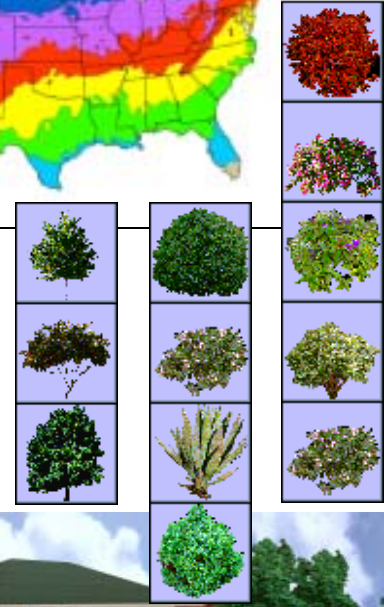
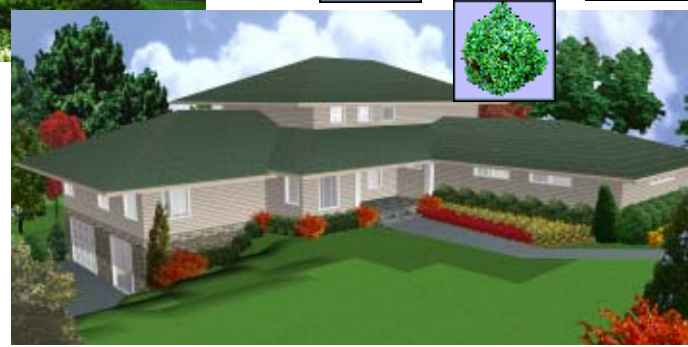


# User's Guide

[www.punchsoftware.com](http://www.punchsoftware.com)



**punch!**  
SOFTWARE



*Master*  
**LANDSCAPE**<sup>TM</sup>  
**& HOME DESIGN**

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**PUNCH! Master Landscape & Home Design User's Guide**

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Part 1

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# Welcome

Punch! Master Landscape and Home Design is a professional-level home design system developed for anyone who needs fast, accurate home drawings and wants the flexibility to view their plan in 3D.

Uses for Punch! Master Landscape and Home Design include:

- Architectural drawings
- Estimating
- 3D visualization
- Landscaping

Punch! Master Landscape and Home Design is a fully-integrated, multi-tiered program package that is easy to use. Using Master Landscape, you can easily design home plans and create 3D scale models of your designs as a perfect presentation piece.

It's simple to get started planning the home of your dreams. Take a few minutes to familiarize yourself with the contents of this manual so you'll know where to quickly find the answers. Be sure to see Chapters 2 and 3 for a quick tour of the program and an overview of the screen layout.

The most important thing to do before beginning work with Master Landscape is to set your display to 32-bit color. To do this, right-click the Desktop, then click Properties on the pop-up menu. Click the Settings Tab on the Display Properties dialog box, then select True Color (32-bit), if this is not available on your computer, select 24-bit.

## Contents of Package

Punch! Master Landscape and Home Design comes with everything you need to install and use the software. The package includes the following items:

- Punch! Master Landscape and Home Design CD
- *PUNCH! Master Landscape & Home Design User's Guide*
- Homeplan booklet
- Quick Start Tips sheet

## System Requirements

In order to run Punch! Master Landscape and Home Design, it is recommended that you have a Pentium-based computer. In addition, your system should include the following:

### Recommended System Requirements

- Pentium Processor
- Windows 95 or higher
- 32 MB of RAM
- 600 MB of hard disk space (before installation)
- VGA video card displaying at least 800x600 with 24-bit color (32-bit, if available)
- CD-ROM drive
- Mouse or other pointing device
- For Win2000 Users: 32 MB Video Card Memory

### Minimum System Requirements

- 486-DX Processor
- Windows 95 or higher
- 16 MB of RAM
- 600 MB of hard disk space (before installation)
- VGA video card displaying at least 800x600 with 24-bit color
- CD-ROM drive
- Mouse or other pointing device
- For Win2000 Users: 16 MB Video Card Memory

## **Tips for Users of Other Punch! Programs**

Master Landscape will open all floorplans designed with other Punch! programs. One major difference involves the use of interior, exterior and foundation walls. Walls drawn in previous Punch! programs may import as interior walls, so these walls will need to be customized in Master Landscape. In addition, flooring may need to be drawn on upper floors and some roofing sections might need to be redesigned.

### **To update a file from a previous Punch! program**

- 1** Open the file.
- 2** Define your design's exterior walls. For more information, see "To convert an interior wall to an exterior wall", which begins on page 103.
- 3** Use the Wall Segment Properties dialog box to match all roof sections. For more information, see "Defining Gable Wall Segments", which begins on page 97.
- 4** Use the Automatic Flooring feature on the upper floors. For more information, see "To control automatic flooring", which begins on page 95.
- 5** (optional) Draw flooring on the upper floors. For more information, see "Adding Flooring", which begins on page 129.
- 6** Customize any complex roofing sections. For more information, see "Using the Freehand Roof Tools", which begins on page 140.

**Tip:** The most important thing to remember when beginning a new drawing is to complete your foundation or exterior walls first. A completely-closed exterior perimeter will ensure that floor square footage measurements will be correctly calculated.

## Installing Punch! Master Landscape and Home Design

To install Punch! Master Landscape and Home Design, you must run Setup. You can't install or reconfigure Master Landscape by copying files directly from the distribution CD to your hard drive.

### To install Master Landscape

- 1 Insert the Master Landscape CD into your CD-ROM drive. Installation begins as soon as you insert the CD.
- 2 Follow the installation prompts that appear.

**Note:** If installation did not begin when you inserted the Master Landscape CD into your CD-ROM drive, Autorun may be turned off on your computer.

### To install Master Landscape if installation does not begin automatically

- 1 Insert the Master Landscape CD into your CD-ROM drive.
- 2 On the Windows Start menu, click Run. The Run dialog box is displayed.
- 3 Type M:\PL2Setup.exe, then click OK. If you are installing from a different drive, substitute the correct letter in place of the letter M.
- 4 Follow the installation prompts that are displayed.

## Registering Punch! Master Landscape and Home Design

Take a moment to register online during installation. After registering, you are eligible for technical support and for early notification when new product releases become available.

Your serial number is conveniently located on the back of the CD jewel case.

You can also register your software by calling our toll free number at 1-800-365-4832 or visit our Web site at [www.punchsoftware.com](http://www.punchsoftware.com) to register.

## Speed Tips

You can “Speed Up” Master Landscape by changing some of the program's default settings.

- Close the LiveView window when you are not working in 3D. No 3D calculations are performed when the LiveView window is closed.
- Choose the Quarter-View window size for LiveView instead of Full-View to increase 3D rendering speed. 3D rendering speed increases as the LiveView window becomes smaller in size.
- Turn off shadow rendering. For more information, see “Adding Lighting and Shadows”, which begins on page 198.
- Set your Display Screen Settings to 24-bit (32-bit, if available), 65,000 colors for optimum 3D rendering speed.
- You don’t have to wait for a 3D view to render every time. Just click the mouse in the LiveView window to interrupt rendering.
- Hide the floors that are not being drawn. By turning off the inactive floors, the program will not waste resources on them. For more information, see “To view the working floor only”, which begins on page 44.

## Important System Settings

Some of your computer’s settings can impact Master Landscape’s efficiency. By changing one (or more) of these settings, you can control how the program performs.

- Set your Display Settings to 800x600 pixels and High Color (24-bit) or True Color (32-bit). On your Start menu, select Settings>Control Panel>Display>Settings.
- If you notice that the 3D display is not clear, set back the Graphics Acceleration. On your Start menu, select Settings>Control Panels> System>Performance>Graphics, then set the acceleration back one notch.
- By default, all measurements display in Inches, to choose Centimeters go to Design> Unit of Measure... select Metric.

## Display Settings

Master Landscape is designed to run effectively based on the system requirements printed on the software packaging. However, there are some specific settings you can select to obtain the best display possible.

### To adjust your display settings

- 1 On the Start menu, click Settings, Control Panel. The Control Panel program group is displayed.
- 2 Double-click Display. The Display Properties dialog box is displayed.
- 3 Click to the Settings page tab.
- 4 In the Colors drop-down list box, make sure your settings are at least High Color (24-bit) or True Color (32-bit).
- 5 In the Screen Area section, move the slider to display at least 800 x 600 pixels.
- 6 Click OK. The new window settings are applied. You may be prompted to restart your computer to apply the new settings. If so, click OK or Yes.

## Online Help

Master Landscape includes an extensive online help system. This system includes all of the information found in the *PUNCH! Master Landscape & Home Design User's Guide*. To access the Help system, click Help, Contents, or press F1.

### To access the online help files

- On the Help menu, click Contents or press F1.

### To access help for a specific part of your 2D drawing



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the feature, object or plant that you want help with. The Quick Access menu for that feature, object or plant is displayed on the right side of the window.



- 3 Click the Tool Help listing on the pop-up window. Help for that feature, object or plant is displayed.
- 4 (optional) Pressing F1 while many tools are active will access the help file for that Tool.

## Technical Support

If you have a software problem that you can't solve, you can call Punch! Technical Support at 1-800-365-4832. When you call, you should be in front of your computer and have your serial number handy.

You can also email technical support questions to our help staff by writing to us at [techsupport@punchsoftware.com](mailto:techsupport@punchsoftware.com). When emailing technical support, please include your serial number, the name of the Punch! software program you are using and its version; for instance, PRO-000000-451, Punch! Master Landscape and Home Design, version 4.5.1.

Technical support is free for 60 days from the date of purchase and \$10 per call thereafter.

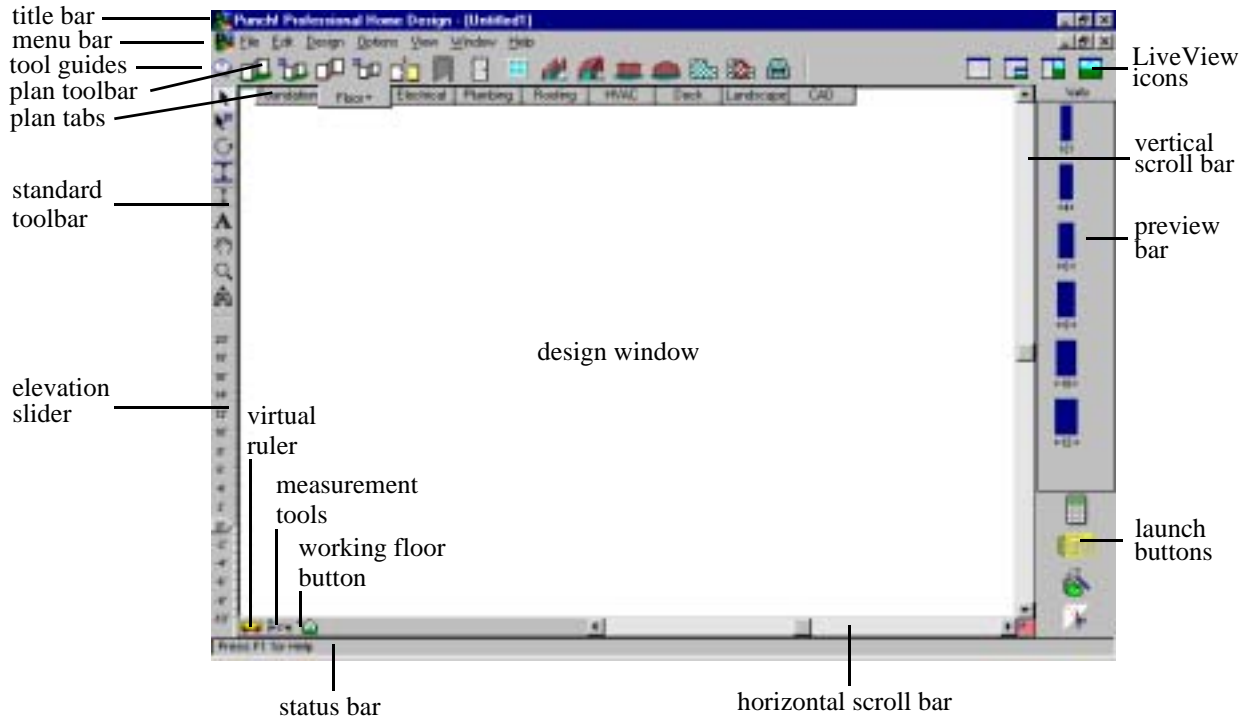
Be sure to visit our online Support page at [www.punchsoftware.com](http://www.punchsoftware.com). There you will find a list of FAQs (Frequently Asked Questions). You might find the answer you're looking for and save yourself a phone call!



# Window Layout

The Master Landscape window provides an assortment of features that make it easy to create precise home plans. This chapter describes the basic components.

In most cases, this chapter does not provide detailed information on standard Windows concepts or on specific menu items. For information on standard Windows concepts, such as the mouse, the Control menu, the window border, the maximize button, dialog box controls and so on, refer to Windows online Help.



## **Title Bar**

The title bar extends across the top of the application window. It displays the name of the program and the name of the current drawing file. Using the buttons at the right end of the title bar you can minimize, maximize, close or restore the window. You can also maximize or restore a window by double-clicking on the title bar. Double-clicking the Control menu box at the left end of the title bar is a quick way to exit. If the application is running in a window rather than maximized, dragging the title bar moves the entire window on the desktop.

## **Menu Bar**

You can choose menu items using either the mouse or the keyboard. To use the mouse, click the menu name, when the menu drops down, click the item you want. Menu items with an arrow to the right display cascading menus when you place the pointer over one of them. When you highlight a menu item, a description is displayed on the status bar.

To use the keyboard, press the ALT key and type the underlined letter in the menu name, then type the underlined letter in the menu item's name. If there is a cascading menu, you must type another letter. You can also use the arrow keys to move through menu items and press ENTER to select one. The ESC key backs out of the menu items one level at a time.

There are single-key or key combination shortcuts for certain frequently-used menu items. Each menu lists available shortcut keys to the right of the item's name. You can use the techniques for choosing menu items in combination.

## **Plan Tabs and Toolbars**

Clicking one of the plan tabs will activate the toolbar for that plan layer. For example, if you select the Landscape tab, the Landscape toolbar will appear. In addition, when you click the small arrow next to the title of the tab you have the option of viewing or hiding other plans. This will be useful, for example, if you want to see the foundation plan with landscaping, but without exterior and interior walls.

To find out what a certain tool represents, hold the pointer over the tool and read the description on the status bar at the bottom of the window.

