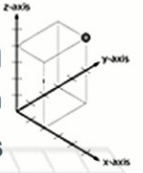


1992

BY INFOWOOD TECHNOLOGIES



Version 10

Easy

as



# Kitchen Design Tutorial



World in our dimensions



## Contents

|  |           |
|--|-----------|
| <b>Contents.....</b>                                 | <b>3</b>  |
| <b>Before you start.....</b>                         | <b>5</b>  |
| The image of kitchen.....                            | 5         |
| <b>Starting the program.....</b>                     | <b>7</b>  |
| <b>Design floorplan.....</b>                         | <b>9</b>  |
| Create New project (job).....                        | 9         |
| Design walls.....                                    | 11        |
| Save project (job).....                              | 19        |
| Summary.....   | 20        |
| <b>Place common use in project.....</b>              | <b>21</b> |
| Place Doors/Windows.....                             | 21        |
| Edit dimension before place.....                     | 24        |
| Control Panel Manager.....                           | 30        |
| Copy and paste item.....                             | 31        |
| Summary.....   | 37        |
| <b>Place items.....</b>                              | <b>39</b> |
| Place base and tall units.....                       | 39        |
| Place attachments.....                               | 51        |
| Place wall units.....                                | 54        |
| Delete item.....                                     | 65        |
| Place sides.....                                     | 67        |
| Open projects - Panorama of floorplan.....           | 70        |
| Manage 3D .....                                      | 71        |
| Place items free in floorplan.....                   | 78        |
| Place wall column.....                               | 86        |
| Place decorative boards .....                        | 87        |
| Show ceiling.....                                    | 89        |
| Summary.....   | 90        |
| <b>Perspective.....</b>                              | <b>91</b> |
| Get perspective.....                                 | 91        |
| Save camera.....                                     | 94        |
| Summary.....   | 95        |
| <b>Edit model – Adjust 3D image.....</b>             | <b>97</b> |
| Replace sides with visible sides.....                | 97        |
| Edit models.....                                     | 99        |
| Edit model for catalog DOORS.....                    | 99        |
| Select second basic color – 1 <sup>st</sup> way..... | 101       |
| Edit model for catalog VISIBLE SIDES.....            | 104       |
| Select second basic color – 2 <sup>nd</sup> way..... | 107       |
| Select second basic model – 3 <sup>rd</sup> way..... | 110       |
| Edit model with decorative boards.....               | 111       |
| Edit model on catalog WORKTOP.....                   | 113       |
| Edit model on catalog PLINTH.....                    | 113       |
| Edit model on catalog STRUCTURAL ELEMENTS.....       | 115       |

#### 4 Kitchen Tutorial

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|   |            |
|---|------------|
| Edit model on catalog TABLES-CHAIRS.....                      | 116        |
| Summary.....  | 119        |
| <b>Mechanisms - Accessories, Decorative items, Knobs.....</b> | <b>121</b> |
| Place Mechanisms and Accessories.....                         | 121        |
| Place Decorative items.....                                   | 124        |
| Set perspective.....  | 126        |
| Move camera.....  | 126        |
| Zoom-in and Zoom-out.....                                     | 126        |
| Knobs.....  | 131        |
| Hide knobs.....   | 134        |
| Hide knobs in an item – 1 <sup>st</sup> way.....              | 134        |
| Hide knobs in an item – 2 <sup>nd</sup> way (for Cubes).....  | 135        |
| Summary.....  | 137        |
| <b>Lights.....</b>  | <b>139</b> |
| Import lights in floorplan.....                               | 139        |
| Image trace .....   | 141        |
| Step 1 – Lights manager .....                                 | 141        |
| Automatic point light.....                                    | 142        |
| Point light (1) (Main layer).....                             | 143        |
| Point light #1 (Main layer).....                              | 146        |
| Step 2 – Scene lighting.....                                  | 147        |
| Step 3 – Special effect setting.....                          | 148        |
| Summary.....  | 149        |
| <b>Print – Save image.....</b>                                | <b>151</b> |
| Print.....  | 151        |
| Save image.....   | 153        |
| Summary.....  | 154        |



## Before you start

In this tutorial you can see how to design a kitchen using 1992 Openhome (Version 10), how to configure the final appearance and how to print it.

The principle of "1992 Openhome" is the simplicity and the ease of use. We hope that this tour can help you to explore and eventually learn 1992 Openhome (Version 10).

## The image of kitchen

This is the kitchen that you will design in this tutorial.



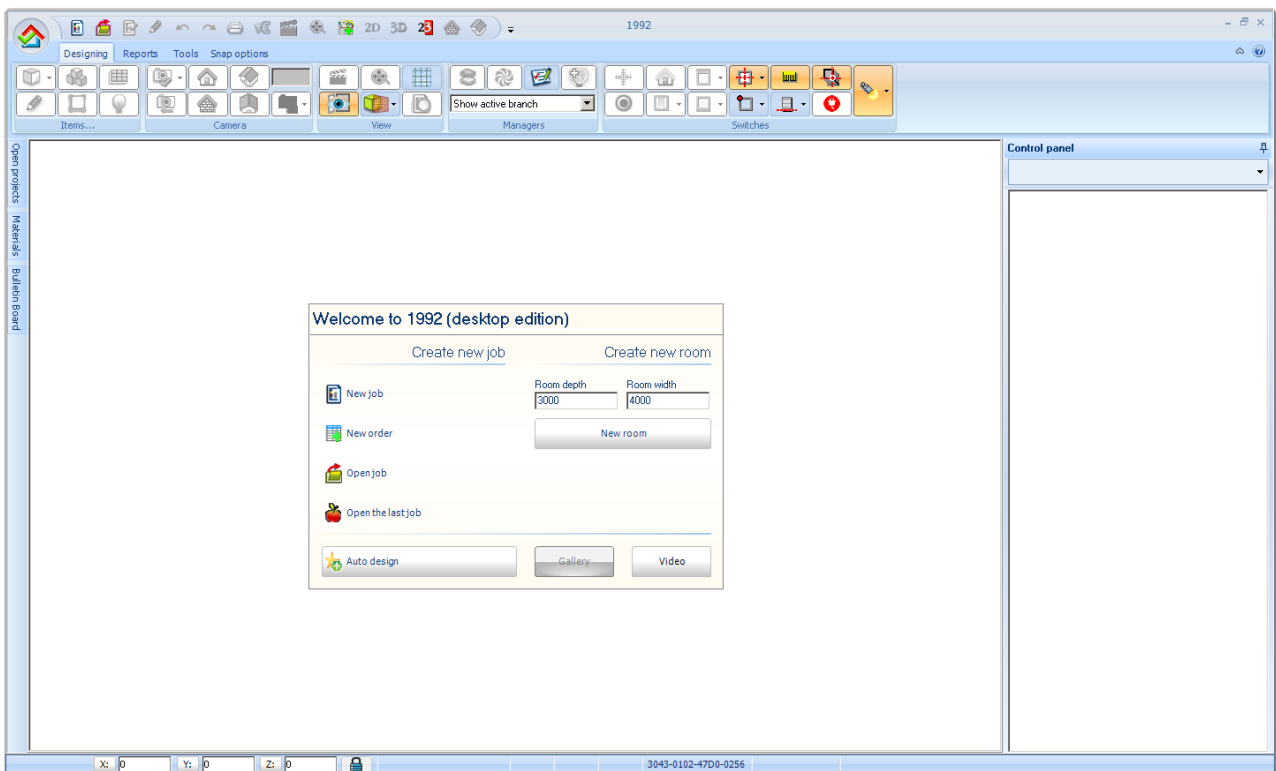


## Starting the program

When you install the program, you can see on your desktop the following icon.



Pressing double left click in this icon, you will see the image below. This is the first page of program.



### Caution!

Before starting design, you will turn off the display of canvas on the floorplan.





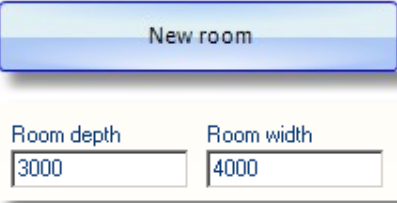

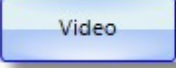
Press the icon with "squares", which you find in toolbar  
**"View"...**



## 8 Kitchen Tutorial

### Command buttons

Below you will find all the buttons that appear in the first window on program and an explanation of what you can do with each of it.

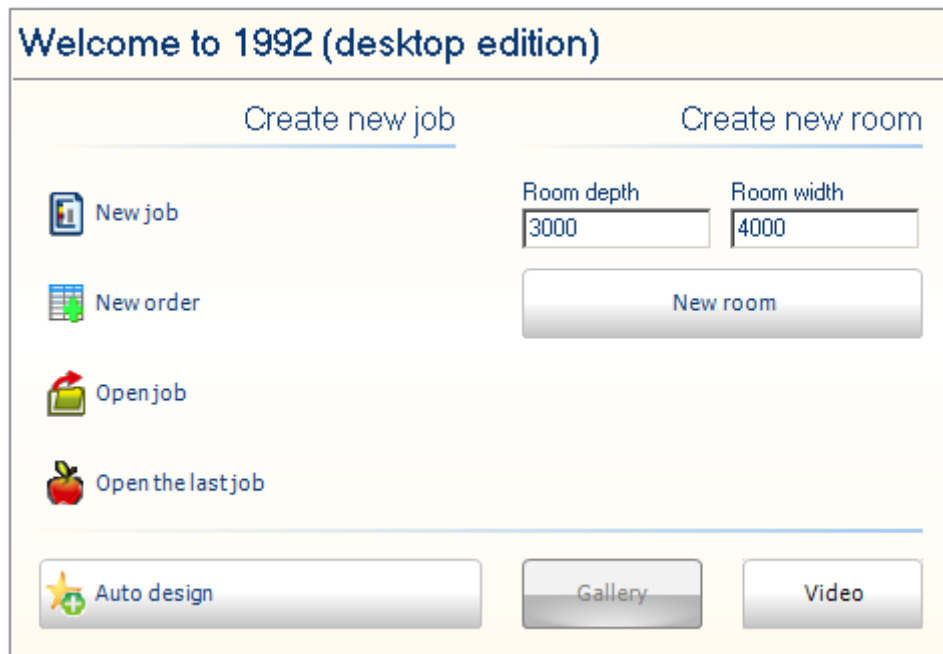
|   |  |
|---|--|
|  New job           | <p>You can open and create a new job, giving the dimensions of each wall separately.</p> <p><b>Note:</b> the word "job" means the plan which is created on program.</p>  |
|  New order         | <p>You can make a new order.</p> <p><b>Caution!</b> If you select New order, you cannot see items in perspective or floorplan.</p>   |
|  Open job          | <p>You can open a saved project.</p>   |
|  Open the last job | <p>You can open the last job which was working.</p> <p><b>Caution!</b> The projects should be placed in default working folder (folder Jobs).</p>  |
|                   | <p>You can create a New room (the floorplan of room has square or rectangular shape, depending on the dimensions that you give.)</p> <p>By default the dimensions of New room are 3000 x 4000, you can change them and give the dimensions you want.</p> <p><b>Caution!</b> All dimensions are in millimeters (mm).</p>  |
|  Auto design     | <p>You can design fast and easy your kitchen.</p> <p>The program will create a floorplan with the dimensions of New room.</p> <p>Through Auto design, you can give basic information about the kitchen you want to design, for example where is located the connection of the sink, the power supplies for kitchen, for refrigerator etc. Then, choose the shape of kitchen, for example "Two walls in L shape" or "Three walls in U shape" etc, the program will give you some solutions for the kitchen, which is one or more...</p> |
|                  | <p>By clicking this button opens the window of <b>Online help</b> in which you can find Video on how to function it.</p> <p><b>Caution!</b> In order to use this button, you should have access to Internet.</p> <p><b>Note:</b> Generally, you can find our Video on Youtube, on you channel (Open Youtube and write <b>Infowood technologies</b>)</p>  |

## Design floorplan

### Create New project (job)

Starting the program you have the following choices, according to what you want to do.

- Now you will design a **New job (project)**
- In this job, you can make the walls
- You should use the choice **Create new job (project)**



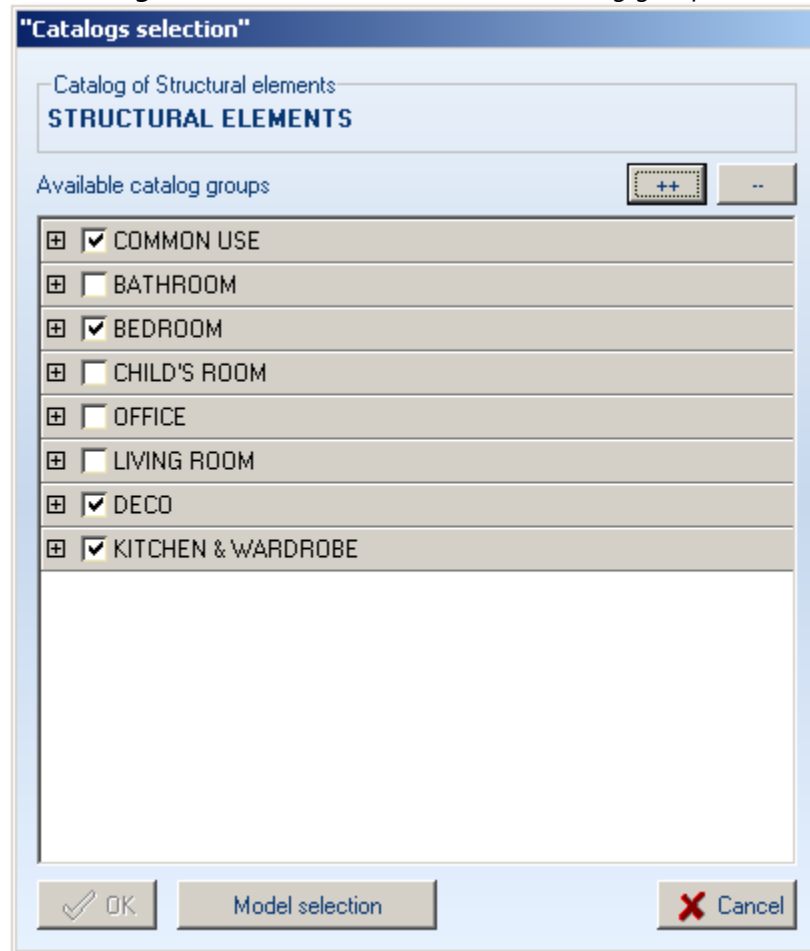
- Press left click on the button **New job**



## 10 Kitchen Tutorial

- The program will create new job.
- Initially you see the window **"Catalogs Selection"** with all available catalogs<sup>1</sup> group that are installed. Choose the catalogs that you will use in your project.

(<sup>1</sup>) The word **"catalog"** in "1992" means the available catalog groups with their items



### Note:

If you choose the button **Cancel**, it will start design with the **default** catalogs.

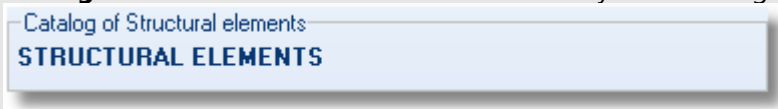
If you want to choose all the available catalogs, please push the button above.



If you want not to check all the available catalogs, please push the button below.



**Caution!** The **"Catalog of Structural elements"** should be always the catalog **Common Use**



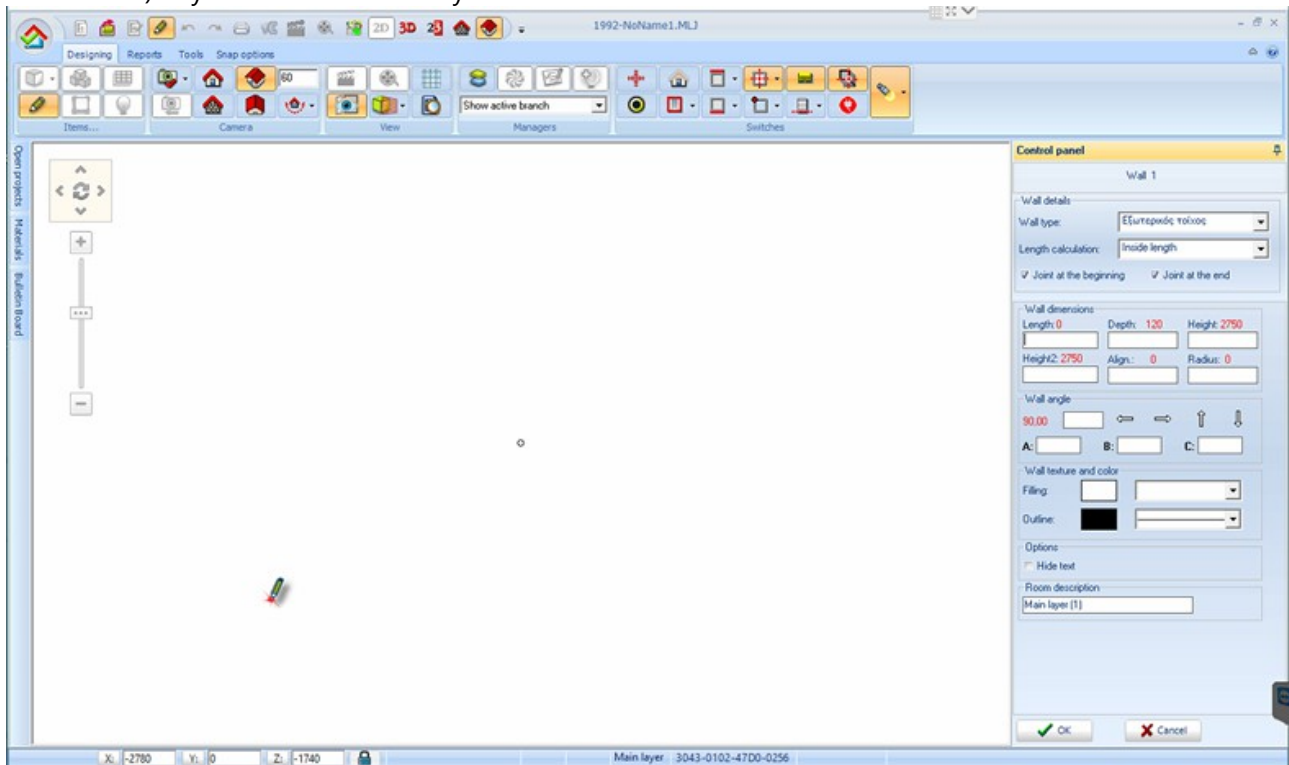
Press the button **Cancel** to start designing the floorplan.

## Design walls

The mouse cursor will change to a pencil. Press the first left click to see the first wall and a control panel on the right side.

**Caution!** Do not hold pressing the left click. It needs just a click to start designing walls.

- Start design walls from **left bottom** and according to the direction of clockwise (the walls are automatically numbered and identified by ascending order for example. Wall 1 Wall 2 Wall 3, etc.). If you move the cursor you'll see that the size of the wall is modified.



**Note:** You should **always** design walls according to the direction of clockwise.



## 12 Kitchen Tutorial

- In **Wall dimensions** in the field **"Width"** write **8000** mm (like the image below) and press **Enter** or **OK** in Control Panel.

| Wall dimensions |            |              |
|-----------------|------------|--------------|
| Length: 0       | Depth: 120 | Height: 2750 |
| 8000            |            |              |
| Height2: 2750   | Align.: 0  | Radius: 0    |
|                 |            |              |

The first wall with length 8 m is ready.

- For the second wall, in the field **"Width"** write **5500** mm and press **Enter**.

| Wall dimensions |            |              |
|-----------------|------------|--------------|
| Length: 3592    | Depth: 120 | Height: 2750 |
| 5500            |            |              |
| Height2: 2750   | Align.: 0  | Radius: 0    |
|                 |            |              |

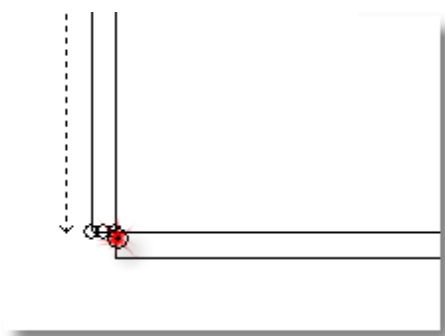
And the second wall with length 5,5m is ready.

- For the third wall, in the field **"Width"** write **8000** mm and press **Enter**.

| Wall dimensions |            |              |
|-----------------|------------|--------------|
| Length: 0       | Depth: 120 | Height: 2750 |
| 8000            |            |              |
| Height2: 2750   | Align.: 0  | Radius: 0    |
|                 |            |              |

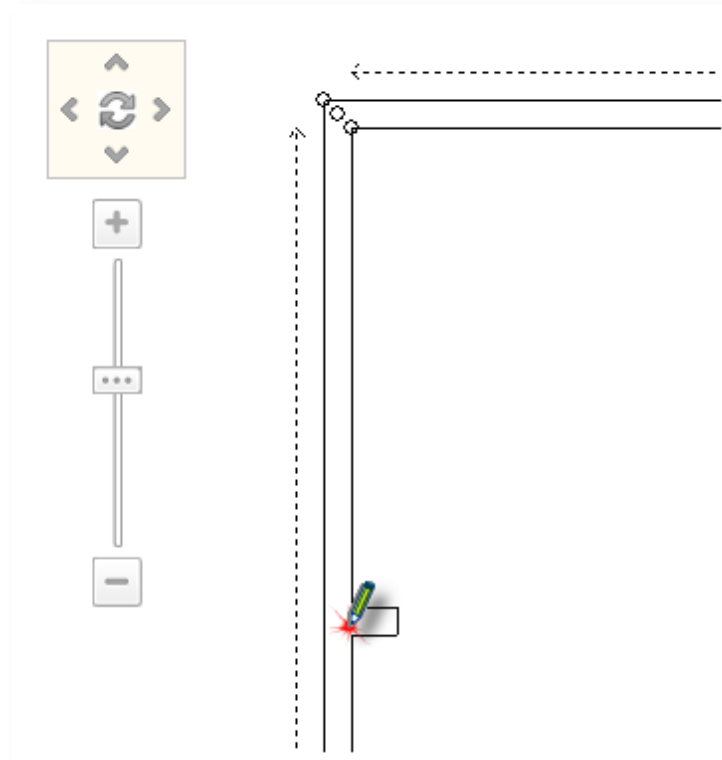
And the third wall with length 8 m is ready.

- To complete the design of wall you should make the connection of walls. When you design the last wall (**Wall 4**) to the left, press right click on mouse (just one right click) and the wall is designed free. Then press a left click in the inner point of the first wall and the join is made automatically. The angles are automatically calculated.



The cursor is still like a pencil.

- Now you should design another wall, which will join to the Wall 1.
- Press left click on the Wall 1 and to the inner side of floorplan...



- The new wall starts and when you move the cursor, is moved over the wall 1
- This wall will be placed at 2300 mm from the right side of Wall 1. To do this, in **Control Panel**, is turned on the **Wall placement**. In the field **"Left"** write 2300 and press **Enter**.

| Wall placement       |                                   |
|----------------------|-----------------------------------|
| Left: 6860           | Right: 1020                       |
| <input type="text"/> | <input type="text" value="2300"/> |

The position of wall is set and the next step is to give the length of it.

- In **Control Panel**, in the field **"Width"** write **3700** mm and press **Enter**.

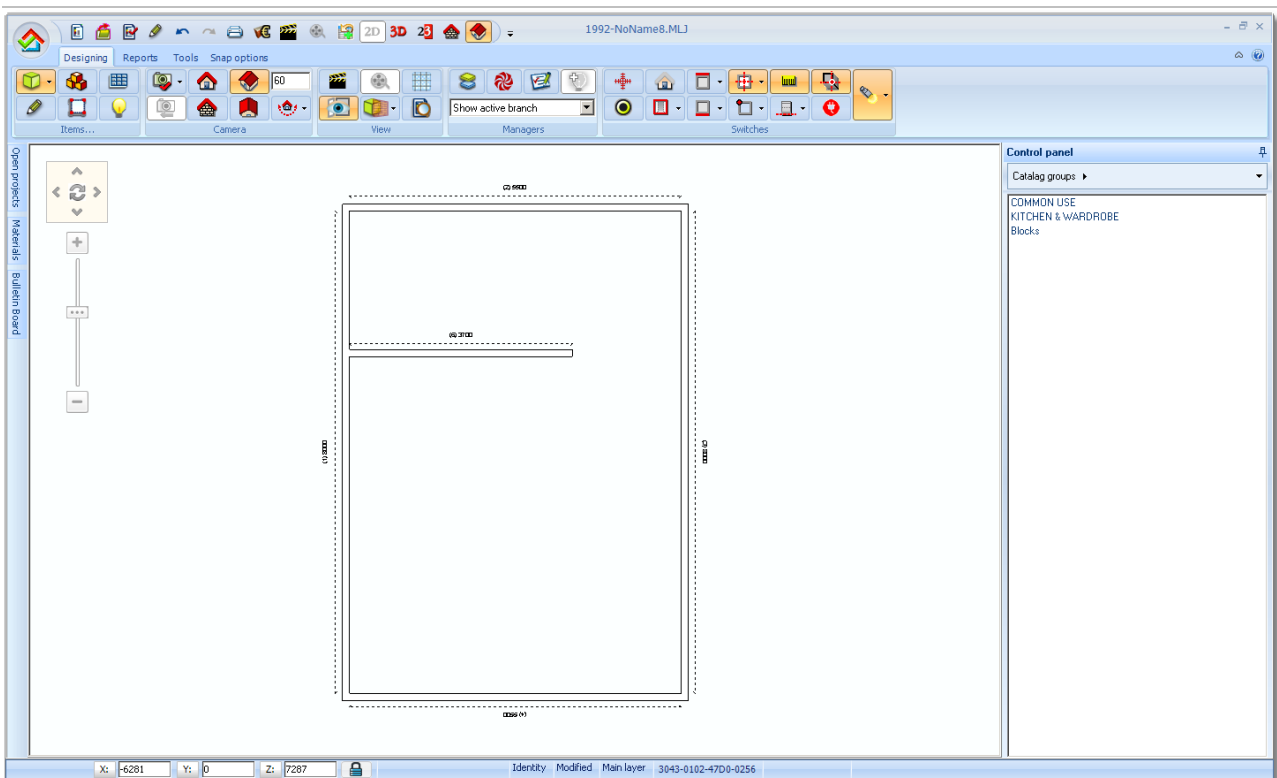
| Wall dimensions                   |                      |                      |
|-----------------------------------|----------------------|----------------------|
| Length: 560                       | Depth: 120           | Height: 2750         |
| <input type="text" value="3700"/> | <input type="text"/> | <input type="text"/> |
| Height2: 2750                     | Align.: 0            | Radius: 0            |
| <input type="text"/>              | <input type="text"/> | <input type="text"/> |

- To deactivate the wall extension press the button Escape (ESC) or the icon "Pencil" from the toolbar.



The walls of kitchen are ready now.

## 14 Kitchen Tutorial

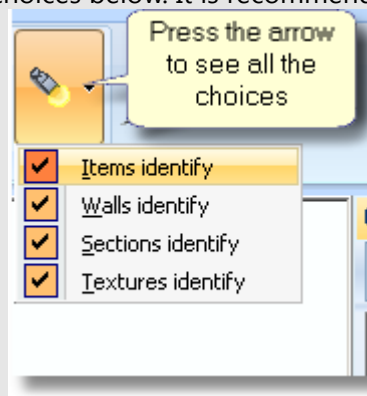


**Note:** in this guide will often refer to "identity" items, walls or textures. In order to use the "identity" you should be **activated**<sup>2</sup> the icon below. You can find it at the "**Switches**" toolbar.

<sup>2</sup>: the command is activated when it appears with "orange background".

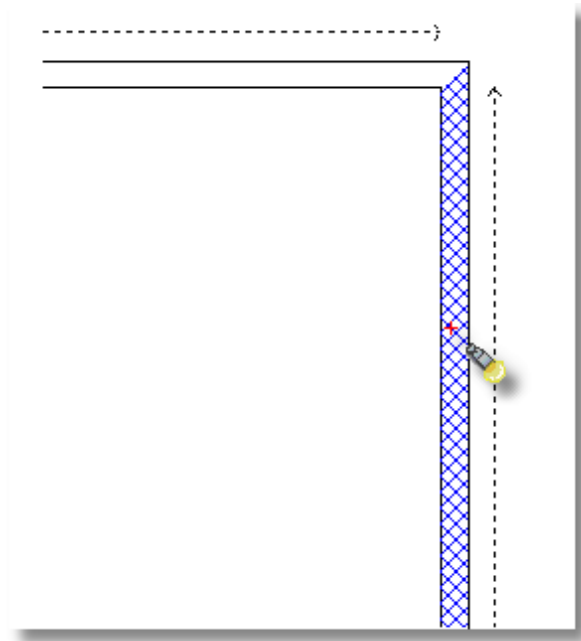


You can click the arrow to see the choices below. It is recommended to check all the choices.



Now you will change the **Thickness** of external walls.

- Release the cursor over one of the external walls. The wall is recognized and has blue stripes...



Now, move "quickly" the cursor at the right side of the Control Panel...  
Here you can see all the characteristics of the selected wall...

**Control panel**

Wall 3

Design proposal 1

☒ Apply model everywhere

**Wall dimensions**

Length: 8000

Depth: 120 ☐ Everywhere

Height: 2750 ☐ Everywhere

Height 2: 2750 ☐ Everywhere

Alignment: 0 ☐ Everywhere

Angle: 90,00

Radius: 0

**Tiles dimensions**

Length: 8000

Height: 560 ☐ Everywhere

Down: 860 ☐ Everywhere

Left: 0

**Options**

☐ Show tiles ☐ Everywhere

☐ Hide text ☐ Everywhere

☐ Show ceiling ☐ Everywhere

☐ Invisible wall ☐ Everywhere

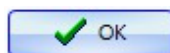
**Wall texture and color**

Filling:   ☐ Everywhere

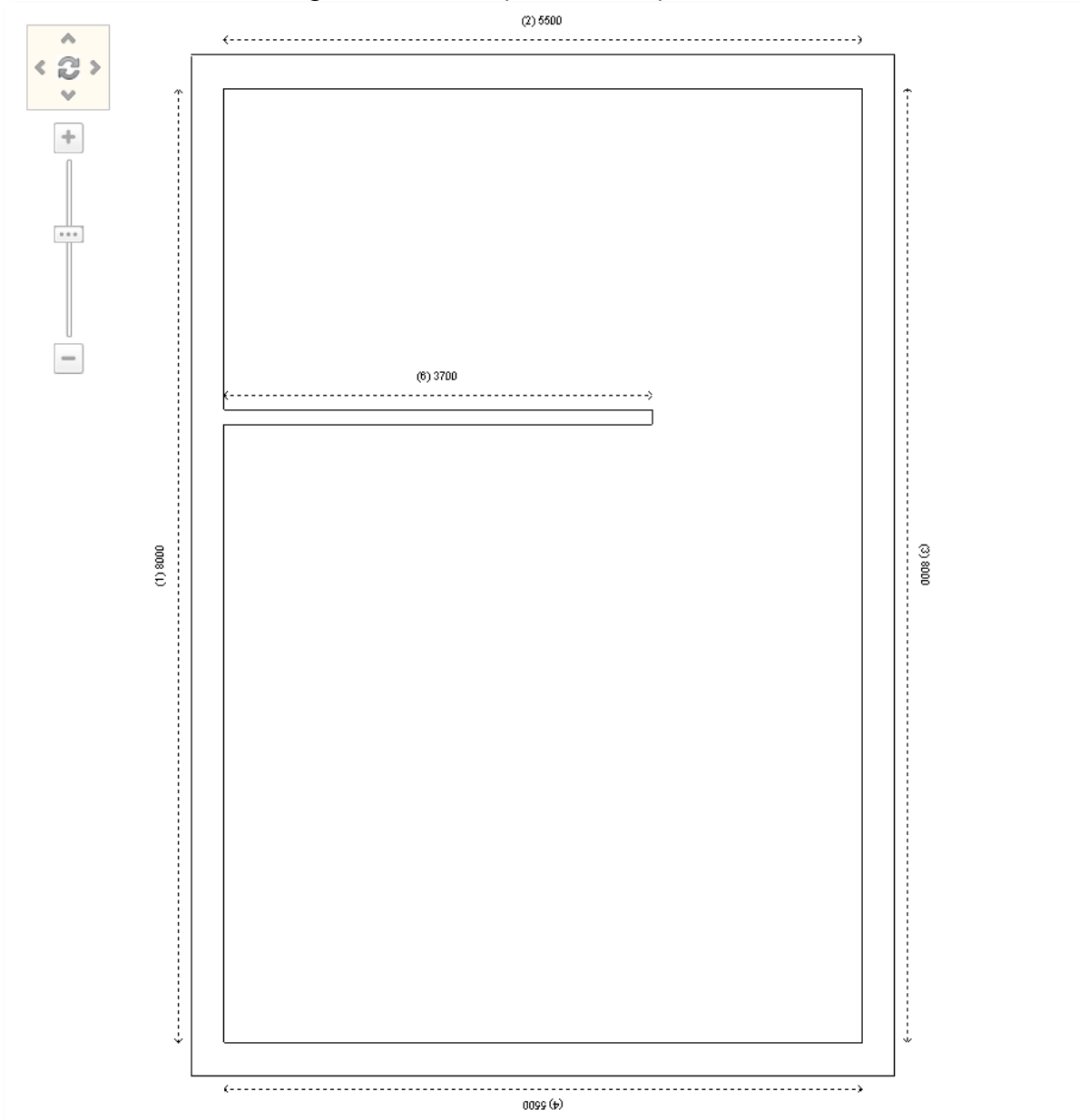
Outline:   ☐ Everywhere

OK Cancel

- In **"Wall dimensions"** press in the field **"Depth"** and when is **"blue"** write **"280"**. Check the choice **"Everywhere"** to change the Depth of all walls with one move. Press **Enter** or **OK** from the Control Panel



The thickness of walls are changed and the floorplan is as the picture above ...



- Make the same procedure for the height of all walls. Choose a wall, go to the Control Panel in the fields "**Height**" and "**Height2**" write **3200**. Check the choice **Everywhere** and press **Enter** or **OK**

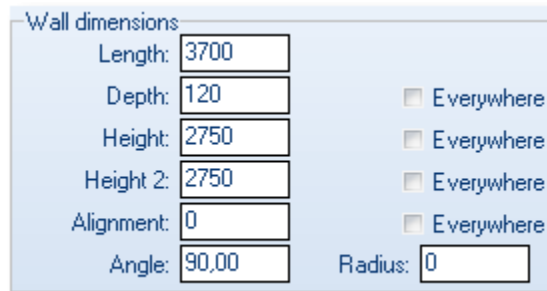
| Wall dimensions |           |
|-----------------|-----------|
| Length:         | 8000      |
| Depth:          | 120       |
| Height:         | 2750      |
| Height 2:       | 2750      |
| Alignment:      | 0         |
| Angle:          | 90,00     |
|                 | Radius: 0 |

☐ Everywhere  
☒ Everywhere  
☒ Everywhere  
☐ Everywhere

**Note:** This process changes the Height of wall that is designed in a row. So in this floorplan will change all the external walls.

## 18 Kitchen Tutorial

In order to change the height of inner wall, choose it and then release the cursor over it and change the **"Height"** and **"Height 2"** in 3200mm.



| Wall dimensions |       |
|-----------------|-------|
| Length:         | 3700  |
| Depth:          | 120   |
| Height:         | 2750  |
| Height 2:       | 2750  |
| Alignment:      | 0     |
| Angle:          | 90,00 |
| Radius:         | 0     |

☐ Everywhere

☐ Everywhere

☐ Everywhere

☐ Everywhere

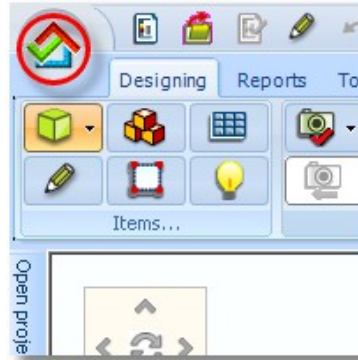
**Note:** You do not have to check the choice Everywhere because it is the only inner wall.



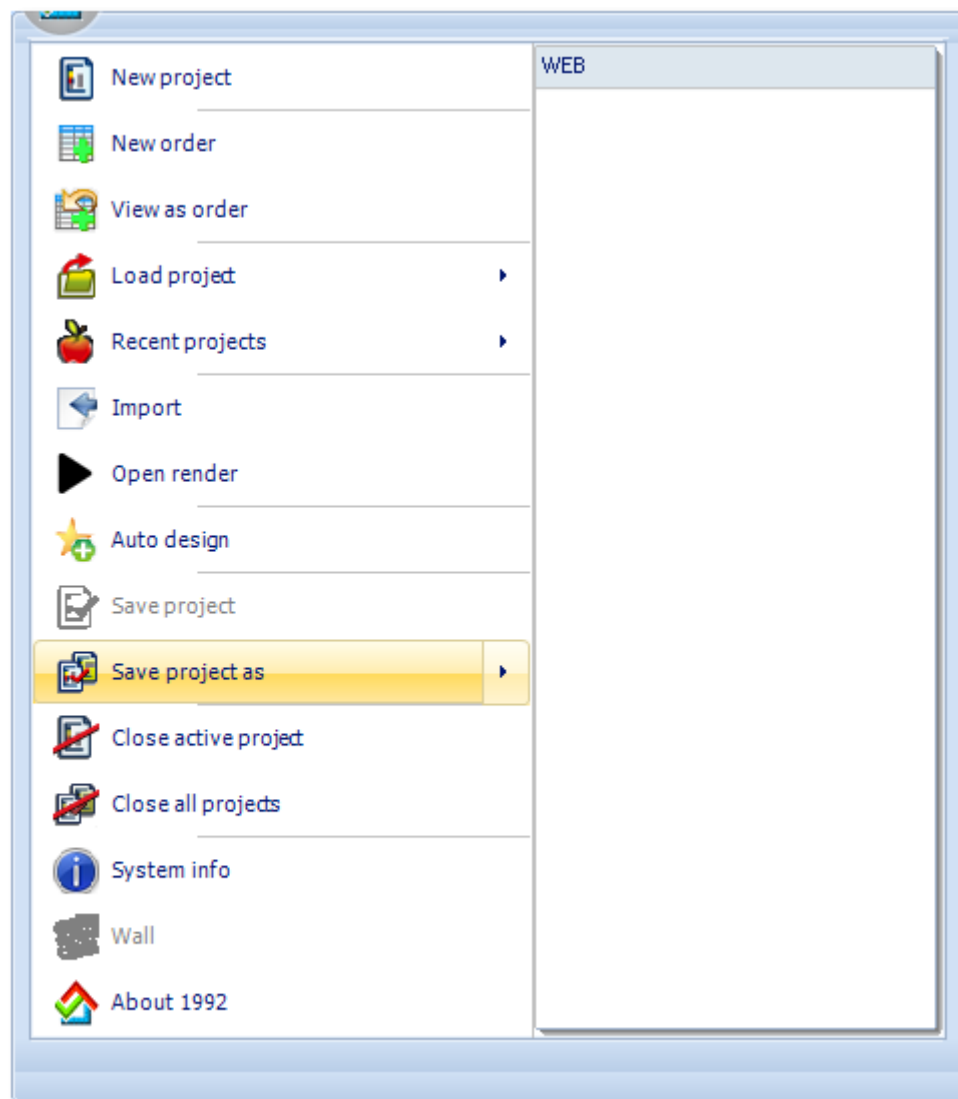
## Save project

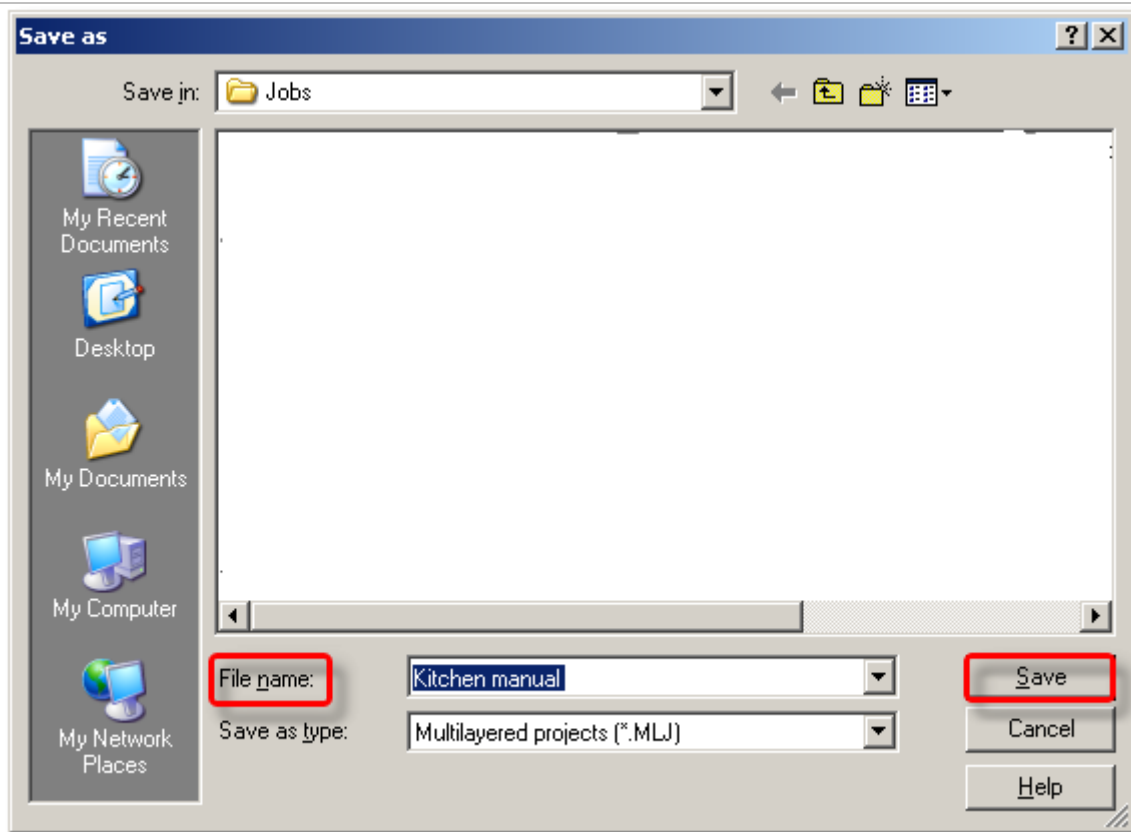
If you have designed walls, you should save the project (job):

- From the main icon looks like home...



- ...choose **Save project as ...**





- Give the name of the project in the field "**File name**" and click to **Save**

## Summary

Now, you can:

- Start a new project (job).
- Choose a catalog or catalogs.
- Design walls.
- Save project.

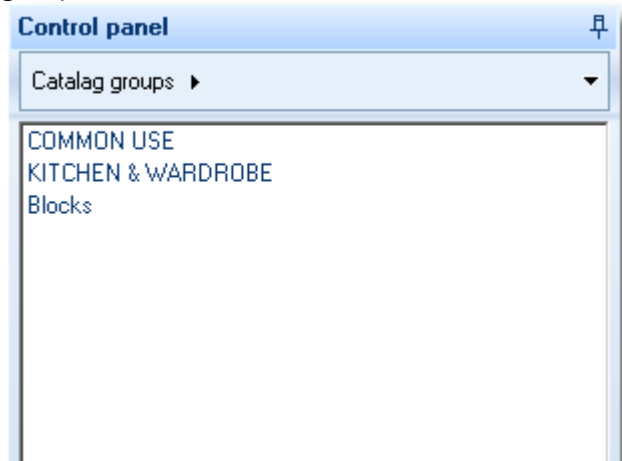
## Place common use in project

### Place Doors/Windows

#### PLACE BALCONY DOOR

You are going to place three balcony doors in the kitchen:

- In Control Panel you can see the catalogs groups that you selected when you start the project
- Press left click on group **"COMMON USE"**

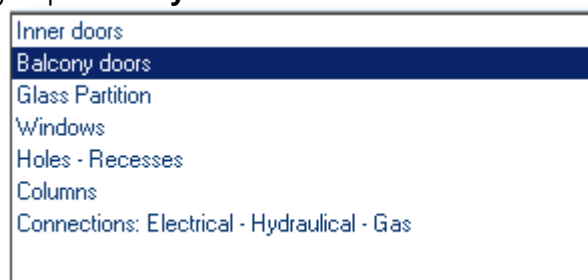


The group is opened and you can see the contents of it...

- Press left click on group **"STRUCTURAL ELEMENTS"** to see the contents of it ...

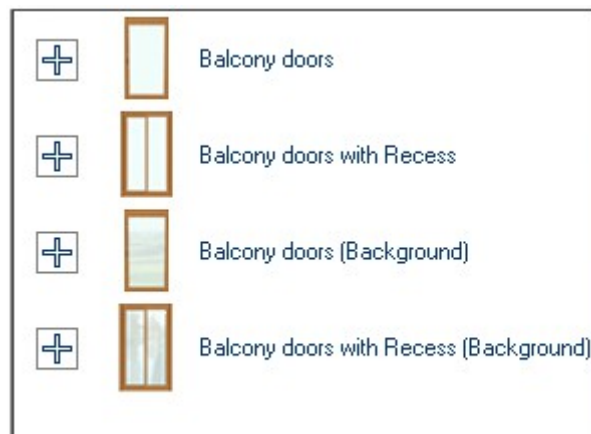


- Press left click on group **"Balcony doors"** ...

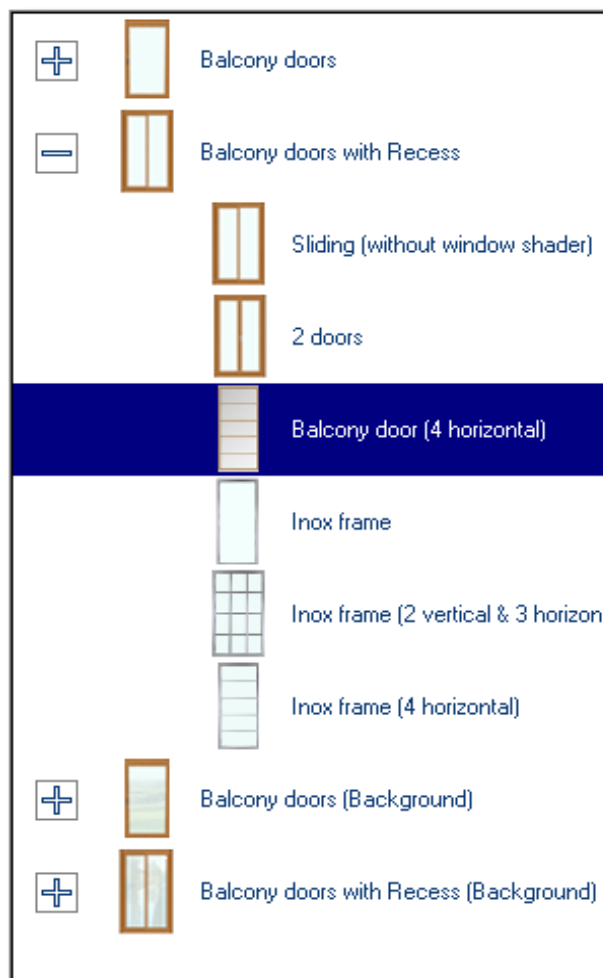


## 22 Kitchen Tutorial

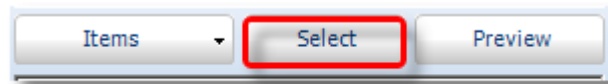
- Open the category "**Balcony doors with recess**" by clicking on the icon below ...



