember to select the **Illumination mode** button if you want to continue adding or adjusting illuminations.

To add illumination (lights) to other parts of your floorplan, simply select **New** (+) from the **Light Properties** panel, select the number of bulbs to use and then position the light and adjust illumination as detailed above.

Notice in the example floorplan on the following page, how illumination has been added to 'light' the outdoor lights that were added as garden furniture objects earlier.

When multiple lights are added to a floorplan, individually lights can be switched on and off as desired. In **Illumination mode**, select the light source in the floorplan and then click on the **On/Off switch** in the **Light Properties** panel.

To **Delete** a light source, select it and then hit the delete key on your keyboard.

To exit illumination mode, click on the Illumination mode button in the floating Tools panel



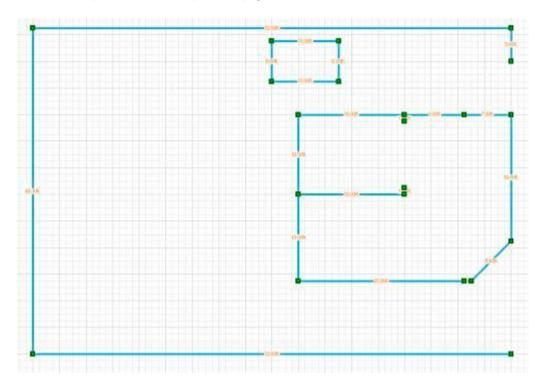
Example of illumination (light bulbs) added to a floorplan in **Decoration** mode.

Below is the same floorplan as seen in **3D View** mode. **Outdoor Ambient Light** levels were also reduced for better effect.



Working with Wall Properties

In **Sketch** mode, draw a garden wall. As an example, the picture below shows the Sketch mode view of the 3D floorplan shown on the previous page.



Switch to **Decoration mode**. Again as an example and for comparison, the picture below shows the **Decoration** mode view of the above Sketch and 3D floorplan shown on the previous page.



Click on the wall you just added – to make it the 'active' object - the **Wall Properties** panel will open.

To change the height of the wall – enter a new value in the **Wall Height** text box and hit the return (enter) key on your keyboard.



To change the wall **Texture** – click on the Wall **Texture** thumbnail, this will open the **Textures Library**.

Select **Outer** to view the available textures and finishes for external walls, select the texture you want to apply to the wall. **Close** (**X**) the panel when done.



Changing the **Height** and **Textures** for garden **buildings** is very similar. Select the building you want to modify – for example, the shed. The **Room Properties** panel will open.



To change the height of the wall – enter a new value in the **Wall Height** text box and hit the return (enter) key on your keyboard.

To change the **External** wall **Texture** – click on the **Perimeter** thumbnail, this will open the same **Textures Library** as for walls (above). Select **Outer** to view the available textures and finishes for external walls, select the texture you want to apply to the wall. **Close** (**X**) the panel when done.

Notice that because the shed is a building, not a free-standing wall, you can also change its **Floor** and internal **Wall Textures**.