## Tool Guides

Master Landscape makes it easy to get started by providing users with tips & tricks for each Tool. Tool Guides provide information about each tool and some general information about the program. Tool Guides can be turned off and on to suit your needs.

### To access general tool guides



- On the Standard toolbar, click the Tool Guide Tool.



### To access tool guides for a specific tool

- 1 On any plan tab, click the tool you want to learn more about.
- 2 Click the Tool Guide tool, the Tips & Tricks menu for that tool is displayed.

### To access tool guides for a part of your 2D drawing



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the feature, object or plant that you want to learn more about. The Quick Access menu for that feature, object or plant is displayed on the right side of the window.



- 3 Click the Tool Guide listing at the top of the pop-up window. The Tool Tips menu for that feature, object or plant is displayed.



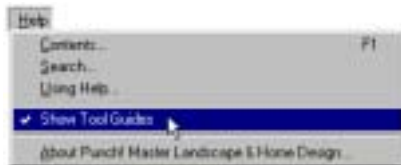
- 4 (optional) Click Back or Next to cycle through the tips available for that feature, object or plant.

**To turn tool guides on and off**

- To turn off Tool Guides, click (Turn-Off Tool Guides).



- To turn on Tool Guides, on the Help Menu click (Turn-Off Tool Guides).



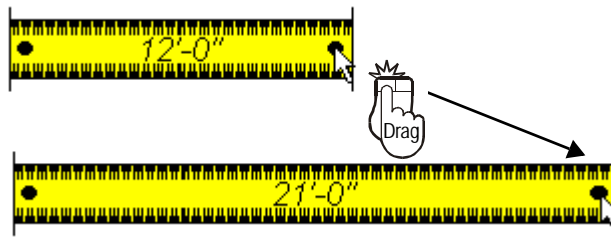
## Elevation Slider



With Master Landscape’s Elevation Slider you can easily move selected items vertically. This feature makes it a snap to make sure windows, doors, plants and so on are in exactly the position you want. Simply select the object or feature to be raised and move slider by clicking and dragging with the mouse. For a more information, see “Using Elevation Slider” on page 186.

## Virtual Ruler

The Virtual Ruler works like a real-world tape measure. It stores away in the corner of the window until you need it, then with one click it is displayed in the middle of the window, where you can move it into any position necessary to make a needed measurement. It then stores away until you need it again. To move the Virtual Ruler, click and drag from the center. To resize, click and drag on one of the large black dots at either end.



You are not constrained to vertical or horizontal, the Vertical Ruler can be stretched in any direction necessary.

## Measurement Tools

The measurement tools include associative dimensions, window/door callouts and the shortcuts to calculate floor square footage.



Associative Dimensioning are the measurements that appear as you are adding features. For example, the Associative Dimensioning feature will show how far from the ends of each wall the window is positioned.

When the Window/Door Callouts option is checked, the measurements of all window and door openings will be shown with the wall measurements and be displayed in the floorplan view.

Selecting one of the three square footage options will cause Master Landscape to make that calculation and display it in the Status Bar.

## Working Floor Button



Use the Working Floor button to switch the current view based on the number of floors in your home plan. When you click the Working Floor button, a pop-out menu is displayed. Simply click the floor on which you would like to work to switch the current working floor.

## Status Bar

The status bar is located in the lower left of the window and displays prompts, program messages and measurements. It is a good place to look when you are holding the pointer over certain buttons or menu items to find their function.

## Scroll Bars

Scroll bars provide a way for you to pan across the drawing, that is, to change the part of the drawing visible in the window without changing the level of magnification. To pan the drawing in small increments, click the scroll arrow that points in the direction you want to pan. To pan in larger increments, click the control shaft, between the scroll box and a scroll arrow. To pan by a custom increment, drag the scroll box in the direction you want to pan.

## LiveView Icons



It is in the LiveView window where you see your designs come to life! The default view is Plan Full View. When you load Master Landscape, this is the view you will see. With the 3D Quarter View option, use most of your window for drawing, yet be able to view your design in 3D. For a full explanation see the chapter titled “Working with LiveView”, which begins on page 189.

When you want to focus primarily on your 2D actions while maintaining a clear view of the 3D design, select Split Plan/3D View. Then, when you’re ready to add textures and colors to your Dream Home it will be easier in the 3D Full View mode.

## Preview Bar

You can click and drag objects, textures and colors from the Preview Bar onto your plan. The Preview Bar changes to reflect the current design mode. For instance, if you are installing doors, the bar will display some of the most common styles of doors; this will help you specify the style before you start drawing. The Preview Bar provides the easiest and quickest way to customize a home plan.

## Launch Buttons

Clicking one of the launch buttons starts one of the associated Master Landscape programs.



Launch Landscape Estimator. To learn more about Landscape Estimator, see the chapter titled “Using Landscape Estimator”, which begins on page 213.



Launch 3D Custom Workshop. For more information, see “3D Custom Workshop”, which begins on page 233.



Insert a PhotoView Image. For more information on PhotoView, see the chapter titled “Using PhotoView”, which begins on page 219.



# *A Quick Tour*

To get the most benefit from Punch! Master Landscape and Home Design, you should take a minute to become familiar with some of its basic concepts. This chapter describes a few settings you should know, as well as some of the terms used throughout this guide.

Punch! Master Landscape and Home Design is not just one software application, but several applications that can be used together. Once you've mastered Master Landscape, additional tools are available to customize your home plans: Landscape Estimator, Cabinet Wizard, PhotoView, RealModel and 3D Custom Workshop. Information on the use of all these tools can be found in this User's Manual.

With Master Landscape you can set a precise drawing scale, define units of measurement and set the reference grid. There are also many performance settings you can apply to optimize drawing speed and 3D viewing.

## About This Guide

The text and graphics in this guide are tailored to help you find the information you need quickly and get the most out of Master Landscape. Each section of this guide is divided into a series of step-by-step instructions, making it easy for you to scan a page to find exactly what you need. You can also refer to the index for additional topics on the same subject, if necessary.

Instructions for installing and using Microsoft Windows do not appear in this guide. If you're uncomfortable with your knowledge of Windows or with the concepts associated with a user interface object, you should review Windows online Help before attempting any serious work with Master Landscape.

### Basic Terms

The following is a list of terms used throughout this guide. Take a moment to familiarize yourself with the language used in this guide and to reinforce your understanding of basic terminology.

#### **Click**

Pressing and releasing the left mouse button once.

#### **Right-click**

Pressing and releasing the right mouse button once.

#### **Double-click**

Pressing and releasing the left mouse button twice.

#### **Click and drag**

Pressing the left mouse button, holding it down and moving the mouse simultaneously.

#### **Drag-and-drop**

Clicking to select an item, holding down the mouse button, then dragging and releasing.




#### **Scroll**

Using the scroll bars on the sides of the application window by clicking the slider box, holding down the mouse button and dragging.

## Graphic Cues

This guide uses several types of graphic elements. Some show the window or a dialog box that will appear during an operation. When this type of graphic illustration is used, every effort is made to show the element exactly as it is displayed on window.

### Graphic Cues Used in this Guide

Convention	Meaning
	mouse click that selects a point—the number, when present, specifies the mouse click's position in a series of clicks
	click and drag operation—beginning of arrow indicates where to start; end of arrow indicates where to stop
	a right mouse click—the number, when present, specifies the mouse click's position in a series of clicks

## Right-Click Pop-up Menu

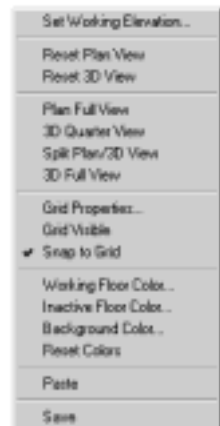
Master Landscape provides access, with a right mouse click, to many commonly-used commands. One-click accessibility is available to commands from cut and paste, to specifying where dimensions appear, to customizing grid properties and so on.

### To access the plan option right-click menu

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Right-click on your design window. The plan option pop-up menu is displayed.

**Note:** Be sure nothing is selected when performing the right-click; if something is selected you will receive a different editing pop-up menu.

- 3 Move the mouse down the menu until the option you want is highlighted.
- 4 Click the mouse. The option you selected is displayed.



**To access the plan edit right-click menu**

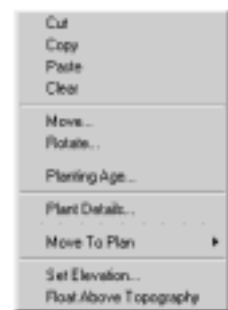
- 1 On the Standard toolbar, click the Selection Tool.
- 2 Right-click a wall on your design window. The plan edit pop-up menu is displayed.
- 3 Move the mouse down the menu until the option you want is highlighted.
- 4 Click the mouse. The option is displayed.

**Note:** This menu might differ slightly from the one shown at right depending on whether an exterior or an interior wall is selected.



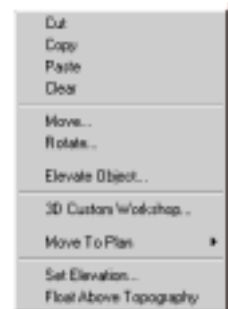
**To access the plant edit right-click menu**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Right-click a plant on your design window. The plant edit pop-up menu is displayed.
- 3 Move the mouse down the menu until the option you want is highlighted.
- 4 Click the mouse. The option you selected is displayed.



**To access the object edit right-click menu**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Right-click an object on your design window. The object edit pop-up menu is displayed.
- 3 Move the mouse down the menu until the option you want is highlighted.
- 4 Click the mouse. The option you selected is displayed.



## Changing the Lot Size

With Master Landscape you can define a lot size that matches your physical lot up to a maximum of 500 x 500 feet. The default lot size is 200 x 200 feet. For more information on matching your lot if it is not rectangular, see “Defining the Property Line”, which begins on page 58.

### To set the lot size

- 1 On the Design menu, click Lot Size or press CTRL+L. The Lot Size dialog box is displayed.



- 2 Type the new lot size in the dialog box, then click OK. The lot is altered
- 3 (optional) Click to select meters if you want to use metric measurements.

## Setting the Scale

Scale is the ratio between real-world size of objects and items in your drawing and their size when printed.

The default drawing scale is 1/3" = 1', meaning that 1/3" on your drawing plan equals one foot in real-world size. You can customize scale settings at any time to suit your needs as well as print your drawing to scale.

### To set the drawing scale

- 1 On the Design menu, click Plan Scale. The Plan Scale dialog box is displayed.



- 2 Click a new scale setting, then click OK. The new scale is applied to your plan drawing.

## Setting Unit of Measurement

You can set units of measurement in Master Landscape by selecting either English measurements in feet and inches or Metric measurements in meters and centimeters.

### To set the unit of measurement

- 1 On the Design menu, click Unit of Measure. The Unit of Measure dialog box is displayed.
- 2 Click either English or Metric, then click OK. The unit of measurement you selected is applied.



## Using the Grid

With Master Landscape you can set specific grid properties that aid in drawing your home plan. You can set points based on the reference grid which is useful when you want to make sure certain points are specified precisely.

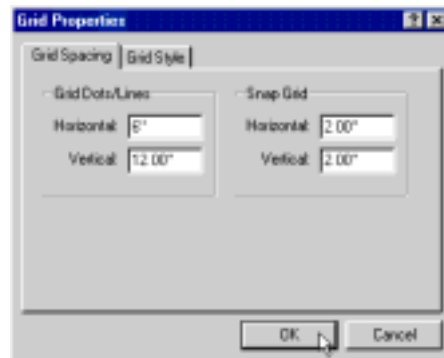
Grid settings have a direct impact on the ease of aligning objects, snapping objects to the grid and so on. When using the Snap to Grid feature, items that are dragged and dropped on the design window are automatically snapped, or placed, to align with the current grid. By default, Snap to Grid is turned on.

You can customize grid settings by selecting grid spacing, grid style and whether the grid is hidden from view or displayed. By default, the grid is set at 12 inches, making it easy to visualize that each plan square is exactly one square foot, but can be customized to meet your particular design needs.

Grid properties can also be set by accessing the right-click menu with nothing selected, see “To access the plan edit right-click menu” on page 22 for more information.

### To define Snap to Grid settings

- 1 On the Options menu, click Grid Properties or right-click on your design window and click Grid Properties on the pop-up menu that is displayed. The Grid Properties dialog box is displayed.



- 2 On the Grid Spacing dialog box, type new measurements into the Snap Grid section, then click OK. Items you draw or drag-and-drop into the design window will now snap to the measurements you defined.

**Note:** Initially, the grid is set at 12 inches, making it easy to visualize each plan square as exactly one square foot, but can be customized to meet your particular design needs.

**Note:** Snap settings can be set as low as 0.10 inch (English), 0.002 m (Metric) and still show visible movement along the grid. Snap settings can be set as high as 500 inches (English), 12.70 m (Metric).

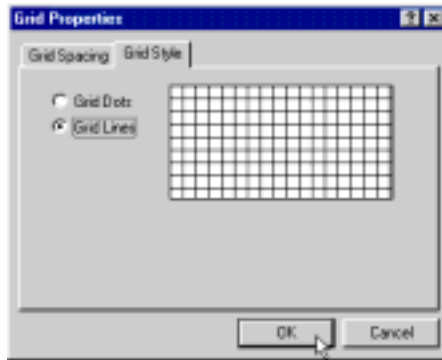
### To select grid spacing

- 1 On the Options menu, click Grid Properties or right-click on your design window and click Grid Properties on the pop-up menu that is displayed. The Grid Properties dialog box is displayed.
- 2 Type new horizontal and vertical measurements in the Grid Dots/Lines section of the Grid Spacing page, then click OK. The new grid spacing measurements are applied.



### To change the grid style

- 1 On the Options menu, click Grid Properties or right-click on your design window and click Grid Properties on the pop-up menu that is displayed. The Grid Properties dialog box is displayed.
- 2 Click the Grid Style page tab.
- 3 Click either Grid Dots or Grid Lines, then click OK. The new grid style is applied.



**Note:** Grid Dots/Lines can be set to as low as 1 inch (English), 0.02 m (Metric) and still be viewable. Grid Dots/Lines can be set as high as 500 inches (English), 12.70 m (Metric).



### To move objects/features along the grid style

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the object or feature you want to move.
- 3 Using the arrow keys on your keyboard, move the object or feature into position.

**Note:** Each time you press an arrow key, the object or feature will move one increment that you have set in “To define Snap to Grid settings” on page 24.