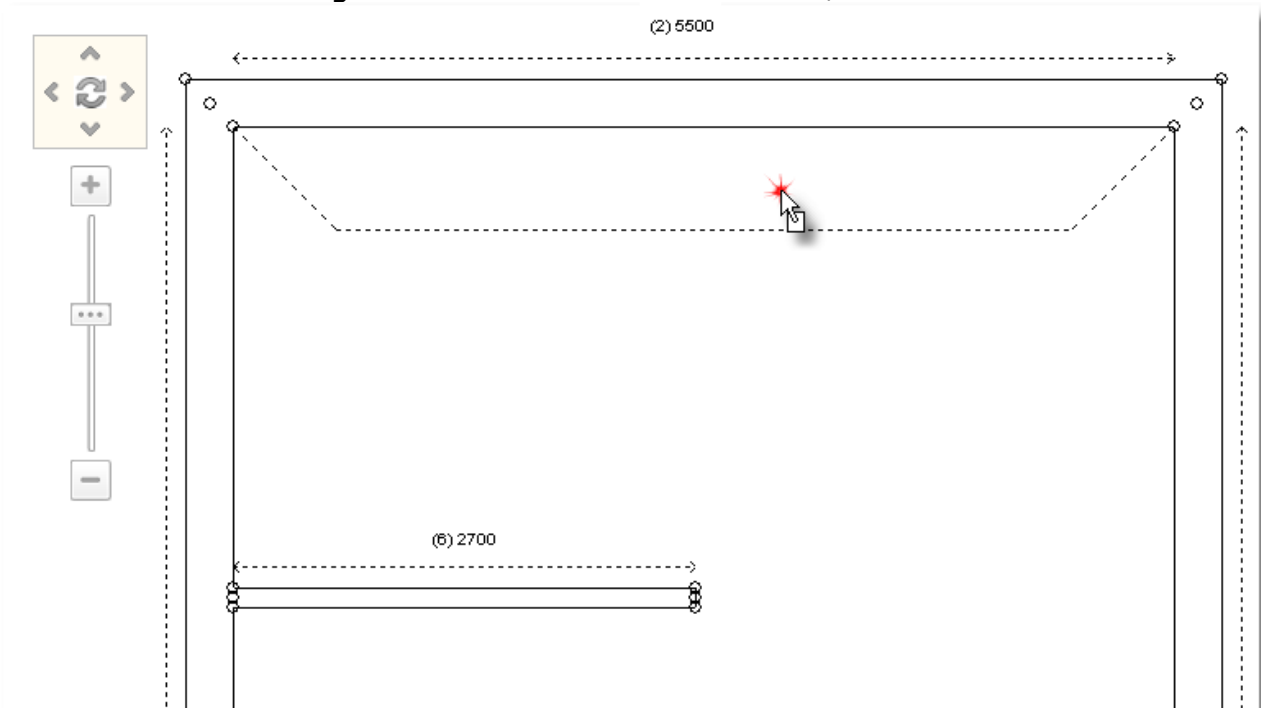
- The group balcony doors is opened, choose the door "**Balcony door 4 horizontal**"...



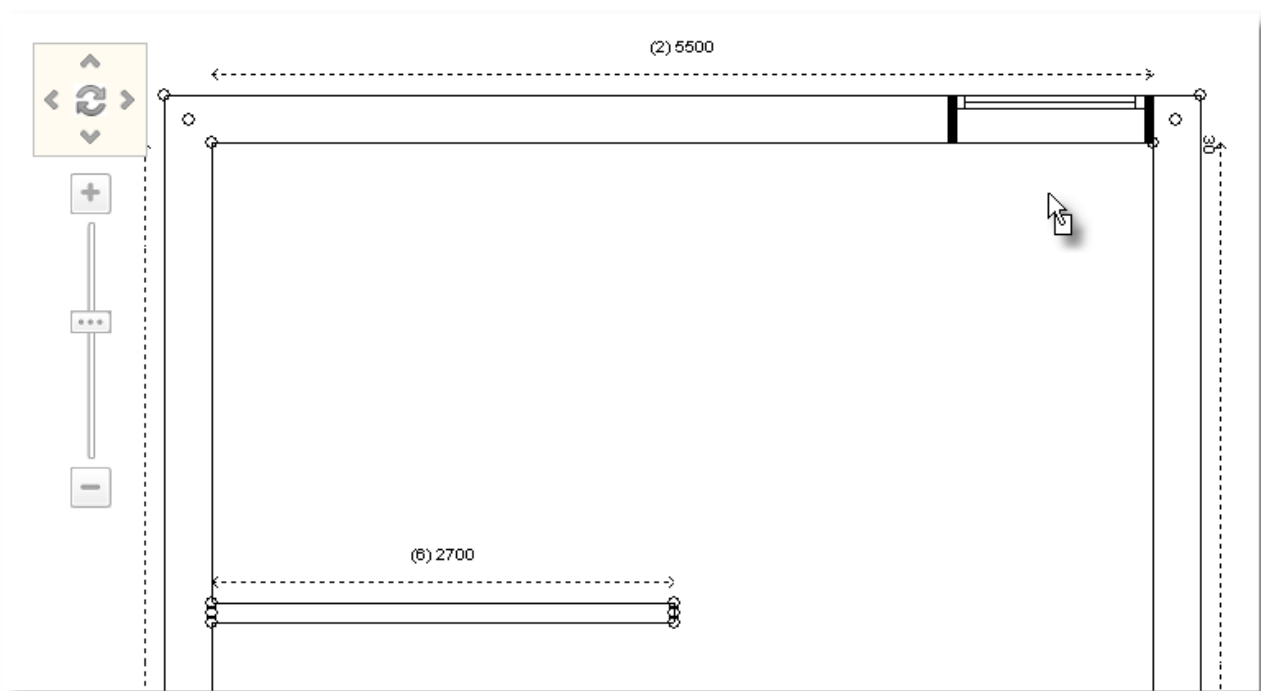
- Press the button **Select** as you see below ...



- Put the cursor in front of **wall 2**, which you will place the balcony door and press left click (**you should click among the dotted lines and not on the wall**).

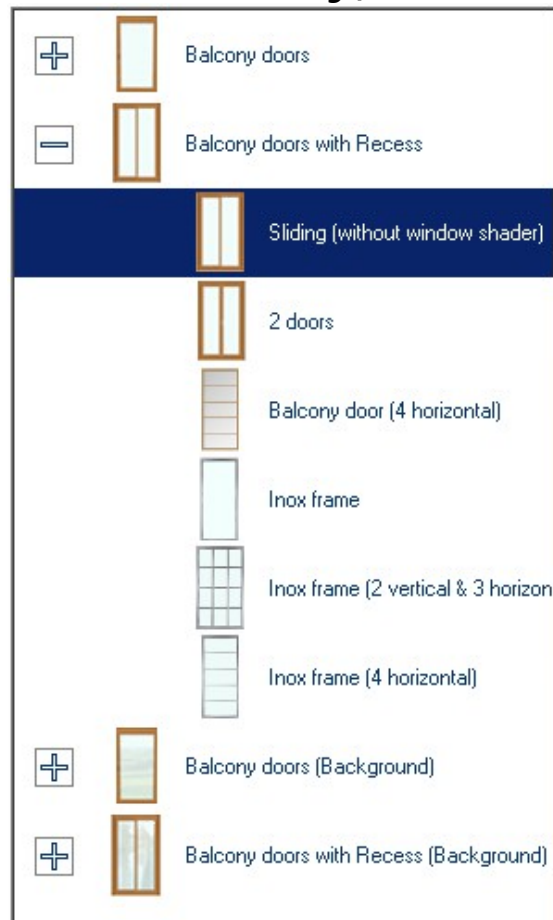


- Move the cursor to the right in order to place the balcony door in the corner of wall 2 and 3. Press left click to put it there.



## Edit dimension before place

- From Balcony doors with recess choose "**Sliding (without window shader)**"...

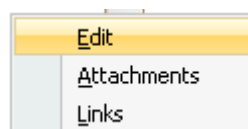


You will edit the Width of balcony door before you place it

- Press **Right click** on the selected item...



- With left click choose "**Edit**"



- You will see the window **"Item edit"**
- In the field **"Width"** write 3000, in **"Height"** 2700 and press Enter ...

**Item edit**

General

Catalog: STRUCTURAL ELEMENTS

Category: Base units

Program code: 112020001 Floorplan code: Sliding (without winc

Manufacturer code: Numeration code: 0

Description: Sliding balcony door (without window shader)

Comments:

Options

☐ Title ☐ Frame ☐ Decorative ☐ Reports ☒ Bath item

Dimensions Specifications Prices

Quantity: 1.00 Units: By Pieces

Width: 3000 Plinth height: -1

Width2: 0 Door width: 0

Height: 2700 Num of doors: 0

Height2: 0 Reduction: 0

Depth: 0 In / Out: 0

Depth2: 0 Alignment: 0

Extra: 0 Horiz. Alignment: DC

Extra2: 0 Vert. Alignment: DC

Worktop heigh -1 Back alignment: DC

Florplan shape: 679473

Box shape: 679485

Door shape 1: 0

Door shape 2: 0

Door shape 3: 0

Door shape 4: 0

Door shape 5: 0

Door shape 6: 0

Door shape 7: 0

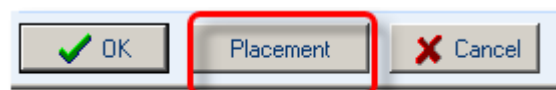
Door shape 8: 0

Door shape 9: 0

OK Placement Cancel Geometry edit

The button **"OK"** is activated now, which means that your edit is done.

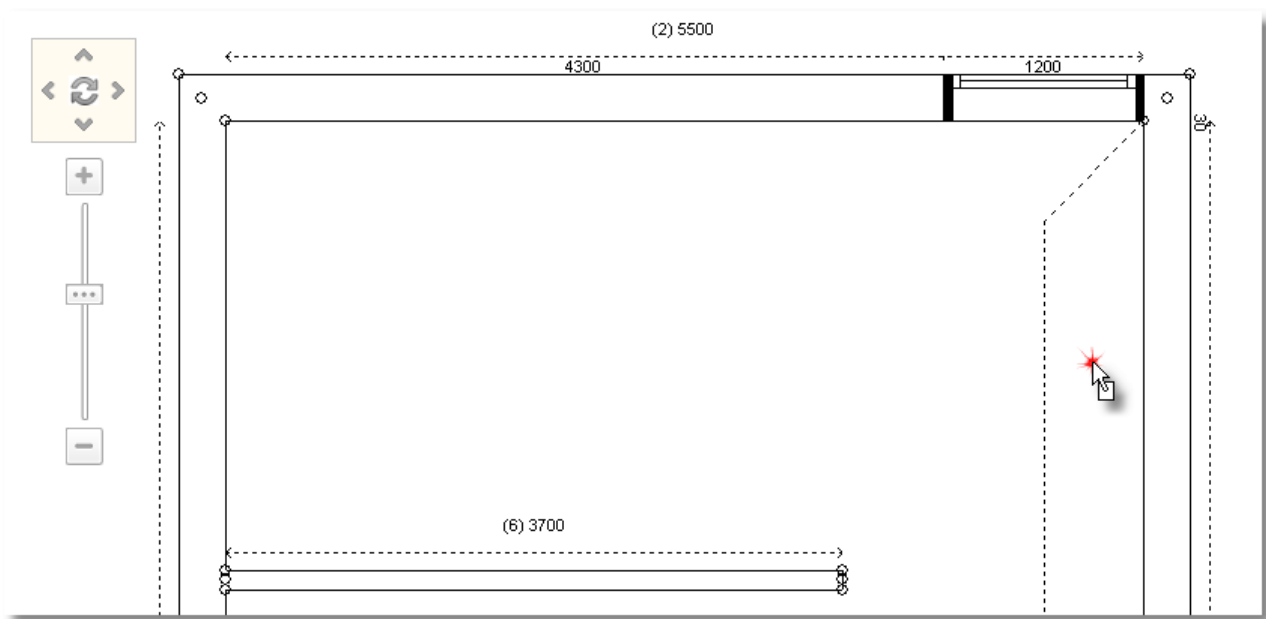
- Now press the button **"Placement"** to put the balcony door ...



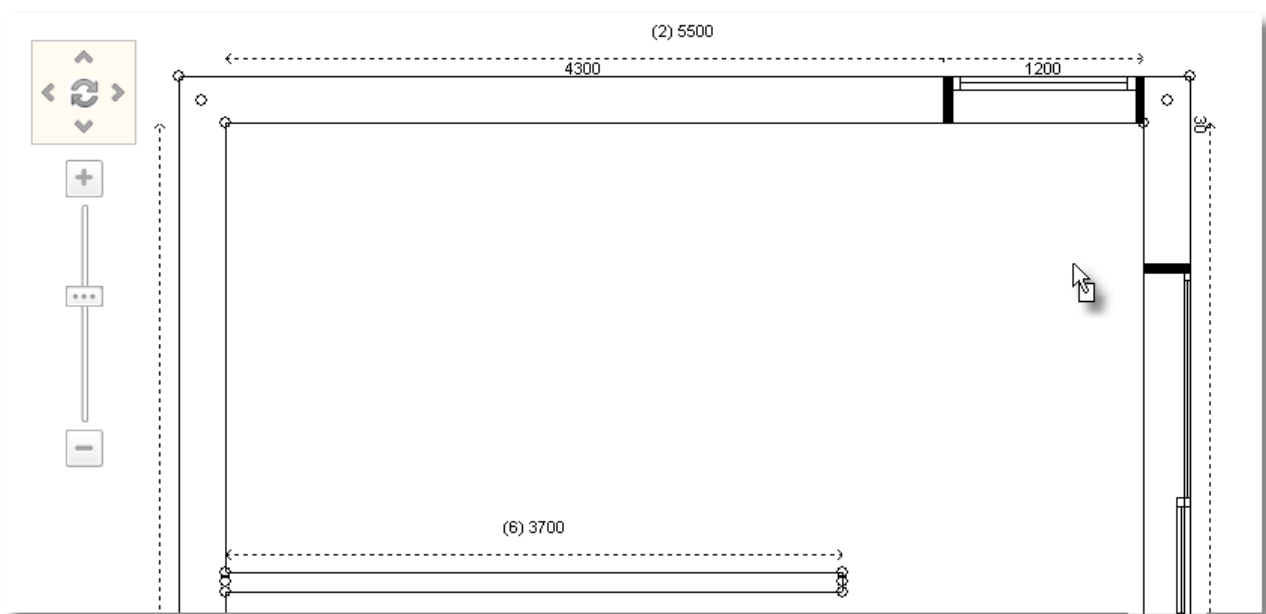


## 26 Kitchen Tutorial

- Put the cursor in front of **wall 3**, which you will place the balcony door and press left click (**you should click among the dotted lines and not on the wall**).



- As the item moves (the cursor looks like an arrow with square)....

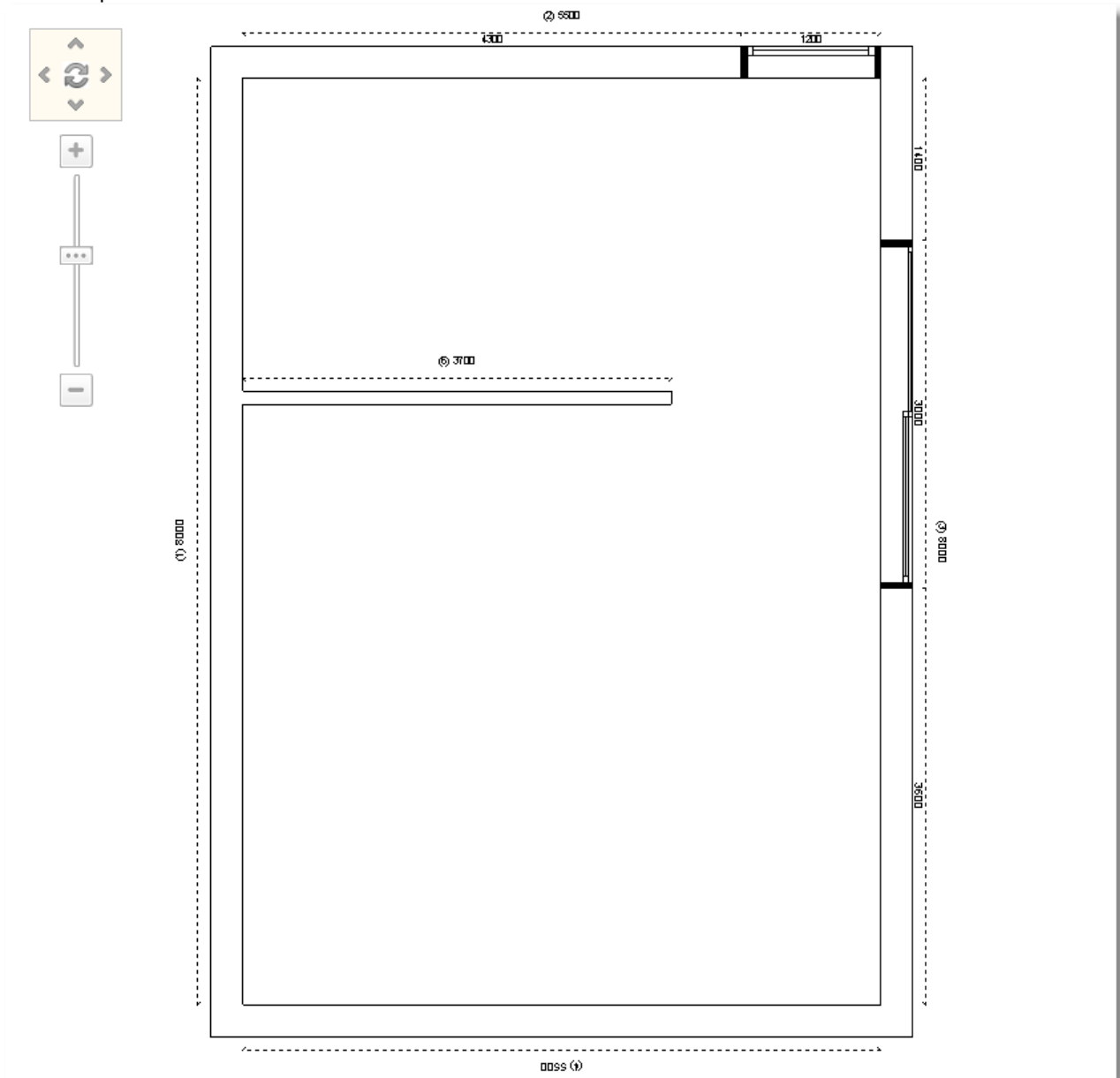


- ...move the cursor on Control Panel. In **"Item margins"**, in the field **"Left"** write 1400mm.

| Item margins                      |                      |
|-----------------------------------|----------------------|
| Left: 0                           | Right: 5000          |
| <input type="text" value="1400"/> | <input type="text"/> |
| Down: 0                           | Up: 2700             |
| <input type="text"/>              | <input type="text"/> |

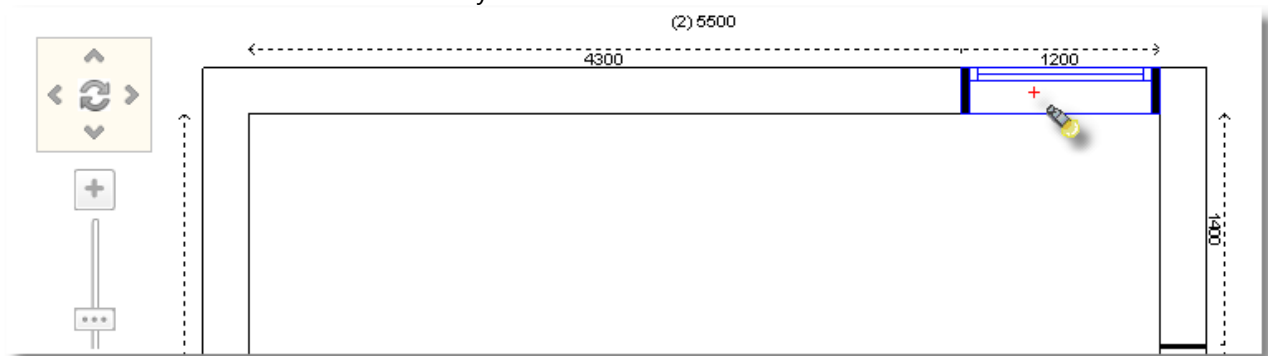
- Press **Enter** or **OK** in Control Panel

The balcony door is placed on the wall 3, at a distance of 1400mm from the right side of it. The floorplan is as the icon above...



Now you will change the dimension of first balcony door

- Leave the cursor on the balcony door of the wall 2



## 28 Kitchen Tutorial

The balcony door is recognized and it is showed with blue border  
At the right side, in Control Panel you can see the item details

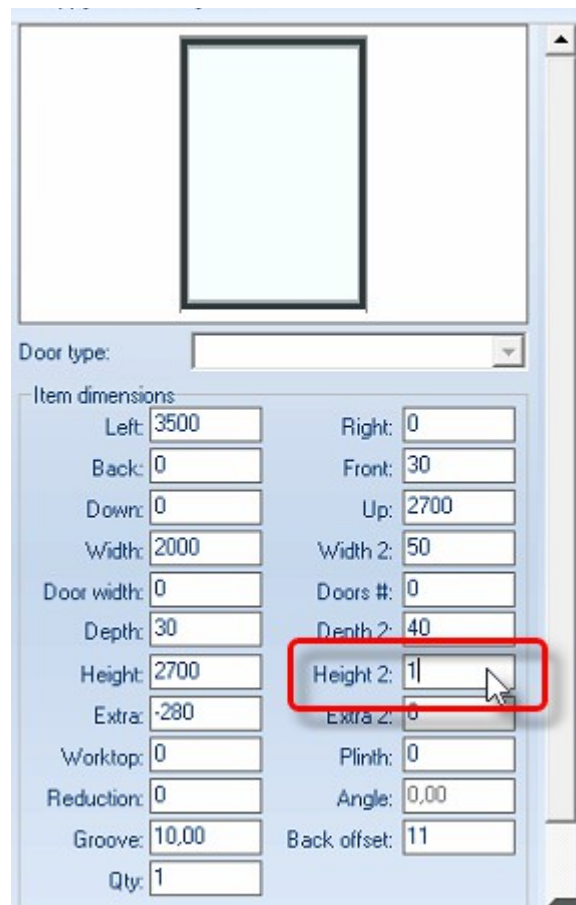
- Move the cursor on Control Panel. In "**Item dimensions**" in the field "**Width**" write 2000mm.
- Press **Enter** or **OK** from Control Panel to complete the edit.

The screenshot shows the 'Control panel' dialog box for editing a 'Balcony door (4 horizontal)'. The 'Design proposal 1' is selected. The 'Apply model everywhere' checkbox is checked. A preview of the door is shown. The 'Door type' is set to 'Balcony door (4 horizontal)'. The 'Item dimensions' section is expanded, showing various fields. The 'Width' field is highlighted with a red rectangle and contains the value '2000'. Other fields include 'Left: 4300', 'Right: 800', 'Back: 0', 'Front: 30', 'Down: 0', 'Up: 2700', 'Width 2: 50', 'Doors #: 0', 'Depth: 30', 'Depth 2: 40', 'Height: 2700', 'Height 2: 5', 'Extra: -280', 'Extra 2: 0', 'Worktop: 0', 'Plinth: 0', 'Reduction: 0', 'Angle: 270,00', 'Groove: 10,00', 'Back offset: 11', and 'Qty: 1'. The 'OK' and 'Cancel' buttons are at the bottom.

| Item dimensions    |                 |
|--------------------|-----------------|
| Left: 4300         | Right: 800      |
| Back: 0            | Front: 30       |
| Down: 0            | Up: 2700        |
| <b>Width: 2000</b> | Width 2: 50     |
| Door width: 0      | Doors #: 0      |
| Depth: 30          | Depth 2: 40     |
| Height: 2700       | Height 2: 5     |
| Extra: -280        | Extra 2: 0      |
| Worktop: 0         | Plinth: 0       |
| Reduction: 0       | Angle: 270,00   |
| Groove: 10,00      | Back offset: 11 |
| Qty: 1             |                 |

You will change this balcony door in order not to have 4 horizontal...

- In **"Item dimensions"** in the field **"Height 2"** write **"0"** and press **Enter**.
- Now the balcony door is as the icon below...



The screenshot shows a software interface for configuring a door. At the top, there is a preview window displaying a light blue rectangular door icon. Below this is a 'Door type:' dropdown menu. The main section is titled 'Item dimensions' and contains a grid of input fields for various dimensions. The 'Height 2' field is highlighted with a red rectangular box, and a mouse cursor is pointing at it. The current value in 'Height 2' is '1'. Other visible fields include 'Left: 3500', 'Right: 0', 'Back: 0', 'Front: 30', 'Down: 0', 'Up: 2700', 'Width: 2000', 'Width 2: 50', 'Door width: 0', 'Doors #: 0', 'Depth: 30', 'Depth 2: 40', 'Height: 2700', 'Extra: -280', 'Extra 2: 0', 'Worktop: 0', 'Plinth: 0', 'Reduction: 0', 'Angle: 0,00', 'Groove: 10,00', 'Back offset: 11', and 'Qty: 1'.

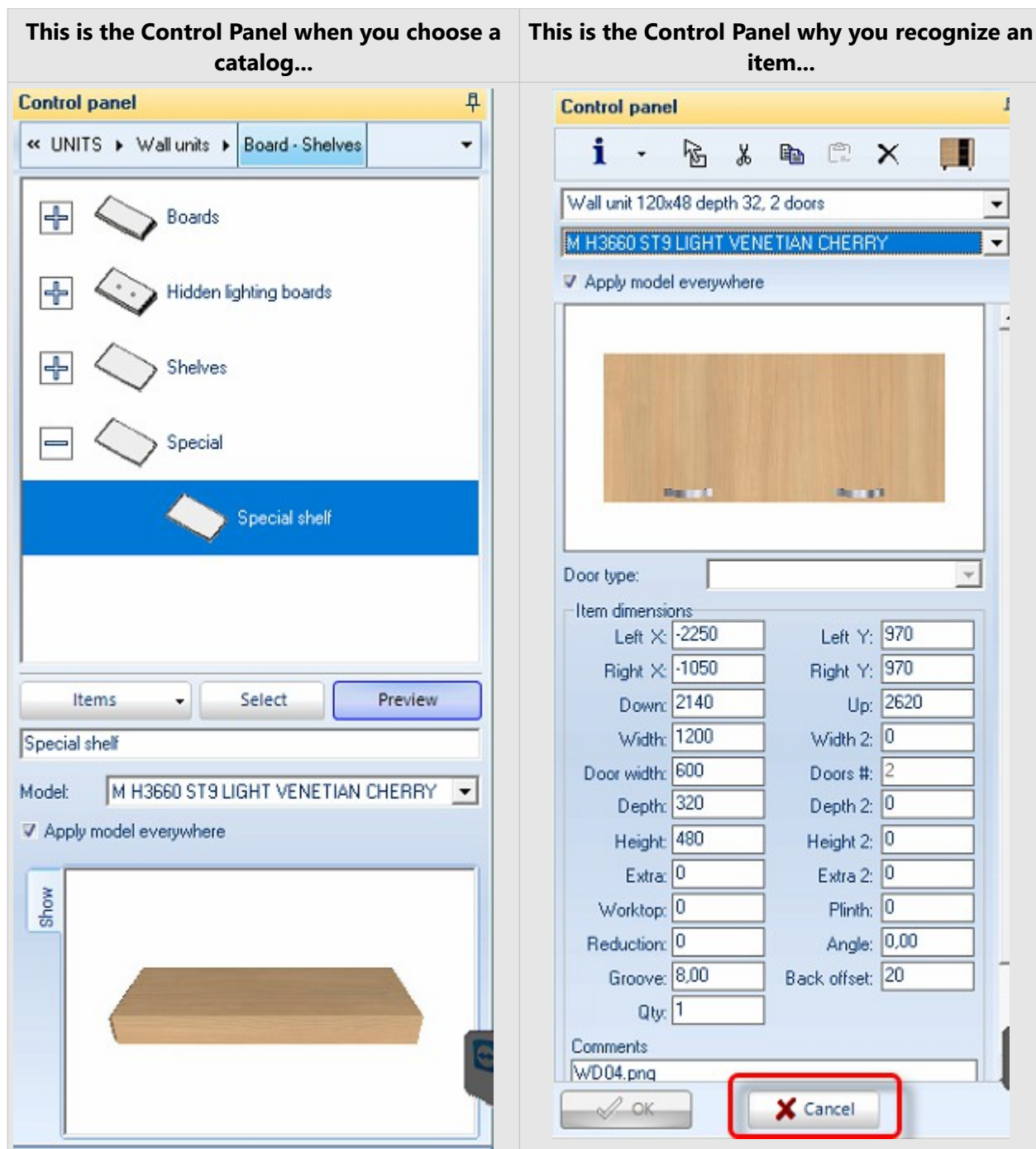
| Item dimensions |                 |
|-----------------|-----------------|
| Left: 3500      | Right: 0        |
| Back: 0         | Front: 30       |
| Down: 0         | Up: 2700        |
| Width: 2000     | Width 2: 50     |
| Door width: 0   | Doors #: 0      |
| Depth: 30       | Depth 2: 40     |
| Height: 2700    | Height 2: 1     |
| Extra: -280     | Extra 2: 0      |
| Worktop: 0      | Plinth: 0       |
| Reduction: 0    | Angle: 0,00     |
| Groove: 10,00   | Back offset: 11 |
| Qty: 1          |                 |

## Control Panel Manager

**Caution!** In the window of Control Panel is showed

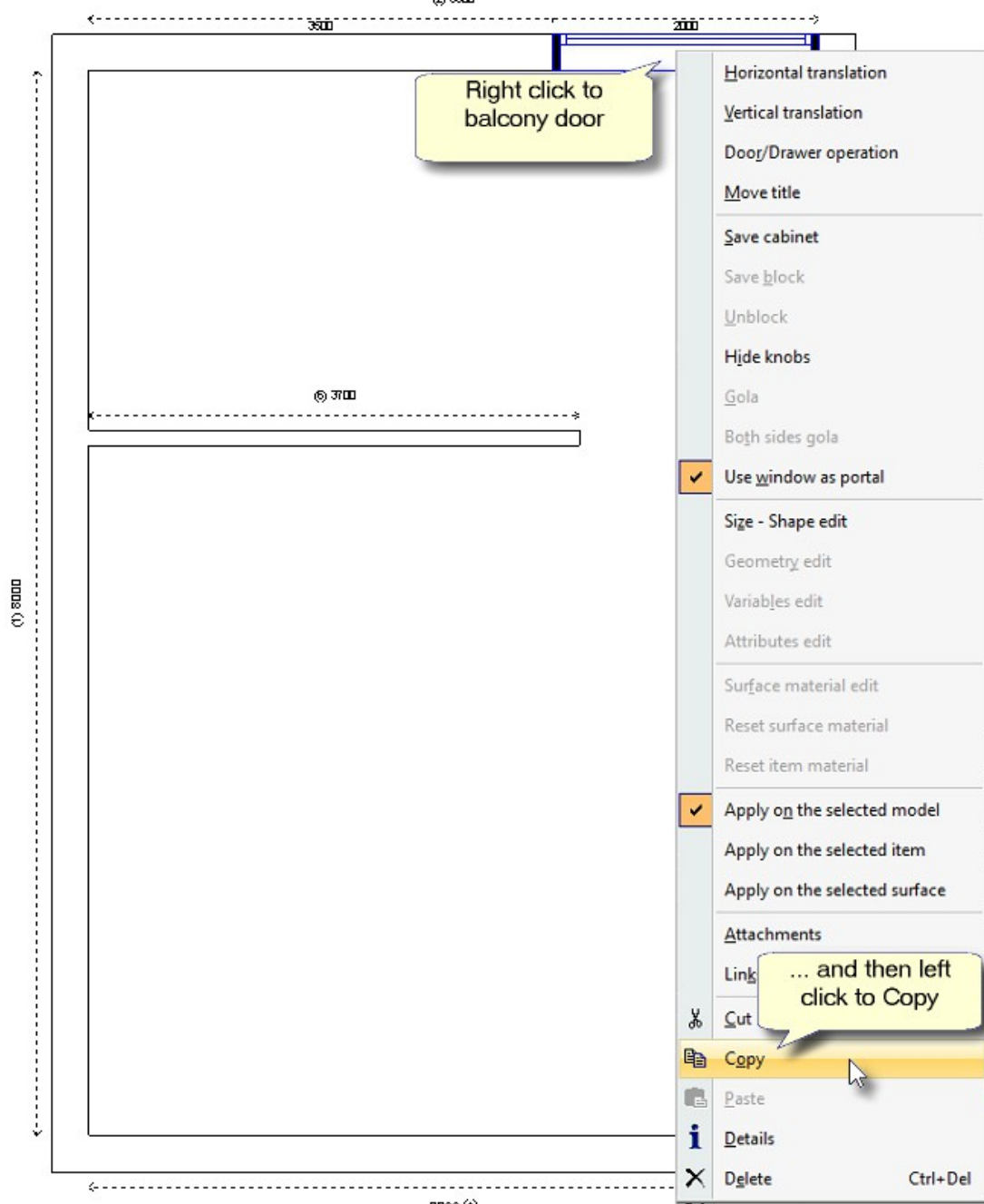
- Either catalog groups
- Either the details of item or wall (when a wall or an item is chosen).

**Note:** During the place of items, if you have recognized a wall or an item, you will push the button Cancel to go on catalog groups (see the second icon below).



## Copy and paste item

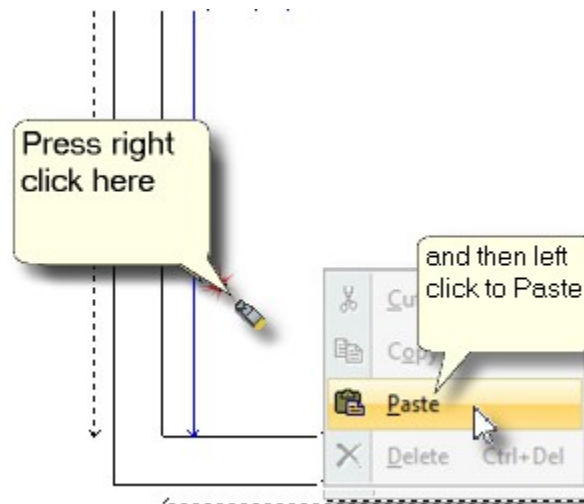
- Choose the balcony item you just edited and press **Right click**



- Then choose **Copy**

## 32 Kitchen Tutorial

- Next to Wall 1, press **Right click** and then **Paste**



- Place the balcony door at the Left, at a distance "0"

The 'Item margins' dialog box shows the following values:

| Item margins |             |
|--------------|-------------|
| Left: 0      | Right: 5000 |
| Down: 0      | Up: 2700    |

- Edit the Width, write "1550"

The placement of balcony doors is done.

The 'Item dimensions' dialog box shows the following values:

| Item dimensions |                 |
|-----------------|-----------------|
| Left: 0         | Right: 6450     |
| Back: 0         | Front: 30       |
| Down: 0         | Up: 2700        |
| Width: 1550     | Width 2: 50     |
| Door width: 0   | Doors #: 0      |
| Depth: 30       | Depth 2: 40     |
| Height: 2700    | Height 2: 5     |
| Extra: -280     | Extra 2: 0      |
| Worktop: 0      | Plinth: 0       |
| Reduction: 0    | Angle: 90,00    |
| Groove: 10,00   | Back offset: 11 |
| Qty: 1          |                 |

Comments

OK Cancel

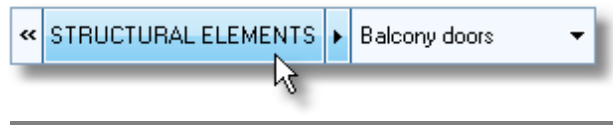


## PLACE WINDOW

Now you will place a window.

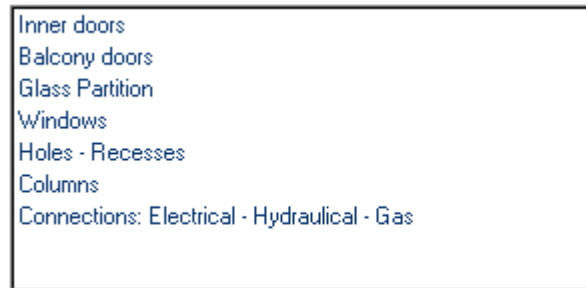
Close the category of balcony doors and open windows...

- In Control Panel press left click to the word "**STRUCTURAL ELEMENTS**"

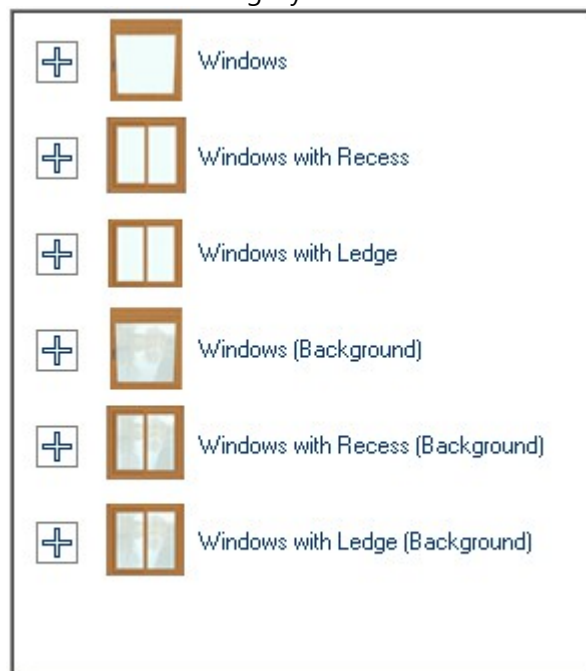


You can see the Structural Elements categories

- Press left click to the word "**Windows**".

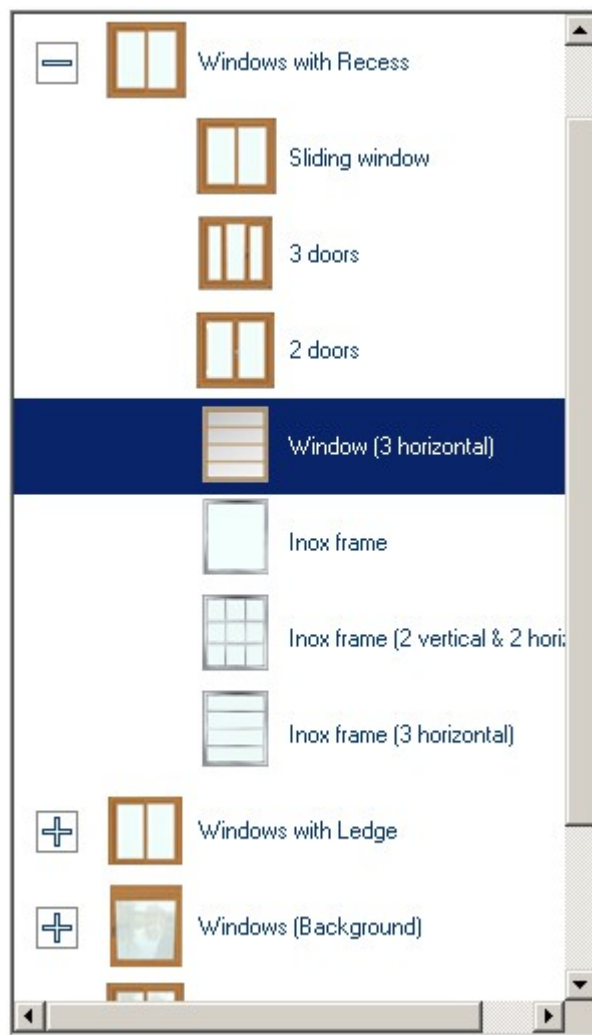


Here are the available choices of windows category



### 34 Kitchen Tutorial

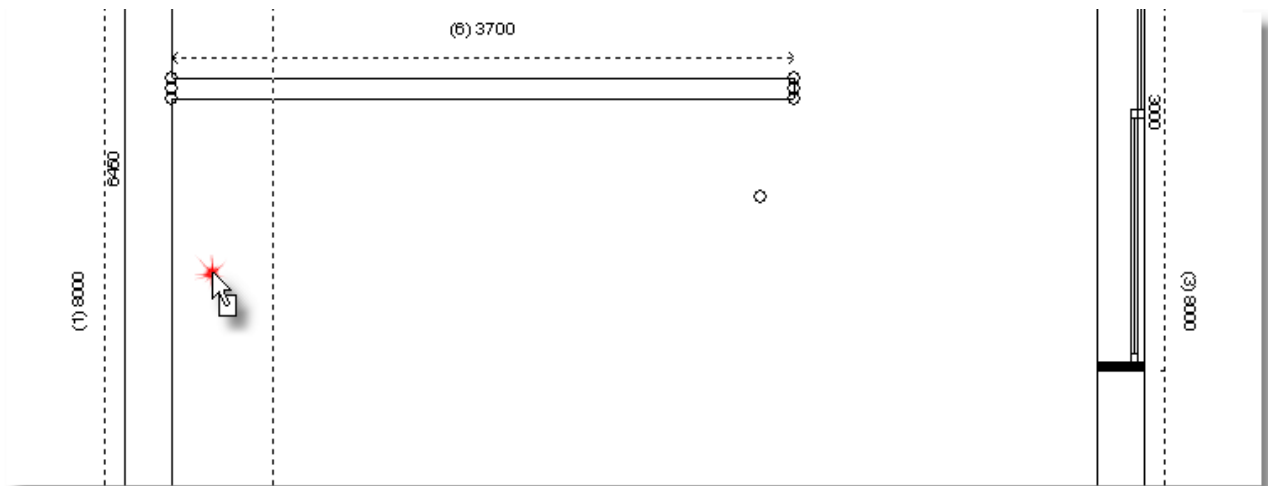
- Press left click to "+" in front of category "**Windows with Recess**". Choose "**Window (3 horizontal)**"



- Choose the button **Select** as below...



- Place the cursor in front of the **wall 1**, which you will place the window and press left click.

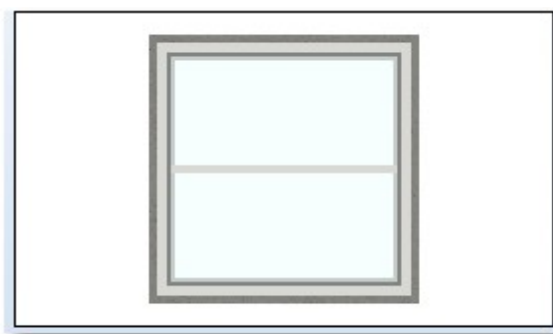


- ...move the cursor on Control Panel. In **"Item dimensions"** in the field **"Left"** write 2950mm and press Enter.

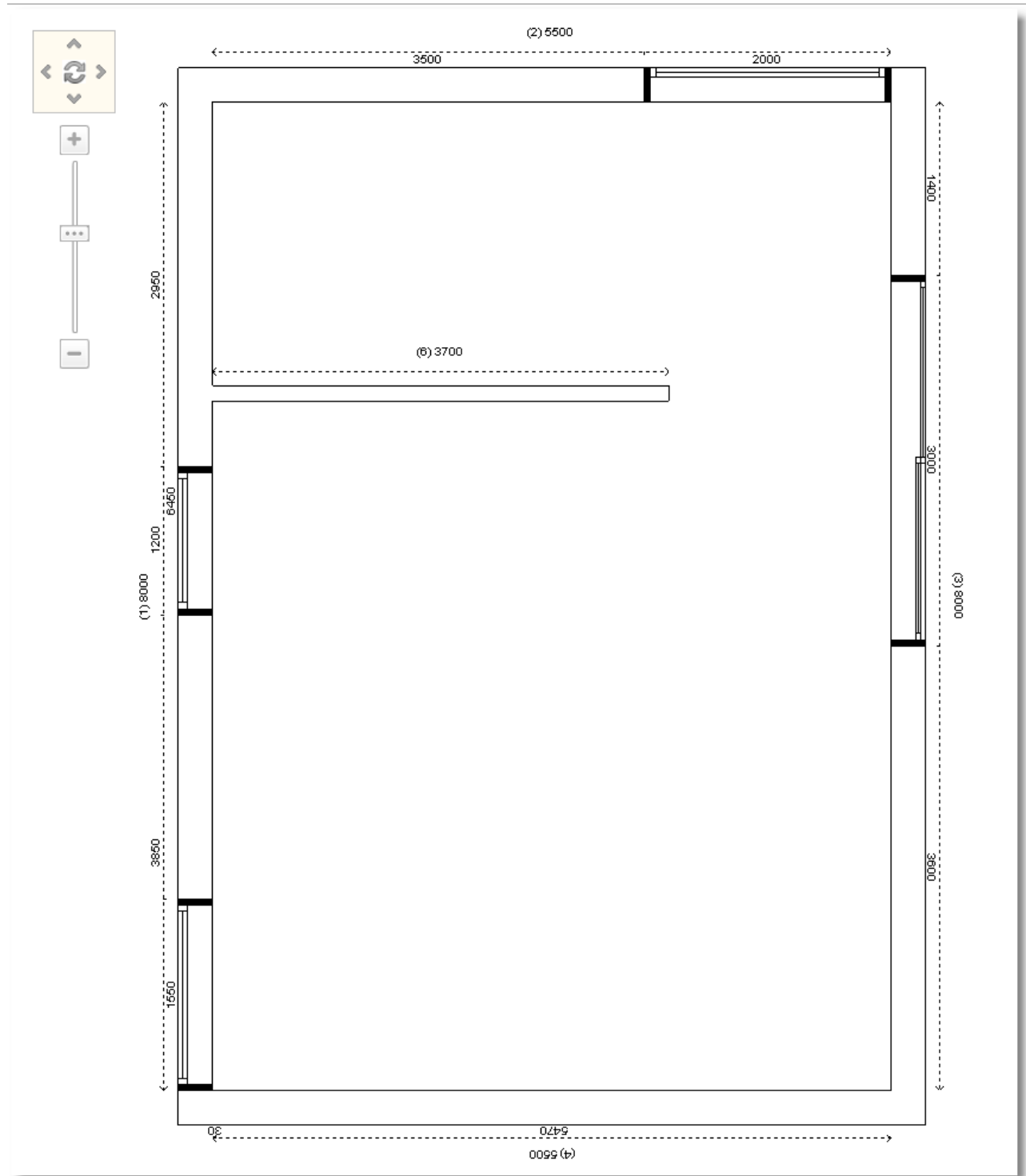
In this window you can edit the recess...