### To turn off Snap to Grid

- On the Options menu, click to uncheck Snap to Grid, press CTRL+R, or right-click on your design window and click Snap to Grid on the pop-up menu. The feature is disabled. To enable Snap to Grid, simply recheck the menu item.

### To display the grid

- On the Options menu, click to check Grid Visible or right-click on your design window and click Grid Visible on the pop-up menu that is displayed. The grid is displayed on the design window.

# *File Management*

When you start Master Landscape, a new blank drawing file is displayed. If you are returning to work on an existing drawing, you must open it, or display it on the screen. Opening a file involves clicking Open on the File menu and specifying the name of the file you want to open. Once you have opened a file, you can edit, import, export, print, view and save it.

You can have more than one file open at a time. The exact number of files you can have open depends on the amount of memory in your system and the complexity of the home plan file. When you open a file, Master Landscape displays it in a new window.

The changes you make to a plan drawing occur only in your computer's memory until you save them. To preserve a drawing for later use, you must save it to a file. If you want to save a drawing using its current name or if you want to save a new, untitled drawing, use Save. If you want to save a drawing using a new name, use Save As.

At any point during the design process you can import objects created in 3D Custom Workshop or cabinets from Cabinet Wizard. You can also export your 2D design as a 2D DXF file.

## Opening a File

Opening a file copies the data it contains into memory, making it available for you to edit or print the plan drawing.

### To open an existing file

- 1 On the File menu, click Open. The Open dialog box is displayed.
- 2 In the File Name box, type the name of the file you want to open, or search for the file by switching folders or drives.
- 3 When you see the name of the file you want to open, click to select it.
- 4 Click OK.

## Saving a File

When you open a file, Master Landscape copies the file to your computer's memory. As you work, you modify the copy stored in memory. Any system failure or loss of power destroys that copy. To save your work permanently, you must save it to a file on a disk. A good rule of thumb is to save every 15 minutes or after you've completed any work you wouldn't want to redo.

When you click the Save command, Master Landscape saves the active drawing using the name and location you last gave it. You can create more than one version of a drawing or save copies on another disk for safekeeping. You can save each version under a different name, or you can save them under the same name in different folders or on different disks.

### To save an existing file

- On the File menu, click Save or right-click, then click Save on the pop-up menu that is displayed or press Ctrl+S.

### To save a new, unnamed file

- 1 On the File menu, click Save As. The Save As dialog box is displayed.
- 2 In the File Name text box, type a name. Master Landscape automatically adds the PRO extension, unless you specify another extension.
- 3 Click OK.

**To save a file to a different name, drive, or folder**

- 1 On the File menu, click Save As. The Save As dialog box is displayed.
- 2 If you want to save the drawing under another name, type a name in the File Name text box.
- 3 If you want to save the drawing to a different drive or folder, click a different drive and folder, or type the complete path in the File Name text box.
- 4 Click OK.

## **Closing a File**

When you finish working with a file, close it to remove the window from the screen and to free up your computer's memory. When you are done working in Master Landscape, close all your files and exit the program.

**To close a file**

- On the File menu, click Close. If you have unsaved changes in your plan drawing, Master Landscape prompts you to save them before it closes the file.

**To close all open files and exit Master Landscape**

- On the File menu, click Exit. If any open drawings have unsaved changes, Master Landscape prompts you to save them before it closes their files.

## **Accessing the Pre-Drawn Homeplans**

Master Landscape includes twenty homeplans for you to alter. The included homeplans are located in the directory where you installed the program, in a subdirectory called "Plans".

**To open a pre-drawn homeplan**

- 1 On the file menu, click Open.
- 2 Navigate to the directory where Master Landscape is installed.
- 3 Double-click the Plans subdirectory. The subdirectory opens.
- 4 Click the plan you want to open. Click OK.

**Note:** All plans included with Master Landscape are the copyright of Wolfgang Trost Architects. The plans and 3D computer images are for conceptual purposes only. You must have any plans provided in, or generated by, Punch! Master Landscape and Home Design checked by a licensed architect before you build. Punch Software LLC and Wolfgang Trost Architects are not liable for errors, omissions or any other deficiencies in these conceptual plans. Complete sets of building plans for these homes are available by contacting Wolfgang Trost Architects at [www.wolfgangtrost.com](http://www.wolfgangtrost.com)

## Importing Files

Punch! Master Landscape and Home Design is 9 programs in one. All of these programs integrate seamlessly; objects created with Punch! 3D Custom Workshop are available for import into your floor plan.

### To import a 3D Custom Workshop object

- 1 On the File menu, click Import>Punch! 3D Custom Workshop Object. The Import Punch! 3D Object dialog box is displayed.
- 2 In the File Name box, type the name of the file you want to open, or search for the file by switching folders or drives.
- 3 When you see the name of the file you want to open, click to select it.
- 4 Click OK. The object is placed in the center of your 2D design.

**Note:** Double-click the object to re-open it in 3D Custom Workshop.

## Exporting Files

With Master Landscape, you can export your design several ways. Export to BMP format, making the contents of the 3D LiveView window available to be emailed. Export to 2D DXF format, where your 2D plan design is available for importing in any program that supports 2D DXF.

You can also export a rendering to BMP format. Files can be export in BMP format in Textured, Wire-Frame and ClearView modes. The exported file will appear just as your LiveView window does. Be sure to render in high-resolution your drawing before exporting. Size is also controlled by how your LiveView window appears, the larger the LiveView window, the larger the BMP file will be. For more information on controlling the LiveView environment, see “Working with LiveView”, which begins on page 189

### To export to BMP

- 1 On the File menu, click Export>BMP. The Export BMP dialog box is displayed.
- 2 In the File Name text box, type a name. Master Landscape automatically adds the BMP extension, then click OK.

**Note:** For instructions on printing the BMP file, see “Printing a 3D LiveView Rendering” on page 35.

### To export to 2D DXF

- 1 On the File menu, click Export>DXF. The Export DXF dialog box is displayed.
- 2 In the File Name text box, type a name. Master Landscape automatically adds the DXF extension, then click OK.

## Printing Floorplans

Master Landscape prints using the current Windows printer. You can, however, print using any installed printer. Using the Print dialog box you can specify a printer or plotter from those currently installed. You can print your drawing in color or in black & white; it can be printed to scale or you can print it all on one page, whatever you require. Follow these steps to print your 2D drawing.

### To print to fit page

- 1 On the File menu, click Print to Fit Page or press Ctrl+P. A Print Manager menu will ask if you want to print your drawing in color. Click Yes to print in color, click no to print in greyscale.



**Note:** Gridlines will print if they are visible when the drawing is printed.

2 The Print dialog box is displayed.



3 Click the down arrow next to the printer name.

4 Click the printer you want to use.

5 Click the Properties button. The Properties menu is displayed.

**Note:** The following Properties menu is that of a popular color printer. Refer to your printer's documentation on the use of its specific features.



6 Select the paper orientation.

7 Select the paper size. Typically, this will be either 8 1/2x11 in (letter) or 8 1/2x14 in (legal).

- 8 Click the down arrow next to media type. Then select the required media.
- 9 Click either Auto Feeder or Manual Feed as your paper feed method, then click OK.

**To print to scale**

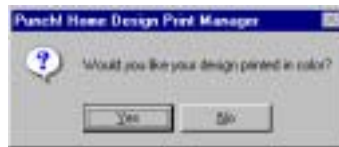
- 1 On the Design menu, click Plan Scale. The Plan Scale dialog box is displayed.



- 2 Click the radio button next to the scale you want to use. Click OK.

**Note:** Gridlines will print if they are visible when the drawing is printed.

- 3 On the File menu, click Print to Scale. A Print Manager menu will ask if you want to print your drawing in color. Click Yes to print in color, click no to print in greyscale.



- 4 The Print dialog box is displayed.



- 5 Click the down arrow next to the printer name.
- 6 Click the printer you want to use.
- 7 Click the Properties button. The Properties menu is displayed.

**Note:** The following Properties menu is that of a popular color printer. Refer to your printer’s documentation on the use of its specific features.



- 8 Select the paper orientation.
- 9 Select the paper size. Typically, this will be either 8 1/2x11 in (letter) or 8 1/2x14 in (legal).
- 10 Click the down arrow next to media type. Then select the required media.
- 11 Click either Auto Feeder or Manual Feed as your paper feed method, then click OK.

## Printing a 3D LiveView Rendering

Master Landscape streamlines the process used to print the 3D LiveView images. With just a couple clicks, you can print beautiful, full-color renderings of your design.

### To print a 3D LiveView rendering

- 1 On the File menu, click Print 3D LiveView, then select the quality needed. The print dialog box is displayed.



- 2 Click the down arrow next to the printer name.
- 3 Click the printer you want to use.
- 4 Click the Properties button. The Properties menu is displayed.

**Note:** The following Properties menu is that of a popular color printer. Refer to your printer's documentation on the use of its specific features.



- 5 Select the paper orientation.

- 6** Select the paper size. Typically, this will be either 8 1/2x11 in (letter) or 8 1/2x14 in (legal).
- 7** Click on the down arrow next to media type. Then select the required media.
- 8** Click either Auto Feeder or Manual Feed as your paper feed method.
- 9** Click OK.

# *Dimensioning, Measuring and Text*

Often, drawing a plan to scale is not enough to convey precise measurements. In such cases, you must note the measurements using manual dimension notes. Master Landscape, by default, automatically displays dimensions as you draw. This makes it easy to create accurate drawings from the start.

Using tools available in Master Landscape, you can measure items that are not automatically dimensioned using the Dimension and Dimension Wall Tools or the Virtual Ruler.

You can also obtain total square footage measurements for each floor of your home design with the Square Footage menu item.

With the text tools you can add text to any area of your drawing. This feature is useful if you'd like to name your home plan, or add your address to the final drawing, for instance. You can select from any font already installed on your computer, as well as select style and size.

This chapter describes the dimension and measurement tools in Master Landscape and how to add text to your drawing.

## Dimensioning

Master Landscape automatically displays dimensions as you draw, making it easy to precisely place walls, doors and other items in your plan drawing. The powerful Dimension Wall tool will be especially useful to add interactive dimensions between walls, where they are not automatically generated. Dimensions drawn with the Dimension Wall tool are automatically updated when either wall is moved. You'll find this tool extremely useful when measuring between the main house and the walls of other buildings, like a garden shed or playhouse. In some instances, you might want to print your plan drawing without dimension annotation. You have the option of turning off automatic dimensioning if you don't want them displayed on the drawing page or as you draw.

### To use the dimension wall tool



- 1 On the Standard toolbar, click the Dimension Wall Tool.
- 2 Click a wall on the design window to define the starting point, hold down the mouse button and drag to the second wall.
- 3 Release the mouse button to set the measurement.

**Note:** Right click the dimension to specify whether the measurement is to be made from the center of the wall or the edge.

### To use the dimension tool



- 1 On the Standard toolbar, click the Dimension Tool.
- 2 Click on the design window to define the starting point, hold down the mouse button and drag to the ending point of the measurement you require.
- 3 Release the mouse button to set the measurement.

### To turn off automatic dimensioning

- On the Options menu, click to uncheck Automatic Dimensioning.

*OR*



- At the bottom of the window, click the Dimension button, then click to uncheck Automatic Dimensioning on the pop-up menu that is displayed.

### To hide window and door dimensions



- At the bottom of the window, click the Dimension button, then click to uncheck Window/Door callouts on the pop-up menu that is displayed.

### To change the end point style

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Right-click the dimensions you want to customize, then click Dimensions on the pop-up menu that is displayed. The Dimension Properties menu is displayed.



- 3 Click to select the end point style you want to use, then click OK.

### To remove custom dimensions

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Right-click the dimensions you want to remove, then click Clear on the pop-up menu that is displayed or press DELETE.

## Using the Virtual Ruler

The Virtual Ruler is a handy feature for measuring items in your home plan that are not automatically dimensioned. You can “undock” the ruler at any time, leaving it active, or hide it from view with one mouse click. The Virtual Ruler is an easy way to measure at an angle, too.

### To measure using the Virtual Ruler



- 1 Click the Virtual Ruler button at the bottom of the design window. The Virtual Ruler is displayed on the drawing page.
- 2 Click one of the black circles on the ruler edges and drag in the direction you want to measure. The measurement is displayed in the center of the Virtual Ruler.
- 3 (optional) Click the center of the Virtual Ruler and drag it to a new location on the design window.

### To hide the Virtual Ruler



- Click the Virtual Ruler button at the bottom of the design window. The Virtual Ruler is “docked.”

## Calculating Square Footage

Master Landscape can automatically calculate square footage of each floor of your home plan. This feature makes it easy to figure how much carpet you'll need to cover the first floor, for instance, or simply estimate your overall home size. If square footage is incorrect, check to make sure the exterior perimeter is intact. For more information, see "Drawing Exterior Walls", which begins on page 92.

### To calculate floor square footage



- At the bottom of the window, click the Dimension button, then click First Floor Square Footage (or Second or Third floor). Master Landscape calculates the square footage and the total is displayed on the status bar.

## Adding Text

Use text to add information to your drawing. For example, you might add text to annotate rooms, specify a home address, the date the drawing was created or a specific feature in your plan. Master Landscape gives you the flexibility to place text anywhere in your plan drawing using different formatting techniques for each text instance. Text you place in your drawing is displayed on all 2D printed output.

### To place text in your drawing

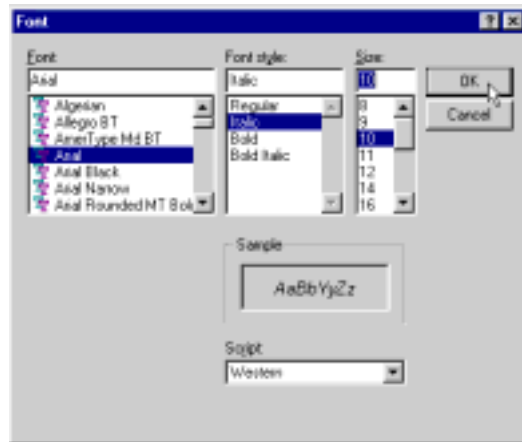


- 1 On the Standard toolbar, click the Text button.
- 2 Click the area where you want to place text on the drawing page. A white text box, with cursor, is displayed.
- 3 Type text.
- 4 Click the selection tool on the Standard toolbar to end text mode.



### To change formatting of existing text

- 1 Using the selection tool, click the text you want to change. Selection handles appear around the text.
- 2 On the Options menu, click Text or double-click the selected text. The Font dialog box is displayed.



- 3 To change the text font, click a new font on the Font list.
- 4 To change the text style, click a new style on the Font style list.
- 5 To change the text size, click a new size on the Size list.
- 6 Click OK.



# *Controlling Views*

Master Landscape provides many options for looking at your home plan onscreen. You can display several windows, each containing a different view of your plan. This gives you the flexibility to view your drawing as a 2D plan, as a 2D plan with a corresponding 3D view or using Punch! LiveView.

When viewing your 2D home plan, you can magnify the view by zooming in, reduce the view by zooming out, use the Viewpoint tool to display a specific area of your drawing or pan the view in any direction.

3D viewing provides many options, from walking through the home plan to flying around the plan or viewing the framing or completion phase of your project. You can adjust 3D display settings using a variety of viewing features including adding shadows, for a realistic effect, or adjusting the lighting intensity of the view. Finally, you can create a photo-realistic view of your home plan.

In this chapter, you'll learn about the numerous commands designed to let you view your home in both 2D and 3D.

## Viewing the 2D Plan

When initially designing your home plan, you will probably want to view the 2D plan view only. Once completed, you can view your plan in a combination of 2D and 3D or in 3D only. In addition, Master Landscape organizes your floorplan into layers which are each easily accessible with a single mouse click. For example, you can choose to view the deck plan with landscaping one moment, then quickly switch views to add the roof plan. Any combination ... any time!

### To view the 2D plan only

- On the Window menu, click Plan Full View. The 2D plan view is displayed.

### To view all 2D floor plan views at once



- Click the Working Floor button at the left bottom of the design window, then click to check View All Floors.

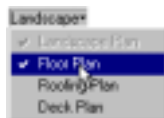
### To view the working floor only



- Click the Working Floor button at the left bottom of the design window, then click to check View Working Floor Only.

### To view drawing layer combinations

- 1 Click a plan tab.
- 2 Click the arrow to the right of the tab label. A drop-down menu will appear.



- 3 Click the plan you want to view.
- 4 (optional) Repeat until the combination you want is reached.

## Zooming In and Out in 2D

You can get a closer look at an area or see a larger portion of your plan drawing by zooming in and out. By dragging over the drawing, the view enlarges or decreases dynamically. You can also set the zoom factor to obtain exact zoom precision. Once you've finished viewing your plan close-up, you can return to the previous, full view with one mouse click.



### To zoom in

- 1 On the Standard toolbar, click the Zoom button.
- 2 Click on the design window and drag in an upward direction to zoom in.
- 3 Click on the design window and drag in a downward direction to zoom out.

**Note:** When the mouse is clicked, the location of the cursor will be centered on the design window.

### To set the zoom factor

- 1 On the View menu, click Set Plan View Zoom. The Set Plan View Zoom dialog box is displayed.
- 2 Type a new zoom factor, then click OK.



### To reset the 2D plan view

- On the View menu, click Reset Plan View or press CTRL+E on your keyboard. Your plan is reset to the original, default view.

## Panning Across the 2D Drawing

You can move the design window to see portions of the plan which are outside the current view by panning. Panning also makes it easy to slowly view areas of your drawing piece-by-piece.



### To pan in any direction

- 1 On the Standard toolbar, click the Pan button. The pointer changes to reflect Pan mode.
- 2 Click on the design window and drag in the direction you want to view. The view changes dynamically as you move the mouse.

## Using Viewpoints

Using the Viewpoint tool, you can select a specific area in your 2D plan drawing and view it in 3D. This is useful if you want to view a specific wall inside your home. Simply click the area you want to view in the 2D plan window and Master Landscape launches the LiveView window displaying the area you selected in 3D.

### To select an area in the 2D plan and view it in 3D



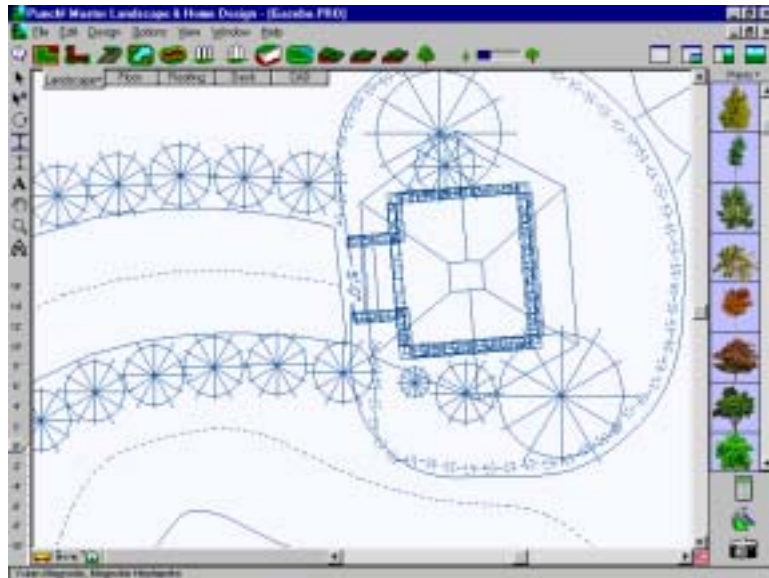
- 1 On the Standard toolbar, click the Viewpoint Tool. A 3D LiveView window opens.
- 2 Click the area in the 2D plan window that you want to view. Master Landscape generates the 3D view and it is displayed in the LiveView window.
- 3 (optional) To change the LiveView dynamically, click the viewpoint arrow in the 2D plan view, hold down the mouse button and drag.
- 4 (optional) To close the LiveView window and return to the 2D plan view, click Plan Full View on the Window menu or click the Plan Full View icon.

## Arranging 2D and 3D Windows

There are several ways to arrange 2D plan and 3D LiveView windows while you're working. You can split the window, displaying both views, view only the plan view, view only the 3D view or display the 3D view in a smaller window with the plan view. You are not limited to the four preset arrangements, you can resize and reposition the LiveView window to fit your work area. LiveView options are also available from the right-click plan options menu. For more information, see "Moving around in 3D", which begins on page 191.

### To display the 2D plan view only

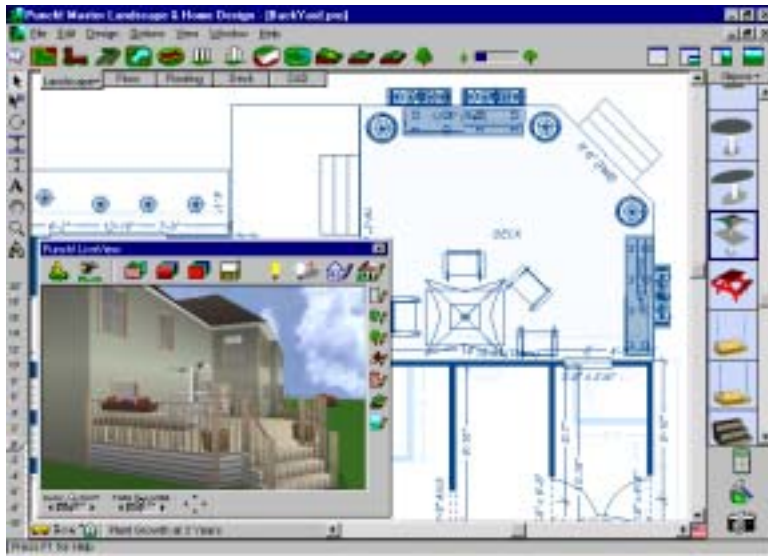
- On the Window menu, click to check Plan Full View or click the Plan Full View icon.



**To display the 2D plan view and a small 3D view**



- On the Window menu, click 3D Quarter View or click the 3D Quarter View icon.



**To display a split 2D and 3D view**



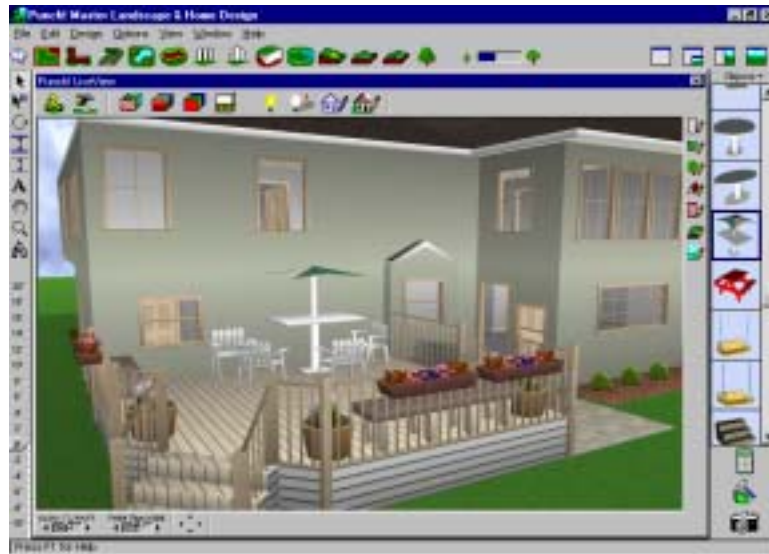
- On the Window menu, click Split Plan/3D View or click the Split Plan Icon.



**To display a 3D view only**



- On the Window menu, click 3D Full View or click the 3D Full View icon.





# *Working with Plan Tabs*

Master Landscape utilizes a collection of layers which are accessible by clicking the tabs along the top of the design window. You can customize which layer or combination of layers you want to be active.

## Selecting a Plan Tab

Using the easily-accessible plan tabs, you can quickly access each tool set at any time.

### To select a plan tab



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the plan tab you want to use. The plan tab is selected and the tools available on that tab appear.

## Customizing Visible Plans

During the design of your floorplan, there may be times when you want certain layers, that by default are hidden, to be visible. For example, while working on your deck plan, you may need to see where landscape plants will be. Master Landscape makes it easy to customize how you view your plan layers.

### To hide a plan layer from view

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the plan tab you want to use. The plan tab is selected and the tools available on that tab appear.
- 3 Click the arrow to the right of the plan name, then click the plan layer you want hidden.



**Note:** Items on a hidden layer are not available during a Select All process and will not be moved along with the other items and features in your drawing.

**To view a plan layer**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the plan tab you want to use. The plan tab is selected and the tools available on that tab appear.
- 3 Click the arrow to the right of the plan name, then click the plan layer you want to appear.



## Moving Features to Different Plans

With Master Landscape you can move selections to different plan layers, Move to Plan deletes these objects from their original position.

**To move features from one plan to another**



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the feature or object you want moved. To select more than one object, press the SHIFT key while clicking objects.
- 3 On the Edit menu, click Move to Plan, then specify the plan, where you want the feature to appear, in the pop-up menu that is displayed.
- 4 (optional) Right-click the selection and click Move to Plan on the pop-up menu that is displayed, then click which plan. The selection is moved to the plan you specified.

**Note:** Items on a hidden layer are not available during a Select All process and will not be moved along with the other items and features in your drawing.



Part 2

# *Creating Your Design*

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# *Landscape Plan Tab*

From simply drawing your property line to adding a flower bed near your front door to designing an elaborate pool area, Master Landscape contains an extensive toolset to help you design your outdoor living areas.

In this chapter, you will learn to recreate your lot's topography, create flower beds and other landscapes using flowers, shrubs and trees, add a berm or a pond and add pathways and fencing to your home plan.



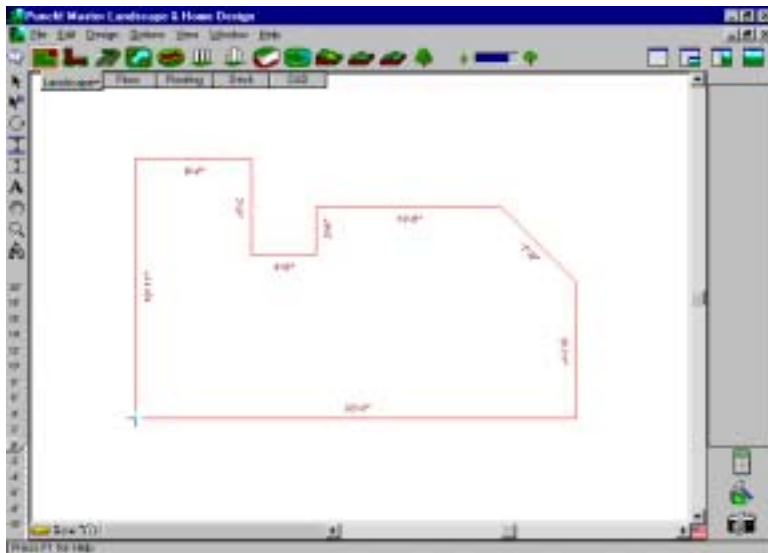
## Defining the Property Line

If you are working in a confined or unusually-shaped area, you may want to define the property lines. The property line will only appear in the 2D design window.

### To define the property line



- 1 On the Landscape Plan tab, click the Property Line Tool.
- 2 Click on the design window to define the start point of the property line. A rubber-band line is displayed and follows the pointer. This line signifies the first edge of the property line. Notice that dimensions appear as you draw.



- 3 Click and move the pointer to the next corner point. Repeat until you have completely drawn the property line.
- 4 Right click to end drawing mode.

### To edit the property line



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the property line to select it.
- 3 Click a corner point of the property line, hold down the mouse button and drag.
- 4 Click the next selection point, hold down the mouse button and drag.

**To remove the property line**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the property line to select it.
- 3 Press the DELETE key on the keyboard, or right-click, then click Clear on the pop-up menu that is displayed.

## **Calculating Square Footage of the Property**

You can easily calculate the square footage contained within the property lines you draw.

**To calculate the square footage**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Right-click the property line, then click Property Line Square Footage on the pop-up menu that is displayed.
- 3 The calculation is displayed in the status bar at the bottom of the window.

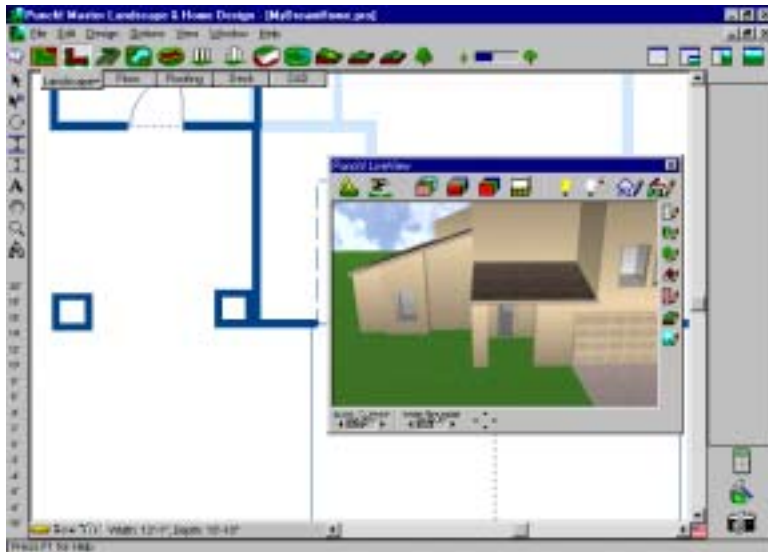
## Adding a Ground Fill Region

From simple, rectangular entry ways and flower beds to elaborate planting areas, Master Landscape makes designing them easy. You can design flower beds to flawlessly integrate with your home design.