- Release the cursor over the window. The window is recognized and has blue stripes.
- Move the cursor on Control Panel. In **"Item dimensions"** in the field **"Height 2"** write **"2"** and press **Enter**.

- The window is like the icon below...



The floorplan is like the icon below:



- Now save your project by clicking the button **"Save"** from the first line of toolbar.



**Note:** another way to save the project is **"CTRL+S"** from the keyboard.

## **Summary**

Now, you can:

- place common use in walls.
- place items in particular position on the wall.
- edit dimensions in structural elements items before place.
- edit dimensions in structural elements items after place.
- copy and paste structural elements.
- save your project.



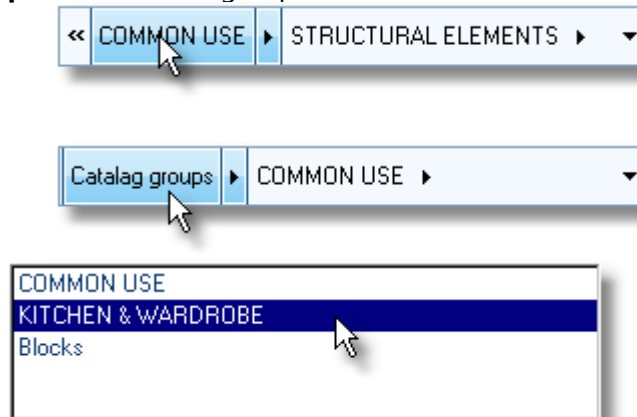
## Place items

### Place base and tall units

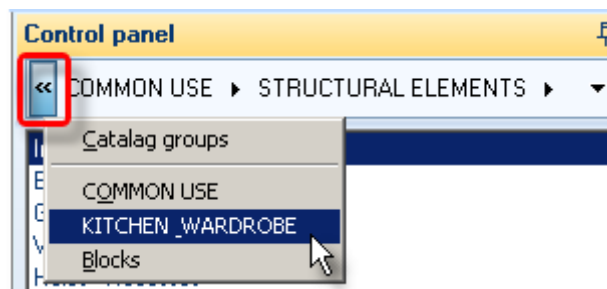
All the items which are placed from now on, you will choose them from Control Panel at the right side of desktop.

At first you place base units on wall 1 and inner wall.

- In **Control Panel** press left click on the name of a group or a catalog, going backward until you find "**Catalog groups**" and then the group "**KITCHEN & WARDROBE**"



**Note:** another way is to click the arrows and choose the group "**KITCHEN & WARDROBE**"



## 40 Kitchen Tutorial

It is showed the catalogs of the group "**KITCHEN & WARDROBE**"



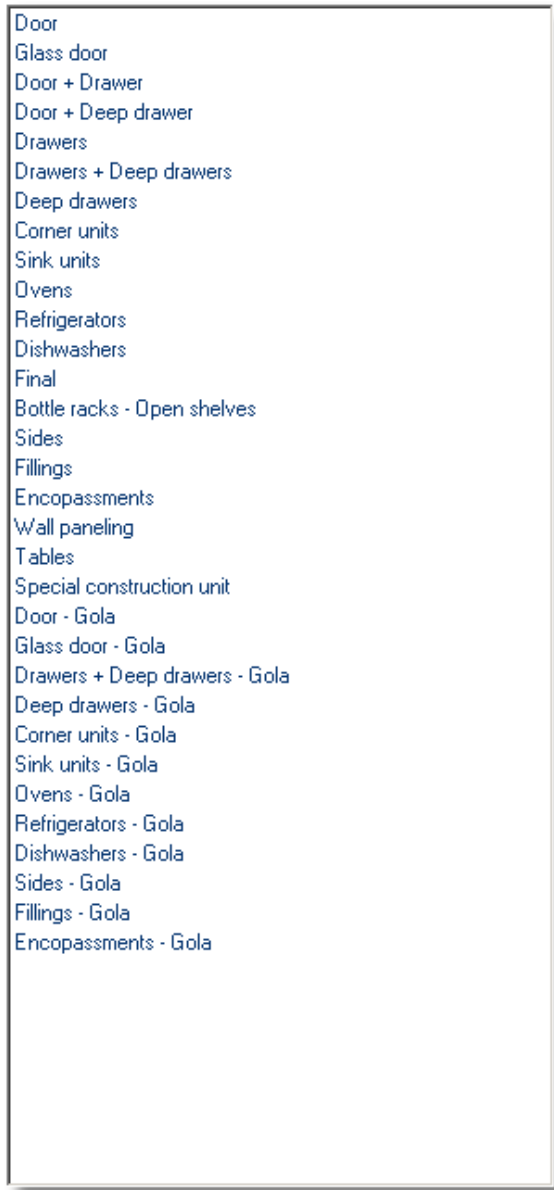
UNITS  
APPLIANCES  
TABLES - CHAIRS  
MECHANISMS - ACCESSORIES  
WORKTOPS

- Press left click to "**UNITS**" to see the contents...



Base units  
Hanged units  
Mid-height base units  
Tall units  
Wall units  
Wardrobes

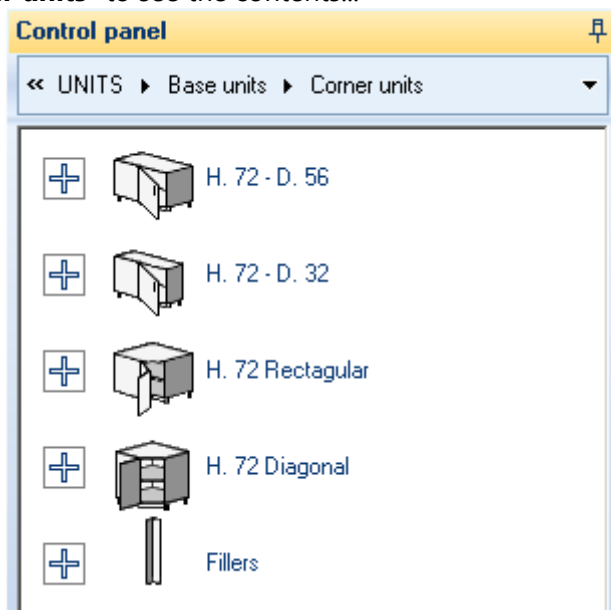
- Press left click to "**Base units**" to see the contents...



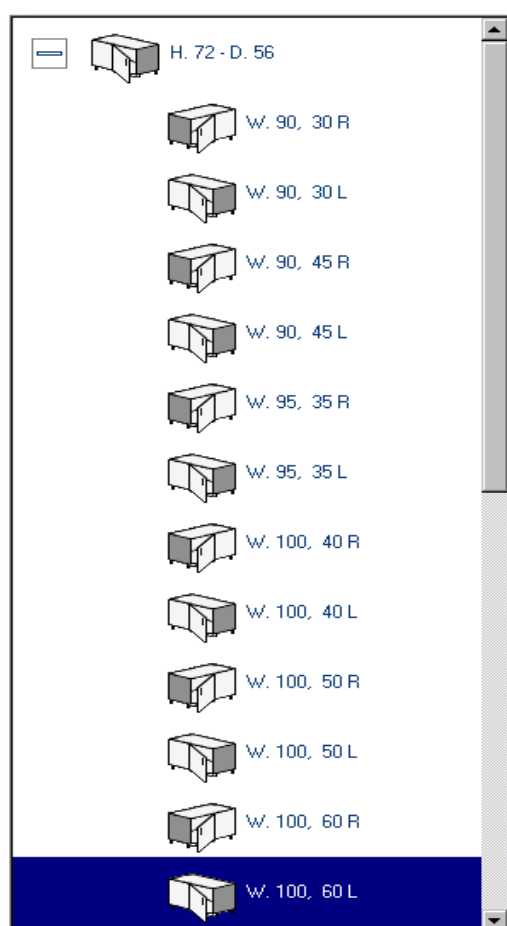
Door  
Glass door  
Door + Drawer  
Door + Deep drawer  
Drawers  
Drawers + Deep drawers  
Deep drawers  
Corner units  
Sink units  
Ovens  
Refrigerators  
Dishwashers  
Final  
Bottle racks - Open shelves  
Sides  
Fillings  
Encopassments  
Wall paneling  
Tables  
Special construction unit  
Door - Gola  
Glass door - Gola  
Drawers + Deep drawers - Gola  
Deep drawers - Gola  
Corner units - Gola  
Sink units - Gola  
Ovens - Gola  
Refrigerators - Gola  
Dishwashers - Gola  
Sides - Gola  
Fillings - Gola  
Encopassments - Gola



- Open the group **"Corner units"** to see the contents...

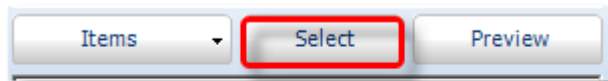


- Open the first group Y.72 – B.56 to see the dimensions of items. Choose the item with Width 1000, door width 600 left (code: W.100, 60L)

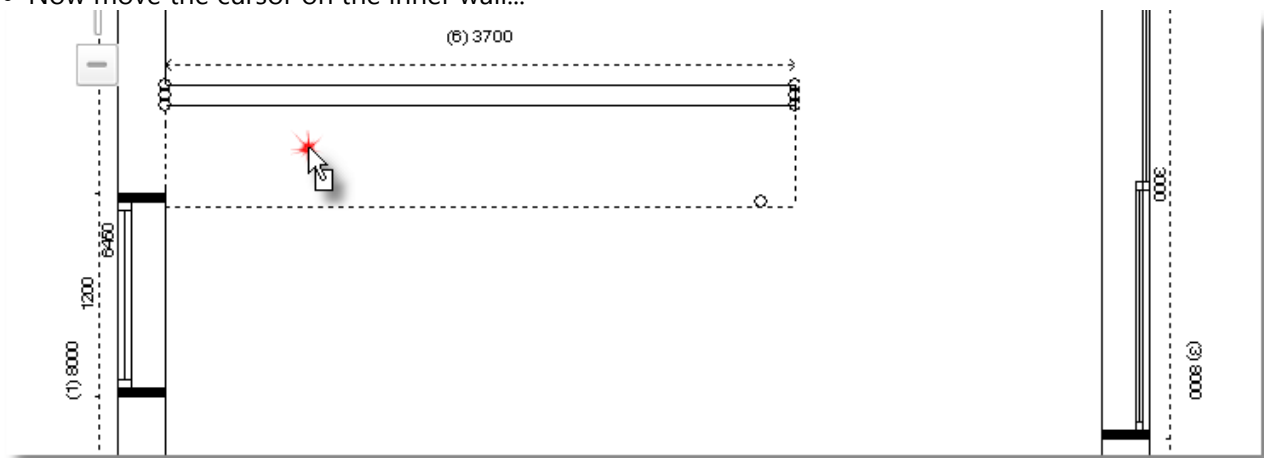


## 42 Kitchen Tutorial

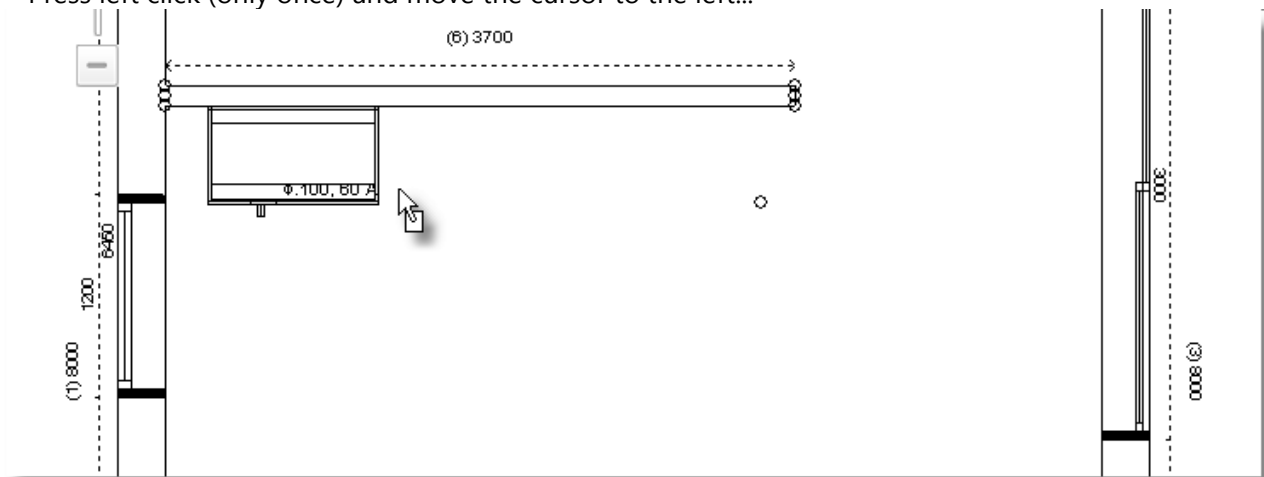
- Press the button **Select**



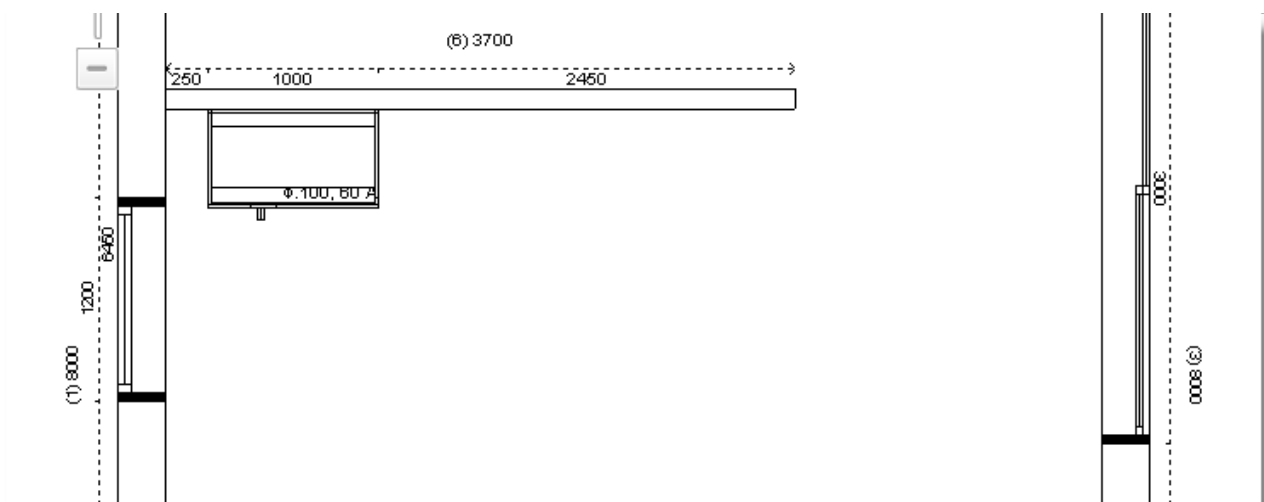
- Now move the cursor on the inner wall...



- Press left click (only once) and move the cursor to the left...



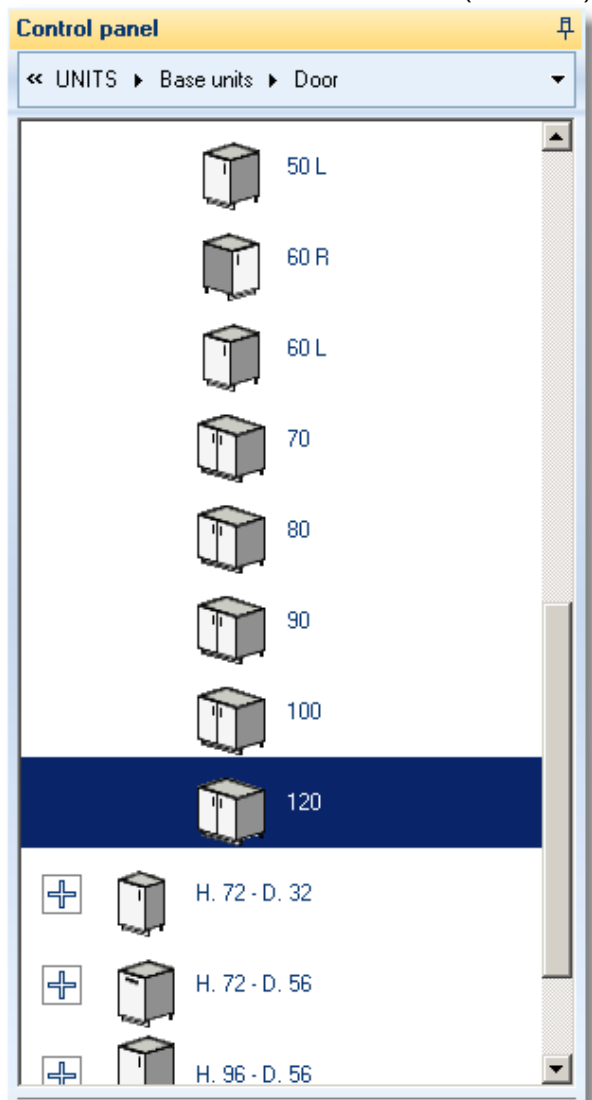
- Press again left click to place the item. You see on the wall the item dimension and the rest free dimension ...





- In **Control Panel**, choose the category **Base units** to continue the place of items...

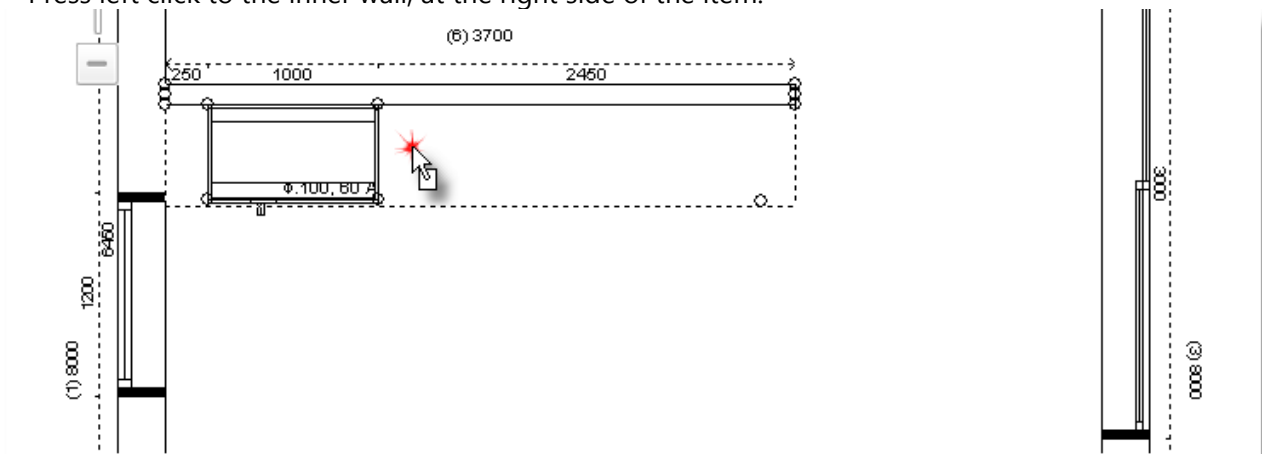
- Choose the category **Door** and then the item with width 1200 (code 120)



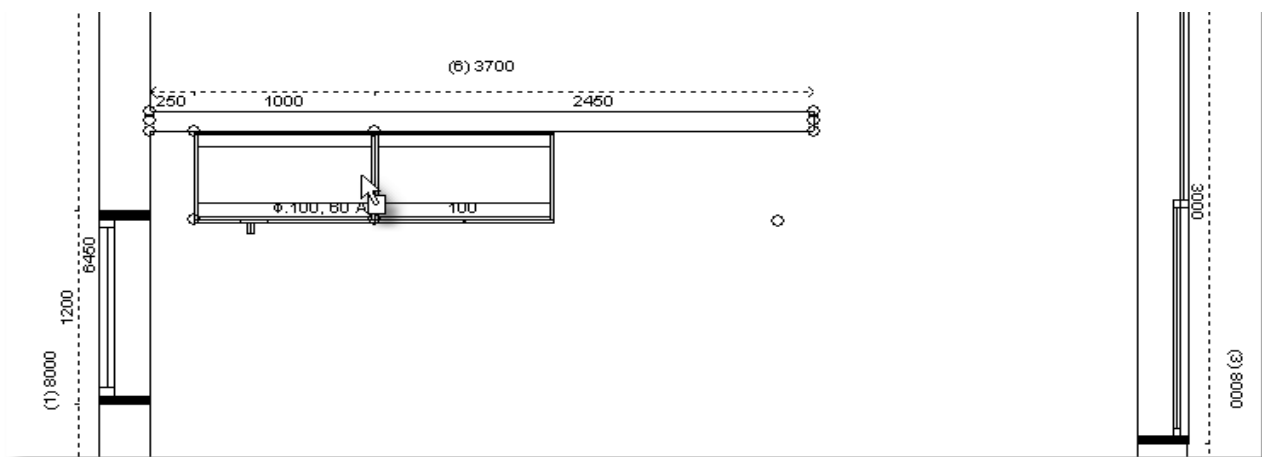
- Press the button **Select**

#### 44 Kitchen Tutorial

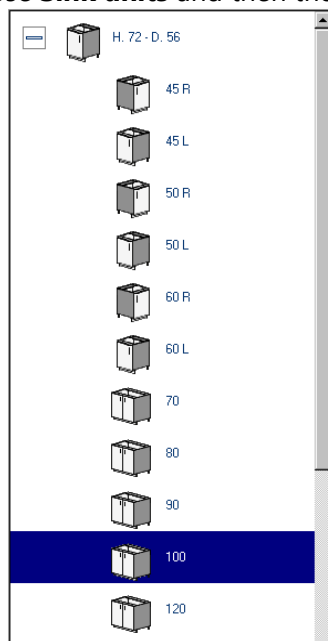
- Press left click to the inner wall, at the right side of the item.



- Move the cursor to the left, until the item "sticks" on the other item. Here press again left click to place it.



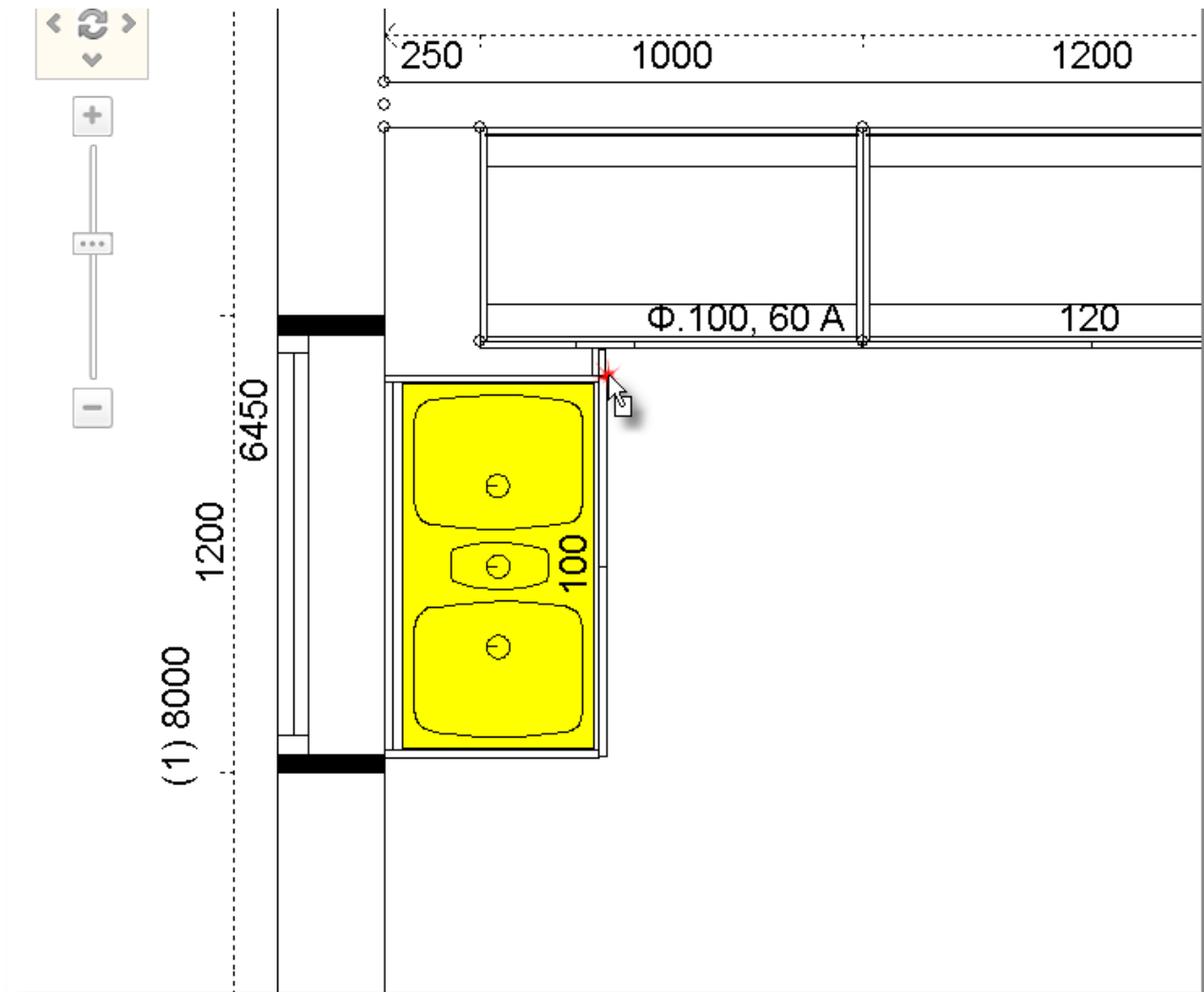
- From the category **Base units**, choose **Sink units** and then the item 1000





#### 46 Kitchen Tutorial

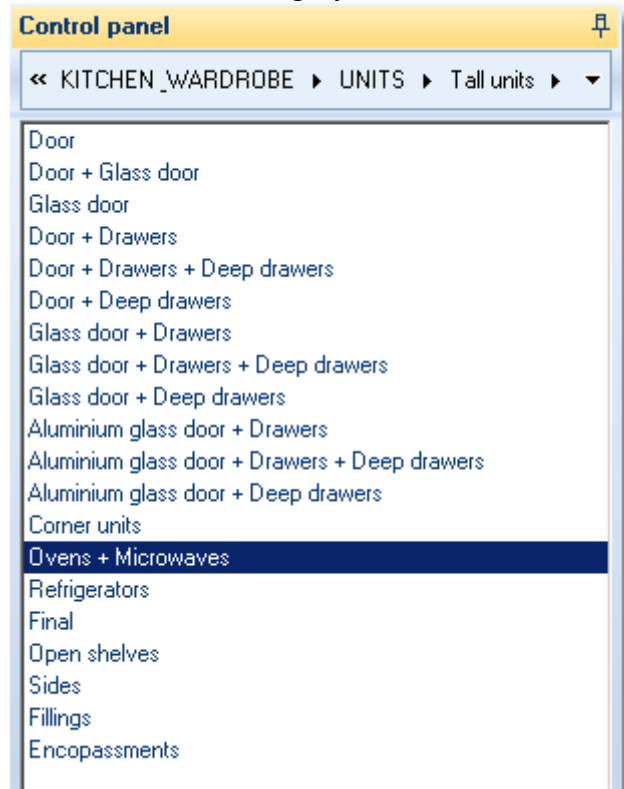
- Approach the point of the filler of blind unit and you touch it exactly, press left click to place it.



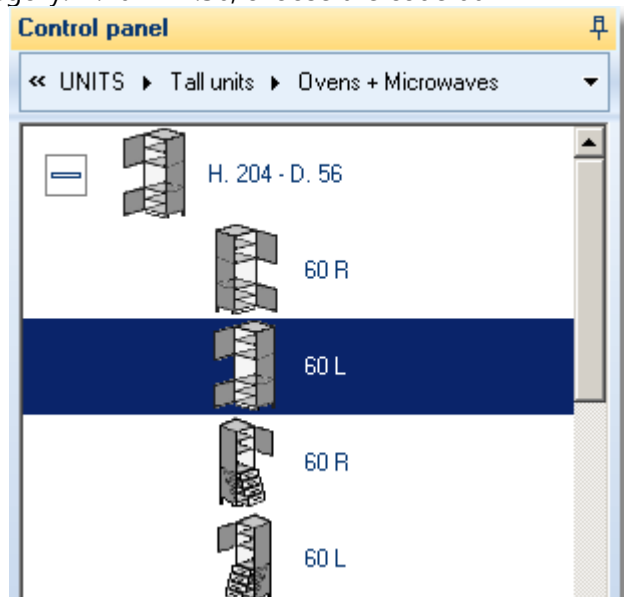
**Note:** Reset the "Active horizontal snap" in the choice "Back and left"



- Select now **Units** , **Tall units** and the category “**Ovens + Microwaves**”



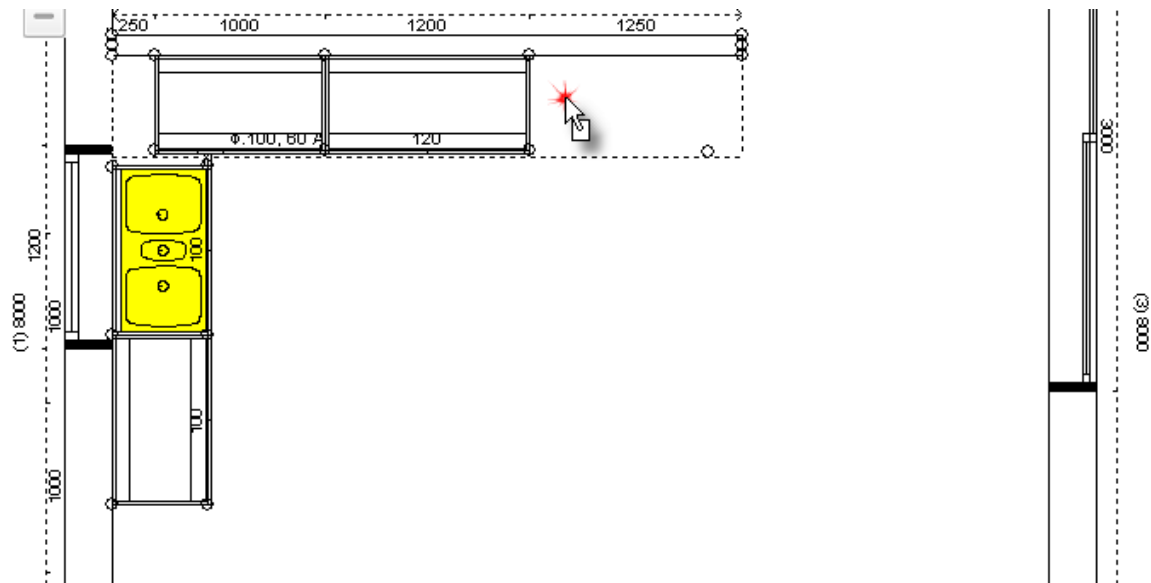
- From the first category: H.204 – D.56, choose the code 60L



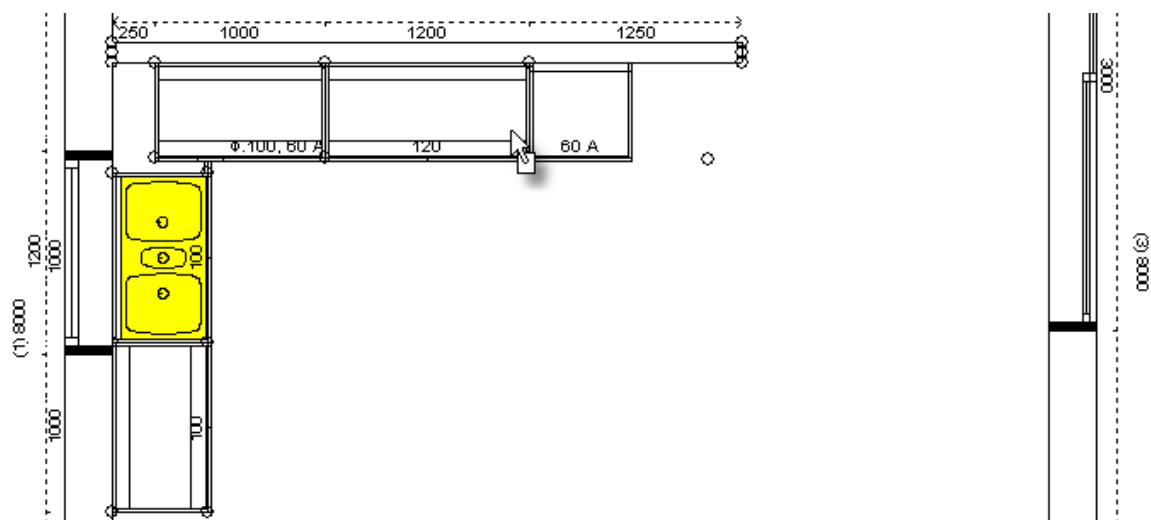
- Then push the button **Select...**



- Place it at the inner wall, at the right side of the items...



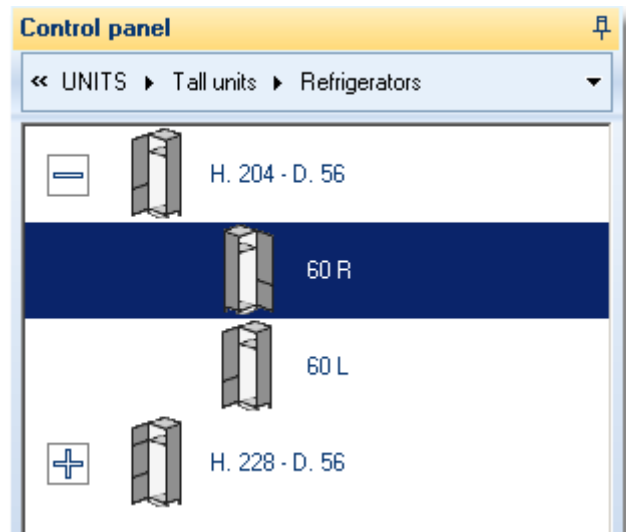
- Press left click to place it there



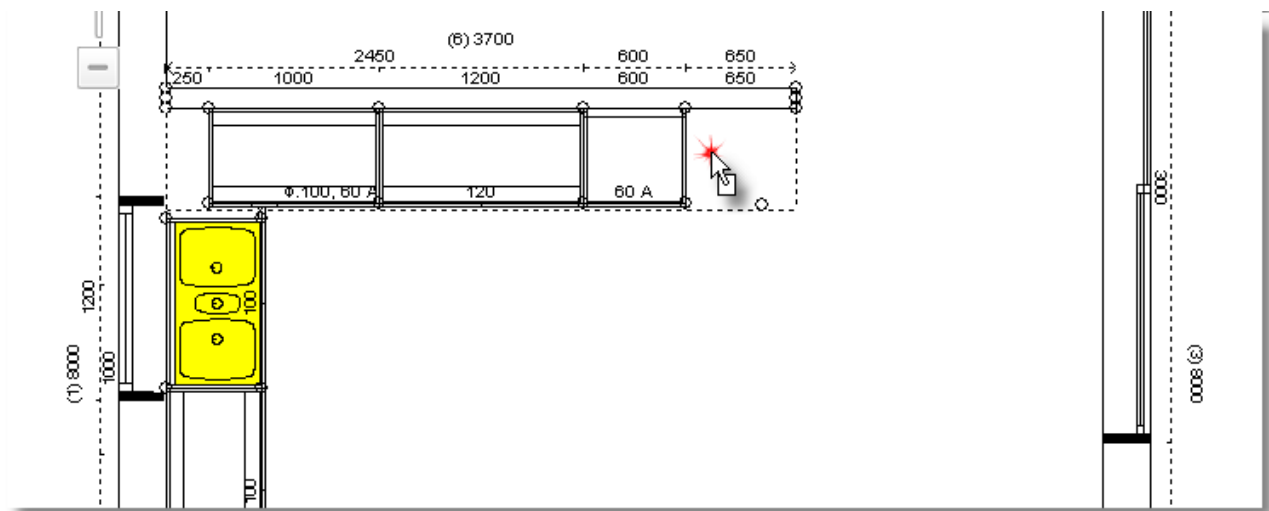
## 50 Kitchen Tutorial

Finally, you will place a Refrigerator

- Open the categories: **Units** > **Tall units** > **Refrigerators**. Then **H.204 – D.56** and choose the code **60R**



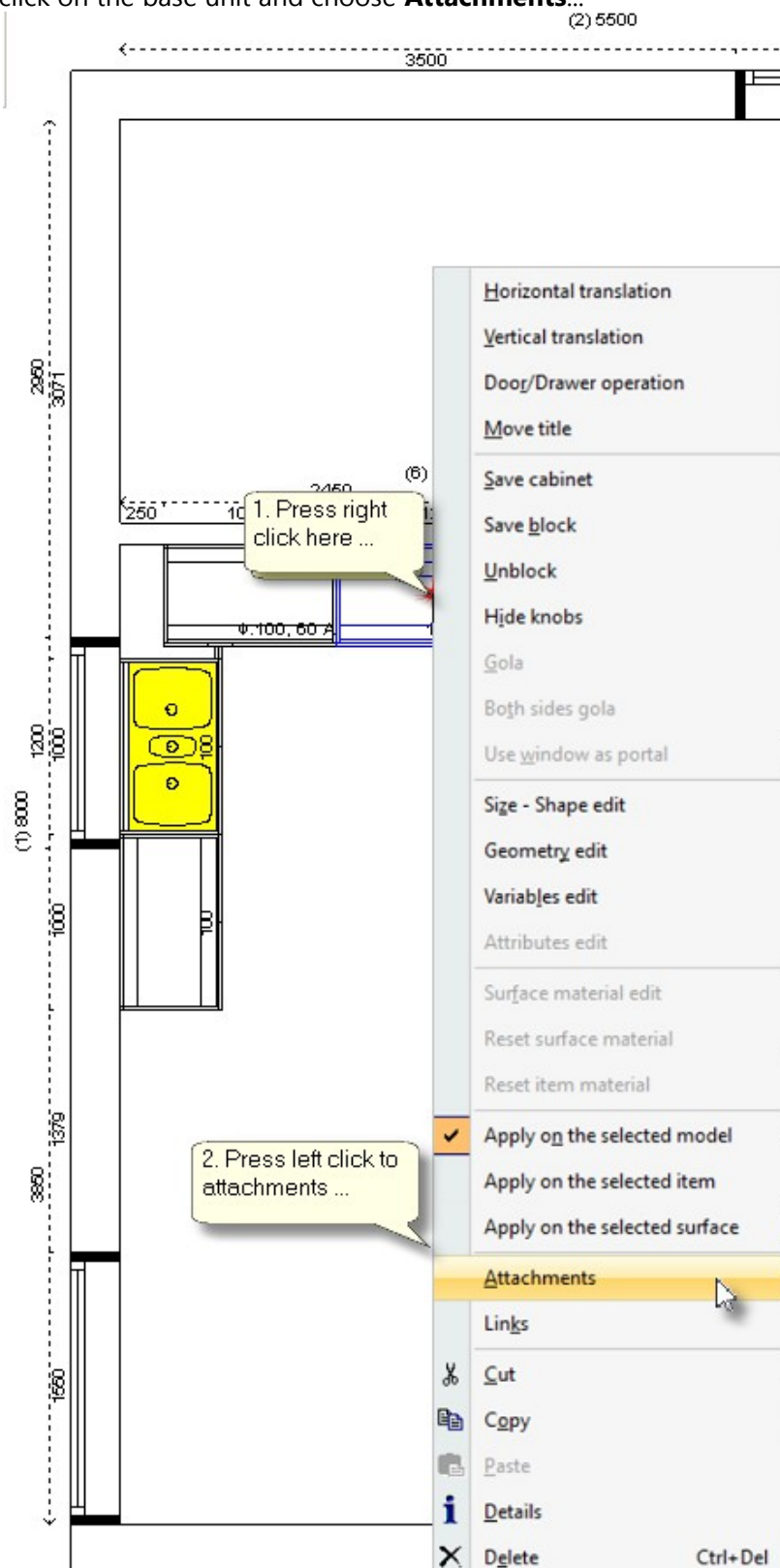
- Place the refrigerator at the right side of the Oven...



## Place attachments

You will place a hob on the base unit at the left side of oven.

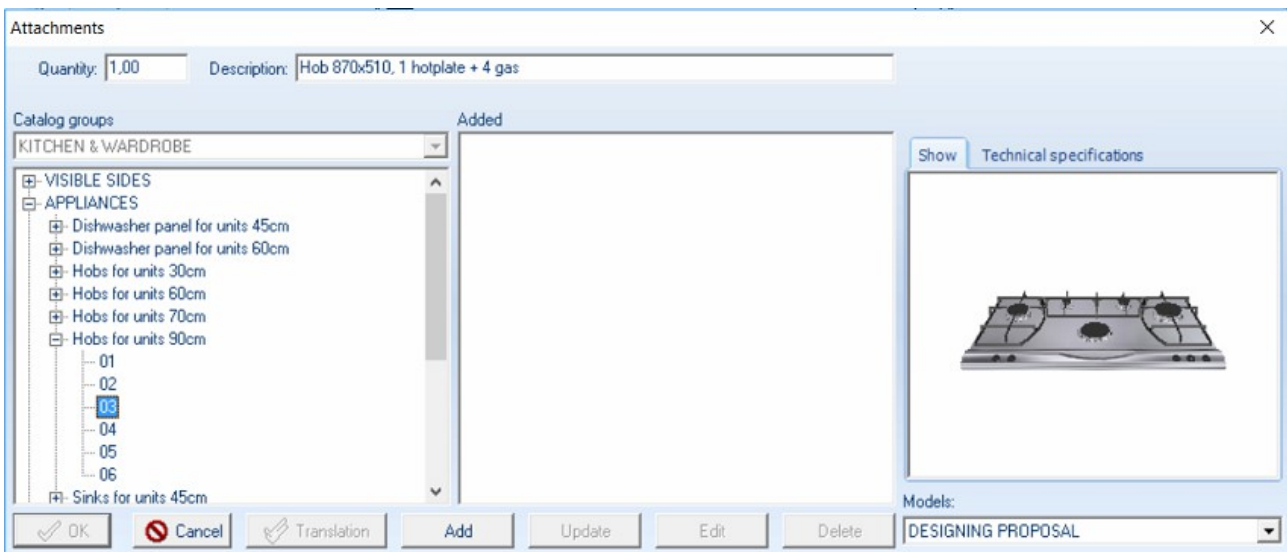
- Press right click on the base unit and choose **Attachments...**



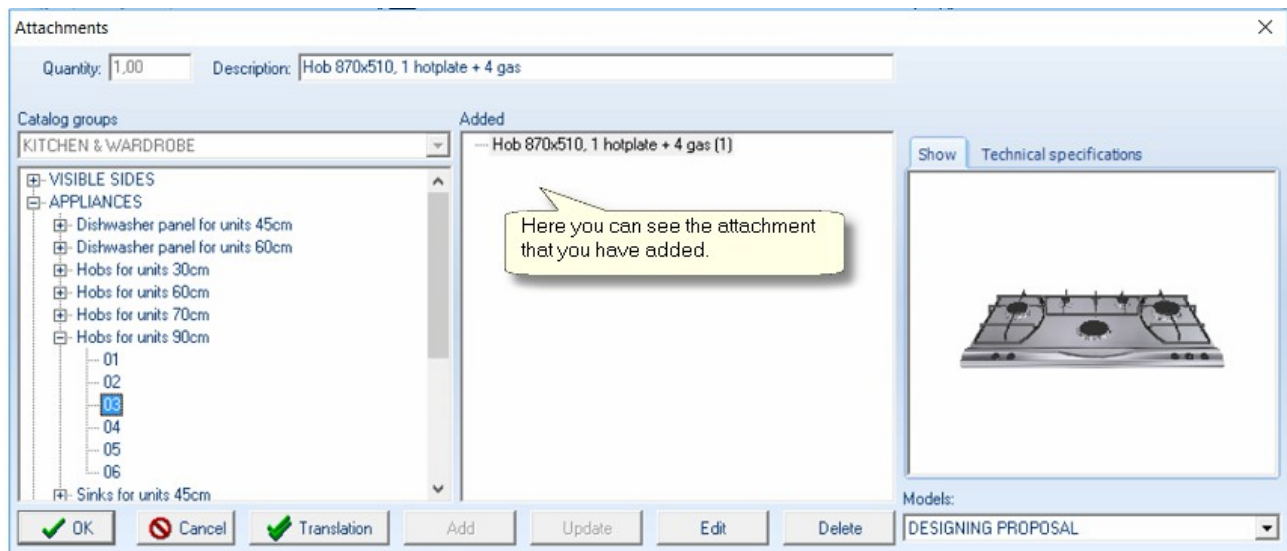
## 52 Kitchen Tutorial

The **Attachments** are showed...

- Press left click to "+" in front of the catalog "**APPLIANCES**" and then "**Hobs for units 90 cm.**".



- Choose the code **03** and press the button **Add**. In the field "**Added**" you can see the description of attachment. Press **OK** to complete the procedure.

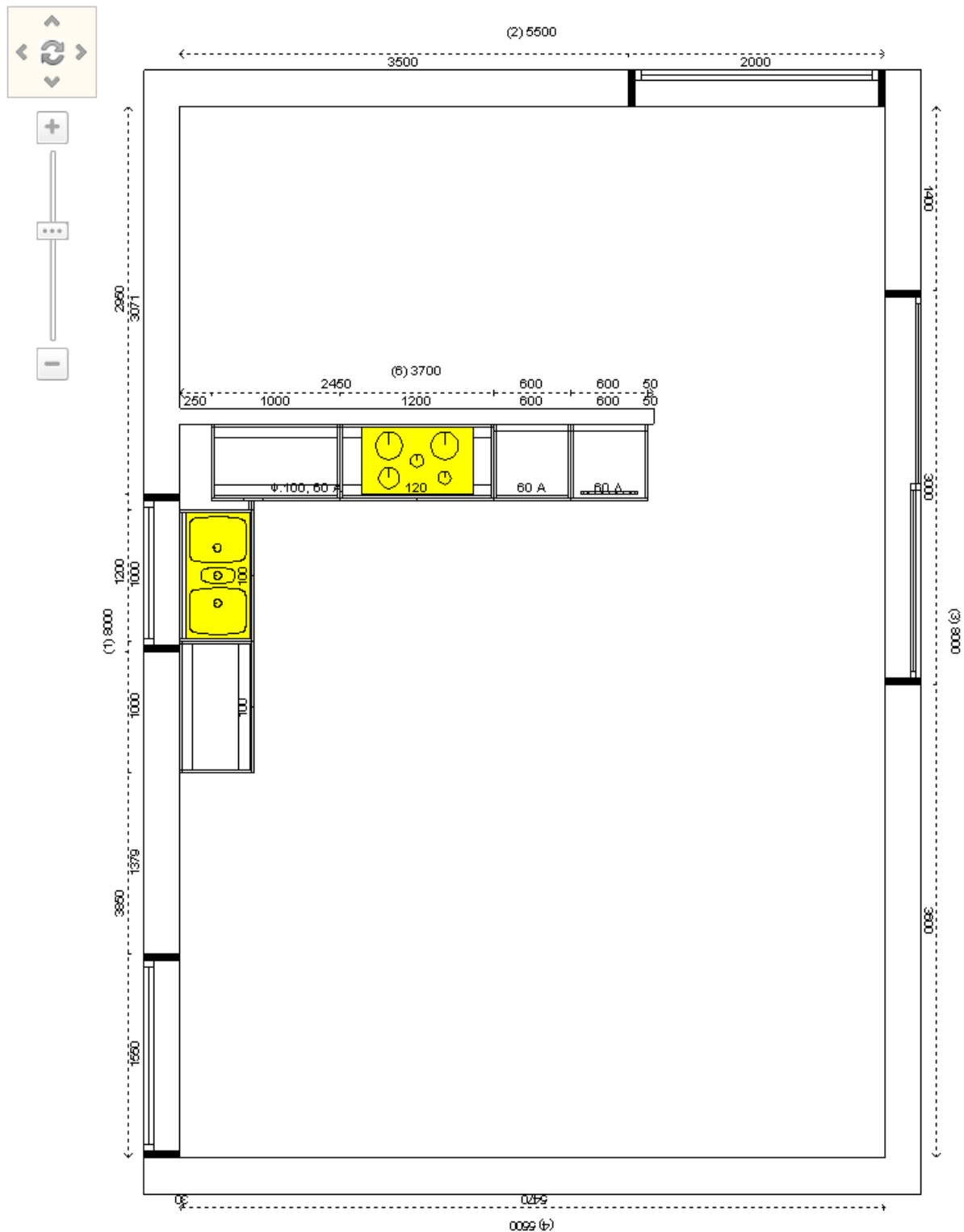


- Save the project by clicking the icon "**Save**" ...



Or using the buttons "**CTRL + S**" from keyboard.

The floorplan is like the icon above...



## Place wall units

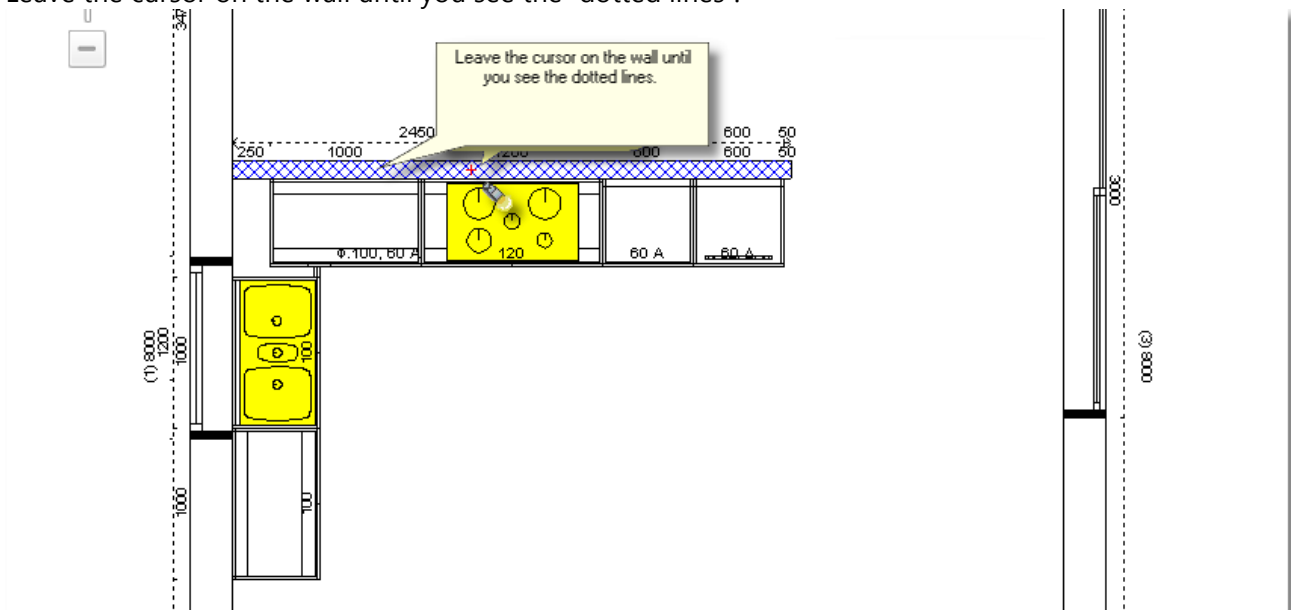
Now you will place wall units in the project.

This procedure will be done in 3D and **και** in **Elevation**.

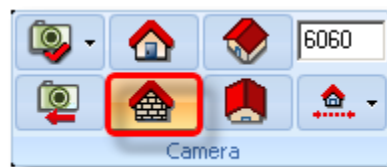
At first, you will place wall units in the inner wall.

To see the elevation, please do the following...

- Leave the cursor on the wall until you see the "dotted lines".



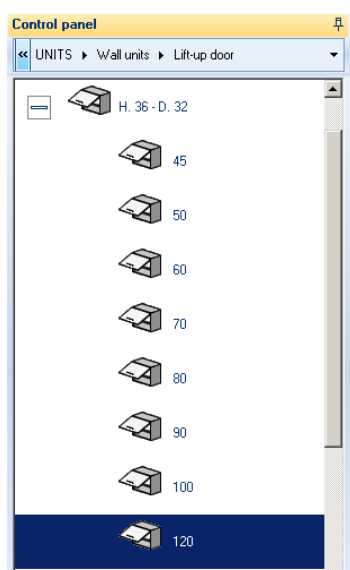
- The wall is recognized, move "quickly" the cursor to the toolbar "**Camera**" and press the icon "**Elevation**"



The icon above is the elevation of the wall



- From Control Panel, choose **Units > Wall units** and then **"Lift-up door"**.
- Open the category with height 36 (H.36 – D32) and then choose the size 120



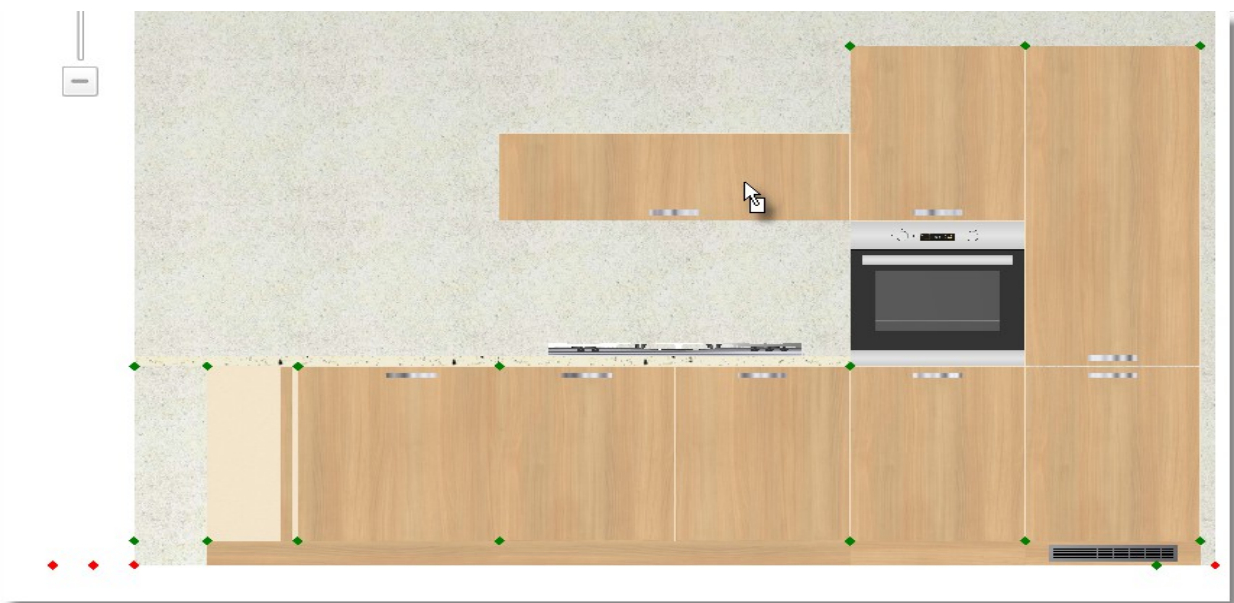


## 56 Kitchen Tutorial

- Place it by clicking a **left click** on the wall, over the unit with hob ...

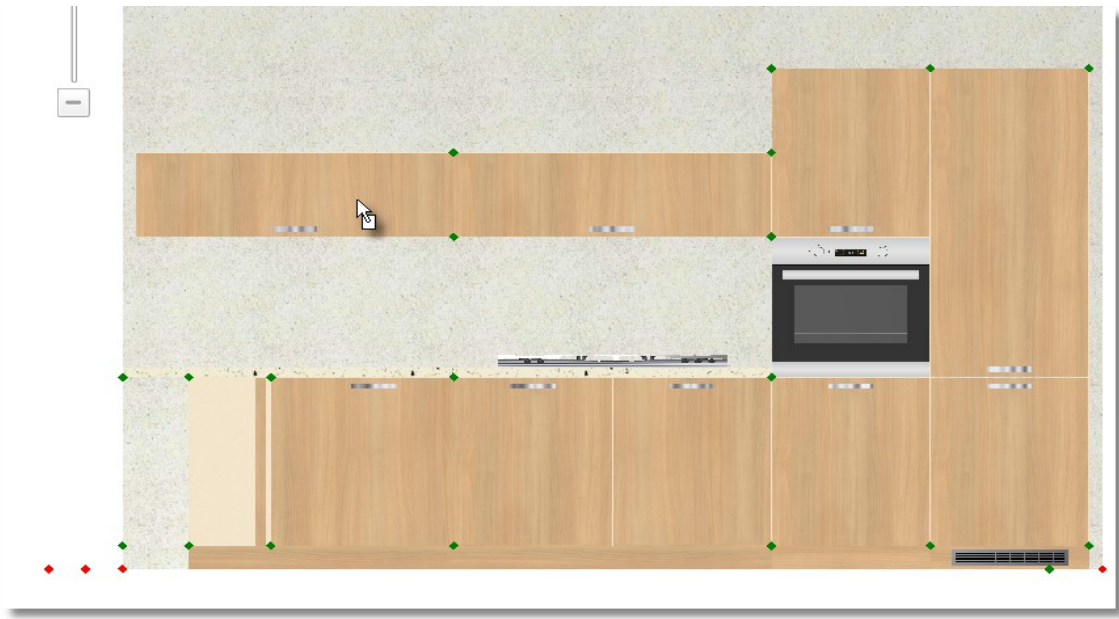


- As the unit moves, "stick it" next to the oven and fix it there by left click.



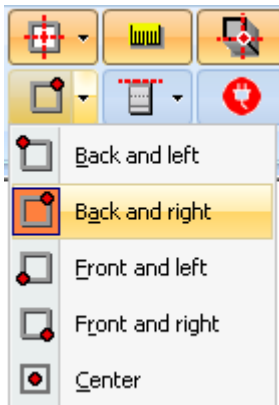


- Place another one at the left side ...

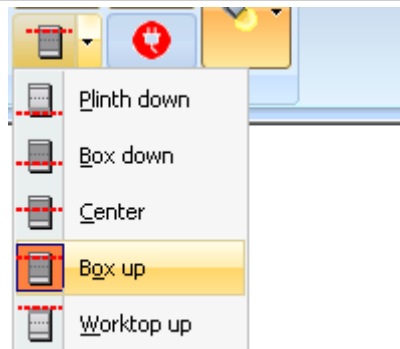


**Note:** To place all wall units easily, you should change the active horizontal snap and the item active vertical snap.

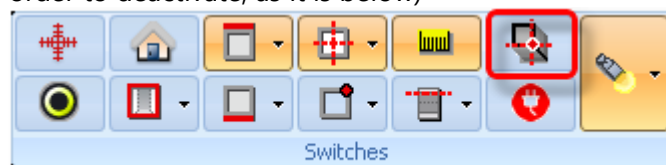
For the active horizontal snap choose the item at the "**Back and right**"



For the active vertical snap choose the item "**Box up**"



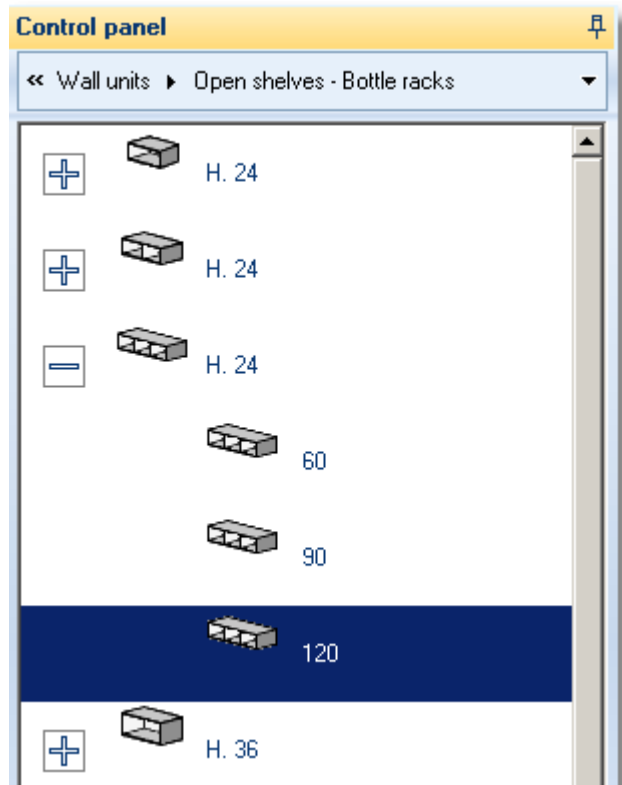
Also you will activate the icon "**Snap**"  
(Left click to the icon in order to deactivate, as it is below)



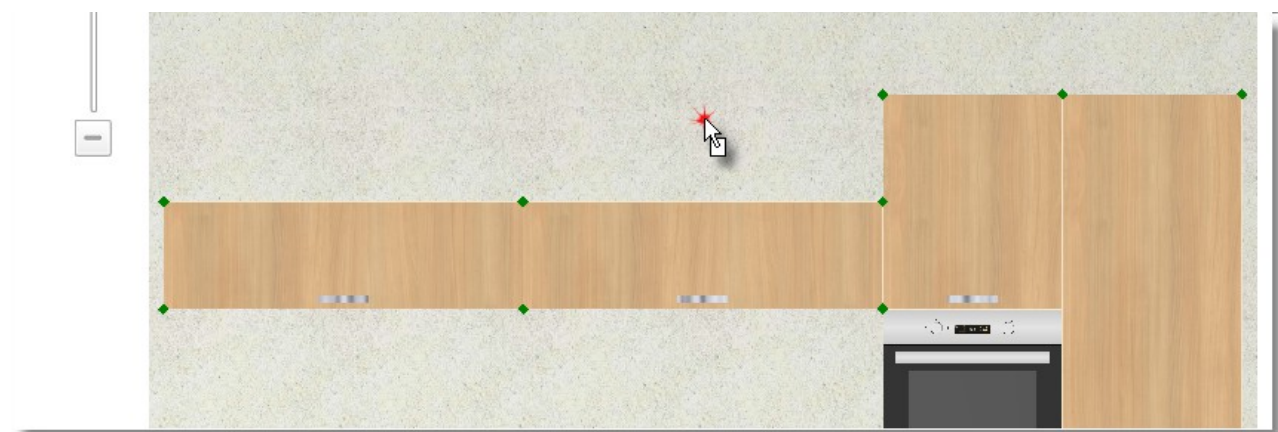
## 58 Kitchen Tutorial

Now you will place some shelves

- From **Wall units** choose the category **Open shelves – Bottle racks** and open **H.24** (this with three partitions). Choose the code **120**

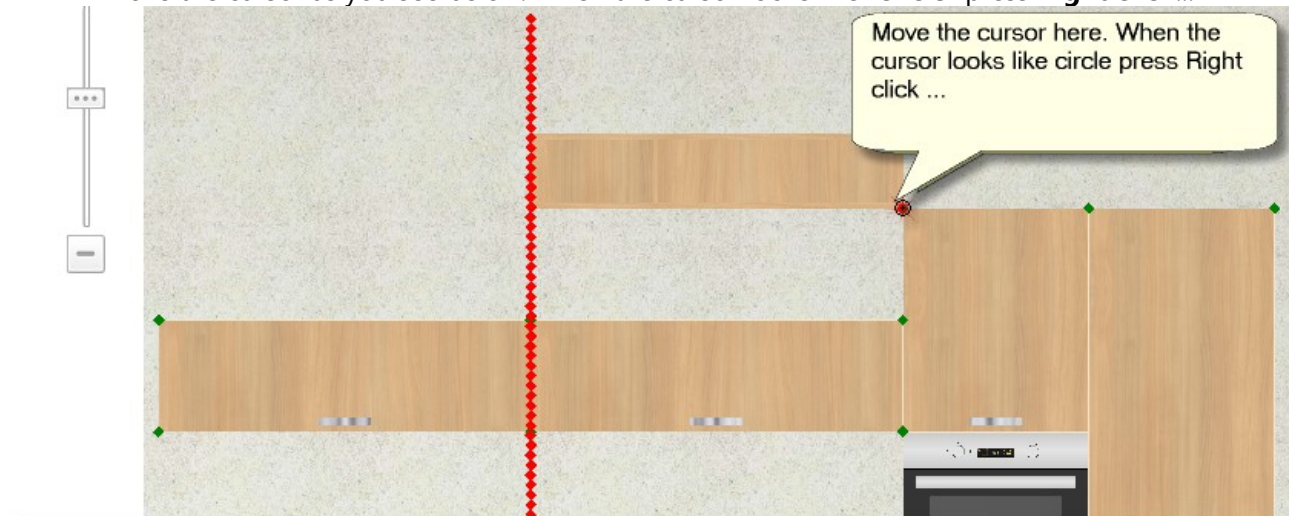


- Press the button **Select** and then left click on the wall, on the wall units...



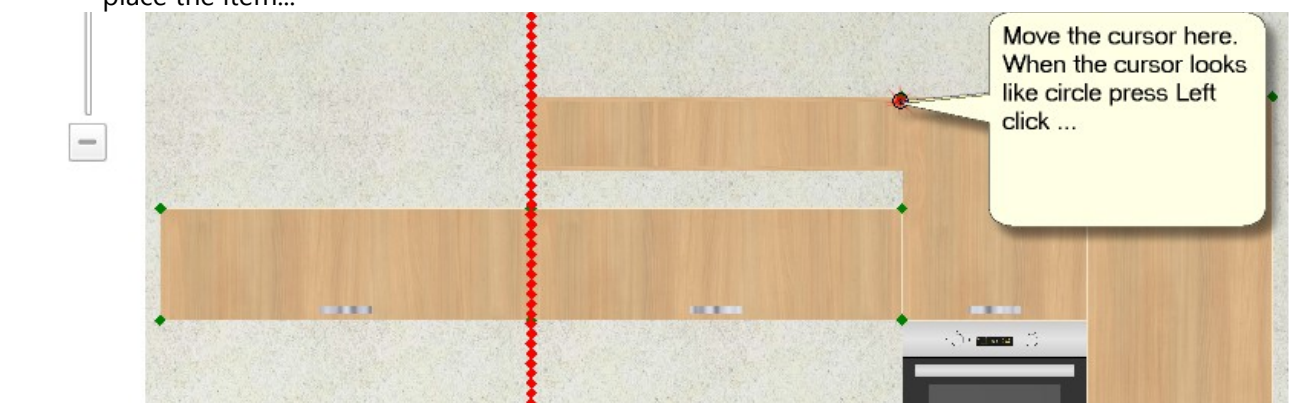
The wall unit is situated by the default snap...

- Move the cursor as you see below. When the cursor looks like **"circle"** press **Right click...**



The item snap is changed and now the item moves vertically...

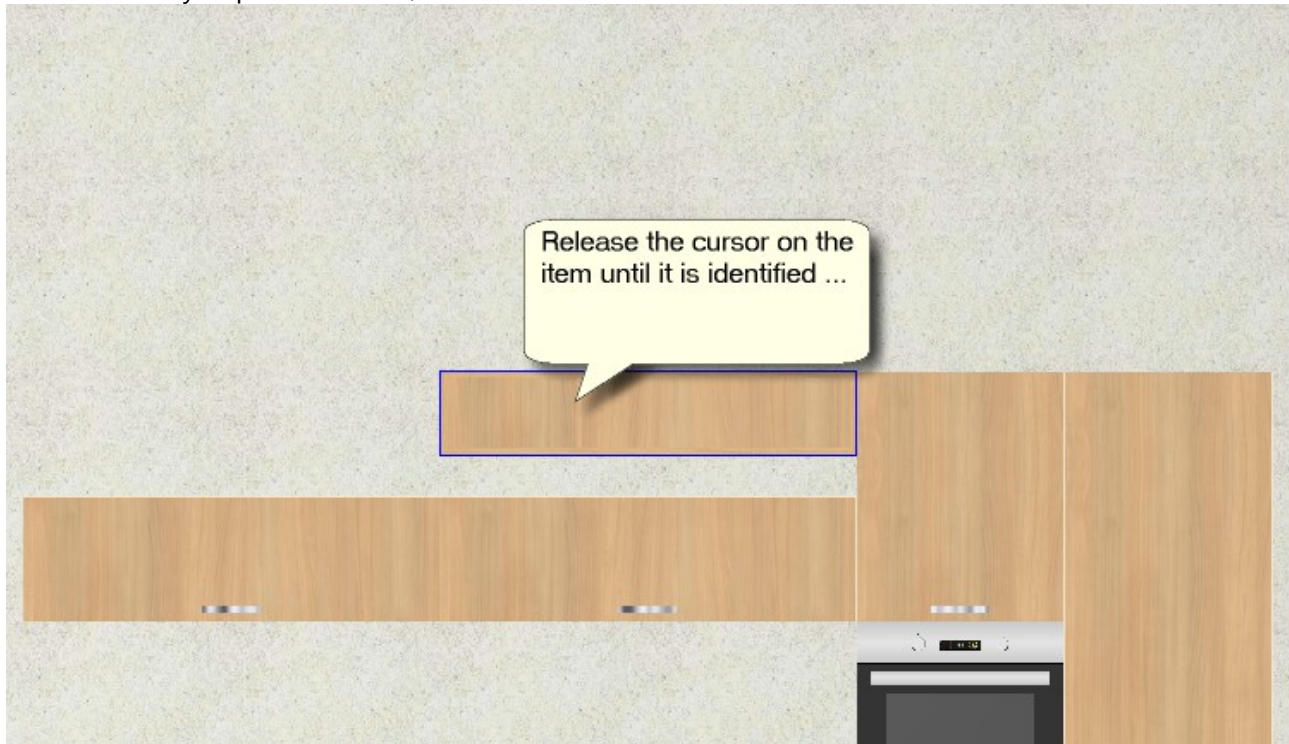
- Move the cursor again as you see below... When the cursor looks like **"circle"** press **Left click** to place the item...



## 60 Kitchen Tutorial

Now, you will change the height of item

- When you place the item, release the cursor on it.



- Now the item is recognized. From Control Panel, change the height to "360" and press **Enter**.

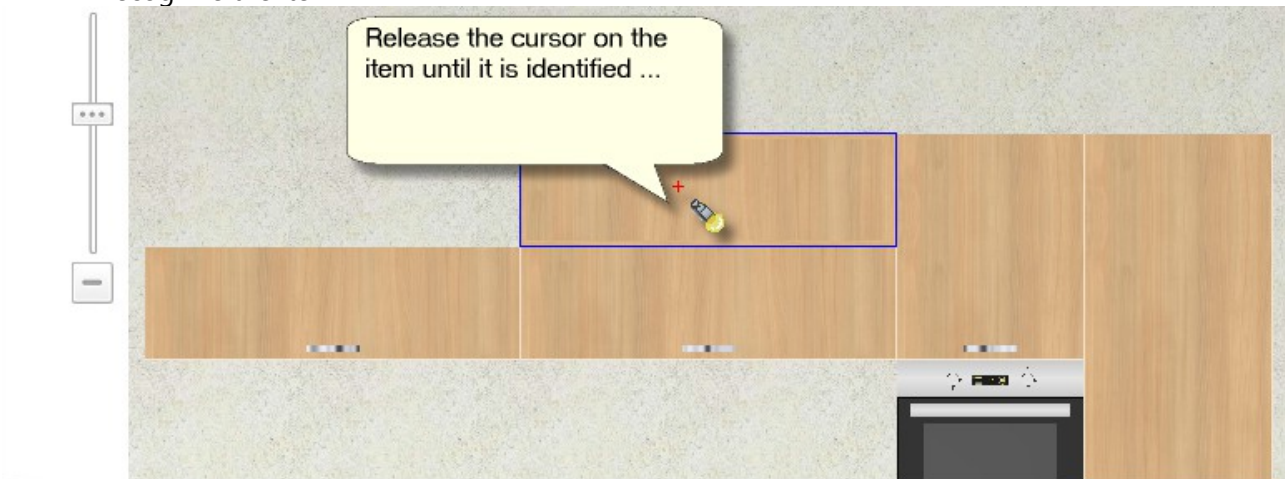
| Item dimensions |       |
|-----------------|-------|
| Left X:         | -2250 |
| Left Y:         | 970   |
| Right X:        | -1050 |
| Right Y:        | 970   |
| Down:           | 1780  |
| Up:             | 2140  |
| Width:          | 1200  |
| Width 2:        | 0     |
| Door width:     | 0     |
| Doors #:        | 0     |
| Depth:          | 340   |
| Depth 2:        | 0     |
| Height:         | 360   |
| Height 2:       | 120   |
| Extra:          | 0     |
| Extra 2:        | 0     |
| Worktop:        | 0     |
| Plinth:         | 0     |
| Reduction:      | 0     |
| Angle:          | 0,00  |
| Groove:         | 8,00  |
| Back offset:    | 20    |
| Qty:            | 1     |

Comments

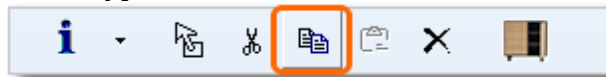
OK Cancel

When you complete the change of height, you will copy this item next to the other one...

- Recognize the item



- And choose the button **Copy** from Control Panel...



**Note:** another way to copy the item is to press right click and then choose **Copy**

- Now, release the cursor on the wall and press **Right click > Paste**



## 62 Kitchen Tutorial

- Move the cursor as it seems below. Press left click to place it.

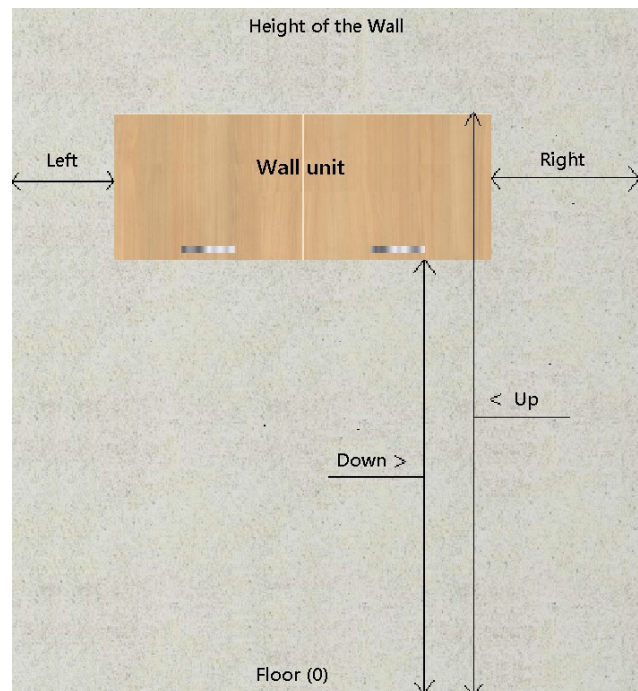
**Note:** Look the icon below. You can see the position of the item on the wall.

**Left:** the distance of the left side of item from the left side of wall

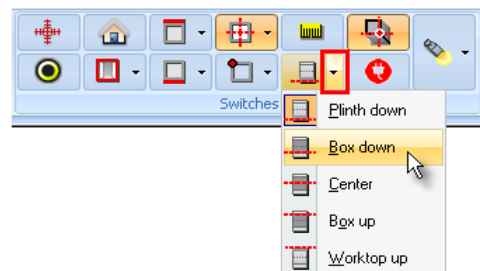
**Right:** the distance of the right side of item from the right side of wall

**Down:** the distance between the bottom side of item and the floor

**Up:** the distance between the top side of item and the floor



You will change the Active vertical snap to "**box down**".



Now, you will place other wall units.

- Choose from Control Panel **Units** > **Wall units** > **Door** the category **H.48 – D.32** and size **120**
- Press left click above the wall units...



As the item moves, you will move the cursor from Control Panel and change the item margins. Particularly, the distance between the bottom side of wall unit and the floor.

- In the field **Down** write 2140 (it is the height of wall units) and press **Enter**

**Control panel**

120

Placement on  
Island 0 F9

Item margins

X: -2257 Y: 970

Down: 1540  
2140

Up: 1900

Item angle  
0,00 ← → ↑ ↓

Wall angle: Island 0

Item angle edit (Ctrl+F9)

Options  
☐ Unblock ☐ Free translation

Door type:

## 64 Kitchen Tutorial

The alignment of wall unit is changed (it is situated in 2140)

- Now, press left click to the other point to place it ...



Do the same procedure to place another two wall units at the left. The procedure is Copy - Paste...

Complete the placement and the elevation of this wall looks like the icon above...



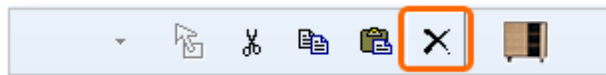


## Delete item

Choose the wall unit above the hob...



and press the button **Delete** from Control Panel



**Note:** Another way to do Delete is: right click on the item and then press Delete.

- Open **Units > Wall units > Hoods**, the category **H.36 –DB.32** and choose the code **90** Place it in the null area.



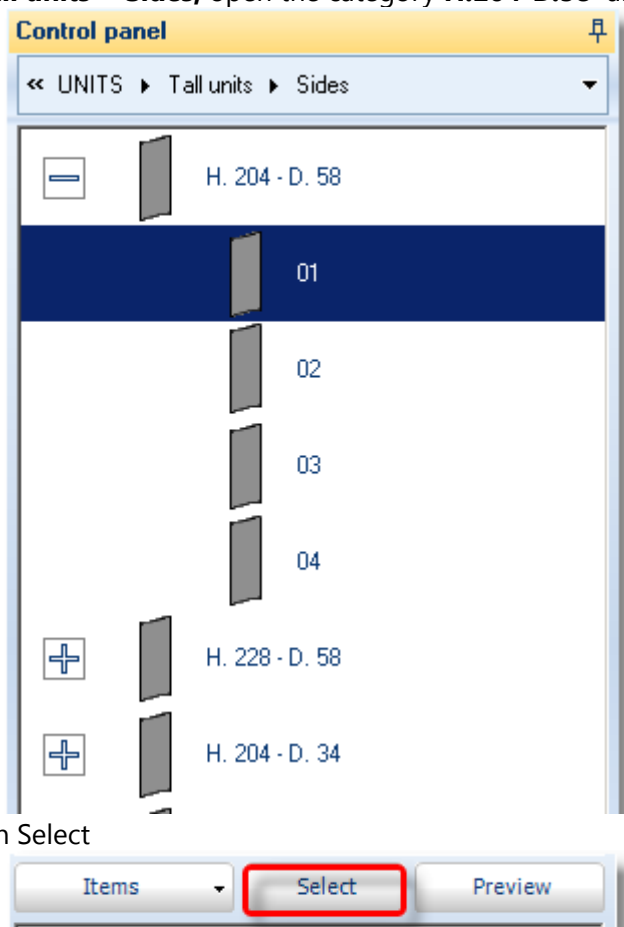
Edit the Width of hood to 1200 and press Enter.



## Place sides

Now, you will place sides on this wall.

- Go to **UNITS > Tall units > Sides**, open the category **H.204-D.58** and choose the code **01**



- Choose the button Select

## 68 Kitchen Tutorial

- ...and place it by clicking left click at the right side of refrigerator...



- "Stick it" to the refrigerator and press again left click to place it.

Do the same moves to place a wall unit above.

- Go to **UNITS > Wall units > Sides** open the category **H.48-D.34** and choose the code **01**
- Place it to the null area of wall, at the right side of wall unit and "stick it" next to units...



- Change the alignment of it either using vertical translation or writing the height in Control Panel.

The elevation of this wall looks like the icon below...



- Save you project by clicking the icon "**Save**" or "**CTRL + S**".

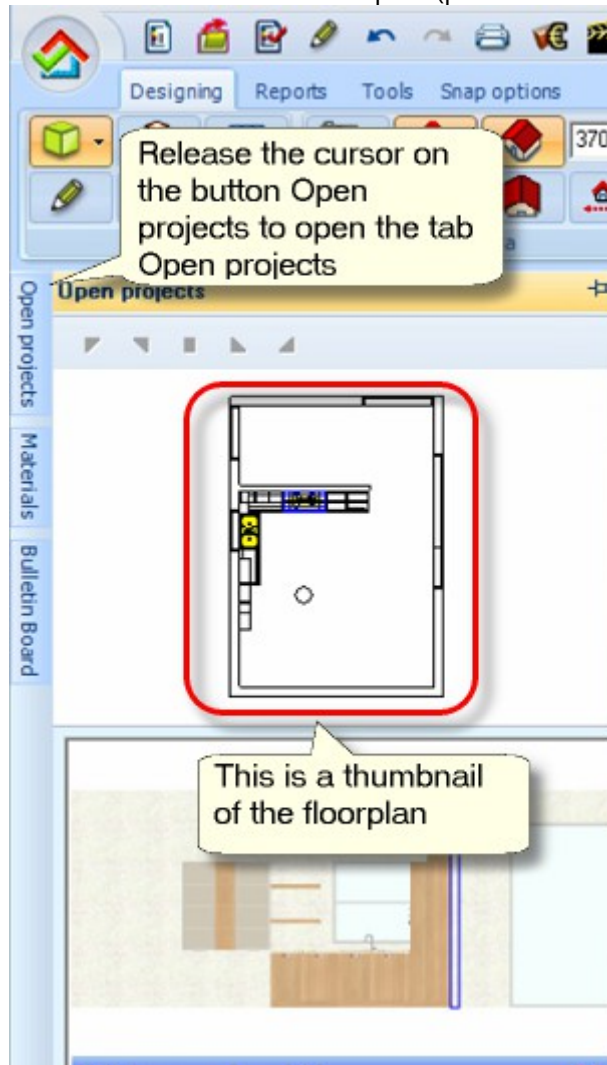


## Open projects – Panorama of floorplan

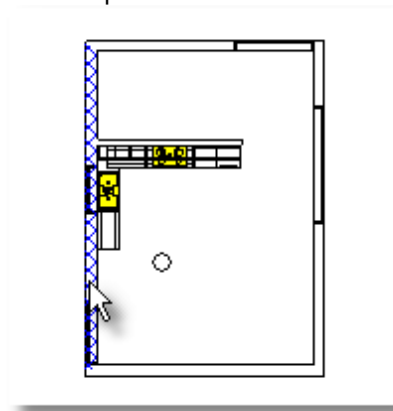
You will place wall units again on “wall 1” and use the elevation.

Firstly, you should open the **Elevation** of wall 1. You should ...

- Release the cursor on the button “**Open projects**”, at the left side of the project. You will see the tab “**Open projects**” and a thumbnail of the floorplan (panorama of floorplan)



Press left click on **Wall 1** when the blue stripes are showed...



## Manage 3D

**Note:** You can set the image below doing the following:

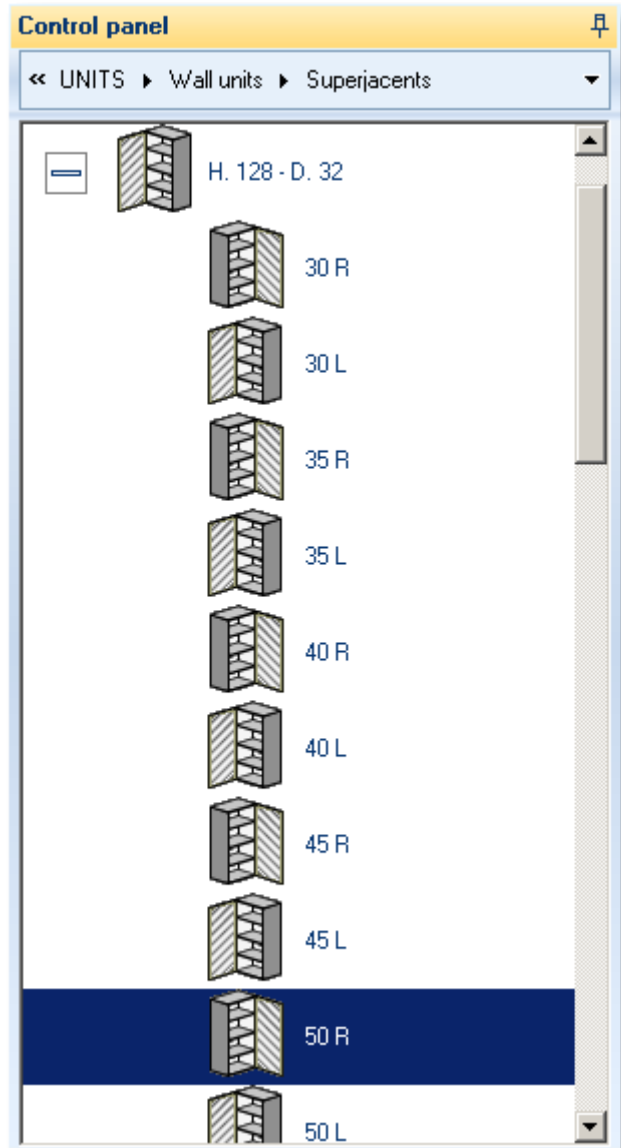
- Hold down left click and move the image right - left.
- Hold down right click or scroll and zoom-in and zoom-out the image

The elevation now looks like the icon below...



## 72 Kitchen Tutorial

- Choose **Units > Wall units > Superjacent**. Open the category **H.128 – D.32**, the aluminium glass door Inox and then choose the code **50R**



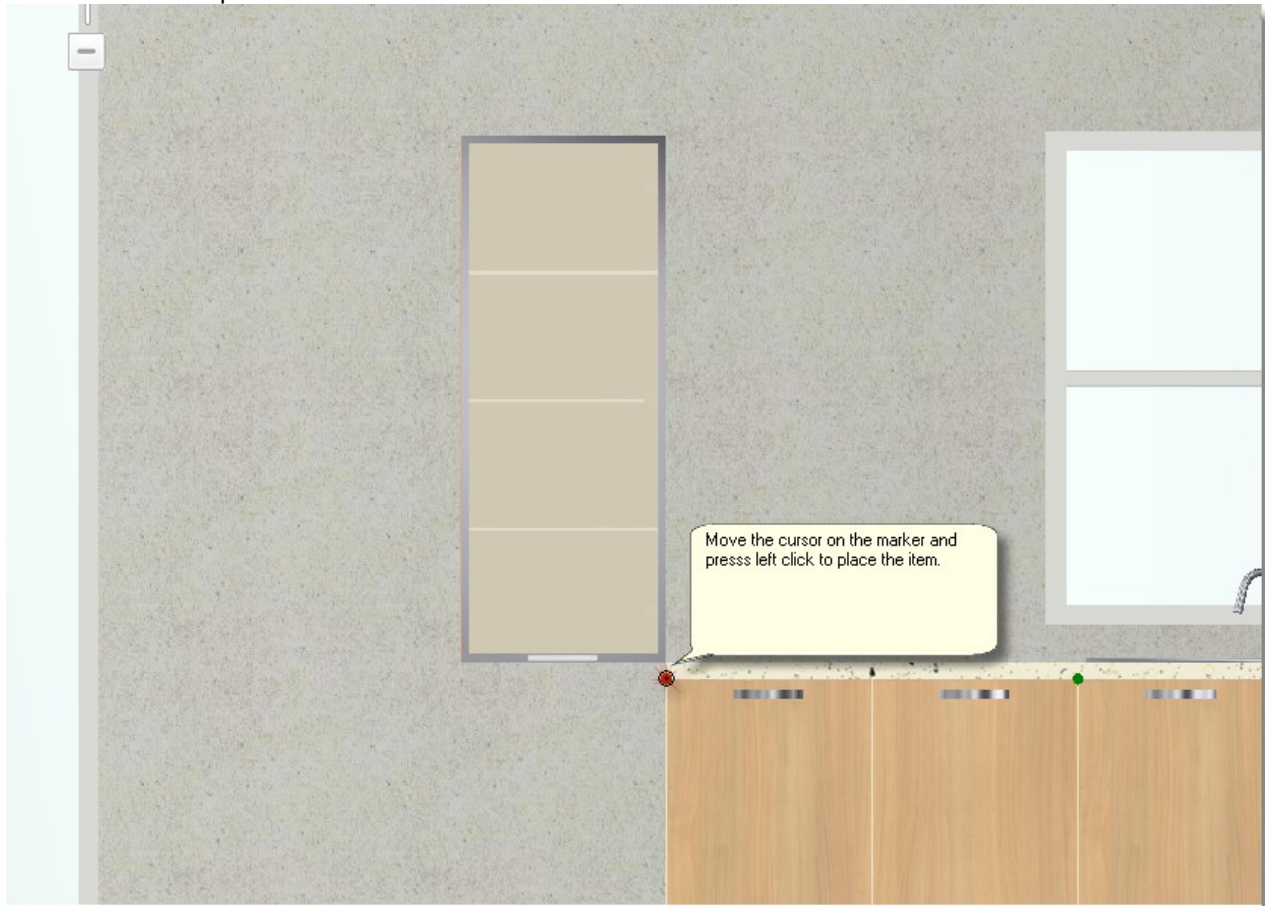
- Place it by clicking left click in the null area...



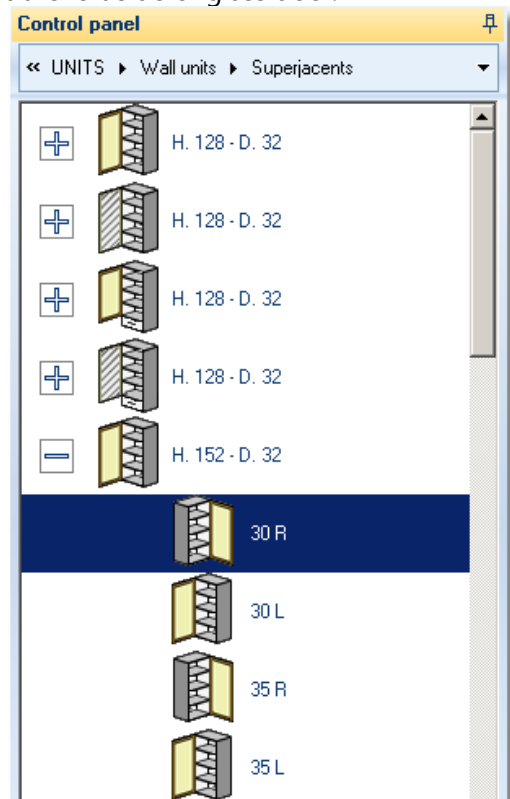


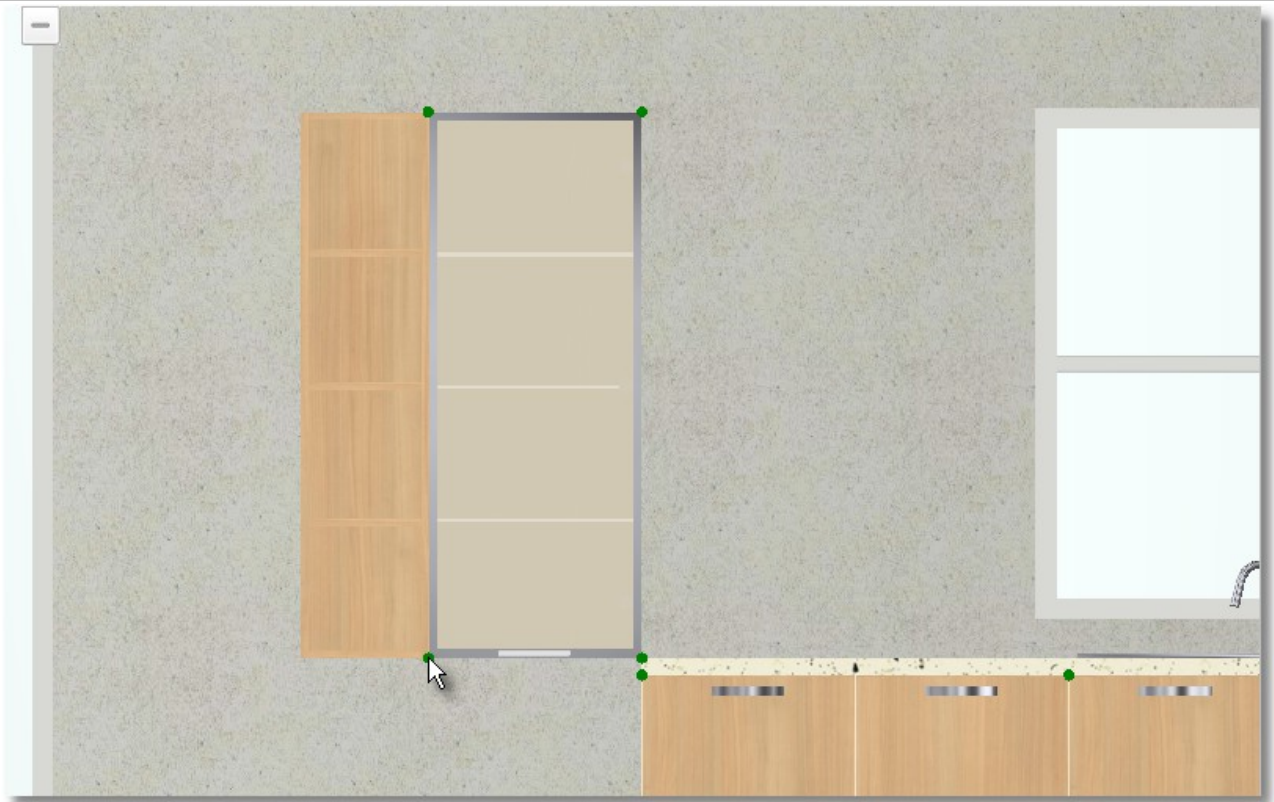
- Move the cursor on the marker as it seems below. The item aligns with the base unit.