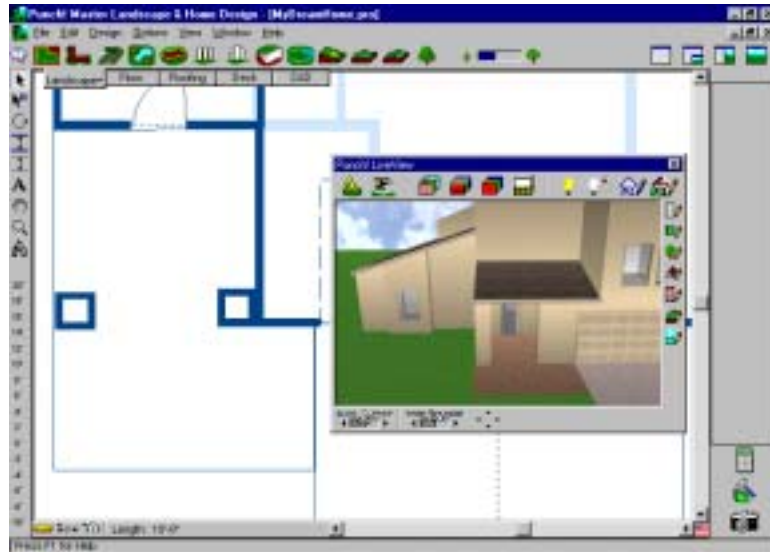
### To draw ground fill region



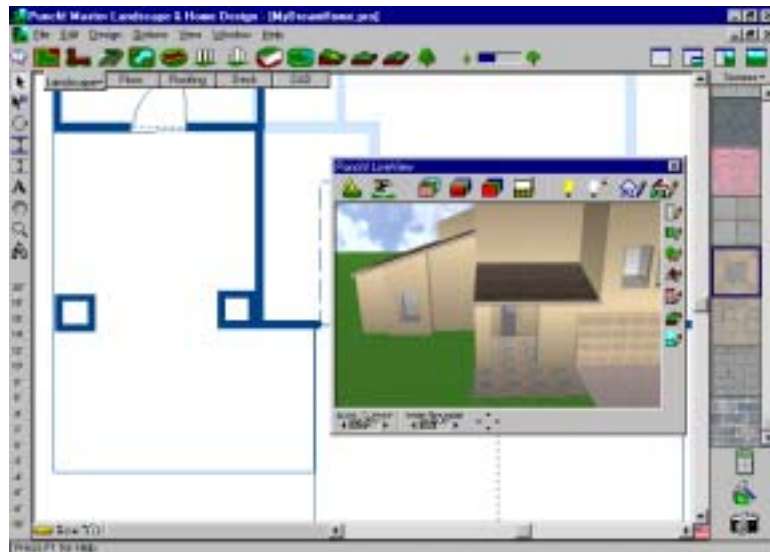
- 1 On the Landscape Plan tab, click the Ground Fill Tool.
- 2 Click on the design window to define the start point of the ground fill region. A rubber-band line is displayed and follows the pointer. This line signifies the first edge of the ground fill region. Notice that dimensions appear as you draw.



- 3 Click and move the pointer to the next corner point. Repeat until you have completely drawn the ground fill region.



- 4 Right click to end drawing mode.
- 5 (optional) Drag and drop textures onto the region.





### **To reshape a ground fill region**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click a side of the ground fill region you want to reshape.
- 3 Click a selection point of the ground fill region, hold down the mouse button and drag.
- 4 Click the next selection point, hold down the mouse button and drag.

### **To remove a ground fill region**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the ground fill region you want to remove.
- 3 Press the DELETE key on the keyboard or right-click, then click Clear on the pop-up menu that is displayed.

## **Calculating Square Footage of a Fill Region**

With Master Landscape you can quickly estimate the square footage for a fill area. This estimate will be useful when calculating the amount of mulch material.

### **To calculate the square footage of a fill region**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Right-click a side of the fill region you want to calculate, then click Fill Region Square Footage on the pop-up menu that is displayed.
- 3 The calculation is displayed in the status bar at the bottom of the window.

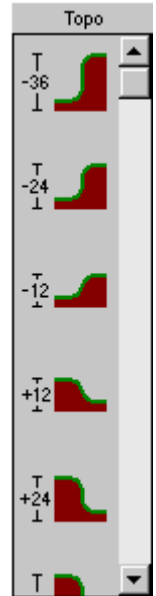
## Adding Berms or Ponds

Some of the most interesting landscaping will be created when you change the topography by adding berms (hills), swales (valleys) or ponds to your yard.

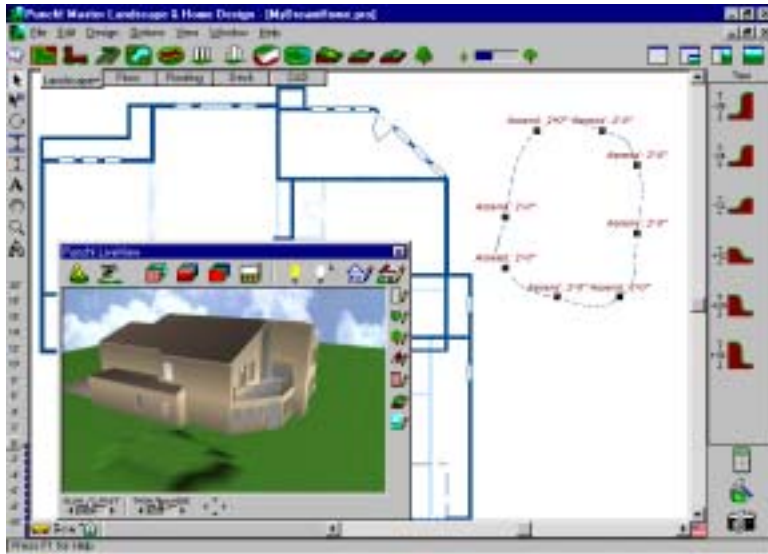
### To add a berm



- 1 On the Landscape tab, click the Curved Topography Tool. The Preview Bar will display preset distances of elevation or excavation.
- 2 Click the +12 inch preset.
- 3 Click on the design window to define the start point of the berm. A rubber-band line is displayed and follows the pointer. Notice that dimensions appear as you draw.



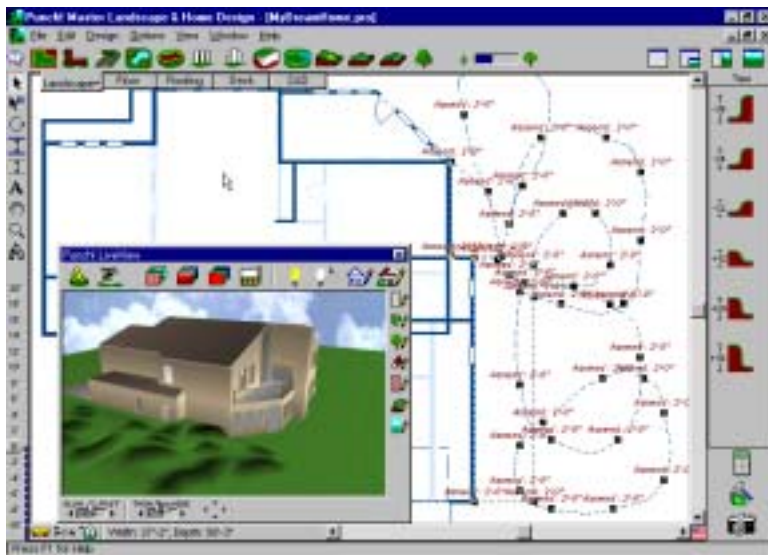
- 4 Click and move the pointer to the next point. Repeat until you have completely drawn the berm.
- 5 Right click to end drawing mode. Notice that the lines will appear angular as they are drawn, but will curve after the second mouse click.



6 Click the +24 inch preset.

7 Click on the design window to define an area somewhat smaller than the first area.

**Note:** By drawing gradually smaller areas or overlapping areas of differing heights, you can create any height and shape of berm.



8 Right click to end drawing mode.

9 Repeat this process until the elevation you want is reached.

**To reshape a berm**



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the area you want to reshape.
- 3 Click a corner point of the area, hold down the mouse button and drag.
- 4 Click the next corner point, hold down the mouse button and drag.

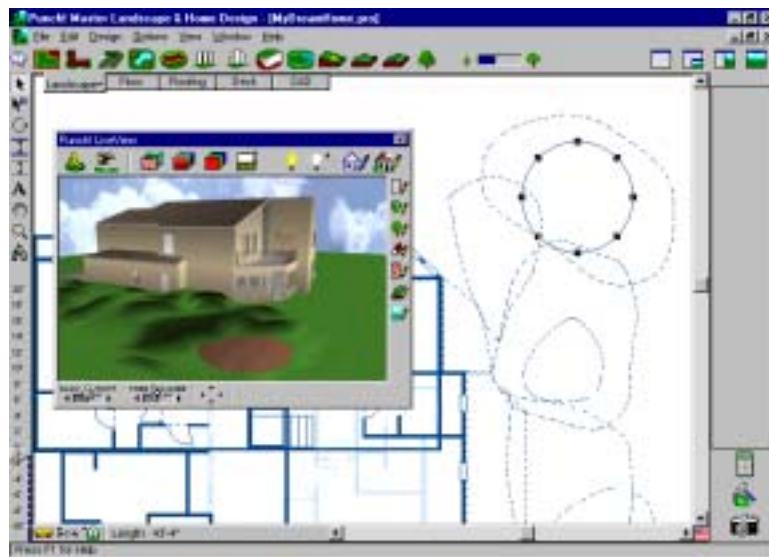
**To remove a berm**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Hold the mouse button down as you drag a region selection around the berm you want to remove.
- 3 Press the DELETE key on the keyboard or right-click, then click Clear on the pop-up menu that is displayed.

**To add a pond**

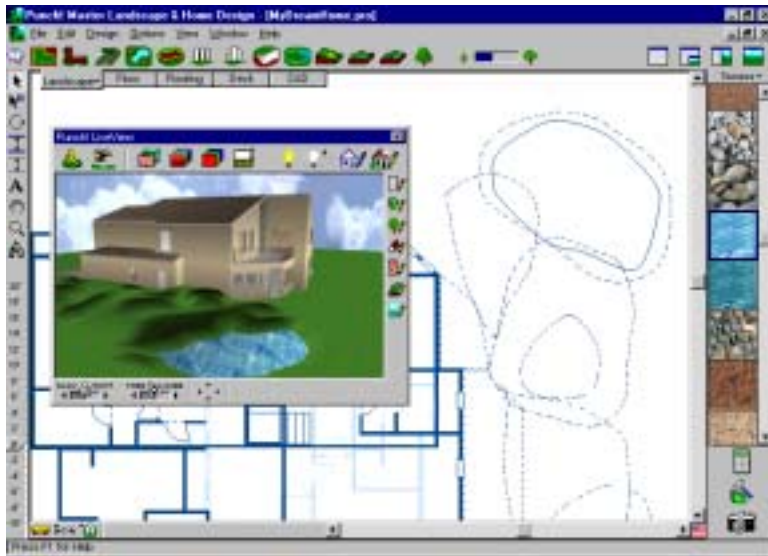


- 1 On the Landscape tab, click the Fill Tool.
- 2 Click on the design window, hold down the mouse button and drag.
- 3 Release the mouse button.



- 4 Click the 3D Quarter View icon or on the Window menu, click 3D Quarter View.
- 5 Click the Texture Tool in the 3D LiveView window.
- 6 Click the arrow to the right of the word Textures above the Preview Bar and select Mulch.

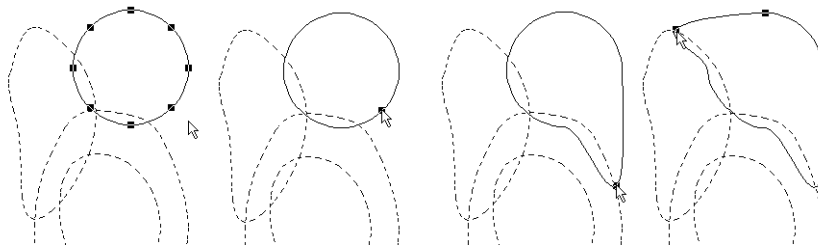
- 7 Scroll to view the available textures until you locate the water textures.
- 8 Drag and drop the water texture onto the pond in the 3D LiveView window.



### To reshape a pond



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the pond you want to reshape.
- 3 Click a corner point of the pond, hold down the mouse button and drag.
- 4 Click the next corner point, hold down the mouse button and drag.
- 5 Repeat until needed shape is achieved.



### To remove a pond

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Hold the mouse button down as you drag a region selection around the pond you want to remove.
- 3 Press the DELETE key on the keyboard or right-click, then click Clear on the pop-up menu that is displayed.

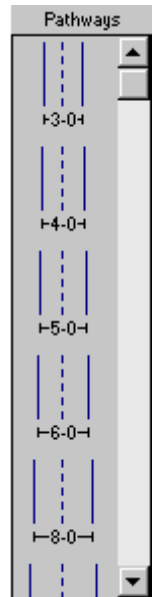
## Drawing Sidewalks, Pathways or Driveways

Using tools in Master Landscape you can design sidewalks, pathways and driveways using the same Tool. Once a pathway is drawn, you can customize it by applying any texture to suit your needs. For more information on color and texture, see the chapter titled “Working with LiveView”, which begins on page 189.

### To add a pathway



- 1 On the Landscape Plan tab, click the Pathway Tool. The Preview Bar displays predefined widths.
- 2 Click the pathway width to use. Use the scroll bar if the width is not shown in the Preview Bar.
- 3 Click on the design window to define the start point of the pathway. A rubber-band line is displayed and follows the pointer. Notice that dimensions appear as you draw.
- 4 Click and move the pointer to the next point. Repeat until you have completely drawn the pathway.