Press left click to place the item here.



- From **Superjacent**s again, open the category **H.128 – D.34** with shelves. Choose the item with width **30** and place it at the left side of glass door.



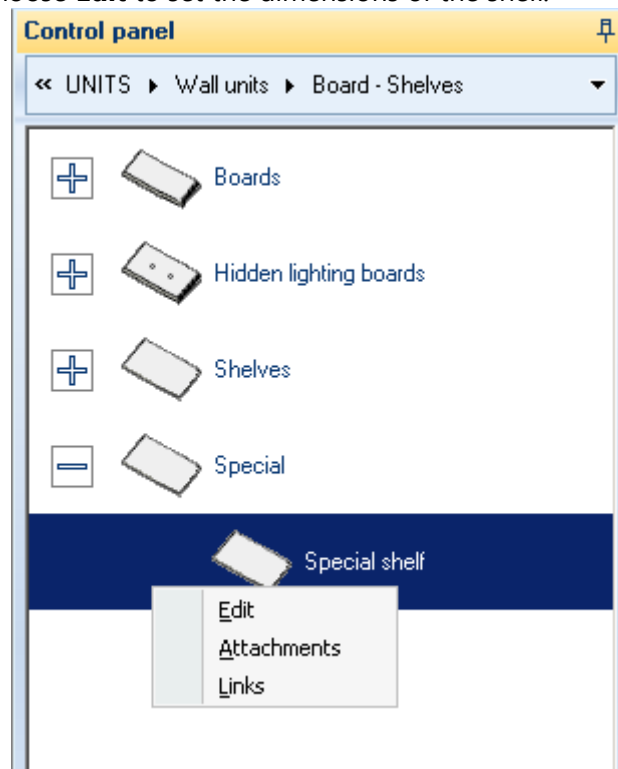


- Copy the glass door and place it at the left side of shelf.



Place two shelves to complete it

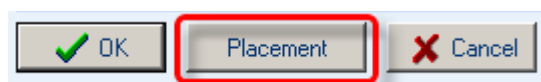
- Go to **Units > Wall units > Board – Shelves > Special** and choose **Special shelf**. Press right click and choose **Edit** to set the dimensions of the shelf.



- Write **Width: 750** and **Height: 60**. Press **Enter** and look at **OK** button, it is activated now.

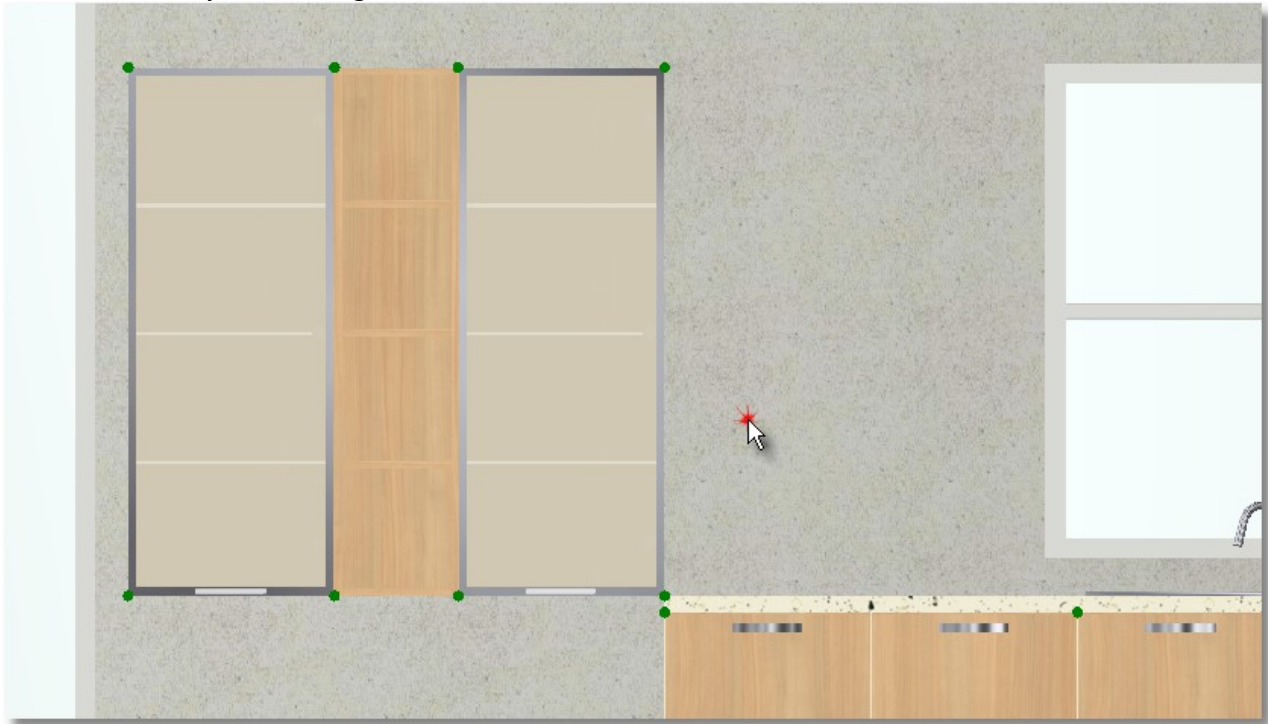
| Dimensions      |      | Specifications    |                                  | Prices          |   |
|-----------------|------|-------------------|----------------------------------|-----------------|---|
| Quantity:       | 1.00 | Units:            | By square meters (Width x Depth) | Florplan shape: | 1 |
| Width:          | 750  | Plinth height:    | -1                               | Box shape:      | 0 |
| Width2:         | 0    | Door width:       | 0                                | Door shape 1:   | 0 |
| Height:         | 60   | Num of doors:     | 0                                | Door shape 2:   | 0 |
| Height2:        | 0    | Reduction:        | 0                                | Door shape 3:   | 0 |
| Depth:          | 340  | In / Out:         | 0                                | Door shape 4:   | 0 |
| Depth2:         | 0    | Alignment:        | 0                                | Door shape 5:   | 0 |
| Extra:          | 0    | Horiz. Alignment: | DC                               | Door shape 6:   | 0 |
| Extra2:         | 0    | Vert. Alignment:  | DC                               | Door shape 7:   | 0 |
| Worktop height: | -1   | Back alignment:   | DC                               | Door shape 8:   | 0 |
|                 |      |                   |                                  | Door shape 9:   | 0 |

- Choose the button **Placement** to place the shelf.



## 76 Kitchen Tutorial

- Place it by left clicking on the wall above of the base units...



You should change the alignment of item (the height between the bottom side of item and the floor).

- As the shelf is moved, from Control Panel in the field **Down** write **1250**, press **Enter**, "stick it" next to glass door and press left click to place it.





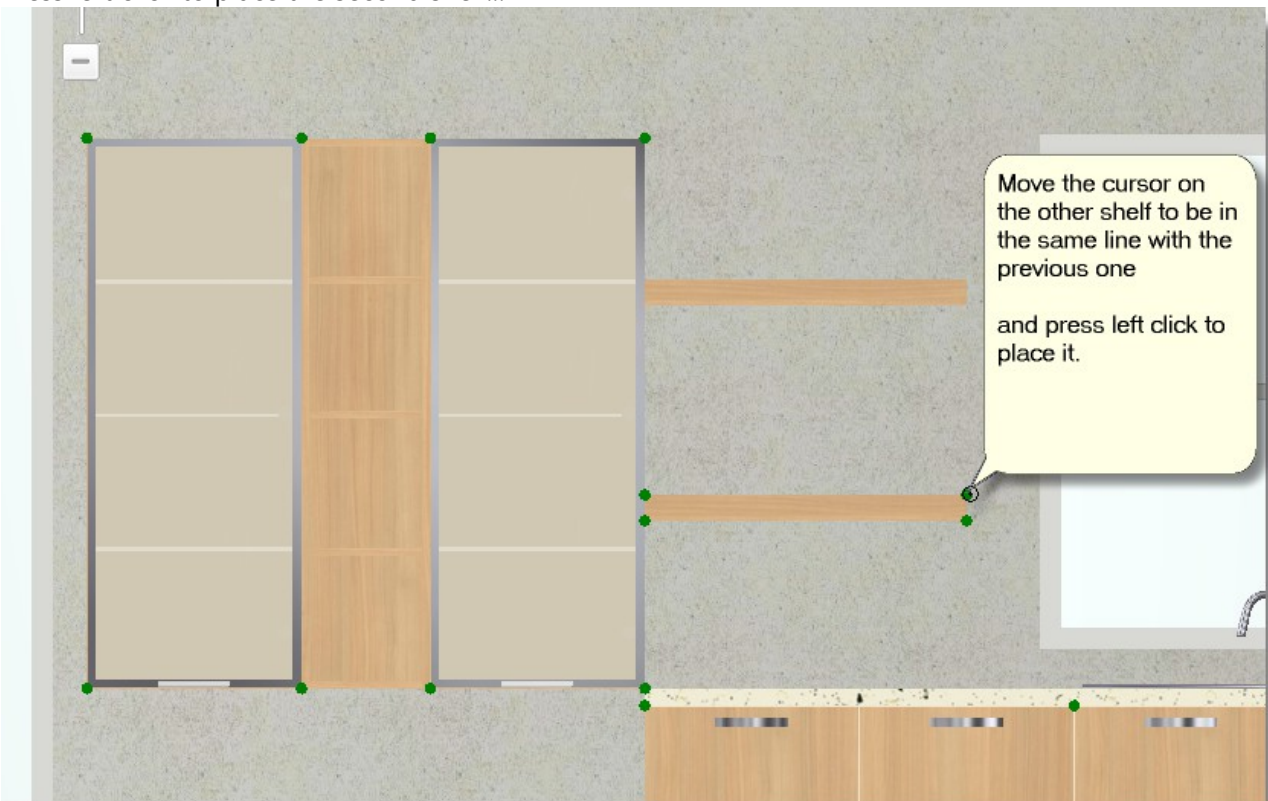
- Press again the button **Select** from Control Panel. The changes of the shelf are remained, place another shelf above this...



- From Control Panel, in the field **Down** write **1750** and press **Enter**

Move the cursor on the other shelf, as you see below (remember that in the **"Active horizontal snap"** it is chosen **"back and right"**. For this reason it is showed the right side of shelf..).

Press left click to place the second shelf...

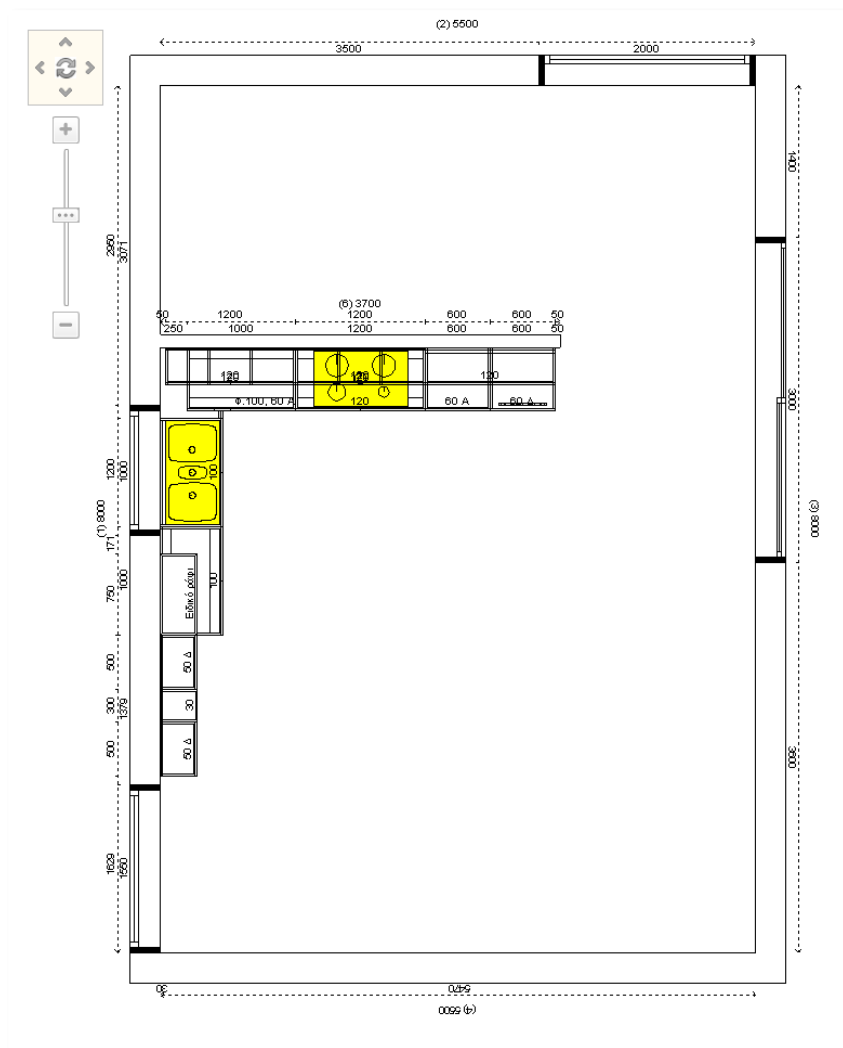


Save the project.

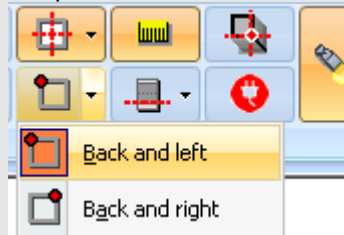
## Place items free in floorplan

You will place now items free. This means the item will not stick to wall.  
You will work to the floorplan (2D)

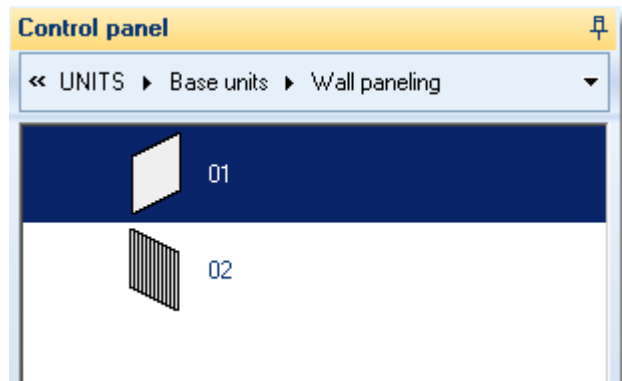
- Press the icon **2D** from the toolbar



**Note:** change the "Active horizontal snap" to "Back and left"



Open the catalog **Units > Base units > Wall paneling** and choose the code **01**



You see the window "**Item edit**". Write in **Width: 2150** and **Height: 2250**

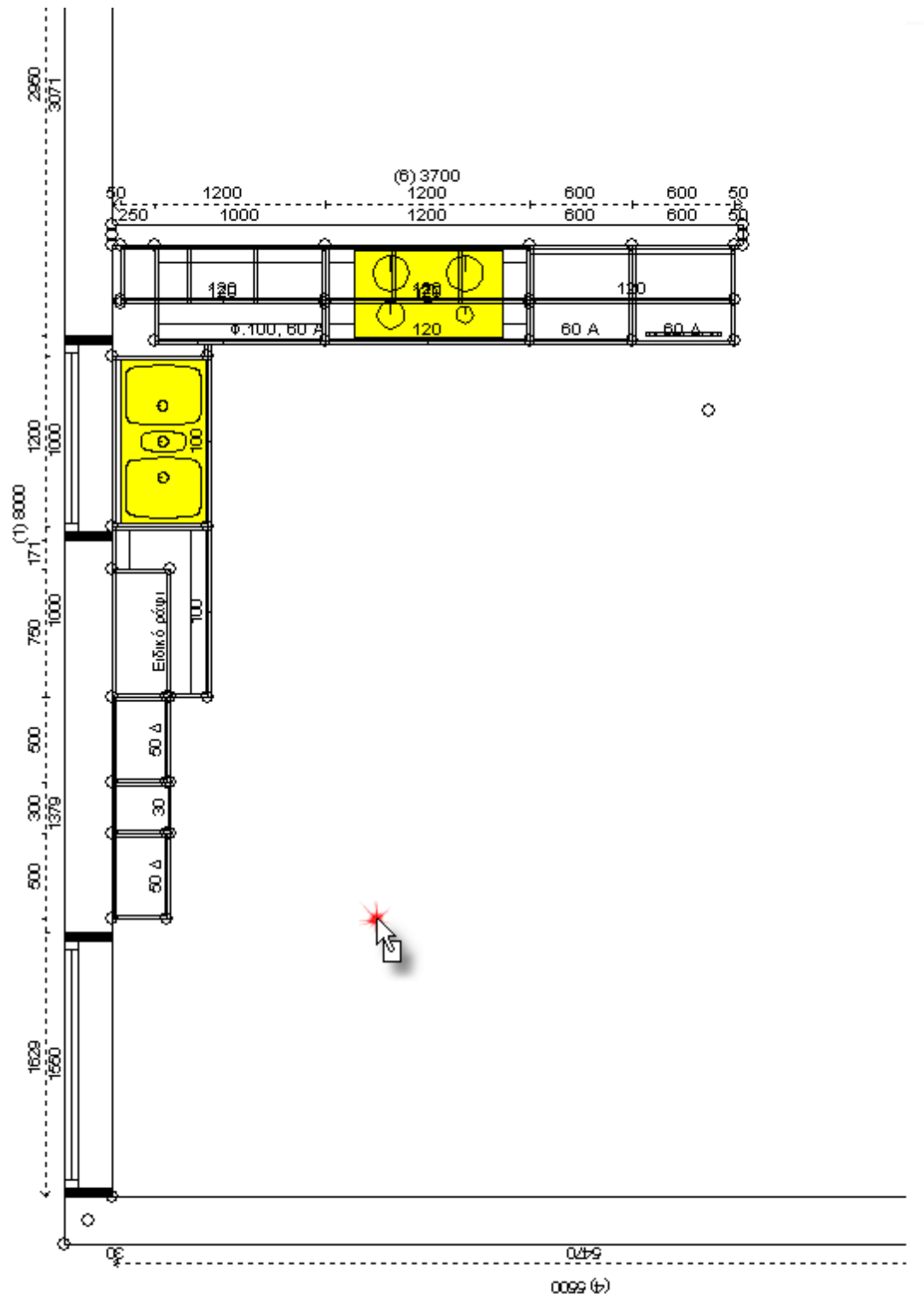
| Dimensions      |      | Specifications    |                                   | Prices |                 |   |
|-----------------|------|-------------------|-----------------------------------|--------|-----------------|---|
| Quantity:       | 1,00 | Units:            | By square meters (Width x Height) |        | Florplan shape: | 1 |
| Width:          | 2150 | Plinth height:    | -1                                |        | Box shape:      | 0 |
| Width2:         | 0    | Door width:       | 0                                 |        | Door shape 1:   | 0 |
| Height:         | 2250 | Num of doors:     | 0                                 |        | Door shape 2:   | 0 |
| Height2:        | 0    | Reduction:        | 0                                 |        | Door shape 3:   | 0 |
| Depth:          | 18   | In / Out:         | 0                                 |        | Door shape 4:   | 0 |
| Depth2:         | 0    | Alignment:        | 0                                 |        | Door shape 5:   | 0 |
| Extra:          | 0    | Horiz. Alignment: | DC                                |        | Door shape 6:   | 0 |
| Extra2:         | 0    | Vert. Alignment:  | DC                                |        | Door shape 7:   | 0 |
| Worktop height: | -1   | Back alignment:   | DC                                |        | Door shape 8:   | 0 |
|                 |      |                   |                                   |        | Door shape 9:   | 0 |

- Press **Enter** and then the button **OK**.



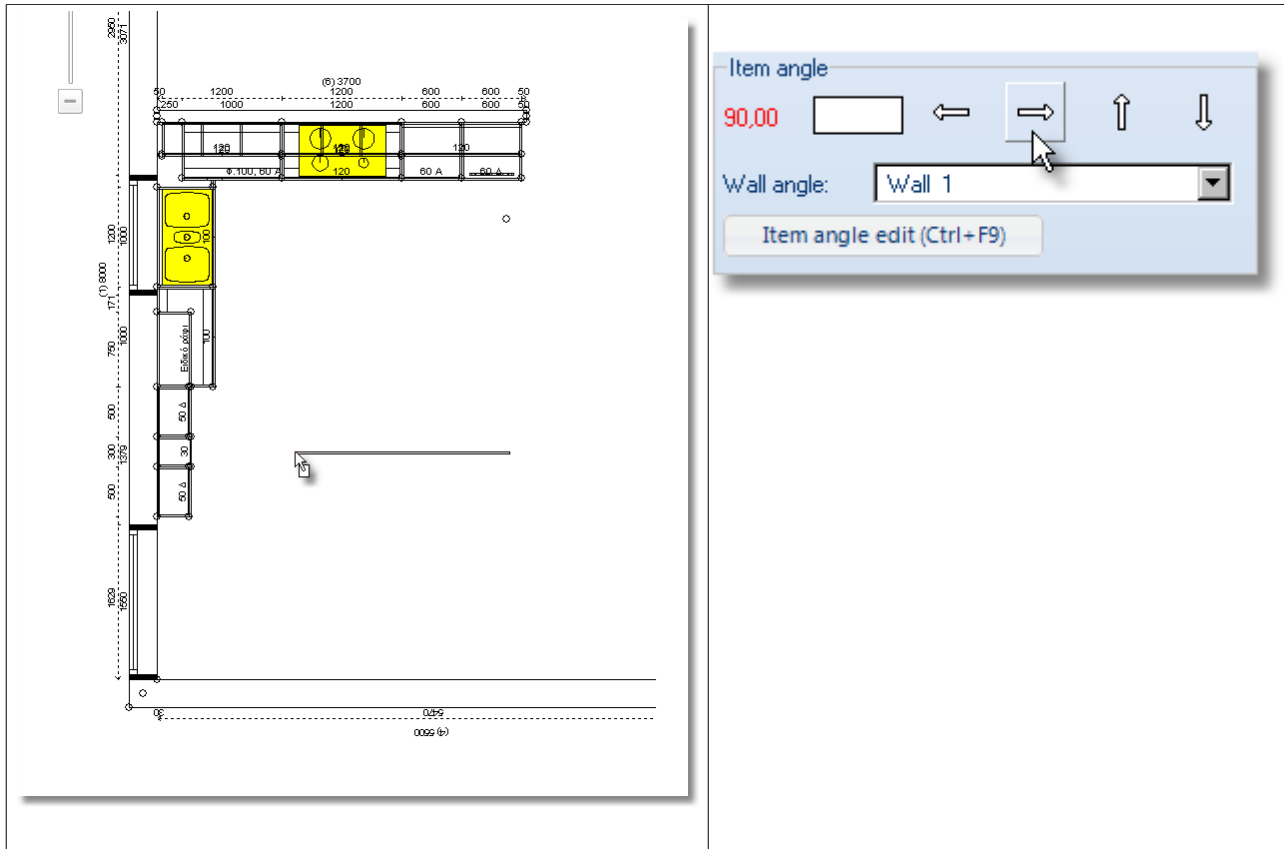
## 80 Kitchen Tutorial

- ... then press **a left click** in the floorplan “**away**” from wall, for example in the white area...



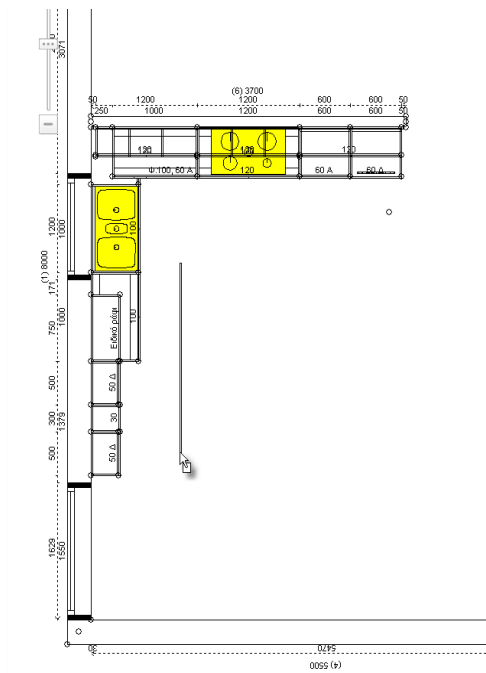


- As the item moves, from Control Panel choose the right arrow to change the direction of it...



**Note:** In order to change the direction of an item you can use the arrows from the keyboard.

The direction of item is changed, as you can see it below...



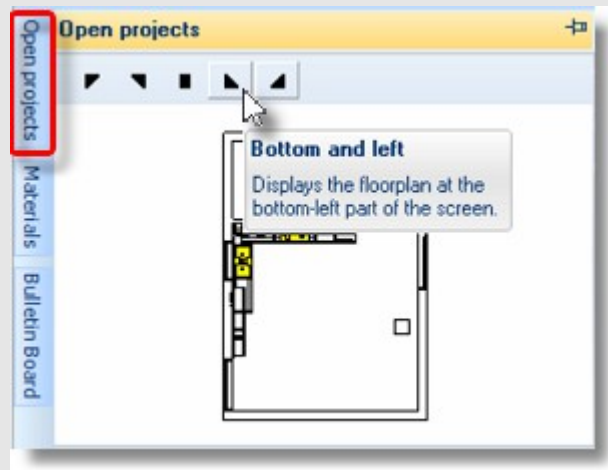
## 82 Kitchen Tutorial

You will focus on wall 1, near to wall units.

**Note:** An easy procedure to focus on somewhere is:

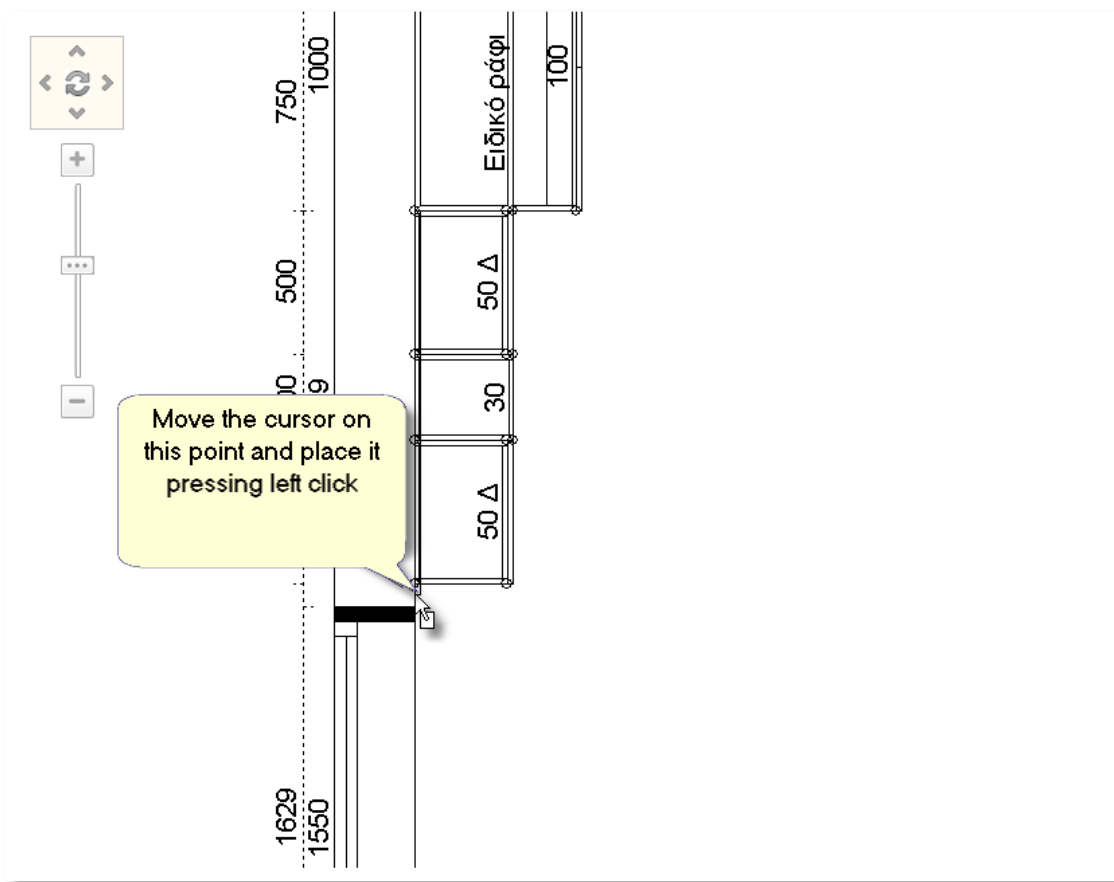
Release the cursor on tab **Open projects**

- From Panorama of floorplan choose **Bottom and left**



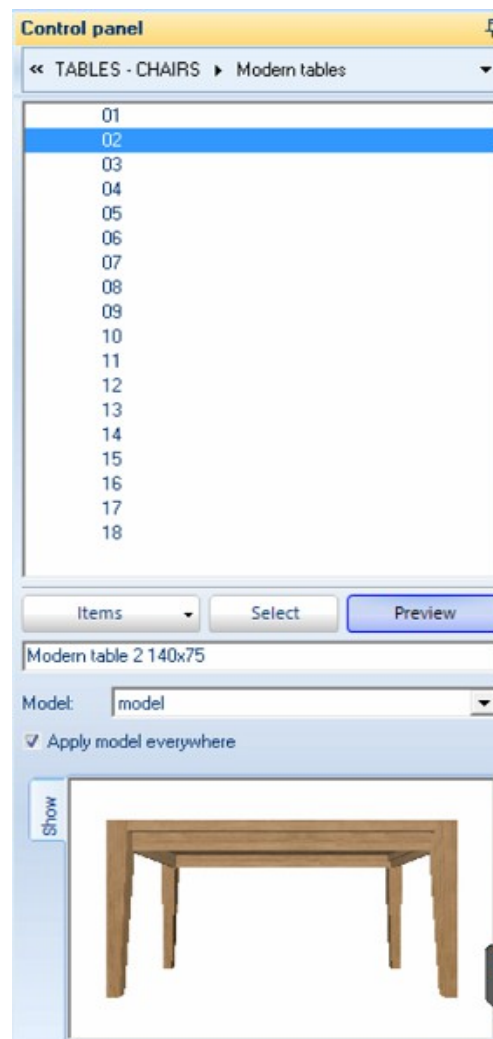
Use scroll to focus on the bottom and left side of the floorplan.

- Move the cursor as you see below and press left click

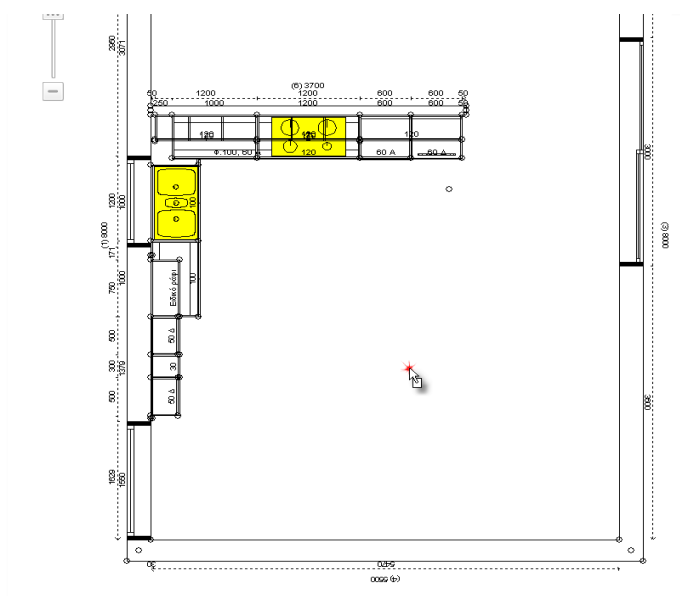


**Note:** Use again scroll to “zoom-out” and see the whole floorplan.

- Open the catalog **KITCHEN\_WARDROBE > TABLE\_CHAIRS > Modern tables** and choose the code **02**

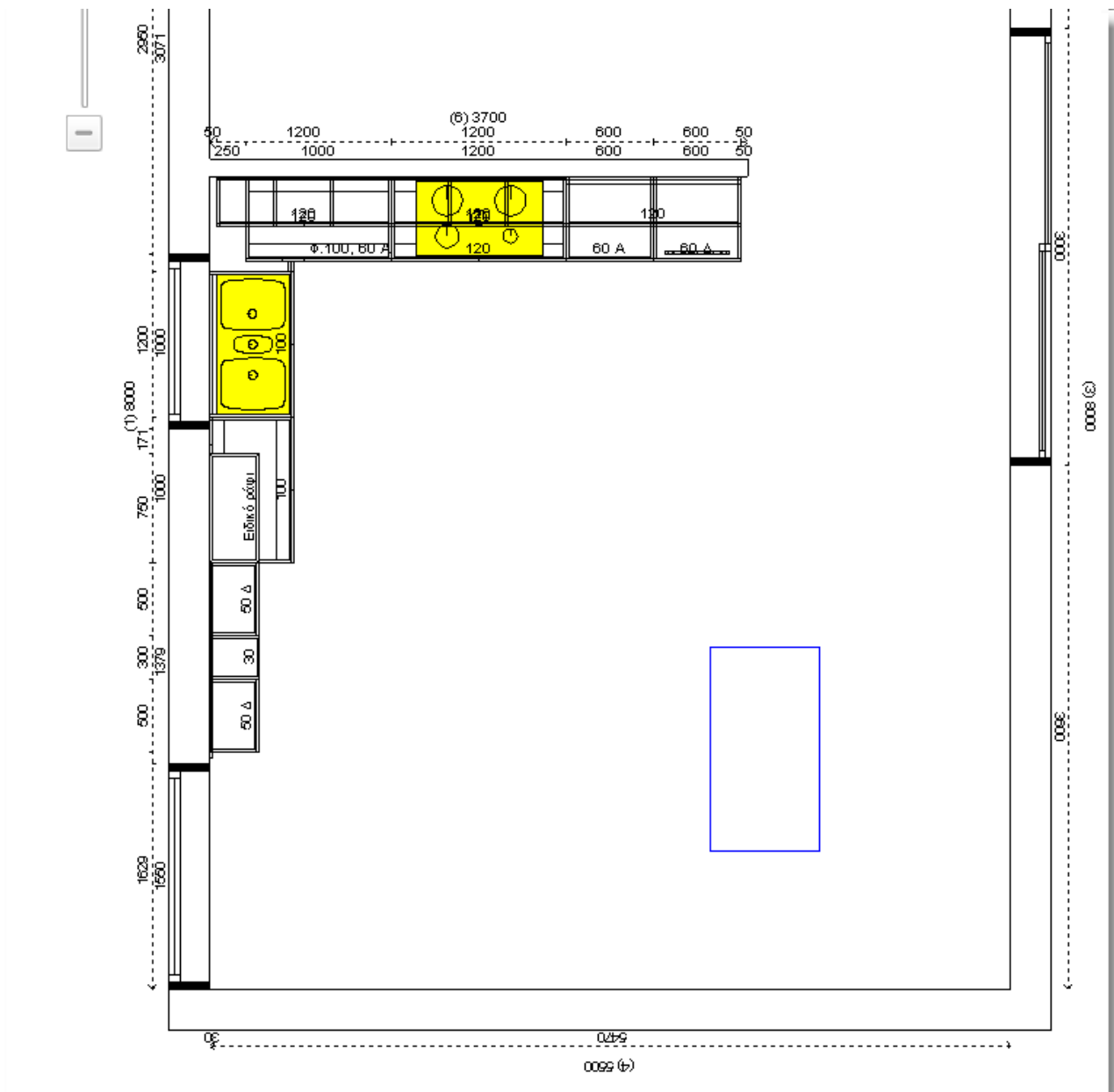


- Press the button **Select** and left click...



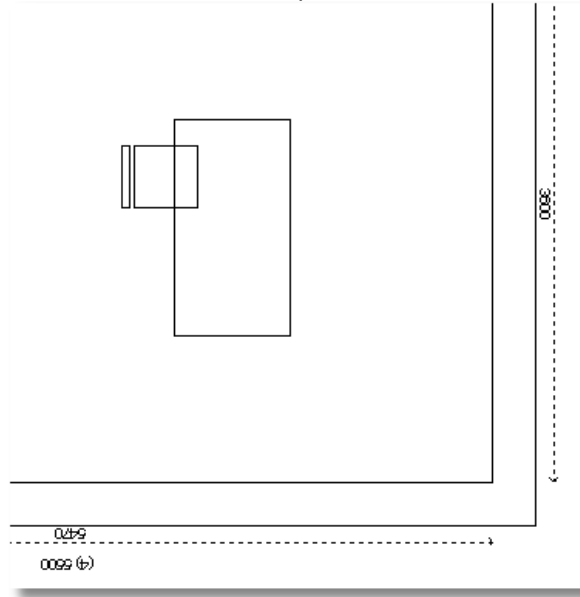
## 84 Οδηγός σχεδίασης κουζίνας

- As the table is moved, change the direction of it from Control Panel or from keyboard...
- Press left click to place the table in the floorplan, as you see below



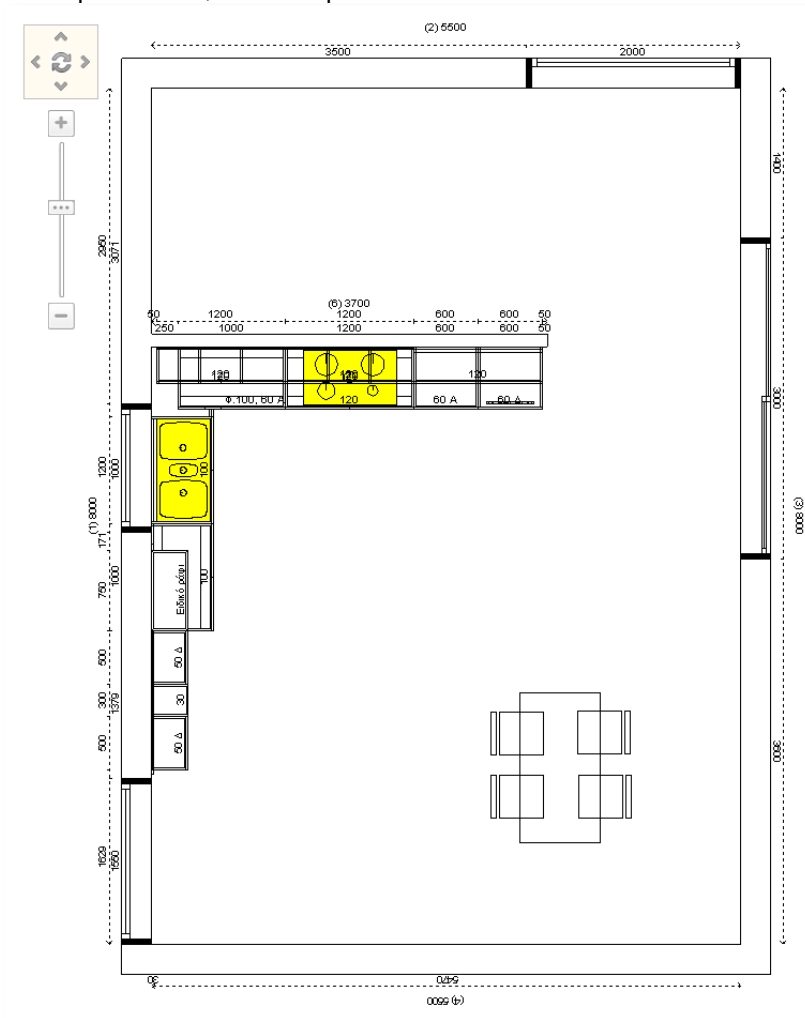
- Open the catalog **KITCHEN\_WARDROBE > TABLES\_CHAIRS > Modern chairs** and choose the code **28**
- As the chair is moved, change the direction of it from Control Panel or from keyboard...

- Press left click to place the chair in the floorplan, next to the table as you see below...



- Place other 3 chairs on the table.

When you complete the placement, the floorplan looks like the icon below...



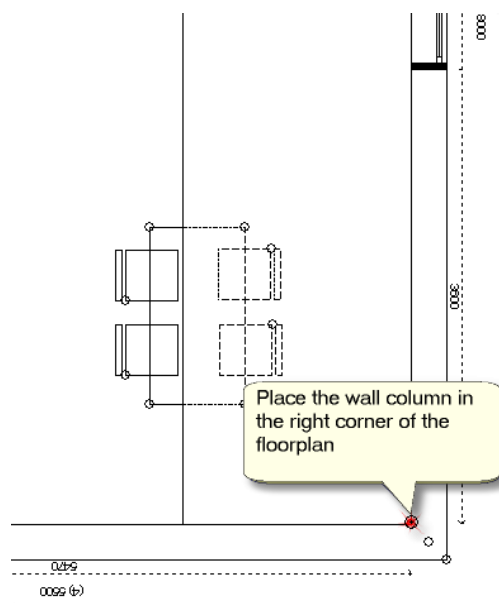
## Place wall column

You will choose a wall column from the catalog **STRUCTURAL ELEMENTS**

- Open **COMMON USE > STRUCTURAL ELEMENTS > COLUMNS** and choose **Wall column**
- Place it somewhere in the floorplan (away from walls and other items) and change the dimension of it.
- Release the cursor on the column to be identified and from Control Panel write: **1800**, Depth: **8000**, Height: **450**, Up: **3200**

| Item dimensions |                 |
|-----------------|-----------------|
| Left X: 2760    | Left Y: -2000   |
| Right X: 4560   | Right Y: -2000  |
| Down: 2750      | Up: 3200        |
| Width: 1800     | Width 2: 0      |
| Door width: 0   | Doors #: 0      |
| Depth: 8000     | Depth 2: 0      |
| Height: 450     | Height 2: 0     |
| Extra: 0        | Extra 2: 0      |
| Worktop: 0      | Plinth: 0       |
| Reduction: 0    | Angle: 0,00     |
| Groove: 10,00   | Back offset: 11 |
| Qty: 1          |                 |
| Comments        |                 |

- Press **Enter** or **OK** to complete it
- Press left click to "grab" the column to move it. Change the direction of it and place it at the right corner of the floorplan.



## Place decorative boards

Now you will place decorative boards under the column.

- Open the catalog: **KITCHEN\_WARDROBE > UNITS > Wall units > Boards – Shelves > Boards** and choose the code **01**
- Press the button **Select** to open the window **Edit item** and write the following dimensions of board.
- 

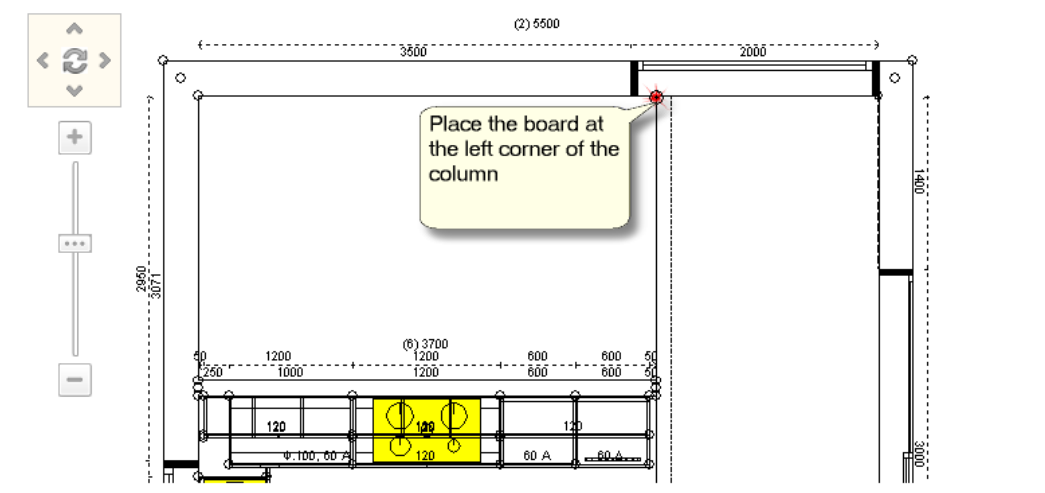
| Dimensions      |      | Specifications    |                                  | Prices          |   |
|-----------------|------|-------------------|----------------------------------|-----------------|---|
| Quantity:       | 1,00 | Units:            | By square meters (Width x Depth) | Florplan shape: | 1 |
| Width:          | 120  | Plinth height:    | -1                               | Box shape:      | 0 |
| Width2:         | 0    | Door width:       | 0                                | Door shape 1:   | 0 |
| Height:         | 30   | Num of doors:     | 0                                | Door shape 2:   | 0 |
| Height2:        | 3    | Reduction:        | 0                                | Door shape 3:   | 0 |
| Depth:          | 8000 | In / Out:         | 0                                | Door shape 4:   | 0 |
| Depth2:         | 0    | Alignment:        | 18                               | Door shape 5:   | 0 |
| Extra:          | 0    | Horiz. Alignment: | DC                               | Door shape 6:   | 0 |
| Extra2:         | 0    | Vert. Alignment:  | DC                               | Door shape 7:   | 0 |
| Worktop height: | -1   | Back alignment:   | DC                               | Door shape 8:   | 0 |
|                 |      |                   |                                  | Door shape 9:   | 0 |

Press **Enter** and then **OK** to place the board.

- As the board is moved, change the distance, write in the field Up **2750** and press **Enter**

| Item margins |          |
|--------------|----------|
| X: 11514     | Y: -6439 |
| Down: 2138   | Up: 2168 |
|              | 2750     |

- Place the board at the left corner of the column, as you can see below...

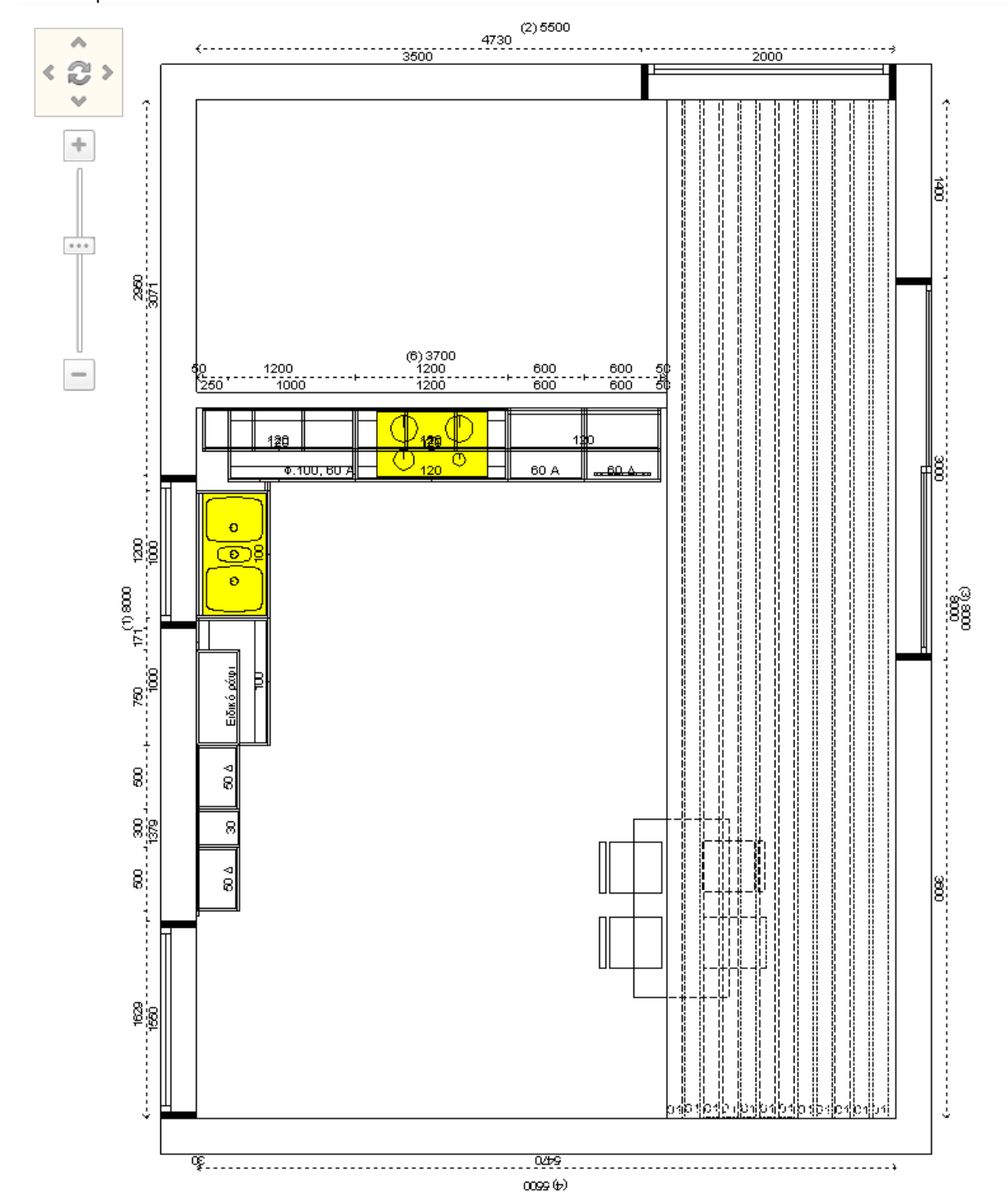


## 88 Kitchen Tutorial

- **Copy** and **Paste** the board until you cover the width of the column...

You need 12 boards (it depends on how close you place them)...

The floorplan looks like the icon below...

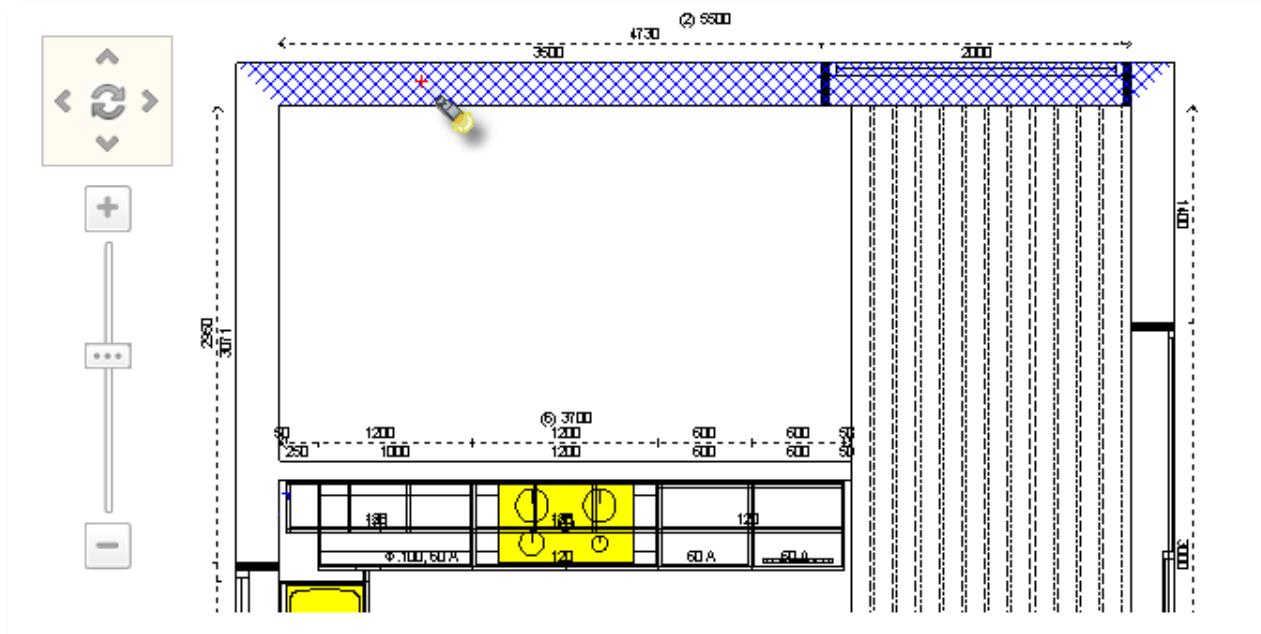




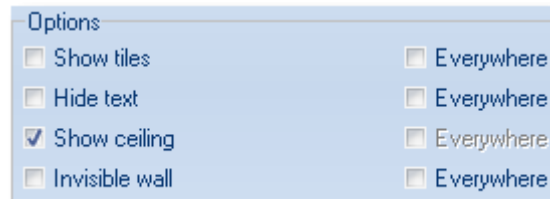
## Show ceiling

Now, you will show the ceiling in the project.

- Release the cursor somewhere on the **external walls**, until they are identified (dotted lines)



From Control Panel, in group **Options**, check “**Show ceiling**” and press **Enter** or **OK**.



## **Summary**

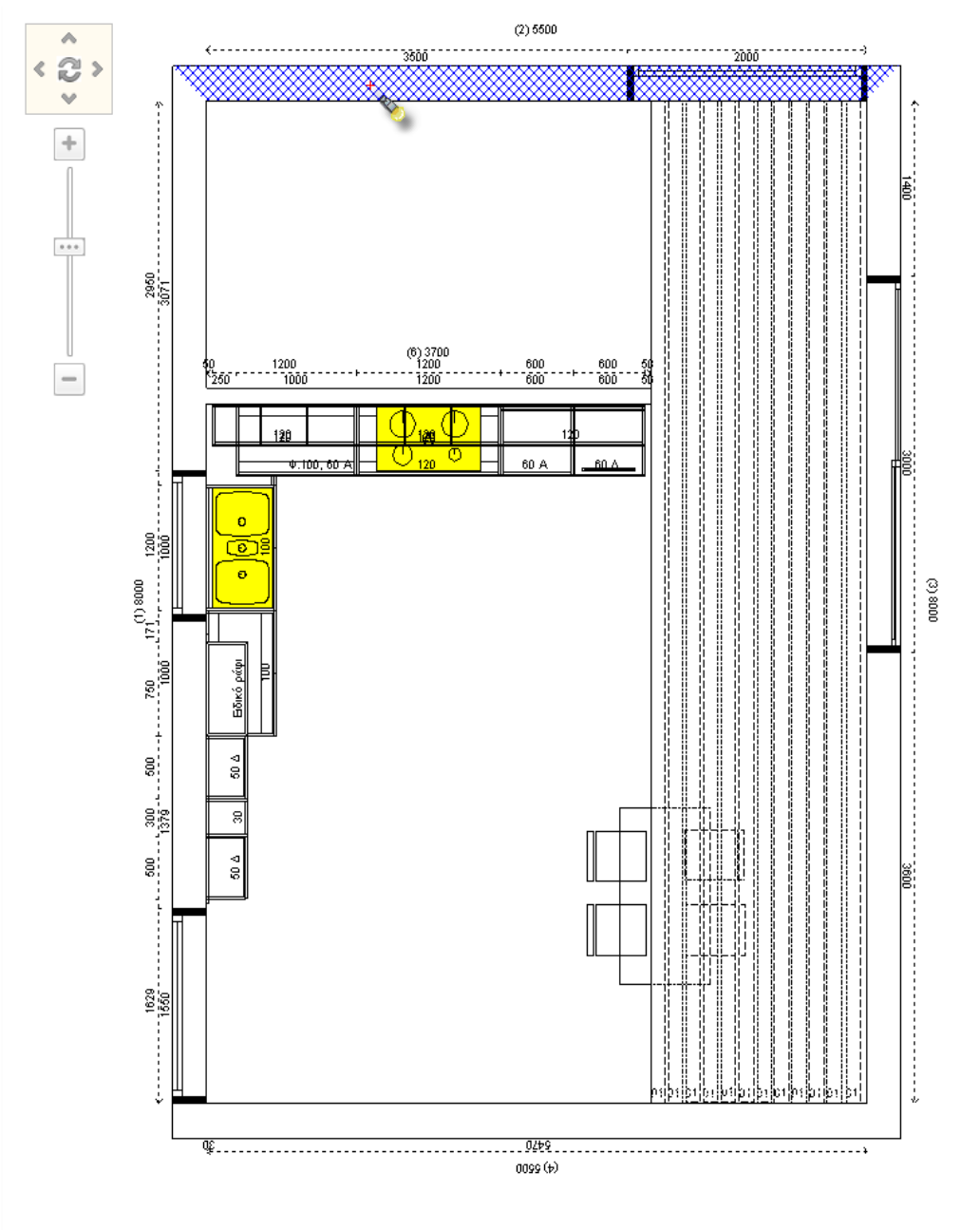
Now, you can:

- identify items.
- place units (base units, tall units, wall units) on the wall.
- place sides.
- place items free in floorplan.
- change the direction of an item.
- delete items from the project.
- place attachments in item.
- manage windows from Control Panel.
- see the elevation of wall.
- choose another wall from Panorama of floorplan.
- change vertical and horizontal translation.
- change the alignment of items by height.
- change the alignment of items.
- show ceiling.

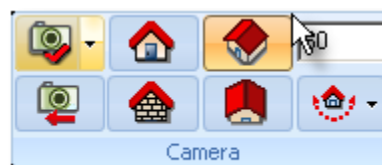
## Perspective

### How to get perspective

- To get perspective of this wall, release the cursor on the wall (to be with dotted lines)



- From the toolbar of **Camera** press the button **Perspective**

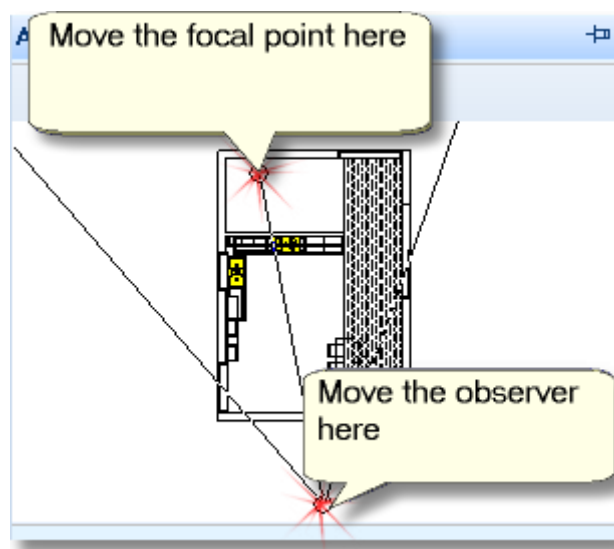


## 92 Kitchen Tutorial

You should see the image below



From **Panorama of floorplan** "turn" the camera to see other view of perspective...



**Note:** You can set the perspective with the help of mouse.

- You can rotate camera by holding down the left click.
- You can focus on (zoom in and zoom out) by holding down the right.

The perspective now looks like the image below...

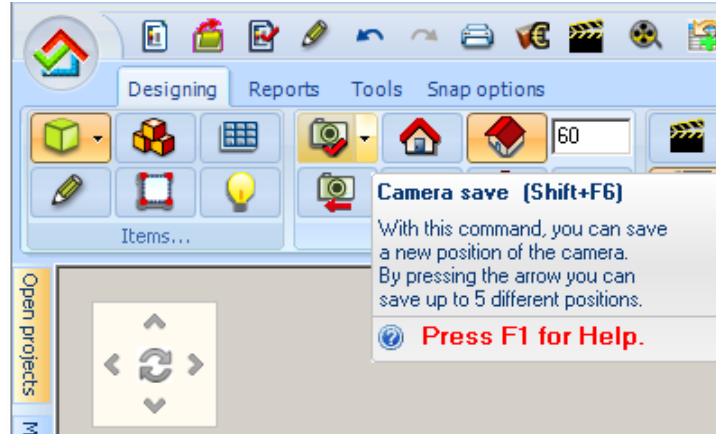


## Save camera

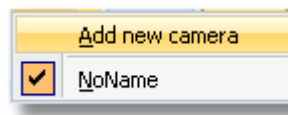
You can save the position of camera, so you choose it easily and quickly, when it is needed it.

When you set camera you should do the following.

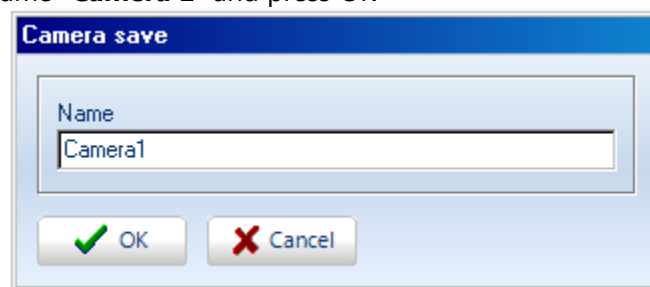
- Press the arrow of the button **"Save camera"**, from the toolbar of **Camera**.



- Then choose **"Add new camera"**...



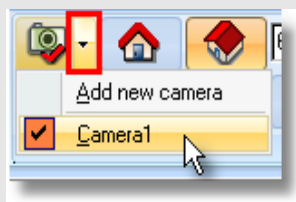
- ... and write to name **"Camera 1"** and press OK



**Note:** You are not obliged to save camera's positions for each project. But this will help you to manage 3D image and to print the project.

You can save up to 5 different positions of camera.

You can see the positions of camera by clicking the "arrow"...



## Summary

Now, you can:

- see perspective of wall.
- set the position of camera, from Panorama of floorplan.
- save positions for camera.





## Edit model – Adjust 3D image

In this section you learn how to edit models (colors) to all items of the project.

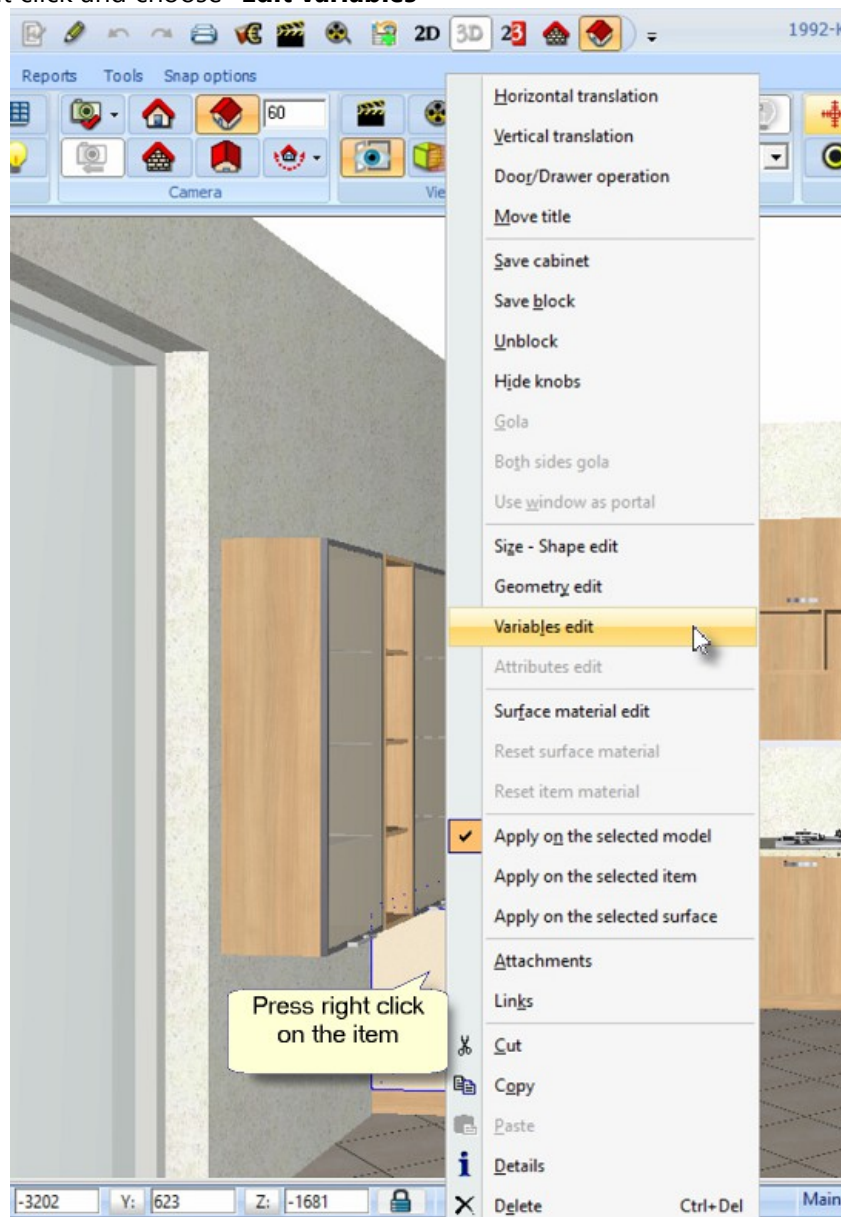
### Replace sides with visible sides

Before we start, you can see another way to change the sides of kitchen ...

#### Caution!

This procedure is available **ONLY** for those who have the additional plug-in **CUBES**.  
In different case, you can place sides from the catalog **UNITS > Base units > Sides**

- Release the cursor on the base unit (wall 1) to be identified.
- Press right click and choose **"Edit variables"**



In this window...

## 98 Kitchen Tutorial

- choose the tab **"Panel details"**
- from **Panels** choose **"Left side"**
- from **Available panels** choose **"Left visible side"**
- press the button **"Update"**
- press the button **"Apply"** to complete the change and close the window.

**Opening store wizard**

Description:  A161

Structure:  Category:  Position:

1) Choose the tab **Panel details**

Melamine-Pvc **Panel details** Body Front End cap Plinth Filler Restrictions

**Panels**

- Left side
- Right side
- Middle side
- Horizontal dividing for door
- Back
- Bottom
- Traverses
- Shelf
- Fixed vertical shelf
- Fixed horizontal shelf
- Door

2) Choose **Left side**

**Available panels**

- Left visible side
- Left side
- Left visible side
- Left side door
- Left side cutted door

3) From Available panels choose **Left visible side**

Width2:  Door width:   
Depth2:  Extra:   
Height2:  Extra2:

Update

4) Press the button **Update**

Up extension:   
Down extension:   
Max height:   
Max depth:   
Max width:   
Num of partitions:   
Partition width:   
Extra:   
Height:   
Depth:   
Width:   
Extra2:   
Height2:   
Depth2:   
Width2:   
Door width:   
Partition width calculation:   
Estimate width:

5) Press the button **Apply**

The replacement of side is done, look the image below...

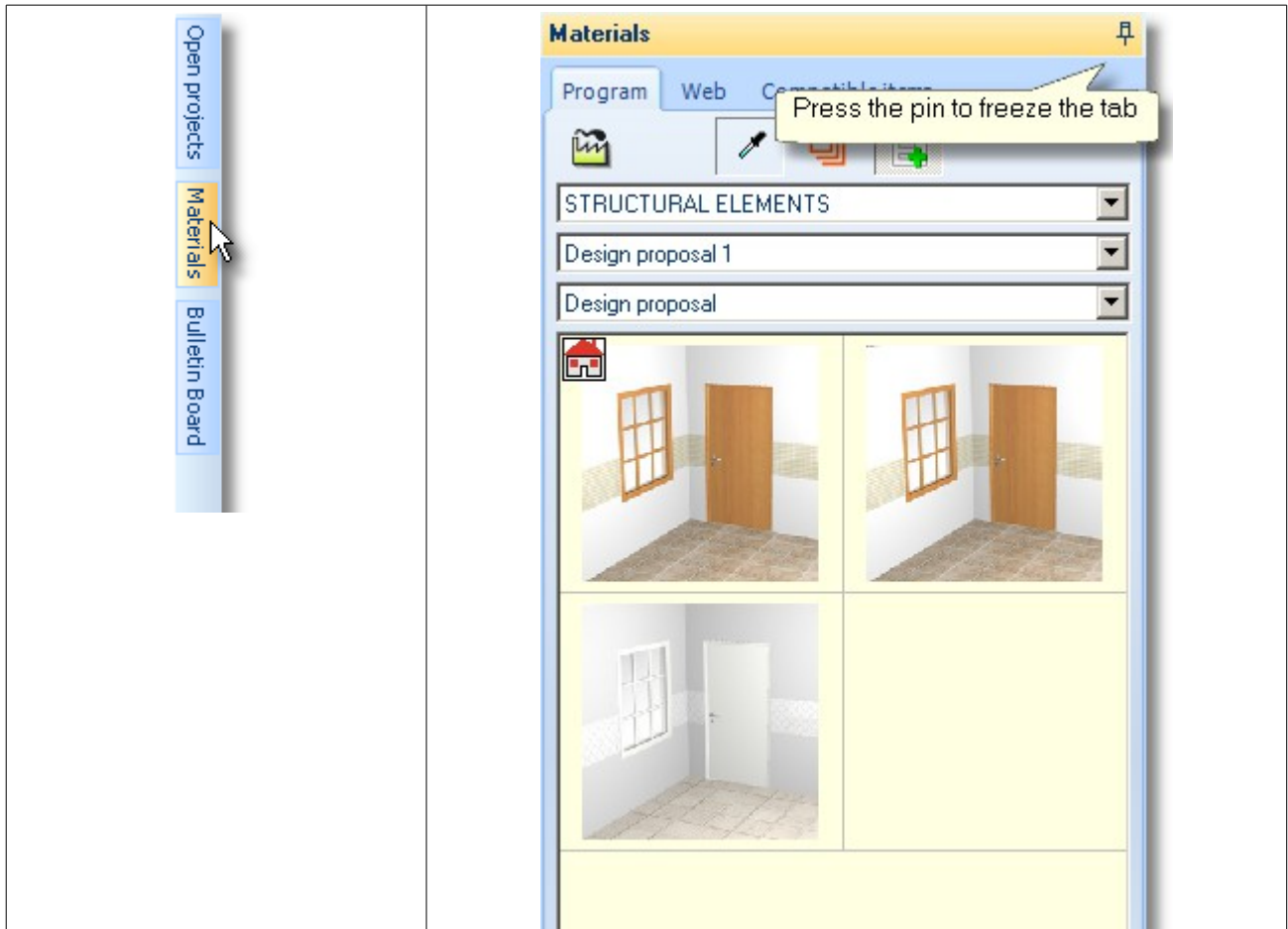


## Edit models

Now you will edit model of items to the project.

### Edit model for catalog DOORS

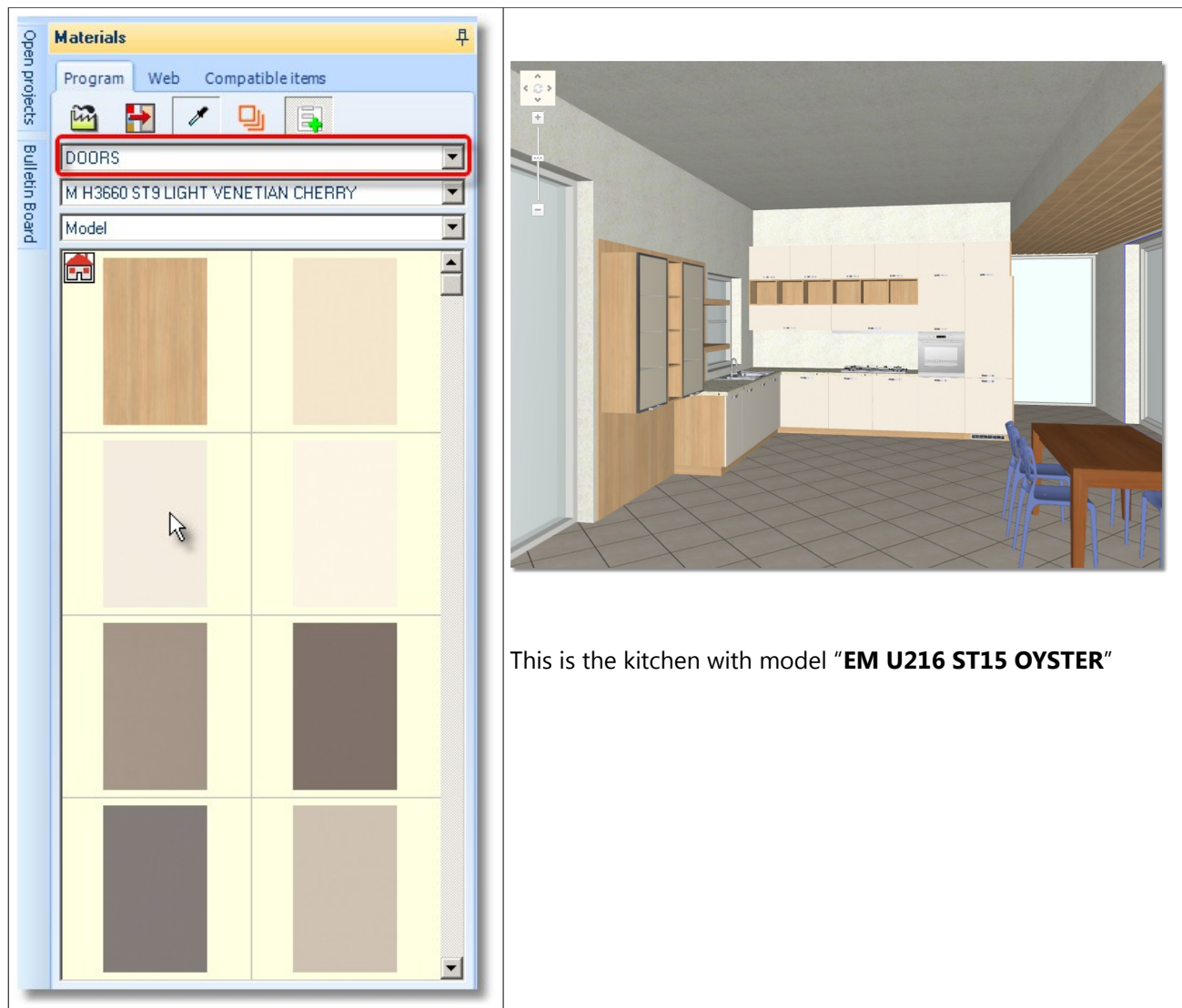
- Release the cursor on tab **Materials** at the left side of your screen
- Press the “pin” to fix tab “**Materials**”



## 100 Kitchen Tutorial

- From the first Drop Down menu choose the catalog **DOORS**
- You can see to the following drop down menu the available doors for the kitchen.
- Press left click to the second color (the model is *EM U216 ST15 OYSTER* of *EGGER*).

This model is applied to the kitchen as it seems below...



This is the kitchen with model "**EM U216 ST15 OYSTER**"

**Note:** The name of model is showed at the bottom side of the screen...

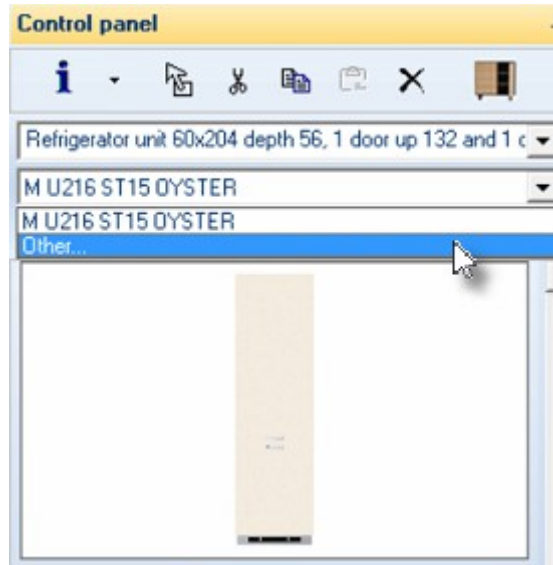


Now, you will edit only the tall units to make them different color.

**Select second basic color – 1<sup>st</sup> Way**

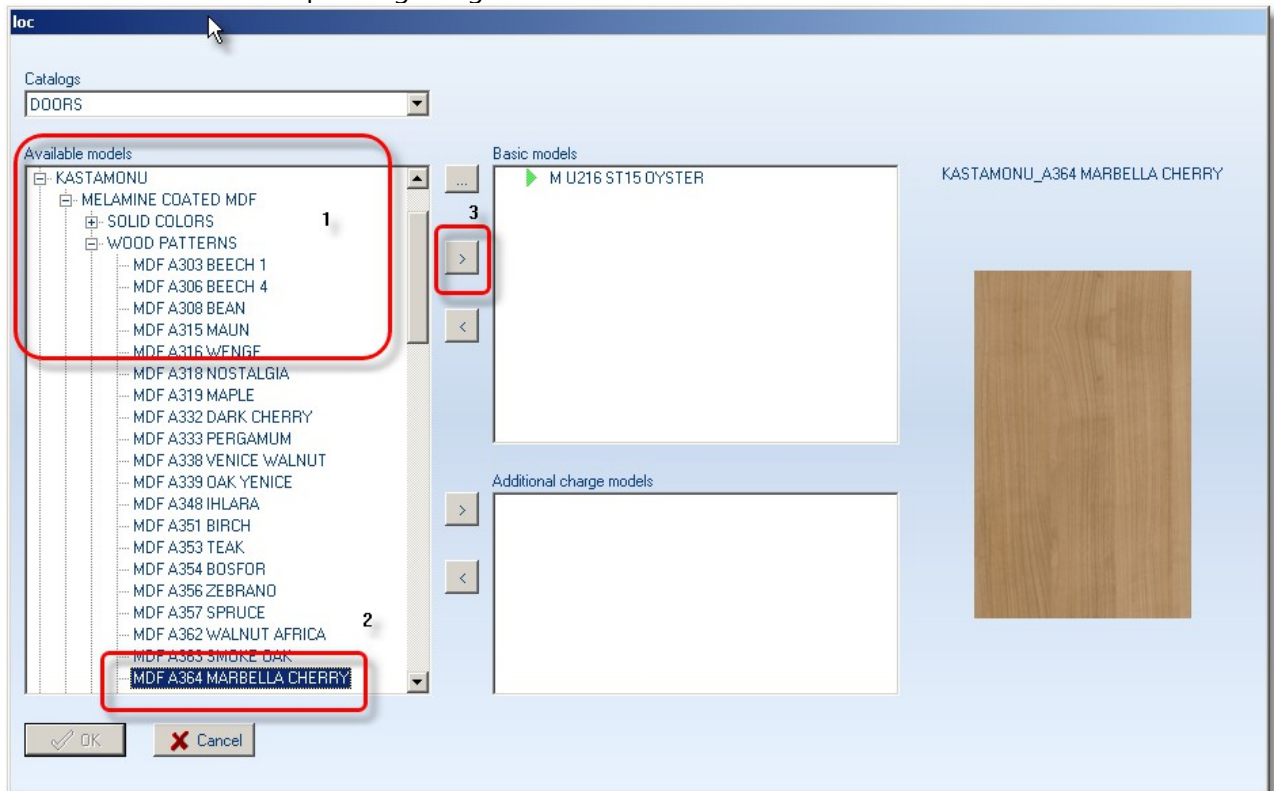
This is the first way to choose another model...

- Release the cursor on tall unit, for example on the refrigerator.
- When it is identified, from Control Panel open the list and choose **Other...**



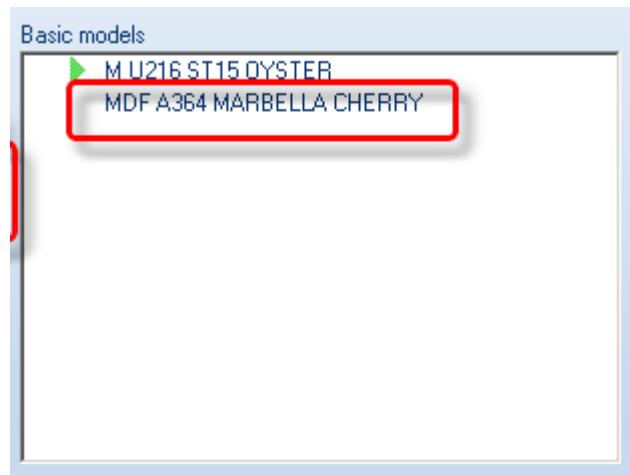
You will see the following window...

- From **"Available models"** choose **KASTAMONU > MELAMINE COATED MDF** and then **WOOD PATTERNS**
- Then the model **"MDF A364 MARBELLA CHERRY"**
- Press the arrow which is pointing to right...



## 102 Kitchen Tutorial

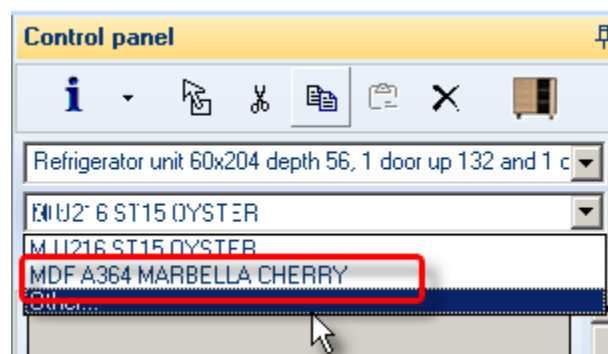
Now you can see this model added to "Basic models"



- Press the button **OK** to save the change and close the window.



- From Control Panel, choose again the refrigerator and then the model "**MDF A364 MARBELLA CHERRY**" ...



- From Control Panel, choose now the hob and then the model "**MDF A364 MARBELLA CHERRY**" ...



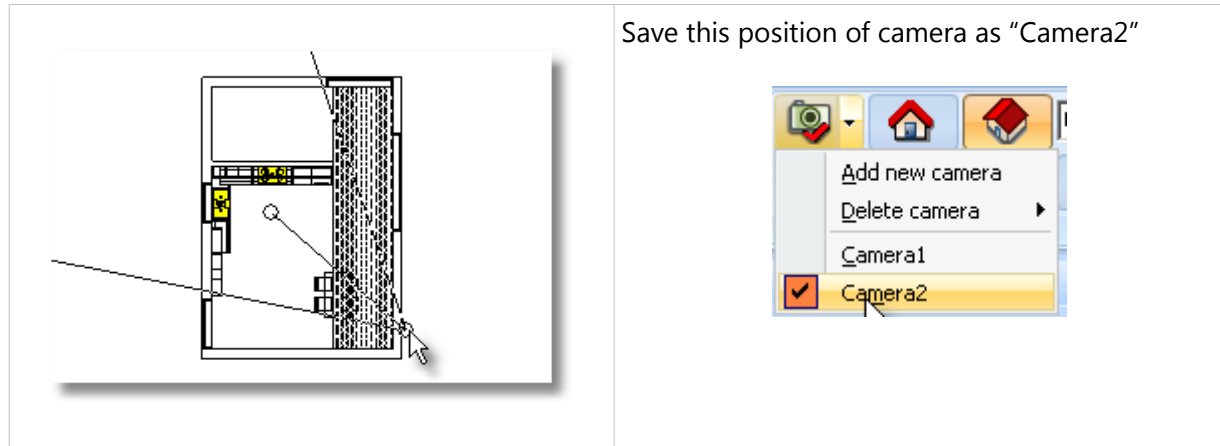
Now the kitchen is like the image below...



## Edit model for catalog **VISIBLE SIDES**

As it is mentioned above, you will choose second basic model for catalog "**VISIBLE SIDES**"

- Turn the camera to see the kitchen at the bottom right angle of floorplan.  
See the Panorama of floorplan below...

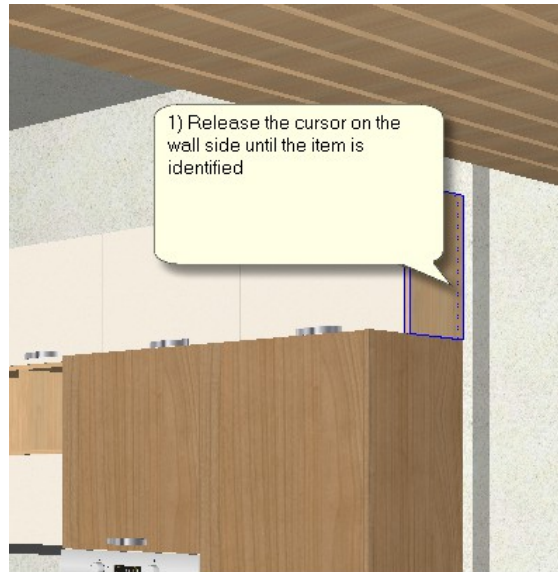


- Release the cursor on the tall side, when it is identified, choose **Other** from Control Panel...
- From "**Available models**" choose **KASTAMONU > MELAMINE COATED MDF** and then **WOOD PATTERNS**
- Then the model **MDF A364 MARBELLA CHERRY**" and press the arrow which is pointing to right α to add this model in "**Basic models**"...
- Press the button **OK**
- From Control Panel, choose again the Tall Side and the model "**MDF A364 MARBELLA CHERRY**" ...

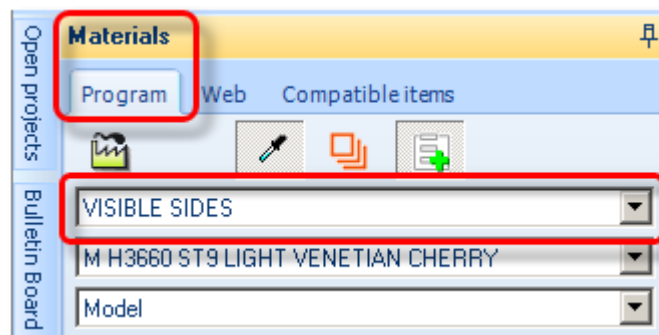




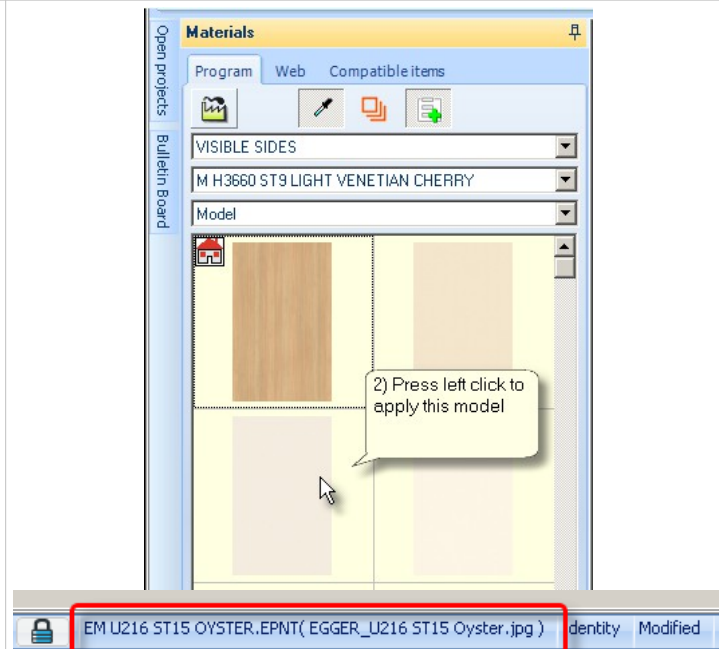
1) Release the cursor on the wall side until it is identified...



2) Go to tab **"Materials"** > **"Program"**. Now you can see the catalog **"VISIBLE SIDES"**



3) Choose the model **"EM U216 ST15 OYSTER"** ...



## 106 Kitchen Tutorial

The kitchen looks like the image below...



## Select second basic color – 2<sup>nd</sup> Way

This is the second way to choose another model...

- Press the buttons "**CTRL+G**" to start the procedure of group items. Look the cursor below how it looks like (arrow with black cross)...
- Press one by one the three shelves...

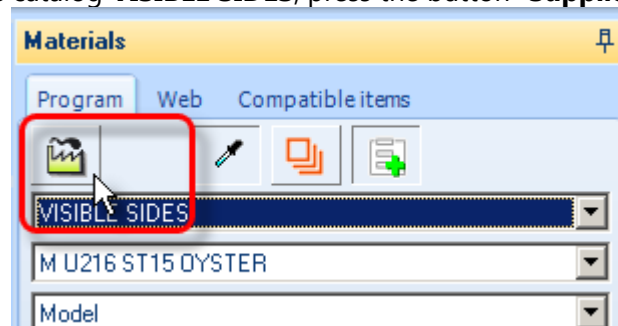
This is the way to edit the three shelves with a move.

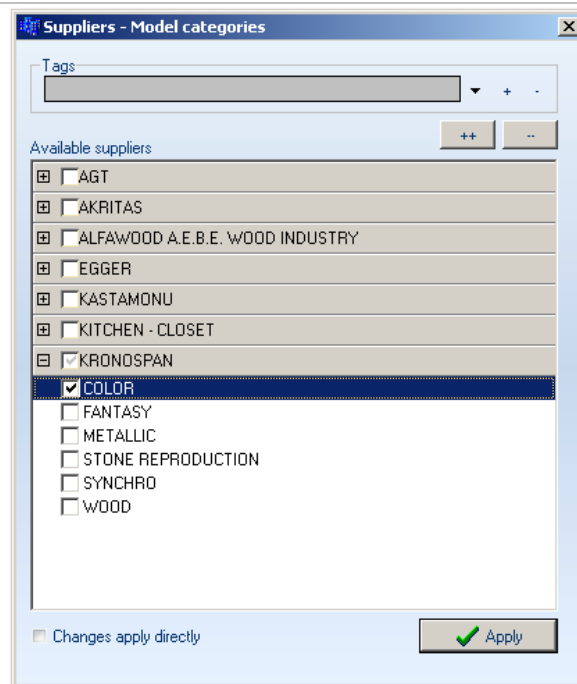


Choose the color again from tab **Materials > Programs**

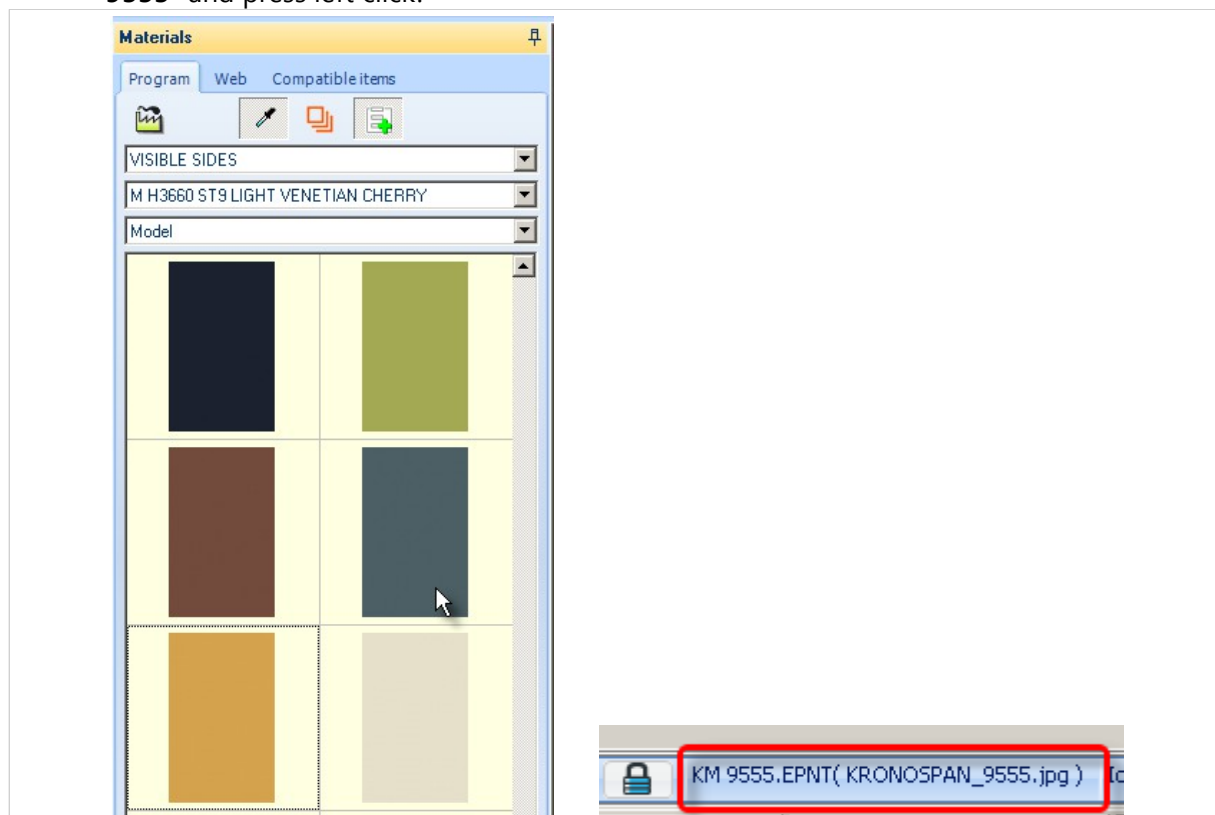
As you know there are many available sides. You can search them among suppliers. In this way you can search them easier.