- 5 Right-click to end drawing mode.

**Note:** While drawing, curved pathways will appear angular, but will curve after the second mouse click.

### To move a pathway



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the center line of the pathway you want to move.
- 3 Click again, hold down the mouse button and drag the pathway to the new location.

### To reshape a pathway

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the center line of the pathway you want to reshape.
- 3 Click a selection point of the pathway, hold down the mouse button and drag.
- 4 Click the next selection point, hold down the mouse button and drag.

### To change the width of a pathway

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Double-click the center line of the pathway you want to change or right-click the center line, then click Pathway Properties on the pop-up menu that is displayed.



- 3 Type width in inches, or feet and inches separated by a hyphen, then click OK.

### To remove a pathway

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the center line of the pathway you want to remove.
- 3 Press the DELETE key on the keyboard or right-click, then click Clear on the pop-up menu that is displayed.

## Calculating Square Footage of a Pathway

With Master Landscape you can automatically calculate the square footage for a pathway, sidewalk, or driveway. This estimate will be useful when calculating the amount of material needed to build them.

### To calculate the square footage



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Right-click the center line of the pathway, sidewalk or driveway you want to calculate, then click Pathway Square Footage on the pop-up menu that is displayed.
- 3 The calculation is displayed in the status bar at the bottom of the window.

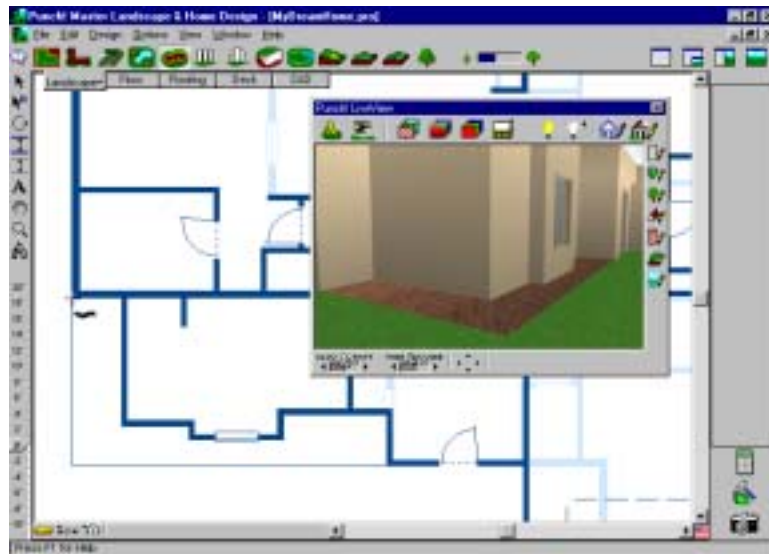
## Edging an Area

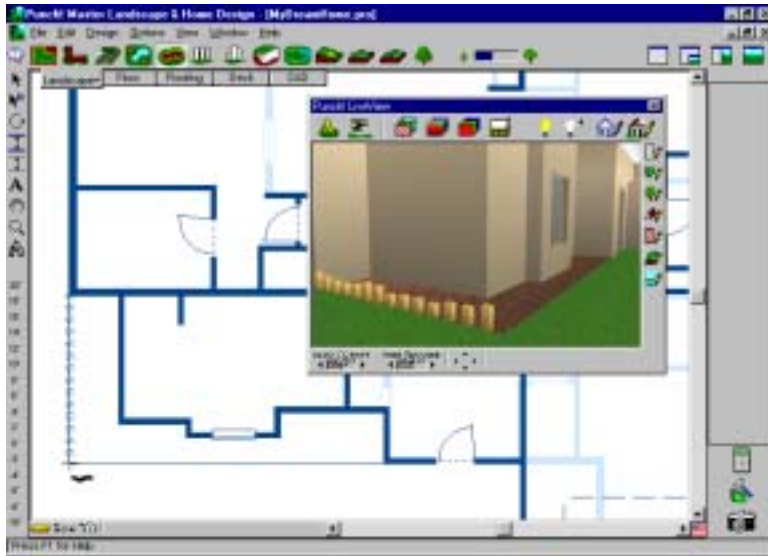
Master Landscape makes it easy to place edging around flower beds or along walkways. Once drawn, you can apply colors or textures to the edging so it blends with your home plan's color scheme. For more information on color and texture, see the chapter titled "Working with LiveView", which begins on page 189.

### To draw straight edging

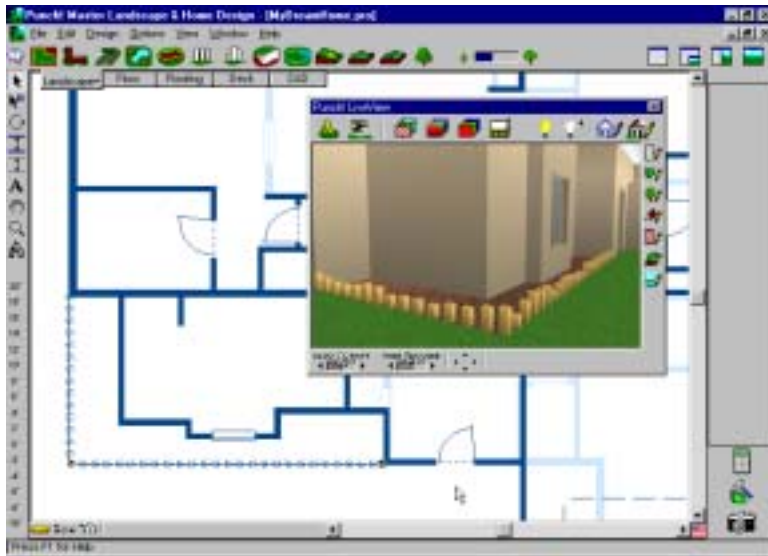


- 1 On the Landscape Plan tab, click the Edging Tool.
- 2 Click on the design window to define the start point of the edging. A rubber-band line is displayed and follows the pointer. Notice that dimensions appear as you draw.





- 3 Move the pointer to the next point. Right click to end drawing mode.



**Note:** It is easiest to draw straight edgings as multiple single pieces.



### To draw curved edging

- 1 On the Landscape Plan tab, click the Edging Tool.
- 2 Click on the design window to define the start point of the edging. A rubber-band line is displayed and follows the pointer. Notice that dimensions appear as you draw.
- 3 Click and move the pointer to the next point. Repeat until you have completely drawn the edging.
- 4 Right click to end drawing mode.

**Note:** While drawing, the lines will appear angular, but will curve after the second mouse click.

### To move edging

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the edging segment you want to move.
- 3 Click again, hold down the mouse button and drag the edging to the new location.

### To reshape edging

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the edging you want to reshape.
- 3 Click a selection point of the edging, hold down the mouse button and drag.
- 4 Click the next selection point, hold down the mouse button and drag.

### To remove edging

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the edging you want to remove.
- 3 Press the DELETE key on the keyboard or right-click, then click Clear on the pop-up menu that is displayed.

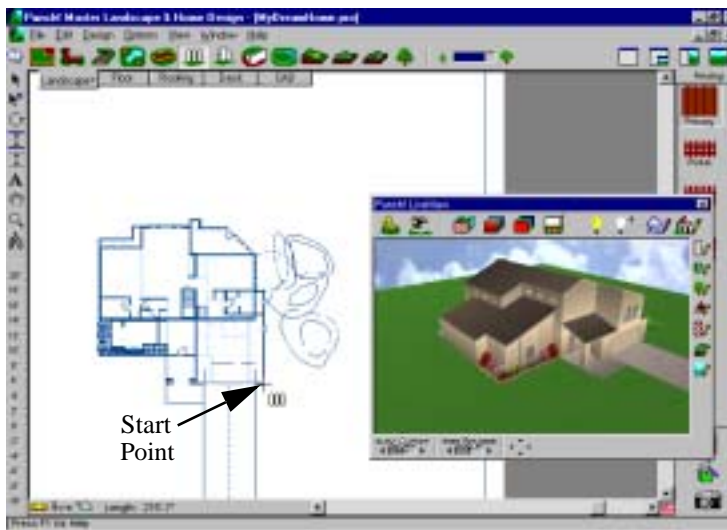
## Drawing Fences and Gates

With Master Landscape you can draw fences & gates with ease. Once a fence or gate is drawn, you can customize it by applying any texture. For more information on color and texture, see the chapter titled “Working with LiveView”, which begins on page 189.

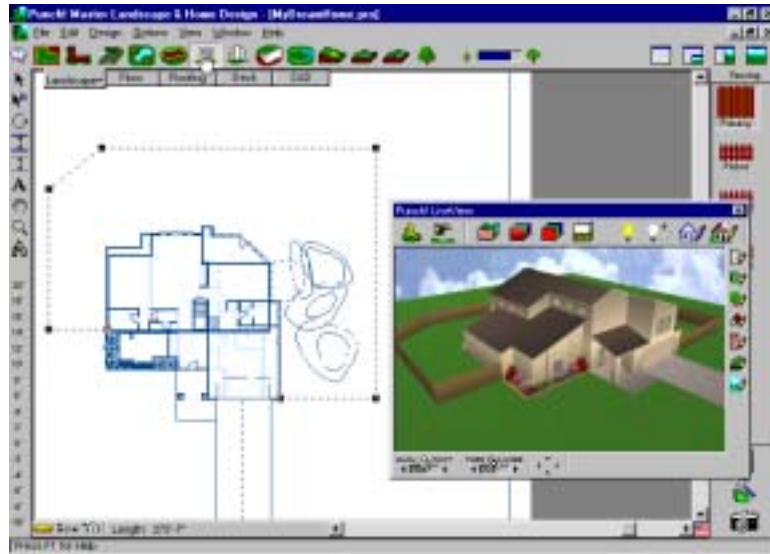
### To add a fence



- 1 On the Landscape Plan tab, click the Fence Tool. The Preview Bar displays available fence styles.
- 2 Click the fence style to use.
- 3 Click on the design window to define the start point of the fence. A rubber-band line is displayed and follows the pointer. Notice that dimensions appear as you draw.



- 4 Click and move the pointer to the next point. Repeat until you have completely drawn the fence.



- 5 Right-click to end drawing mode.

#### To move a fence



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the fence you want to move.
- 3 Click again, hold down the mouse button and drag the fence to the new location.

#### To reshape a fence

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the fence you want to reshape.
- 3 Click a selection point of the fence, hold down the mouse button and drag.
- 4 Click the next selection point, hold down the mouse button and drag.

#### To remove a fence

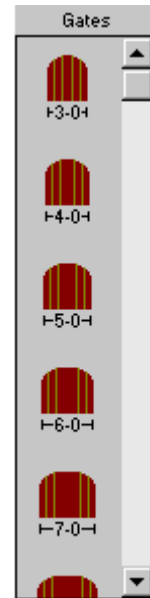
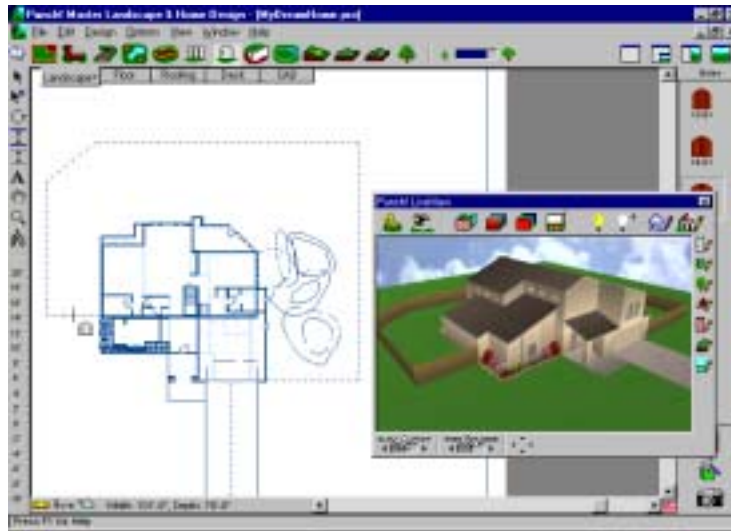


- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the fence you want to remove.
- 3 Press the DELETE key on the keyboard or right-click, then click Clear on the pop-up menu that is displayed.



### To add a gate

- 1 On the Landscape Plan tab, click the Gate Tool. The Preview Bar displays available gate widths.
- 2 Click the gate width to use.
- 3 On the Design window, click the fence where you want a gate placed.



**Note:** The style of the gate will always conform to the fencing material; i.e., if a gate is placed on a privacy fence, the gate will be a privacy fence gate.

### To move a gate

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the gate you want to move.
- 3 Click again, hold down the mouse button and drag the gate to the new location.

### To resize a gate

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the gate you want to resize.
- 3 Click an end point of the gate, hold down the mouse button and drag.
- 4 Release the mouse button. The gate is resized.

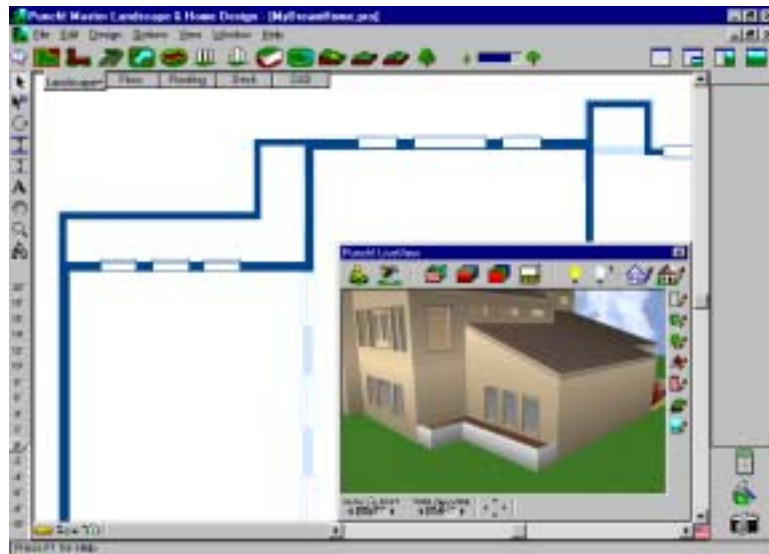
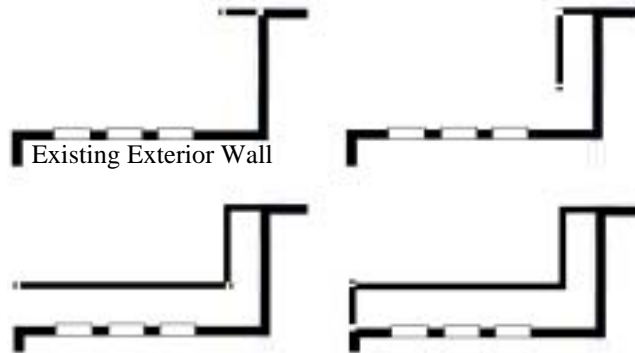
# Drawing Retaining Walls

Master Landscape makes it easy to add interest and functionality to your outdoor living areas by adding retaining walls. Retaining walls can be used to create raised planting beds, to line an above-ground swimming pool and so on.