- Having chosen the catalog **VISIBLE SIDES**, press the button "**Suppliers – Model categories**"





- This window is opened. Choose the company "**KRONOSPAN**" and then "**COLOR**".
- Press the button "**Apply**" and then close the window "**X**".
- Now, on tab "**Materials**" you see only the category **Color** of **Kronospan**. Find the color "**KM 9555**" and press left click.



The color is applied ONLY to the selected shelves.

Press the button **ESCAPE (ESC)** to deactivate the selected items.





Select second basic color – 3<sup>rd</sup> Way

This is the third way to choose another model by **"Drag & Drop"**...

- Release the cursor on the **side** to be identified...
- On tab **"Materials"** you see the catalog **"VISIBLE BACK SIDES"**
- From **"Suppliers"**, you see only the colors of **"KASTAMONU"** specifically the category **"MELAMINE COATED MDF - WOOD PATTERNS"**. Press the button **Apply**.

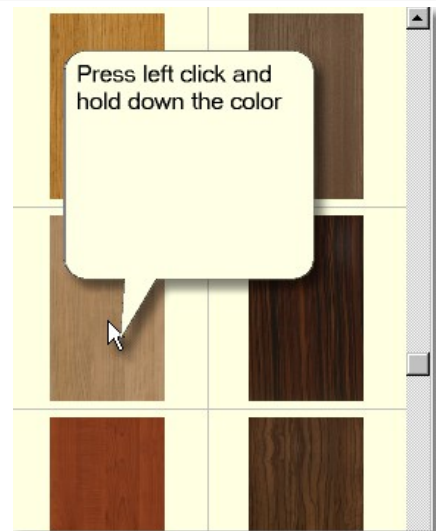
Find the **"MDF A364 MARBELLA CHERRY"**.

Holding down the color by left click and ...

... drag and drop it to the side ...

"Release" the cursor...

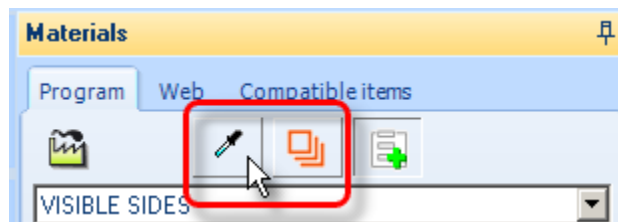
The edit of model is done.



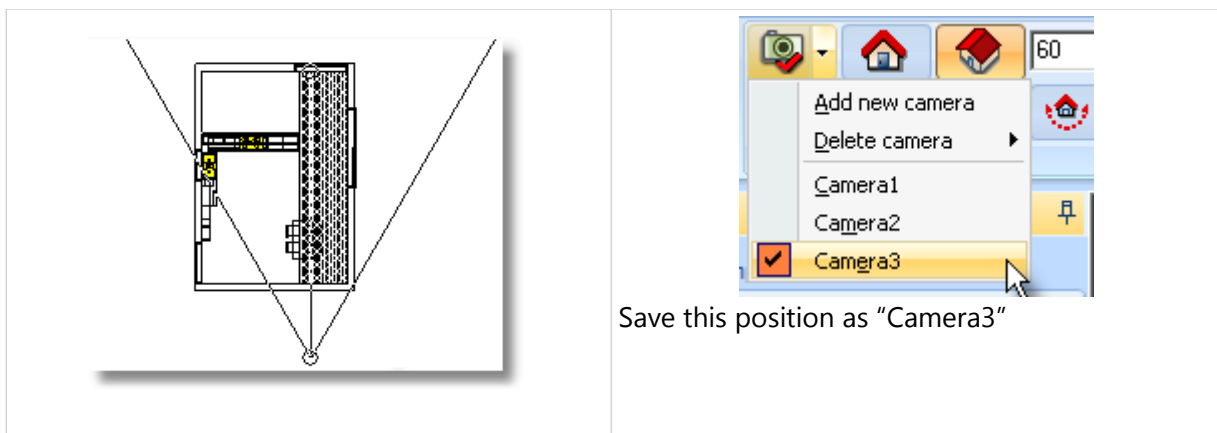
## Edit model with decorative boards

Now, you edit the color in decorative boards. Give the same color with tall side and visible back side.

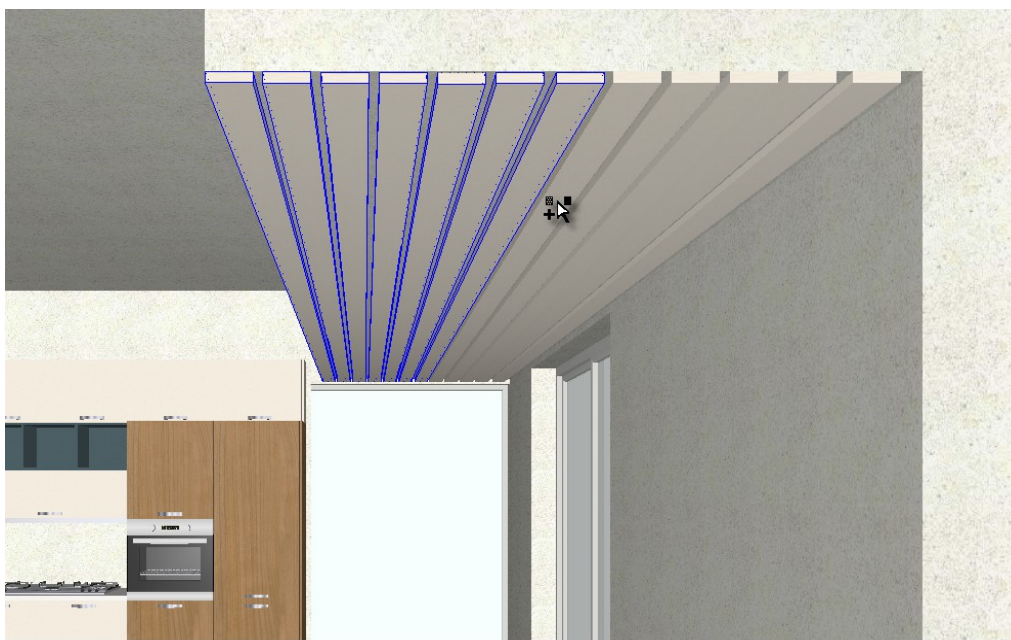
- To avoid delays, deactivate the button **"Textures identify"** from **Materials > Program**



- Move the camera to see all boards. Look the position of the camera from Panorama of floorplan...

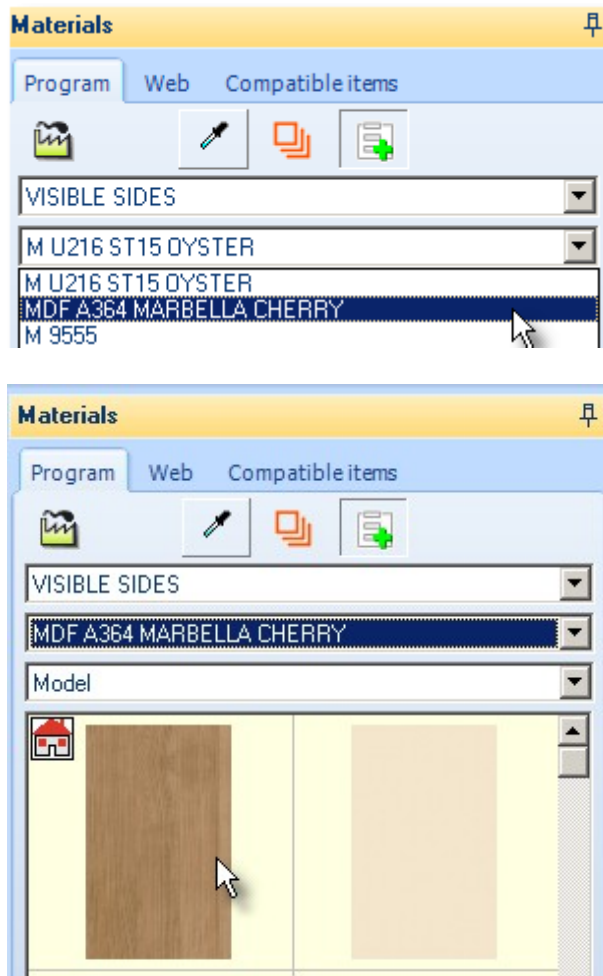


- Press the buttons **"CTRL+G"** to group the items.
- Then by left click choose one by one the boards...



## 112 Kitchen Tutorial

- Now, on tab **Materials**, choose “**VISIBLE SIDES**”
- Then from the second drop down menu, choose the second model “**MDF A364 MARBELLA CHERRY**”



- Click on the first texture to edit all the boards.

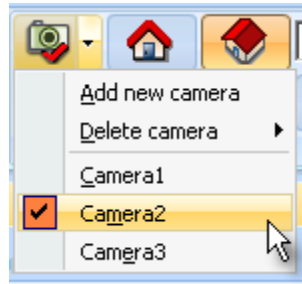
Press the button **ESCAPE (ESC)** to deactivate the items.

**Note:** When you choose to edit color, clicking the icon with home. This means you will use a model (color) that is already used. So:

- The project will be “lightened” without having different colors.
- When you need edit color in items with the same color, you do not need to group the items again or to edit one by one

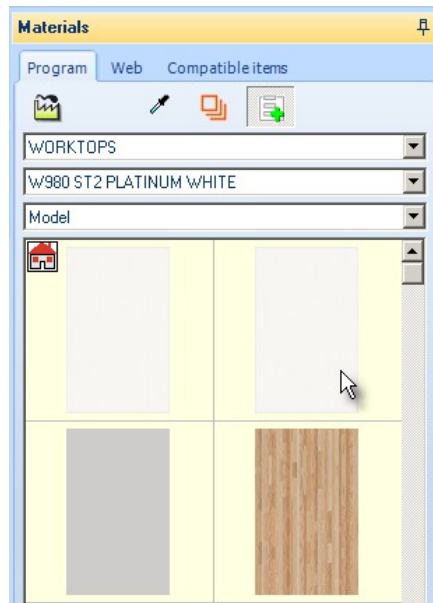


- Choose "Camera2"



### Edit model on catalog WORKTOP

- Find the catalog **WORKTOP**



- Press left click to code "**EWT W980 ST2 PLATINUM WHITE**"

### Edit model on catalog PLINTH

- Find the catalog **PLINTH**
- Scroll down and choose **Inox**



## 114 Kitchen Tutorial

The kitchen now looks like the image below...

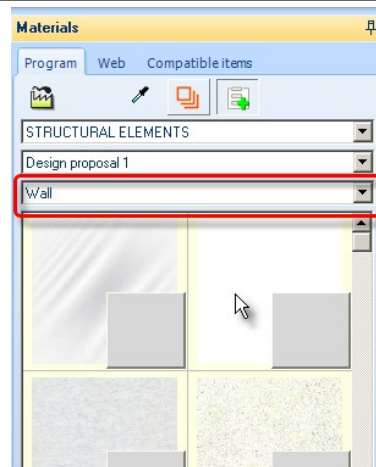


**Edit model on catalog STRUCTURAL ELEMENTS**

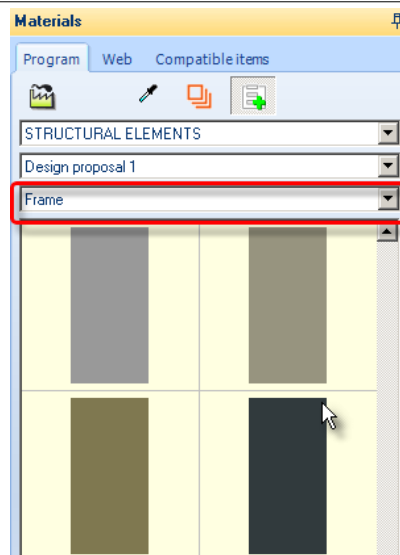
Now, you edit colors on surfaces from catalog STRUCTURAL ELEMENTS (Frames, walls, floor tiles)

Choose the catalog **STRUCTURAL ELEMENTS**

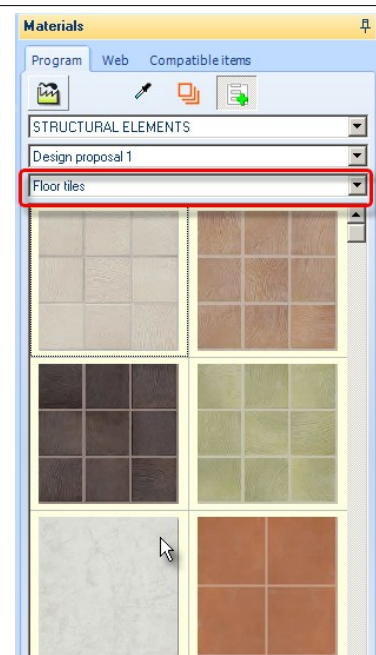
Choose the second icon, the white from category **"Wall"**



From category **"Frame"** choose the code **"Z\_RAL 7011"**



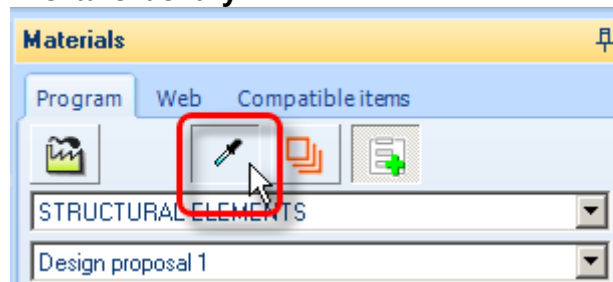
From category **"Floor tiles"** choose the code **"FTL 01-005"**



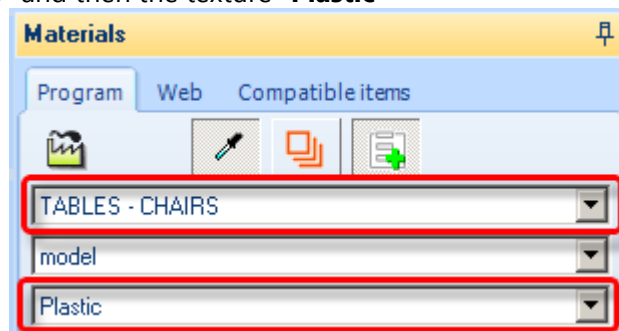
**Edit model on catalog TABLES-CHAIRS**

Now, complete all models, edit color to table and chairs.

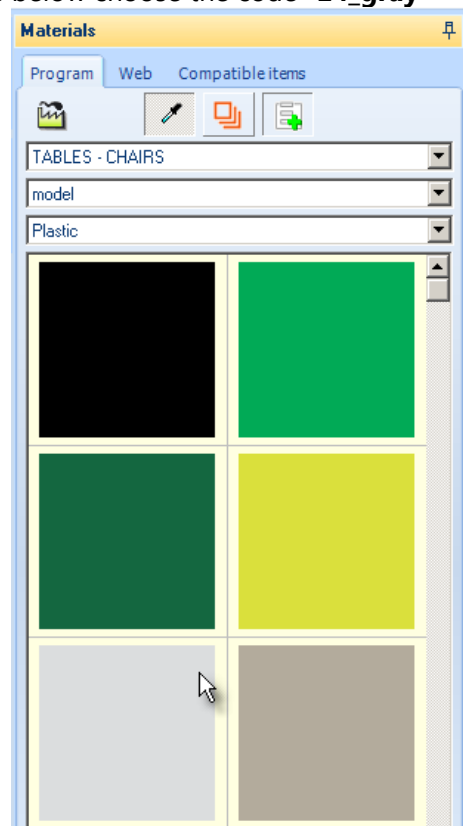
- Activate the button **"Texture identify"**



- Release the cursor on a chair. When it is identified, you see on the tab Materials the catalog **"TABLES-CHAIRS"** and then the texture **"Plastic"**

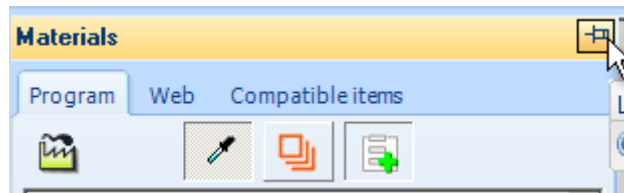


- From the available colors below choose the code **"14\_gray"**



Now, edit the color of table.

- Close the tab **Materials**, press the button “pin”...



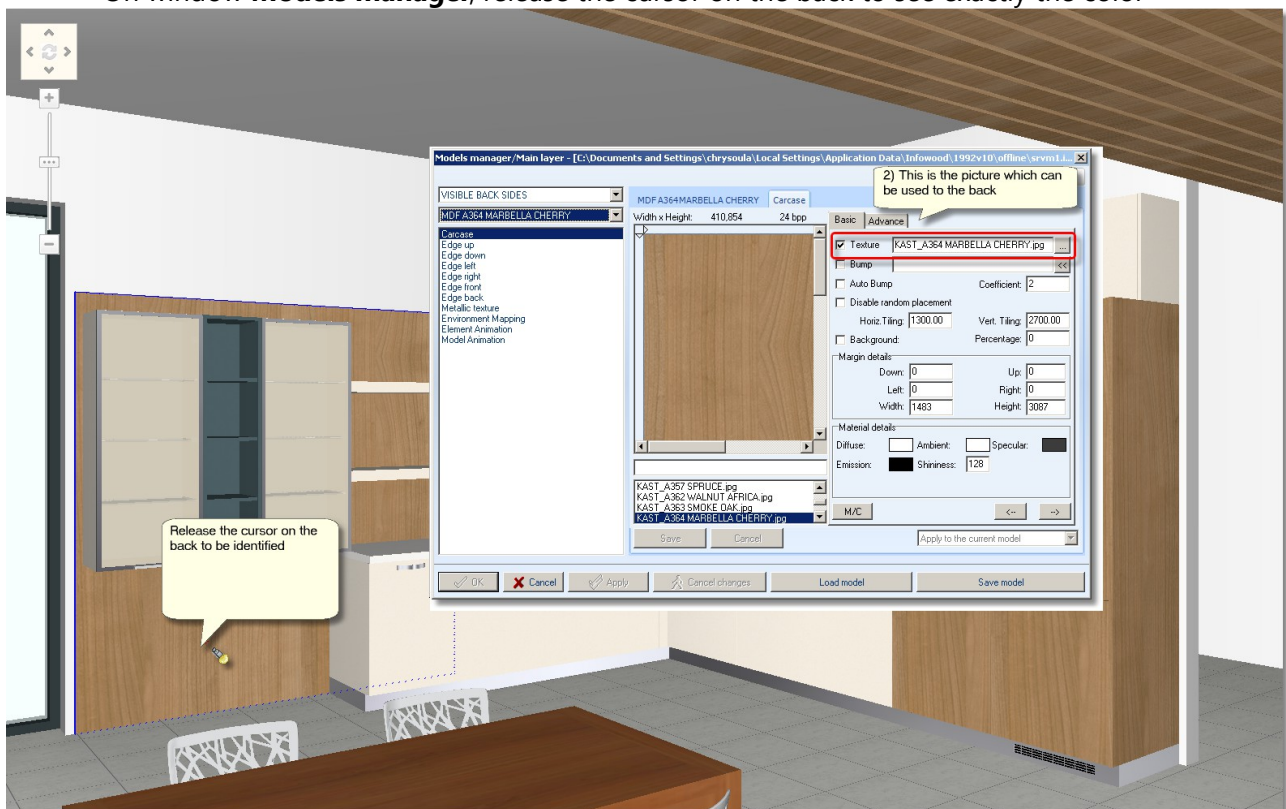
**Note:** There are not models on catalog “TABLES-CHAIRS”.

To avoid delay and not click one by one the surface of table, you will edit it from “**Models manager**”.

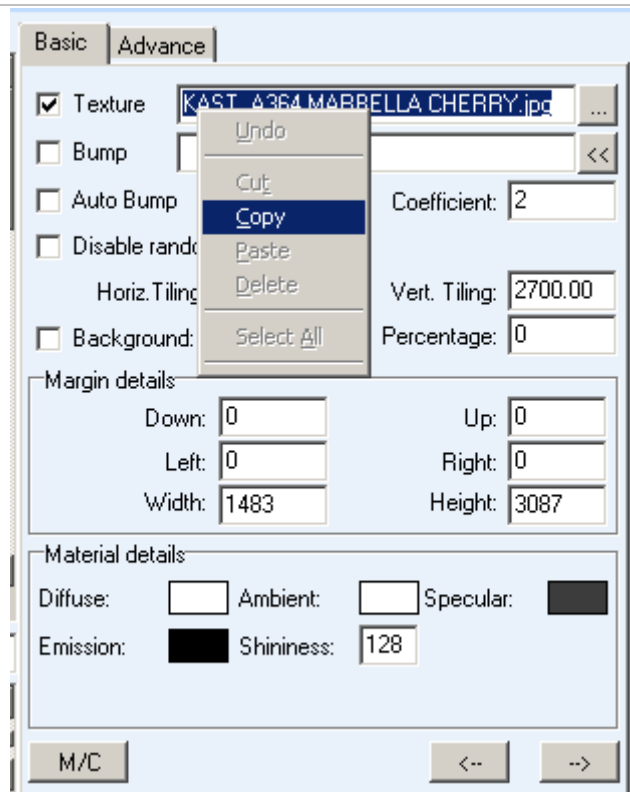
- Choose the button “**Models manager**” from toolbar “**Managers**”



- On window **Models manager**, release the cursor on the back to see exactly the color

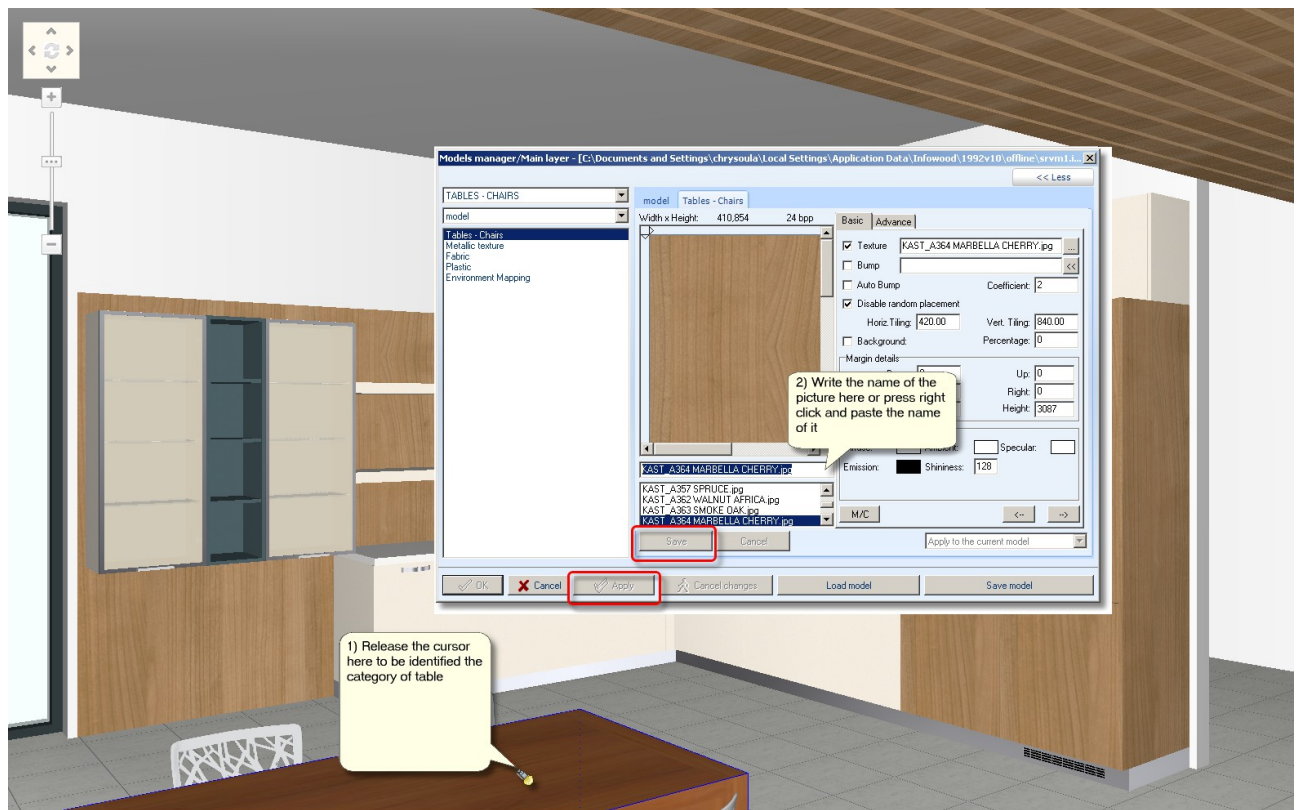






Note somewhere the name of color or **copy** it by right click

- Release the cursor on the table to be identified and then paste the name of color (right click > paste)



Press the button **"Save"** and then **"Apply"**

- Close the window with **"X"**

The kitchen now looks like the image below...



## Summary

Now, you can:

- replace sides.
- edit model on catalog's items.
- choose second basic model with three different ways.
- edit model in only an item.
- edit model to a group of items.
- choose models from suppliers.
- edit color to an item from different catalog.





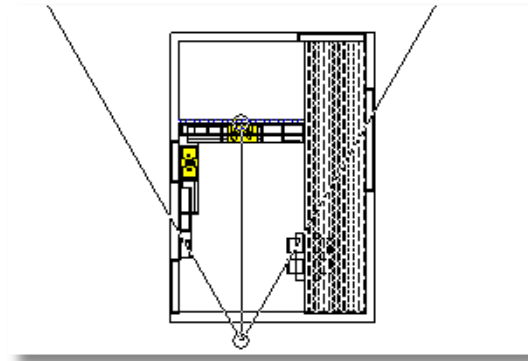
## Mechanisms – Accessories, Decorative items, Knobs

### Place Mechanisms and Accessories

Now, you will place some decorative items and mechanisms.

You will show the perspective of kitchen.

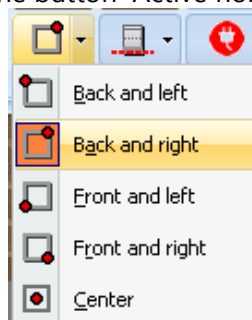
- From Panorama of floorplan choose the wall. The camera should be turned to the wall as you see below ...



This is the perspective of the wall ...



- From toolbar "Switches" choose the button "Active horizontal snap" and "Back and right"

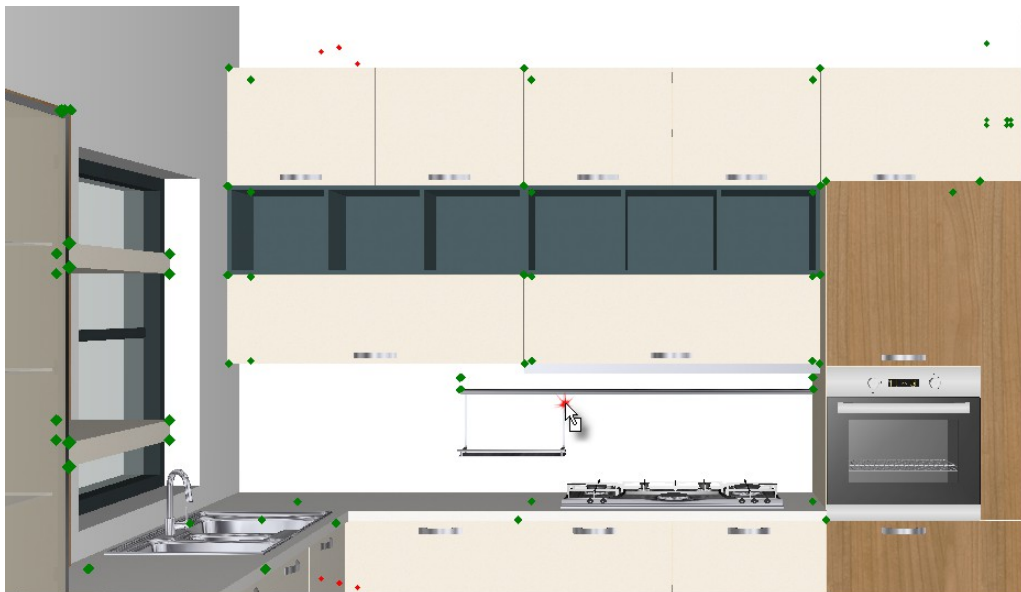


## 122 Kitchen Tutorial

- Open the catalog **KITCHEN\_WARDROBE > MECHANISMS-ACCESORIES > Holder tubes + Gadgets > Holder tubes**
- Choose the code **01(150)** and place it by left click on the wall.
- Move the cursor at the point you see below and then press left click to place the holder tube here.



- From catalog **KITCHEN\_WARDROBE > MECHANISMS-ACCESORIES > Holder tubes + Gadgets > Gadgets**, choose the code **06** and place it ...



- From Gadgets choose and place the code 20



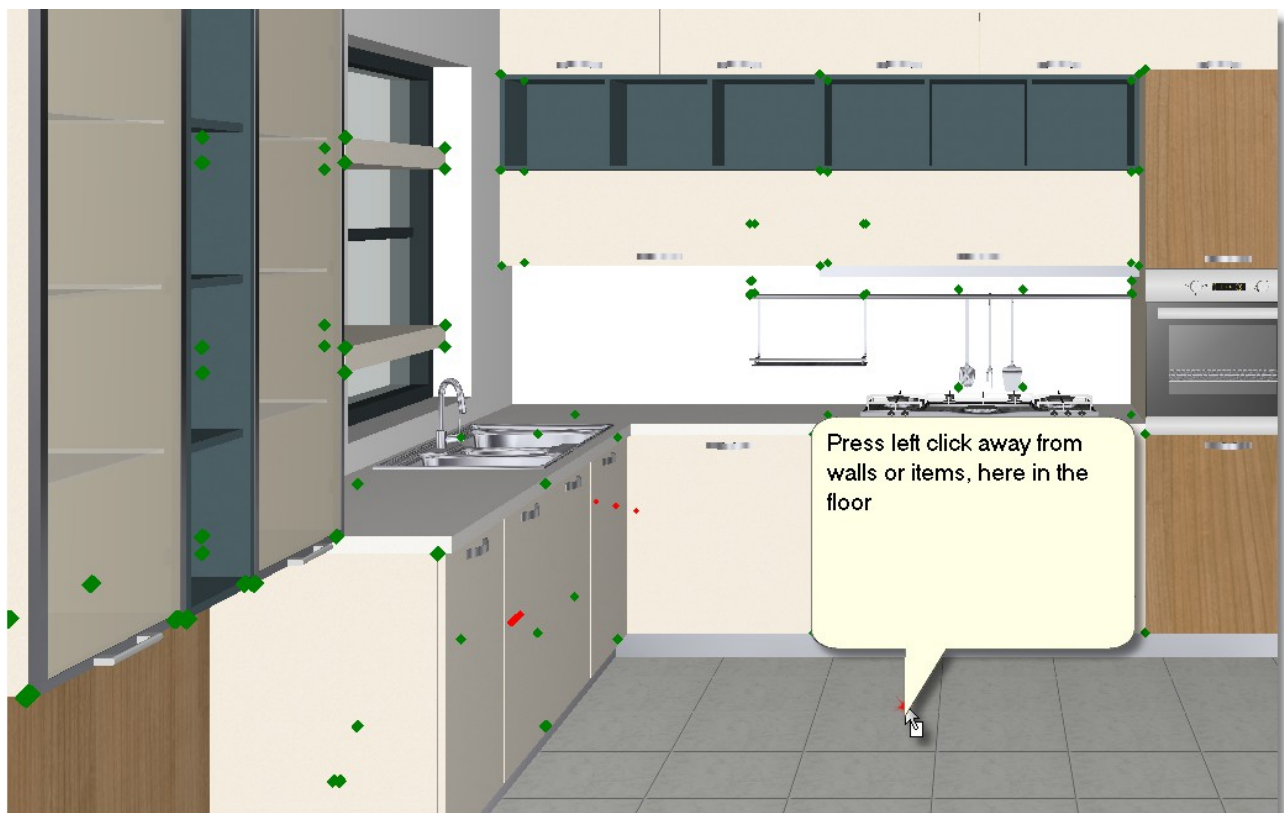
## Place Decorative items

In order to place easily decorative items, you should activate the button **"Snap"** from "Switches".

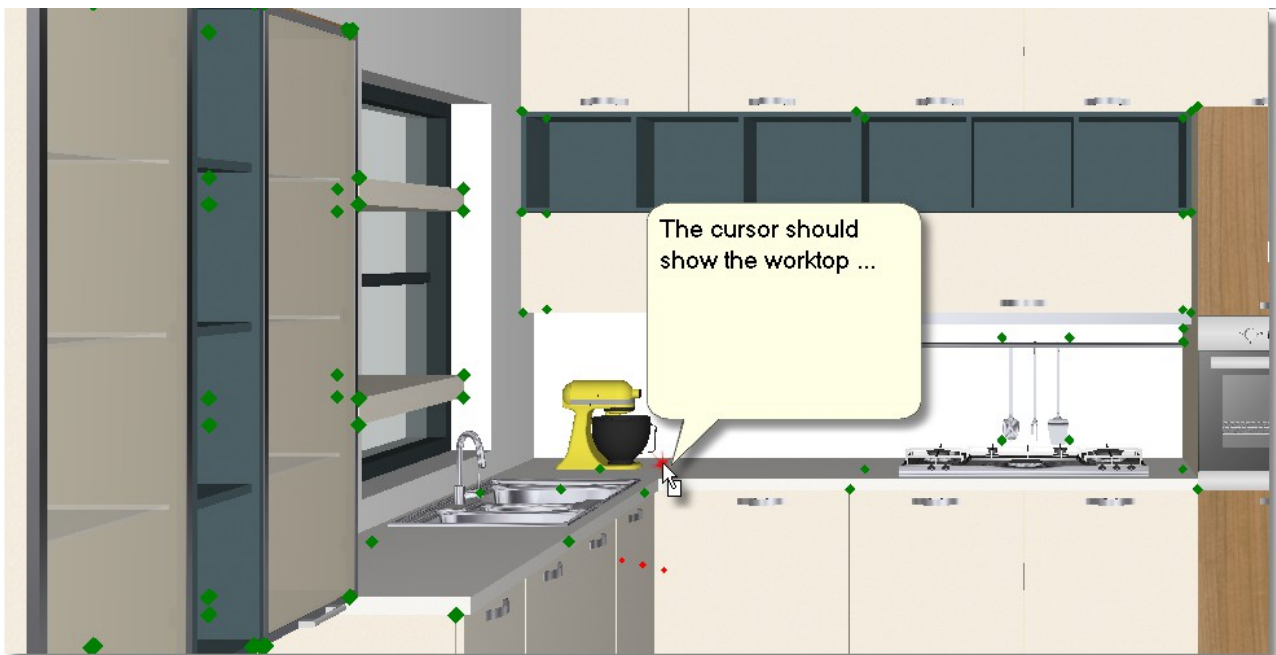


**Note:** When "Snap" is active, you can align an item according to another point and simultaneously move the item to that point.

- From catalog **DECORATION** > **For kitchen** > **Microdevices** choose **"Mixer 2"** and place it away from walls by left click



- Then move the cursor near the angle of kitchen, on the worktop (the cursor must show the worktop)...

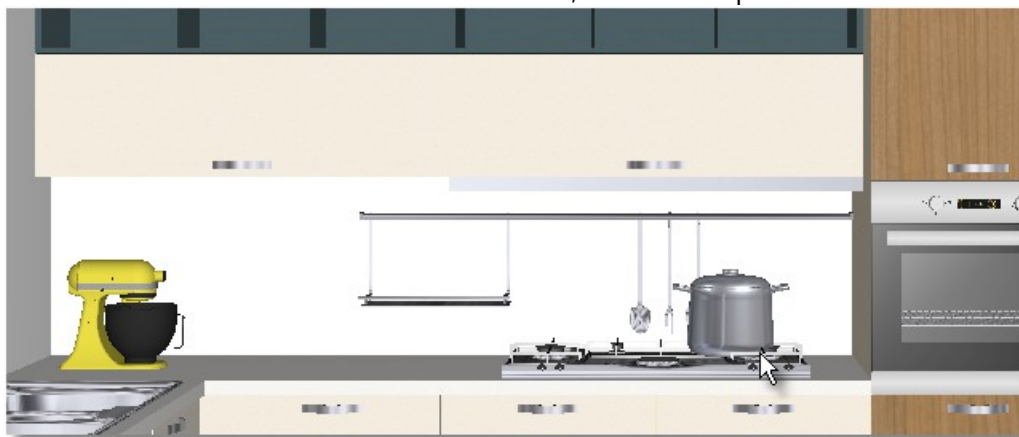


**Caution!** When you would like to place a decorative item for example on the worktop, on the table or on a shelf etc, you should watch out the "Active vertical snap" to be chosen "Box down"



So the back side of item will be placed on the surface that you choose

- From **DECORATION > for kitchen > Cookware**, choose and place **Casserole 4** on the hob...








## Set perspective

### How to move camera

You can see the ways how to move camera in **Perspective**.

- From toolbar "**Camera**" press the arrow next to the button "**Select status of camera**"

| Command  | Icon  | Way   |
|--|---|---|
| Move camera by holding down the left click and move the cursor up-down-left-right                      |   |   |
| <b>Camera translation</b>  |    | The camera moves up-down-left-right.                              |
| <b>Camera rotation (focal point)</b>   |    | The focal point remains stable and the camera rotates around it.  |
| <b>Camera rotation (camera point)</b>  |    | The camera point remains stable and the camera rotates around it. |
| Move camera from "Panorama of floorplan" by holding down the left click and moving the cursor up-down. |   |   |
| <b>Camera translation near cut plane</b>   |  |   |
| <b>Camera translation far cut plane</b>  |  |   |

**Note:** You can do the same with the following shortcuts:

**F2:** Camera translation

**F3:** Camera rotation (focal point)

**F4:** Camera rotation (camera point)

**Ctrl+F2:** Camera translation near cut plane

**Ctrl+F3:** Camera translation far cut plane

### Zoom-in and Zoom-out

Holding down the right click you can zoom in and zoom out.

Do the same with "scroll" from mouse.

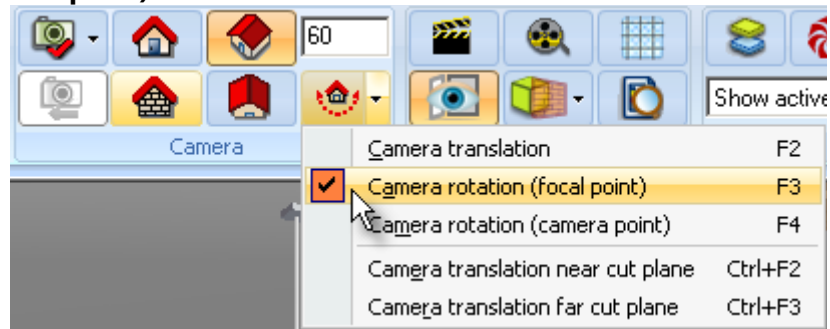


Now, turn camera to see the image higher.

Choose the option **"Camera rotation (focal point)"** as you see below...



- From toolbar **"Camera"** choose the button **"Select status of camera"** and then **"Camera rotation (focal point)"**



- Holding down the left click and move the cursor "up"
- Then holding down the right click and move the cursor "up"

Camera rotates and the image looks higher..



## 128 Kitchen Tutorial

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- Now place additional decorative items...
  - πχ. DECORATION > For kitchen > Food jars > Food jars
  - DECORATION > For kitchen > Fruits/Fruit Bowls > Fruit bowls > Fruit Bowl 5
  - DECORATION > Common use > Vases > Vase 1
  - DECORATION > Common use > Vases > Vase 2
  - DECORATION > Kid room > Books > Book 3
  - DECORATION > Kid room > Books > Book 4





- Turn the camera to see the perspective of Wall 1, as the image above...



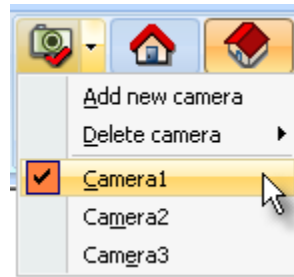
- Place some decorative items on the shelves and on the worktop of Wall 1...  
For example DECORATION > For kitchen > Bottles > Bottle 11 (change the direction of it with left arrow)  
DECORATION > Common use > Curtains > Blind (change the direction of it with left click and the position **Up: 2220** and **Height: 1000**)  
DECORATION > Common use > Vases > Vase 1  
DECORATION > Common use > Vases > Vase 2  
DECORATION > Common use > Plants > Plant 21  
DECORATION > Common use > Plants > Plant 22



## 130 Kitchen Tutorial

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- From saved camera choose **Camera1**



- Place again:
  - DECORATION > Common use > Carpets > Carpet 2
  - DECORATION > Common use > Vases > Vase 8 (on the table)
  - DECORATION > Common use > Coat Hangers > Coat Hanger 1
  - DECORATION > Common use > Ceiling lights > Ceiling light 20 (change the position of it : **Up: 3200**)

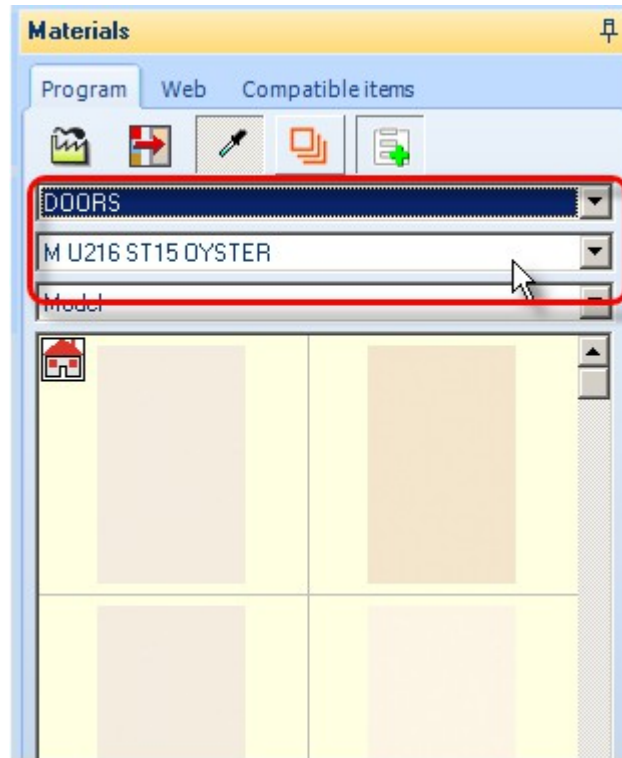
The kitchen looks like the images above...



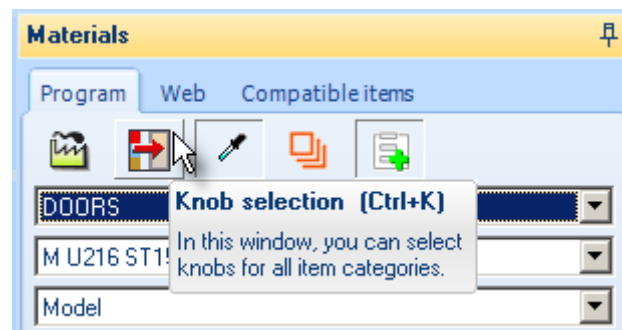
## Knobs

To complete the kitchen, you will change the knobs.

- Open and **"pin"** the window **"Materials"**.
- Open the catalog **"Doors"** and the model **"M U216 ST15 OYSTER"**



Press the button **"Knob selection"** which is activated...



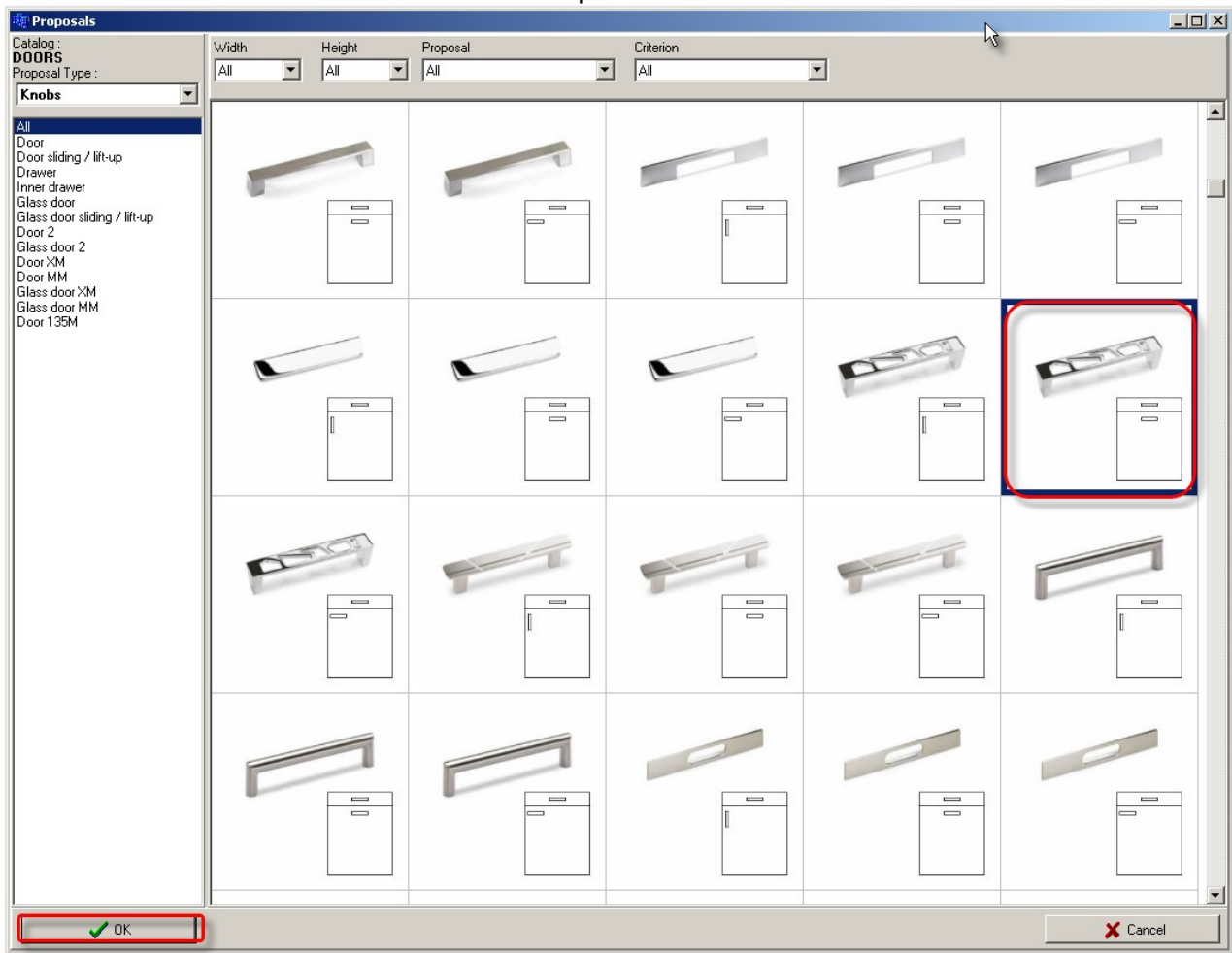
**Caution!** The button **"Knob Selection"** is active **ONLY** when the catalog **"DOORS"** is chosen.

**Note:** When you have chosen more than one model in catalog DOORS, for each model you can choose different knob.

## 132 Kitchen Tutorial

You will see the window with the available knobs...

- Press left click to choose knob and then press the button **OK**

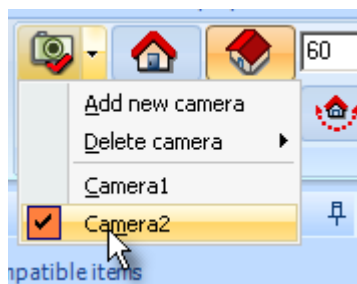


The knob will be applied for all items of model "**M U216 ST15 OYSTER**"

- Choose the same knob for the model "**MDF A364 MARBELLA CHERRY**"



From saved camera choose "Camera 2"

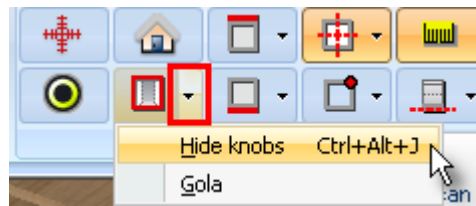


The kitchen looks like the image below...



## Hide knobs

You can hide the knobs of the project.



- From toolbar **"Switches"**, choose the icon "Hide doors", press the arrow next to it. Selecting **"Hide knobs"** hide automatically all knobs from the project.

**Note:** The command **"Hide knobs"** hides **all** knobs from the project.

## Hide knobs in an item – 1<sup>st</sup> way

The first way to hide knobs is the following...

**Caution!** This procedure is available **ONLY** for wall units and concerns the show of kitchen. In case you are interested in "Raw material analysis", which means details for cutting, we do **not** recommend this procedure because you do not have the right results (you will do it with the second way).

Hide the knobs from the last raw of wall units...

- On a wall unit press **"Right click"** and choose **"Gola"**. The knob will be hidden for this unit.





You can see details for knob "Gola" at "Appendix".

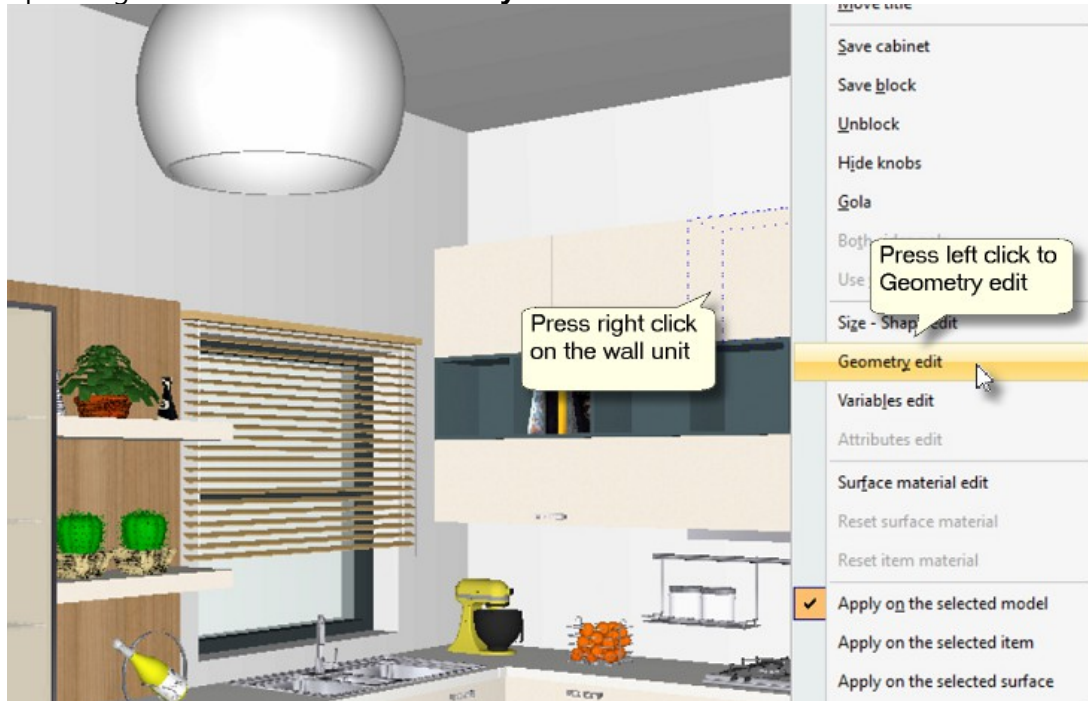
### Hide knobs in an item – 2<sup>nd</sup> way (for Cubes)

#### Caution!

This procedure is available **ONLY** for owners of **CUBES** plug-in.

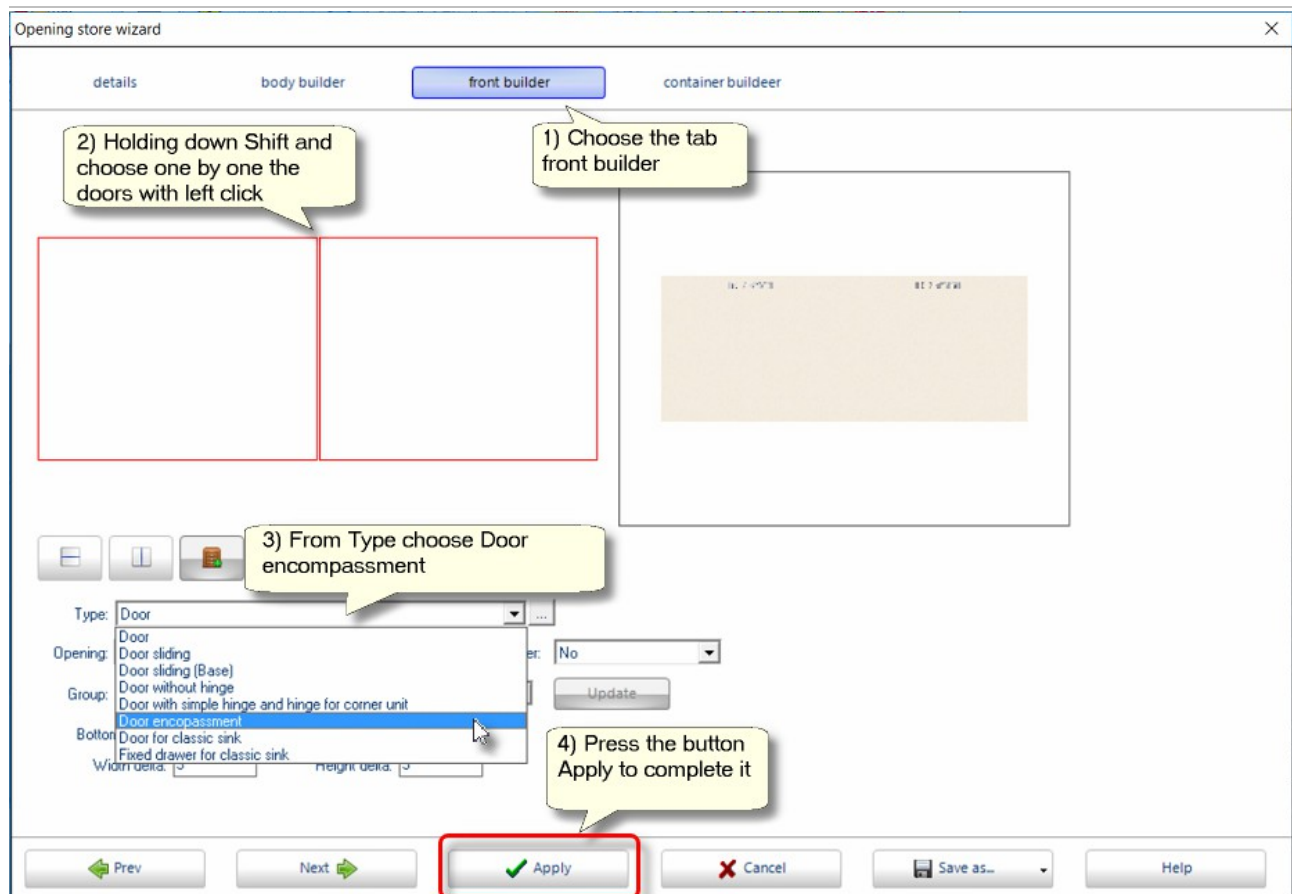
If you do not have this plug-in, you can hide knobs with the **first way**.

- Release the cursor on a wall unit until it is identified.
- Then press right click and choose "**Geometry edit**"



- Then do the following options:
  1. Choose tab "**Front builder**" and make settings for elevation (doors) of units.
  2. **Holding down "Shift"** and choose one by one the doors with **left click**.
  3. From "**Type**" choose "**Door encompassment**"
  4. Press the button "**Apply**" to complete it.

## 136 Kitchen Tutorial



- Hide the knobs from wall units, using one of the ways above.

The kitchen looks like the image below...





## Summary

Now, you can:

- place mechanisms and accessories in the kitchen.
- move and rotate camera and make setting to the perspective.
- place decorative items.
- change knobs in the model's door.
- hide knobs for all units.
- hide knobs in an item (2 ways).



## Lights

### Import light in floorplan

You can place lights to the project so that to have a more realistic result.

The lights derive from: a light from decorative items or a spot light in item's kitchen (shelf, hood) or light (without item).

The lights are not integrated in an item, you should place them **only** in floorplan (2D) and **not** in perspective or elevation (3D).

This kitchen will have the following lights: the automatic point light (from project), a **Point light** from ceiling light, a **Spot light** from hood and a **Point light** which you place.

- Press the button **2D** to open the floorplan of kitchen.

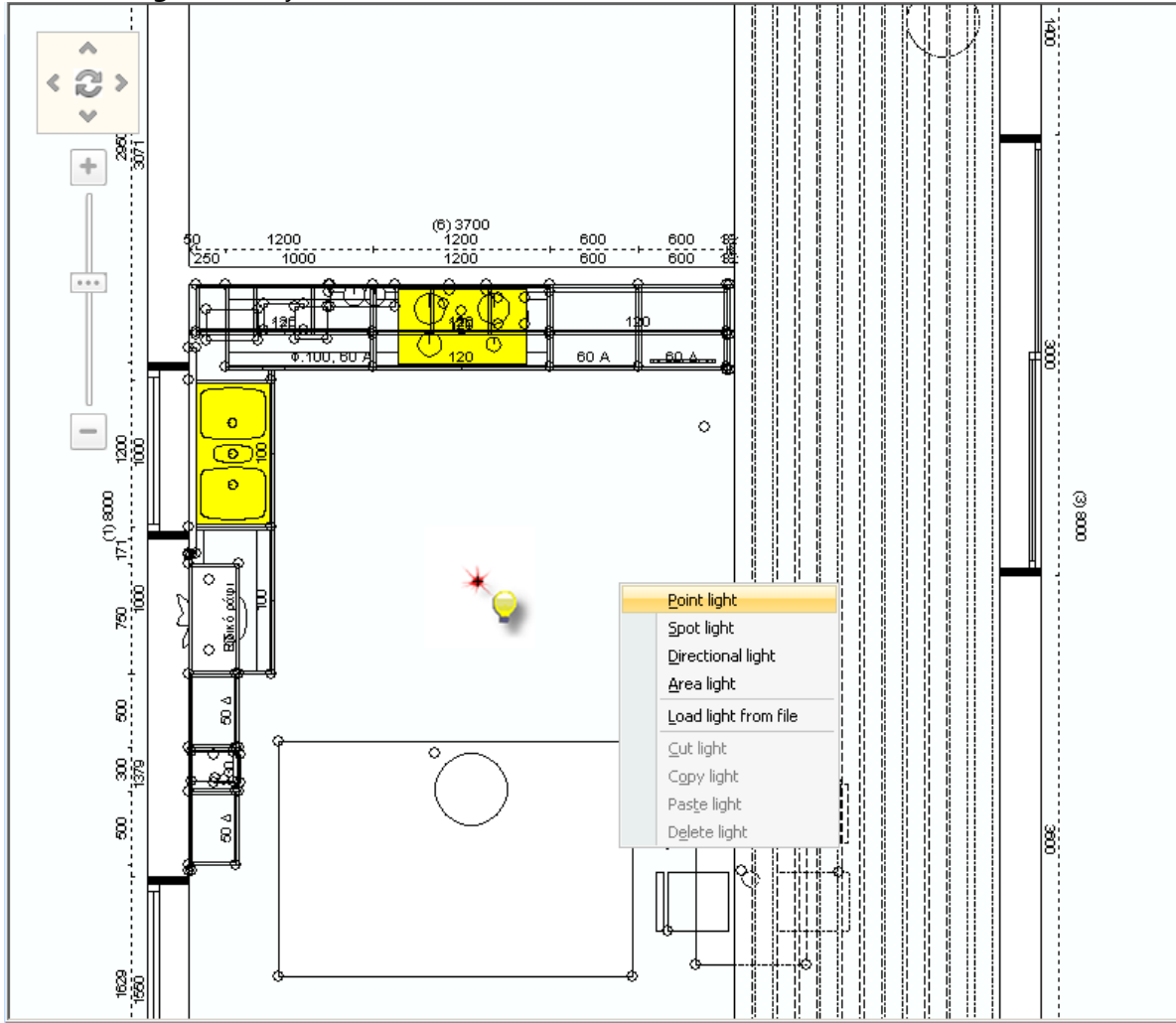


- From toolbar "**Items**" choose the button "light"



## 140 Kitchen Tutorial

- The pointer becomes light. Press left click at the centre of kitchen, as you see below. Choose "**Point light**". Now you see a "+".



- To stop the place of lights, press again the button light or the button **ESC(ESCAPE)** from keyboard.



Now, you see that the "+" does not show in the floorplan, but the point light is already placed.

## Image trace

- From toolbar **"View"**, press the button **"Image trace"**.



Now you see the image very bright.

In order to show the image more realistic you should make the following settings...

## Step 1 – Lights manager

- Press left click to the button **Lights manager**.



- You see the window above.

**Lights manager**

Description:  ☐ Changes preview

Colors

Ambient:

Diffuse:

Specular:

Options

☒ The light is on ☐ The light cast shadows

Position coordinates

X:  Y:  Z:

Direction coordinates

X:  Y:  Z:

Brightness of light (distance dependable)

C:

B:

A:

Point light details

Inner radius:  Outer radius:

**Automatic point light**

In field **Description** is always chosen the **"Automatic point light"**, regardless if you place another point light.

**Note:** It is recommended to place at least a Point light in the project (but not more than three because there is difficult to manipulate them)  
 When you place a Point light, the automatic point light should be deleted.  
 Generally, you cannot delete the automatic point light. When you would like to deactivate it, uncheck the field "The light is on".

- In the field **"Options"** uncheck **"The light is on"** and this is the way you "turn off" the light.

**Lights manager**

Description: Auto point light ☐ Changes preview

Colors

Ambient:

Diffuse:

Specular:

Options

☒ The light is on ☐ The light cast shadows

Position coordinates

X: 0 Y: 11071 Z: 0

Direction coordinates

X:  Y:  Z:

Brightness of light (distance dependable)

C:

B:

A:

Point light details

Inner radius: 0 Outer radius: 0

☒ OK ☐ Cancel ☒ Apply ☐ Reset

**Note:** an easy way to understand which light is, is from the Height of the installed light (field Y of coordinates)

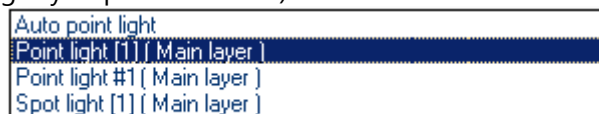
Position coordinates

X: -1560 Y: 2220 Z: -1040

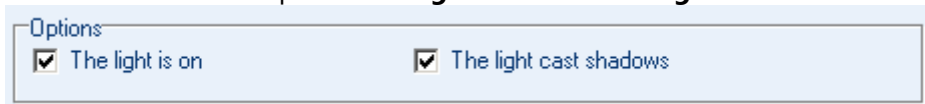
The point lights are situated in height 2220, while others (for example lamp) have different height.

## Point light (1) (Main layer)

- In field **"Description"** open the Drop Down menu and choose **"Point light (1) Main layer"**. (This is the point light you placed before.)



This source should be checked the options **the light is on** and **the light cast shadows**.

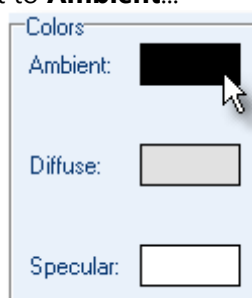


Now make settings so that the light is not so bright.

The next step is to change colors in the fields **Ambient**, **Diffuse** and **Specular**.

|   |   |
|---|---|
|   | <p><b>Ambient:</b> It is the color imparted to the item by floodlighting.</p>             |
|   | <p><b>Diffuse:</b> It is the color imparted to the item by direct incidence of light.</p> |
|   | <p><b>Specular:</b> It is the color imparted to the item by sheen.</p>                    |
| <p><b>Note:</b> The item's color, after the activation of light, is the combination of source color and item.</p> |   |

- Press left click into the light, next to **Ambient...**

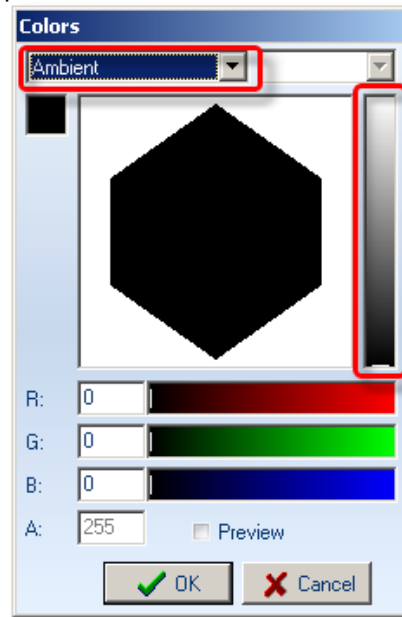




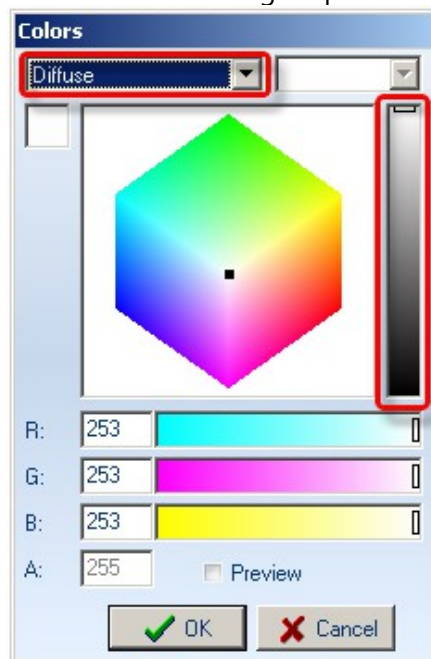
## 144 Kitchen Tutorial

The window **Colors** is opened.

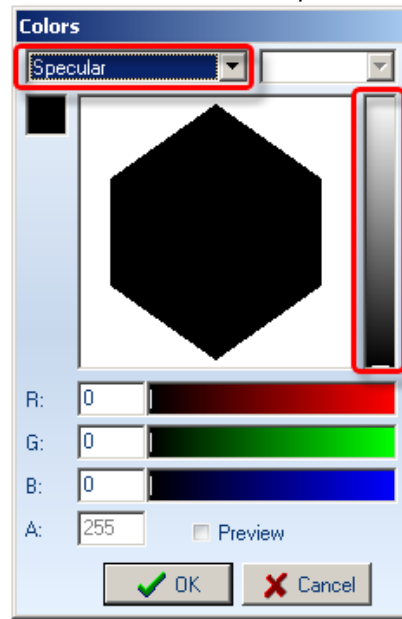
- Move the bar to the lower point as it is showed ...



- Choose now **Diffuse** from drop down menu...
- Here select white color (move the bar to the higher point as it is showed below)



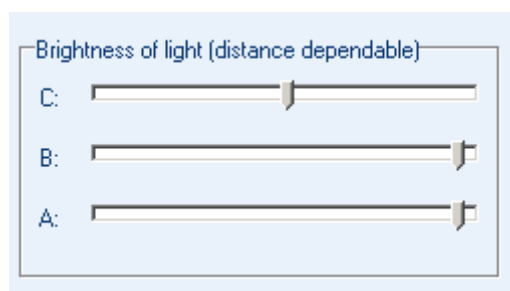
- And the last, choose **Specular** from drop down menu...
- Here select black color (move the bar to the lower point as it is showed below)



The colors look like as the image below...

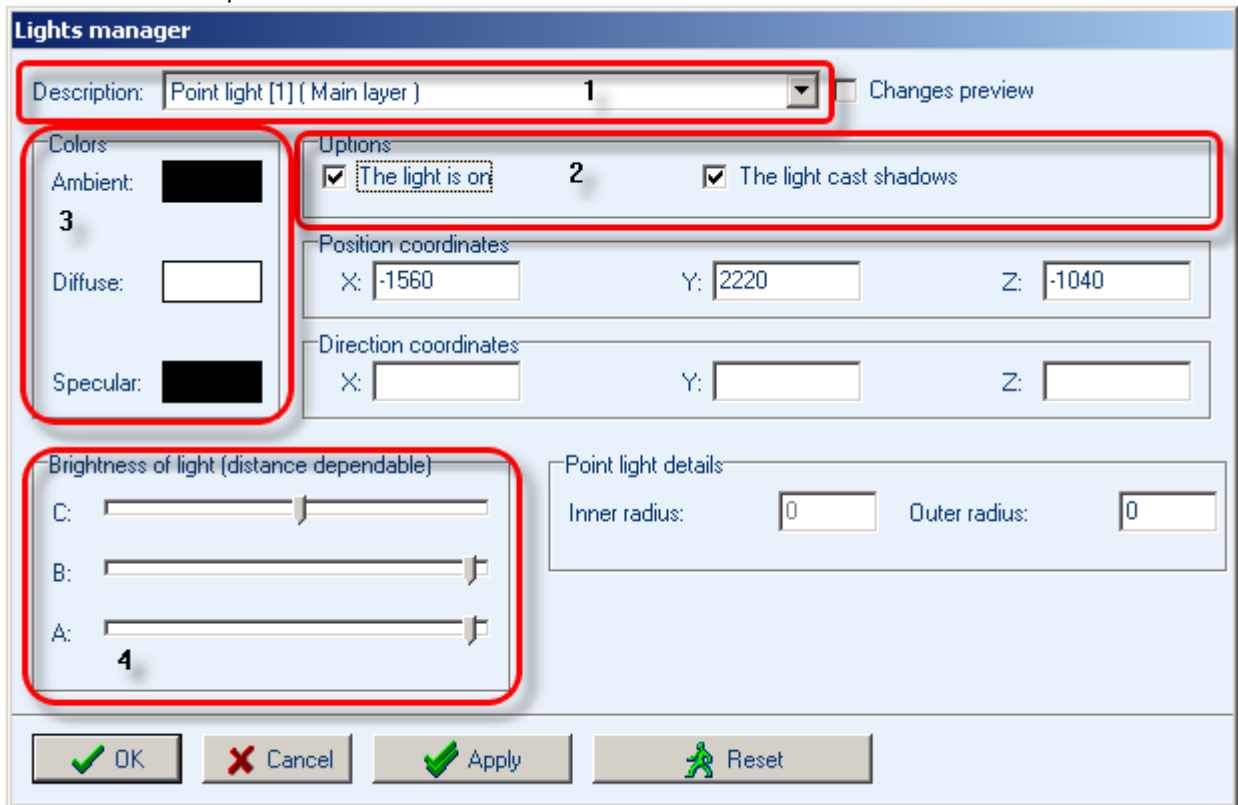


- In the field "**Brightness of light**" move the pointers as it is below ...  
**C:** in the middle  
**B:** use the left arrow from keyboard and move it 3-4 clicks  
**A:** use the left arrow from keyboard and move it 3-4 clicks



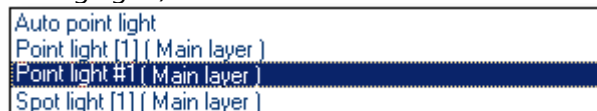
## 146 Kitchen Tutorial

You can see all steps above...

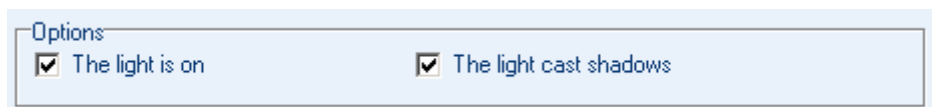


### Point light #1 (Main layer)

- In field "**Description**" open the Drop Down menu and choose "**Point light #(1) Main layer**".  
(This is the light of ceiling light.)



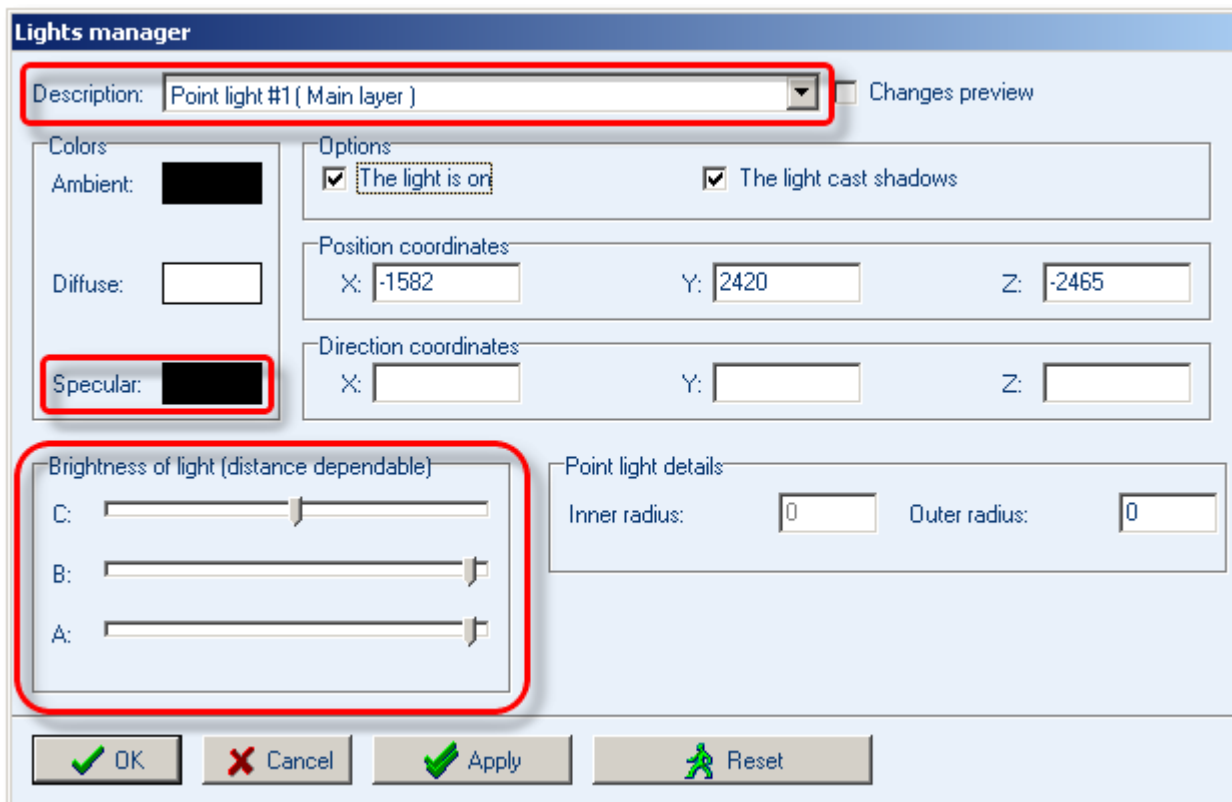
This source should be checked the options **the light is on** and **the light cast shadows**.



Also you change:

- the color **Specular** to **black**
- the field "**Brightness of light**" as it is above:
  - C**: in the middle
  - B**: use the left arrow from keyboard and move it 3-4 clicks
  - A**: use the left arrow from keyboard and move it 3-4 clicks

Now, the window **Lights manager** will be as the image below...

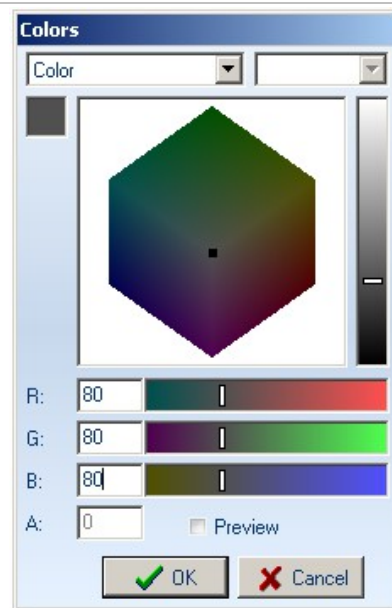


## Step 2 – Scene lighting

When you make the settings above, maybe the scene will be dark.  
Change the intensity of brightness from the button **"Scene lighting"**



For the example, the pointer should be as it seems below... (The fields R, G, B should be 80)



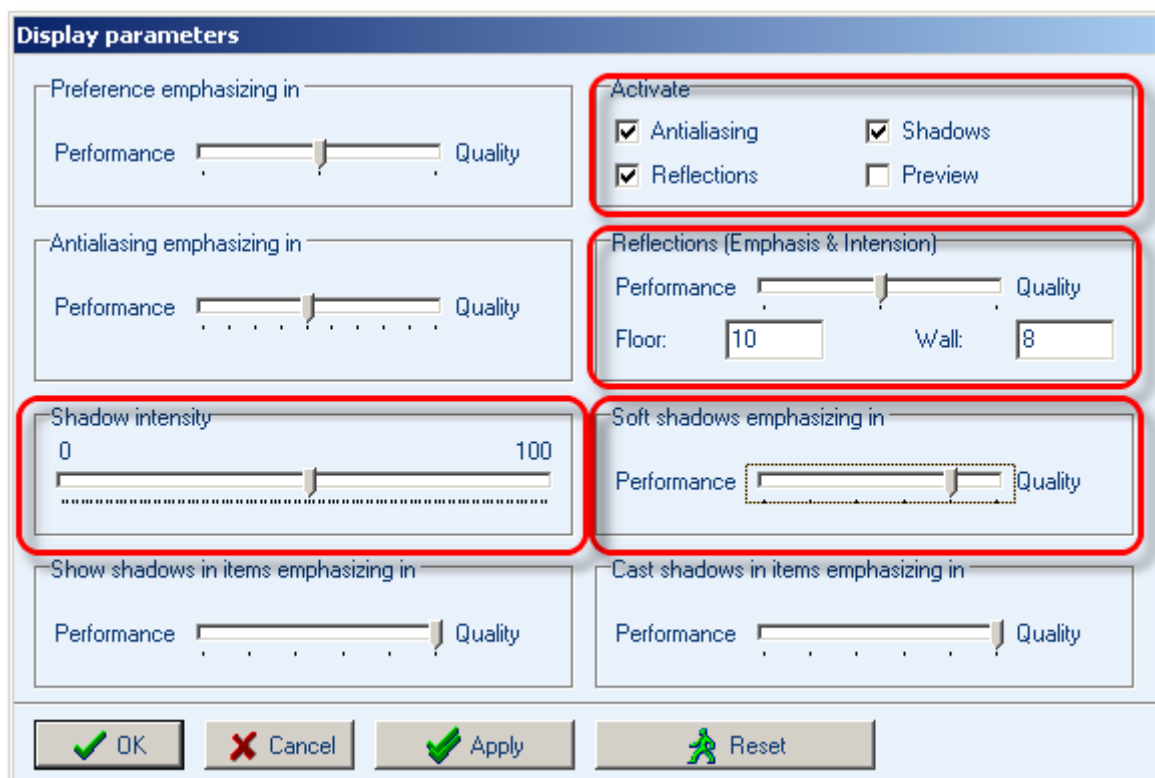
### Step 3 – Special effects setting

In the last step, you should activate all the special effects (shadows, antialiasing, reflections)

- Press the button **“Special effects setting”**



In this window you should change the noted parts. The right settings are below...



After all settings above, the kitchen looks like the image below...



## Summary

Now, you can:

- place lights in floorplan (not embedded in item).
- open the window Image trace.
- identify lights.
- make setting for lights.
- change scene lighting.
- active special effects.



## Print – Save image

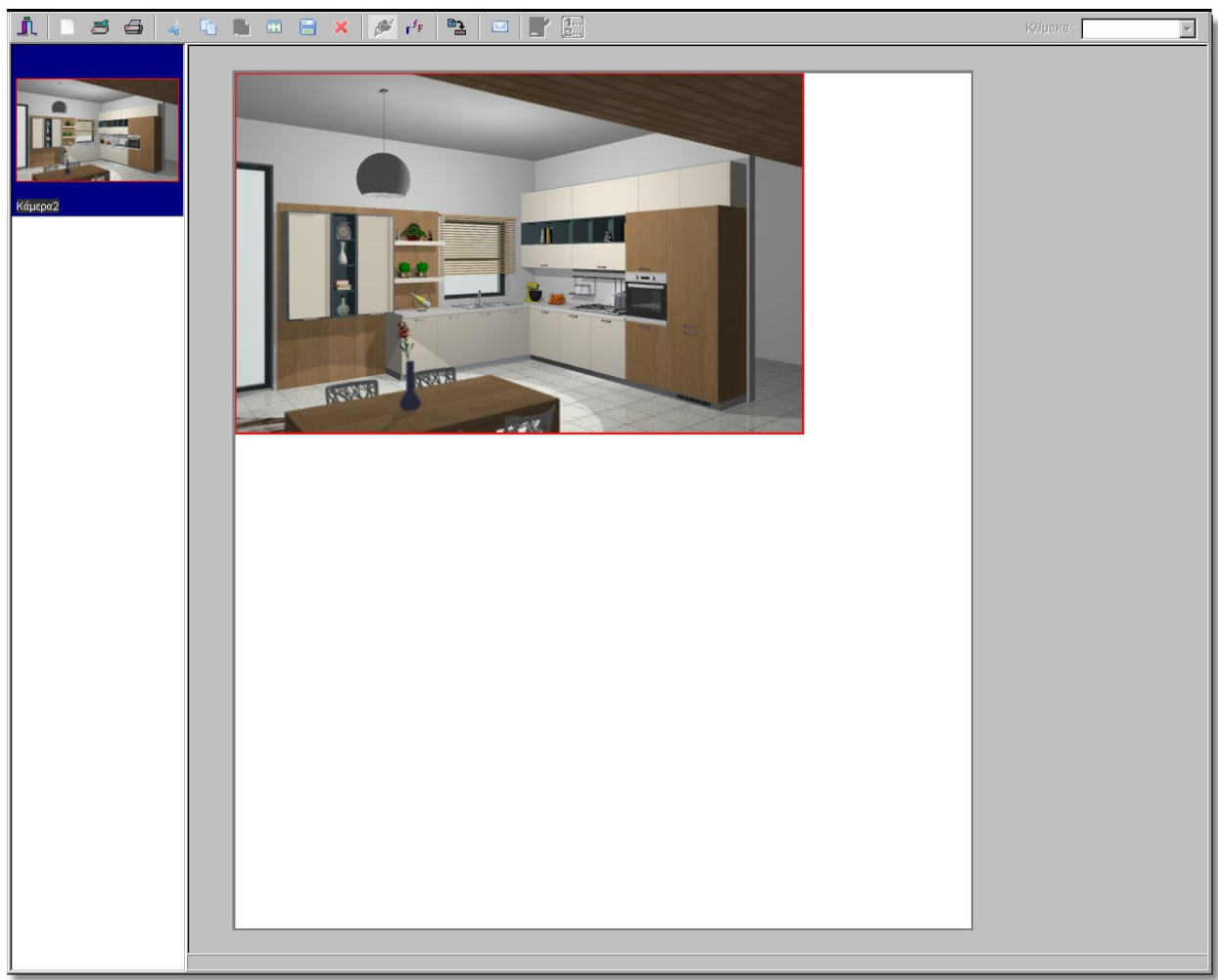
### Print

Now the kitchen is ready to print or save image.

- Press the button **"Print"**



The window **"Print preview"** is opened.



- Press the button **"Page setup"**

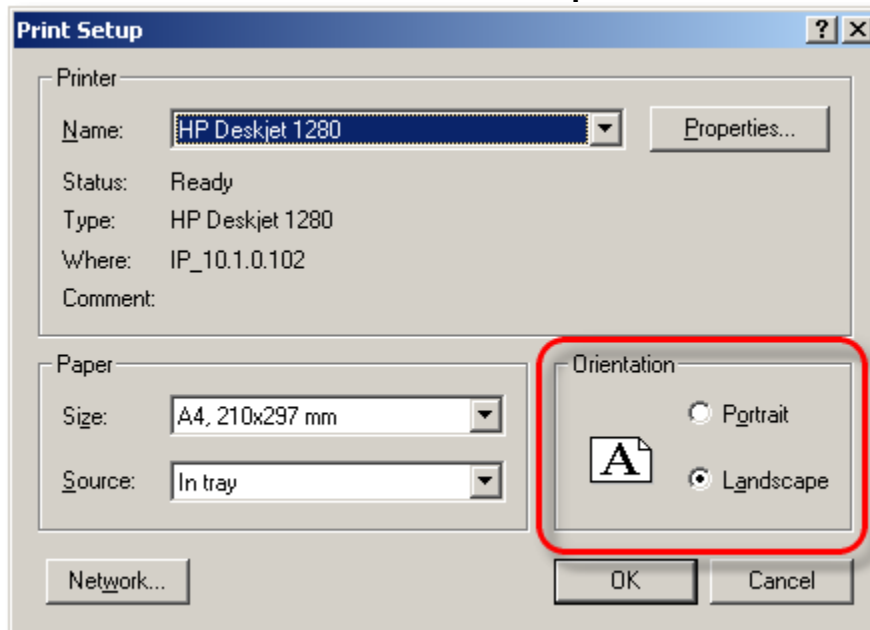


Here you can choose the printer, the paper and the orientation.

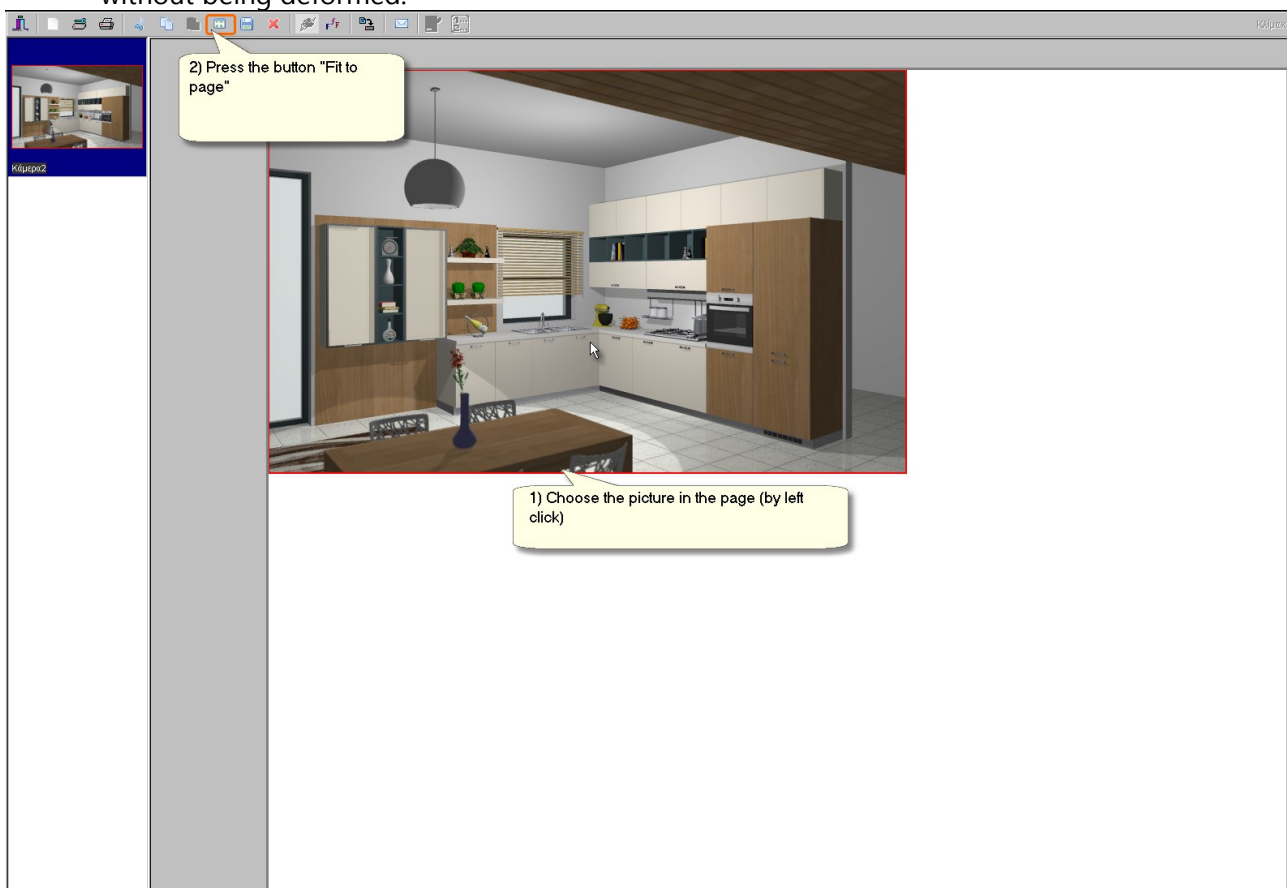


## 152 Kitchen Tutorial

- In the window below, choose "**Orientation**" "**Landscape**" and then **OK**.



- Now, press the button "**Fit to page**", to enlarge the image and cover automatically the page without being deformed.



- To print the image in the selected printer, choose the button "**Print**"



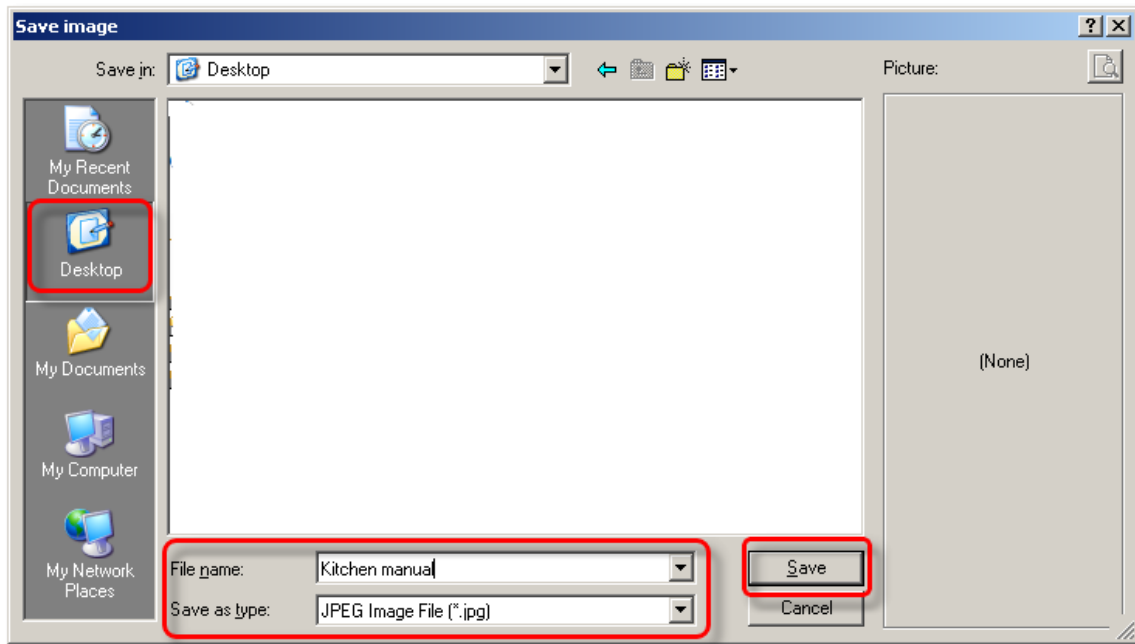
## Save image

- Save the image by pressing the button **"Save image"**

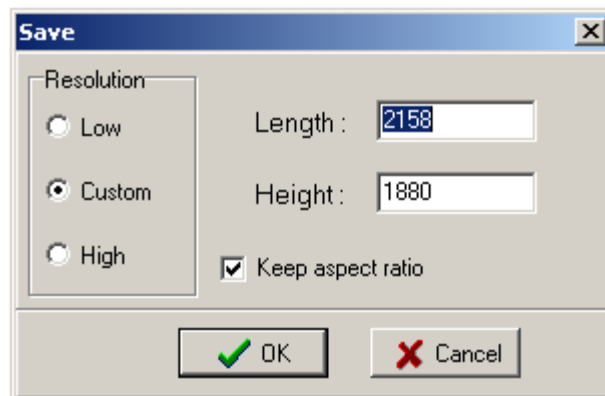


Now, the window "Save Image" is opened.

- Here you choose where you save the file, give it a file name and choose the file type ...



When you press the button **"Save"**, you see the following window for the image analysis. Keep these defaults and press **OK**.



The image is saved to the selected folder.

Now, close the window **"Print preview"** by pressing the button **"Exit"**



## **Summary**

Now, you can:

- open print preview.
- change print setup.
- choose printer.
- choose paper size.
- print the projects.
- save the project as image.