## To draw a retaining wall



- 1 On the Landscape tab, click the Retaining Wall Tool.
- 2 Click on the design window, hold down the mouse button and drag. Notice that the retaining wall follows the pointer and automatically displays the length.
- 3 Release the mouse button when you reach the wall length you want.
- 4 Repeat steps 2 and 3, drawing individual walls until the retaining wall is complete.



**Note:** Drawing is constrained to 15 degree angles; to release this constraint, hold down the SHIFT key while drawing.

**Note:** If you don't see automatic dimensioning while you draw, it may be turned off. To enable automatic dimensioning, click to check Automatic Dimensioning on the Options menu.

### **To change wall height**



- 1** On the Standard toolbar, click the Selection Tool.
- 2** Right-click the wall you want to alter and select Wall Segment Properties from the drop down menu that is displayed.
- 3** Type the new height in the Base Height dialog box.

**Note:** Measurements are measured in inches, or in feet and inches, separated by a hyphen.

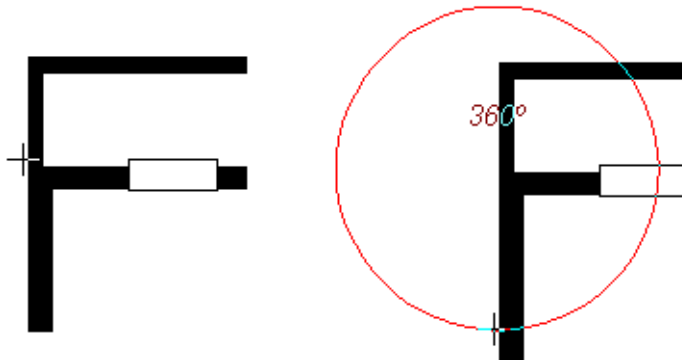
## To Place a Sprinkler Head

Master Landscape will be useful to define where the sprinkler heads of an outdoor water system should be placed.

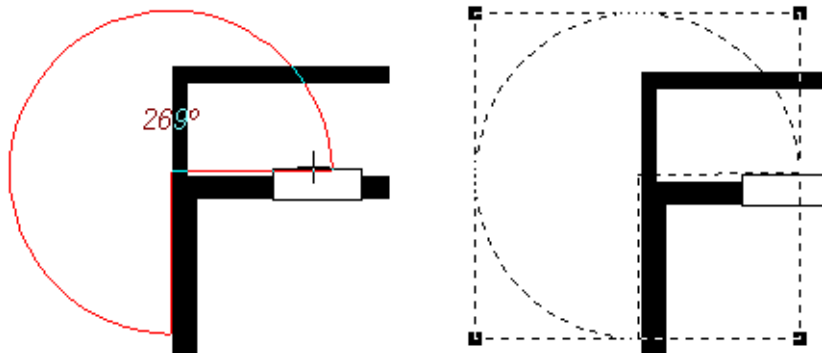
### To place a sprinkler head



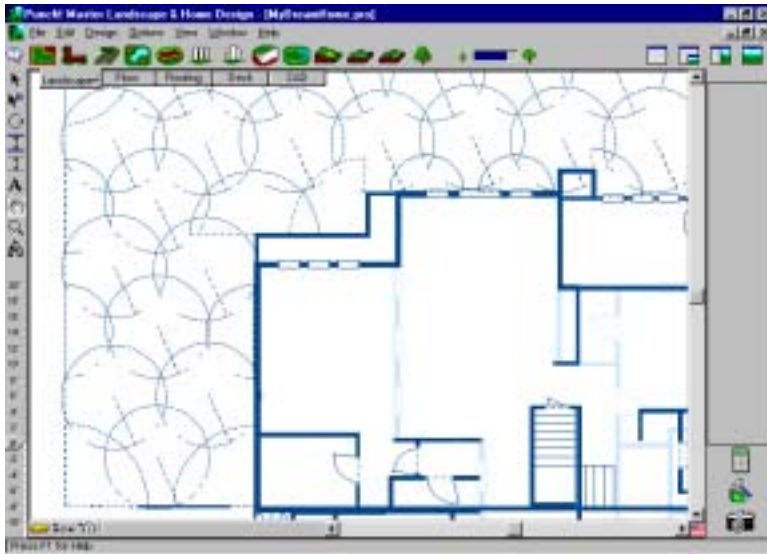
- 1 On the Landscape tab, click the Sprinkler Tool.
- 2 On the Design window, click to define center of the sprinkler area and drag. A rubber-band line is displayed and follows the pointer. Notice that dimensions appear as you draw, measuring the radius of the sprinkler area.



- 3 Hold the mouse button down and drag until the degree of coverage is reached.
- 4 Release the mouse button.



- 5 Click to set the swing of the sprinkler head.



**Note:** By placing a series of sprinkler heads, with various coverages, you will achieve a complete watering pattern.

#### To move a sprinkler head



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the sprinkler head you want to move.
- 3 Click again, hold down the mouse button and drag the sprinkler head to the new location.

#### To remove a sprinkler head

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the sprinkler head you want to remove.
- 3 Press the DELETE key on the keyboard or right-click, then click Clear on the pop-up menu that is displayed.

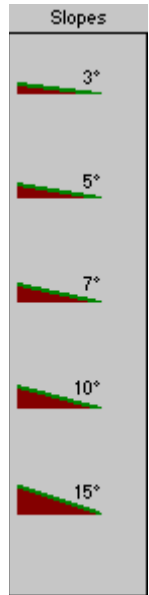
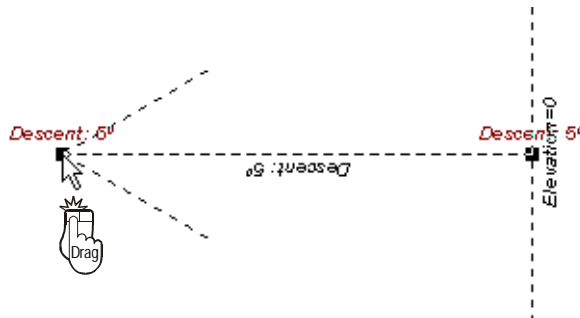
# Altering Topography

With the five topography tools you will be able to approximate your actual lot. From earth-contact homes to split front-to-back lots, you can define overall slope, recreate the rise and fall, then excavate the footprint of your floor plan with ease.

## To define slope



- 1 On the Landscape tab, click the Slope Lot Tool. The Preview Bar will display preset degrees of slope.
- 2 Click a slope from the Preview Bar.
- 3 Click on the design window, hold down the mouse button and drag.



- 4 Release the mouse button.



**Note:** The arrow signifies slope. Changing where it is placed on the design window will impact how the slope is displayed in the 3D LiveView window.

### To change slope



- 1 On the Standard toolbar, click the Selection Tool.
- 2 On the design window, double-click the arrow signifying slope to be changed or right-click the arrow and select Slope Topography Properties. The Slope Topography Properties dialog box is displayed.

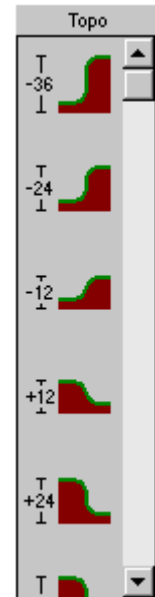
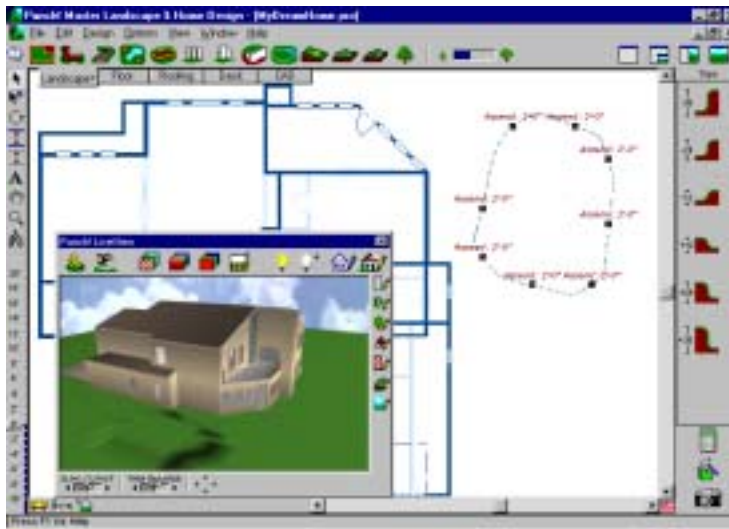


- 3 Type the new descent angle in the dialog box, then click OK. The slope is altered.

### To increase or decrease elevation



- 1 On the Landscape tab, click a Topography Tool. The Preview Bar will display preset distances of elevation or excavation.
- 2 Click an elevation (notated with the plus (+) symbol) on the Preview Bar. To excavate, select a depression (notated with the minus (-) sign) from the Preview Bar.



- 3 Click on the design window to define the start point of the elevated or excavated area. A rubber-band line is displayed and follows the pointer. Notice that dimensions appear as you draw.
- 4 Click and move the pointer to the next point. Repeat until you have completely drawn the elevated or excavated area.
- 5 Right click to end drawing mode.

**Note:** While drawing with the Curved Topography Tool, the lines will appear angular, but will curve after the second mouse click.

**To reshape an elevated area**



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the area you want to reshape.
- 3 Click a corner point of the area, hold down the mouse button and drag.
- 4 Click the next corner point, hold down the mouse button and drag.

**To remove an elevated area**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Hold the mouse button down as you drag a region selection around the area you want to remove.
- 3 Press the DELETE key on the keyboard or right-click, then click Clear on the pop-up menu that is displayed.

## Adding Plants

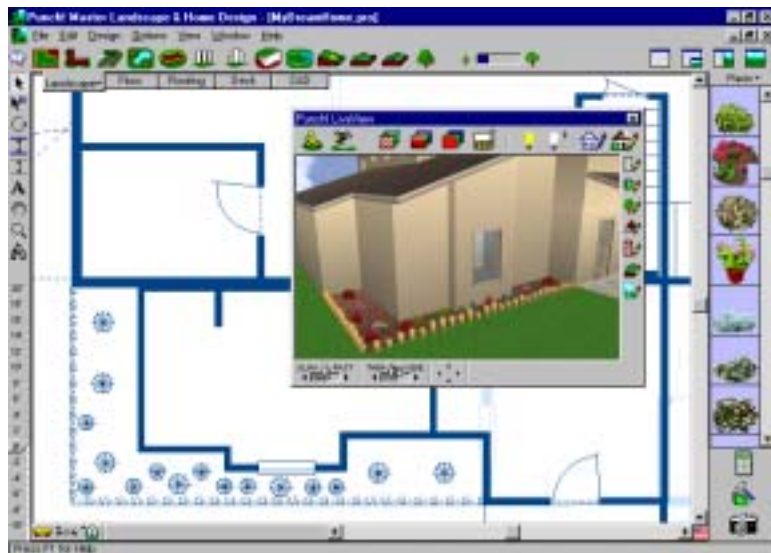
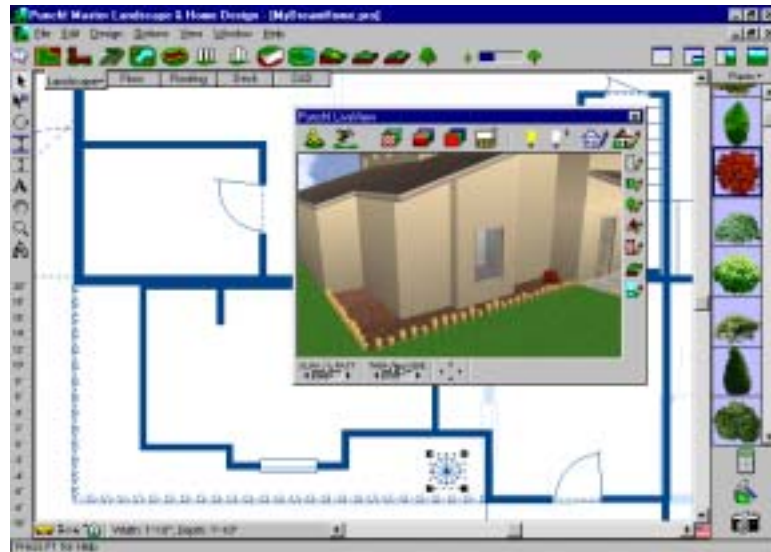
Master Landscape includes thousands of plants to make designing your landscape easy and fun. Divided into several categories, choose the ones that grow best in your area of the country.

### To add plants



- 1 On the Landscape tab, click the Plant Library Tool. The Preview Bar will display plants available for placement.
- 2 At the top of the Preview Bar, click the down arrow next to “Plants” to display the plant category menu, then click to check the type of plants you want to place.
- 3 Use the scroll bar to view the remainder of the plant selections in the Preview Bar.
- 4 On the Preview Bar, click the plant you want to place, hold down the mouse button and drag it onto your design window.





### To move a plant



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the plant you want to move.
- 3 Click again, hold down the mouse button and drag the plant to the new location.

**To remove a plant**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the plant you want to remove.
- 3 Press the DELETE key on the keyboard or right-click, then click Clear on the pop-up menu that is displayed.

**To customize the planting age**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Right-click the plant you want to customize, then click Planting Age on the pop-up menu that is displayed.



- 3 Type the age of the plant at the time of planting, then click OK.

**Note:** Planting age can be adjusted only after a plant is placed.

## Viewing Hardiness Zones

Master Landscape includes USDA Hardiness Zone maps for the contiguous 48 states, Alaska and Hawaii, Canada, Europe and Australia. All plants included in Master Landscape can be sorted using this information; see next page.

### To view a hardiness zone map



- 1 On the Landscape tab, click the Plant Tool. The Preview Bar will display plants available for placement.
- 2 At the top of the Preview Bar, click the down arrow next to “Plants” to display the plant category menu, then click the Hardiness Zone map you want to view.



### To hide the hardiness zone map

- Click anywhere on the zone map.

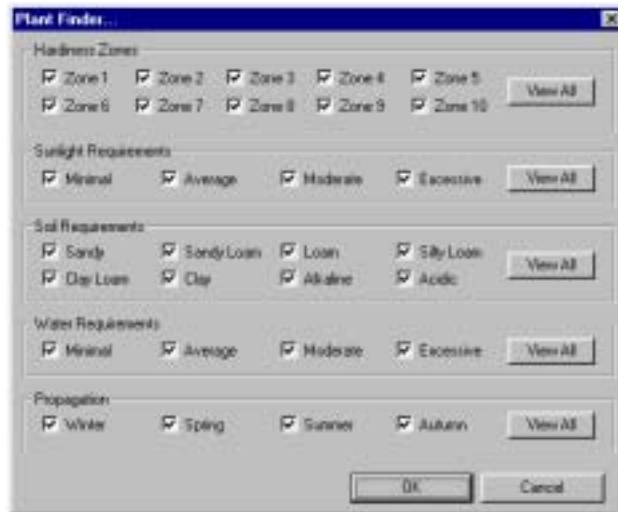
## PlantFinder

Master Landscape includes thousands of plants to make designing your landscape easy and fun. PlantFinder is a powerful sorting engine that lets you see only the plants that fit your particular criteria.

### To sort plants



- 1 On the Landscape tab, click the Plant Tool. The Preview Bar will display plants available for placement.
- 2 At the top of the Preview Bar, click the down arrow next to “Plants” to display the plant category menu, then click PlantFinder. The PlantFinder dialog box is displayed.



- 3 Uncheck the criteria that does not meet your needs, then click OK.

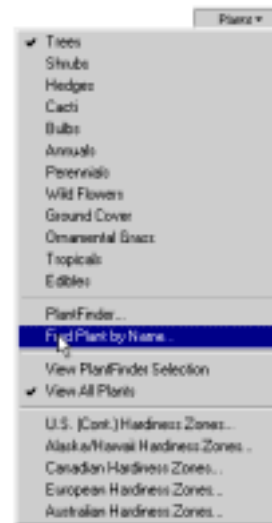
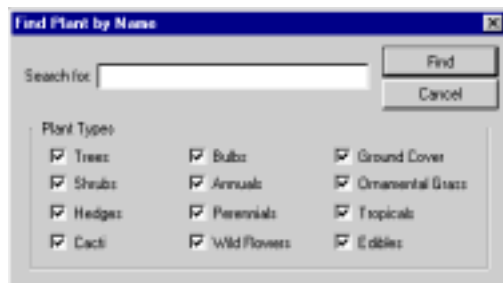
**Note:** Only the plants matching **all** the variables selected will be displayed in the Preview Bar. To broaden your search, check fewer boxes.

- 4 (optional) Click the View All buttons to select all options in a category.



### To find a plant by name

- 1 On the Landscape tab, click the Plant Tool. The Preview Bar will display plants available for placement.
- 2 At the top of the Preview Bar, click the down arrow next to “Plants” to display the plant category menu, then click Find Plant by Name. The Find Plant by Name dialog box is displayed.



- 3 Type the botanical or common name of plant in the dialog box.
- 4 Uncheck the criteria that does not meet your needs, then click OK. A plant matching the criteria you specified will be displayed in the Preview Bar.

**Note:** If you do not specify a category to be searched, Master Landscape will search the “Trees” category by default.

### To view all plants

- At the top of the Preview Bar, click the down arrow next to “Plants” to display the plant category menu, then click View All Plants.

## Making Plants Grow

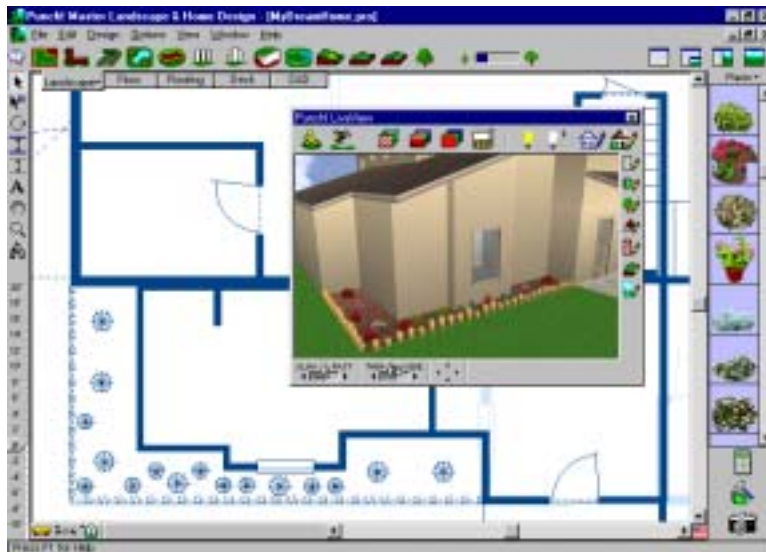
With Master Landscape you can watch your landscape grow from year to year. With just a couple of mouse clicks you can watch your landscape change over 20 years.

### To grow your landscape

- 1 On the Window menu, open a LiveView window and position it to easily see the area of your landscape you want to watch mature.



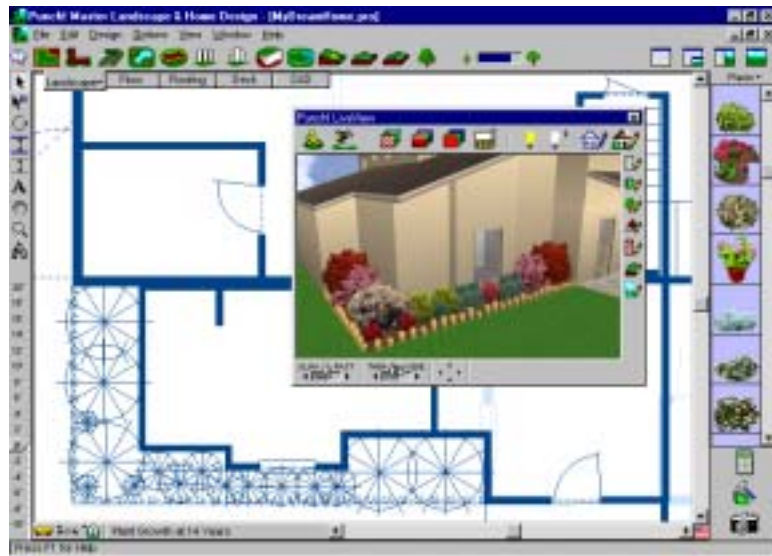
- 2 Clicking the smaller tree to the left of the Plant Growth Meter makes the plants appear younger, while pressing the larger tree on the right makes them appear older.



**Note:** The age is displayed in the status bar.



**Note:** To change the planting age for individual plants, see “To customize the planting age” on page 84.





# Floor Plan Tab

By beginning with the foundation phase of your design, the exterior walls of the first floor are automatically generated. The next step is drawing exterior walls of the upper floors and drawing interior walls on all stories. Drawing walls is simple, just click and drag. Master Landscape automatically displays wall dimensions and connects corners for you. To add interactive dimensions between walls, where they are not automatically added, see “To use the dimension wall tool”, which begins on page 38.

Exterior walls, even those automatically generated with the foundation tools and interior walls can be resized, moved, or deleted after they are placed. Master Landscape makes creating the final home plan of your dreams, exactly as you want it, simple.

You can define your wall thickness before placing and create custom-sized walls in a snap. Further customize your design by adding windows, doors, stairs, furniture and so on.



## Drawing Exterior Walls

By default, the foundation design process creates eight-foot exterior walls on the first floor. However, if you want to skip the foundation section, you can begin designing by drawing exterior walls, using the two Exterior Wall tools. With these tools you can either draw “free form” or to specific dimensions, whichever suits your needs best. Walls are automatically joined when you draw and are placed at right angles. It is extremely important to use the Exterior Wall tools to draw a complete exterior wall perimeter so Master Landscape can correctly calculate the floor’s square footage.



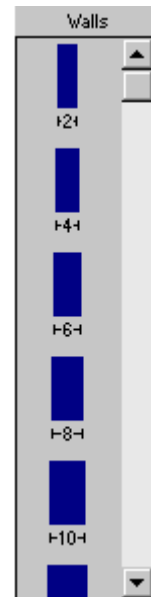
### To draw exterior walls

- 1 On the Floor Plan tab, click the Exterior Wall Tool. The Preview Bar displays the predefined widths that are available.
- 2 On the Preview Bar, click the wall width you want.
- 3 Click on the design window, hold down the mouse button and drag. Notice that the wall follows the pointer and automatically displays the wall length.
- 4 Release the mouse button when the correct wall length is reached.
- 5 Repeat steps, drawing horizontal and vertical walls. Notice that Master Landscape automatically connects walls to form corners.

**Note:** To draw the last wall perpendicular to the first wall, release the mouse button while the cursor is atop the start point of the first wall.

**Note:** Drawing is constrained to 15 degree angles; to release this constraint hold down the SHIFT key while drawing.

**Note:** If you don’t see automatic dimensioning while you draw, it might be turned off. To enable automatic dimensioning, on the Options menu, click Automatic Dimensioning. To add interactive dimensions between walls where they are not automatically generated, see “To use the dimension wall tool”, which begins on page 38.



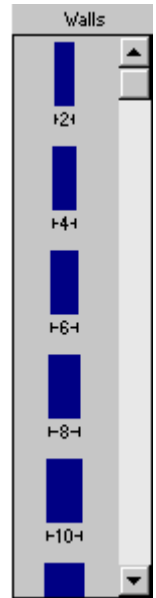


**To draw exterior walls to exact lengths**

- 1 On the Floor Plan tab, click the Exterior Wall (Custom Length) Tool. The Preview Bar displays the predefined widths that are available.
- 2 On the Preview Bar, click the wall width you want.
- 3 Click on the design window, hold down the mouse button and drag. Notice that the wall follows the pointer and automatically displays the wall length.
- 4 Release the mouse button at any point. The Custom Wall Length menu is displayed.



- 5 Type the length needed, then click OK.
- 6 Repeat steps, drawing horizontal and vertical walls. Notice that Master Landscape automatically connects walls to form corners.



**Note:** Dimensions are entered in inches or feet and inches separated by a hyphen. For example, 10-0 indicates ten feet while 10 is interpreted as ten inches.

**Note:** To draw the last wall perpendicular to the first wall, release the mouse button while the cursor is atop the start point of the first wall.

## Changing Exterior Wall Segment Length

Once you have drawn exterior walls for your design, you can easily change the length of individual wall segments. You can not only change the length of a wall, but move an adjoining wall with the segment.

### To change the wall segment length from the center



- 1 On the Standard toolbar, click the Resize Segment (Custom Length) Tool.
- 2 Click an exterior wall. The Change Segment Length dialog box is displayed.



- 3 Type the new length in inches or feet and inches separated by a hyphen. For example, 10-0 indicates ten feet while 10 is interpreted as ten inches.
- 4 Click Change. The wall segment is resized.

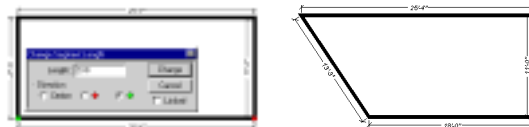
### To resize a wall segment length from the end



- 1 On the Standard toolbar, click the Resize Segment (Custom Length) Tool.
- 2 Click the exterior wall to be resized. The Change Segment Length dialog box is displayed.



- 3 Type the new length in inches or feet and inches separated by a hyphen. For example, 10-0 indicates ten feet while 10 is interpreted as ten inches.
- 4 Click the radio button for the red dot to change the location of the left end of the wall segment, then click Change.
- 5 (optional) Click the radio button for the green dot to change the location of the right end of the wall segment, then click Change.
- 6 (optional) Uncheck the Linked box if you want the wall to be resized, but do not want the adjoining wall to remain perpendicular to it.



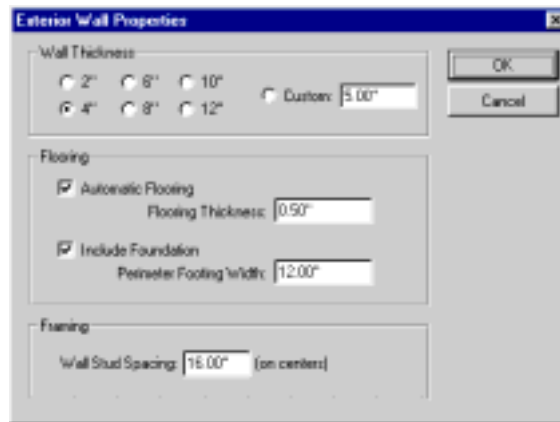
## Customizing the Exterior Wall Properties

Once you have drawn exterior walls for your design, you have the option to customize many features. From wall thickness, floor height and stud spacing to automatic flooring options, you have alternatives for almost every feature.

### To change the wall thickness



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Double-click an exterior wall. The Exterior Wall Properties dialog box is displayed.



- 3 Click the radio button next to the wall thickness you want or type a custom wall thickness, then click OK.

### To change the flooring thickness

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Double-click an exterior wall. The Exterior Wall Properties dialog box is displayed.
- 3 Type the new flooring thickness, then click OK.

### To control automatic flooring

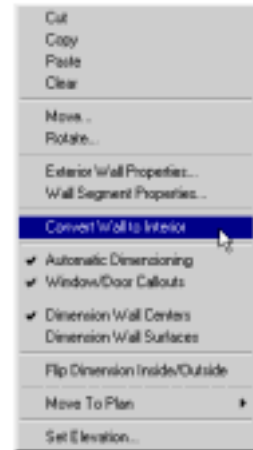
- 1 On the Standard toolbar, click the Selection Tool.
- 2 Double-click an exterior wall. The Exterior Wall Properties dialog box is displayed.
- 3 Check the Automatic Flooring check box. Flooring is automatically inserted between joined exterior walls.
- 4 Uncheck the Automatic Flooring check box. The flooring disappears.
- 5 Click OK.

**To change the wall stud spacing**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Double-click an exterior wall. The Exterior Wall Properties dialog box is displayed.
- 3 Type the new spacing, then click OK.

**To convert an exterior wall to an interior wall**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Right-click an exterior wall on your design window. The plan edit pop-up menu is displayed.
- 3 Click Convert Wall to Interior on the pop-up menu.

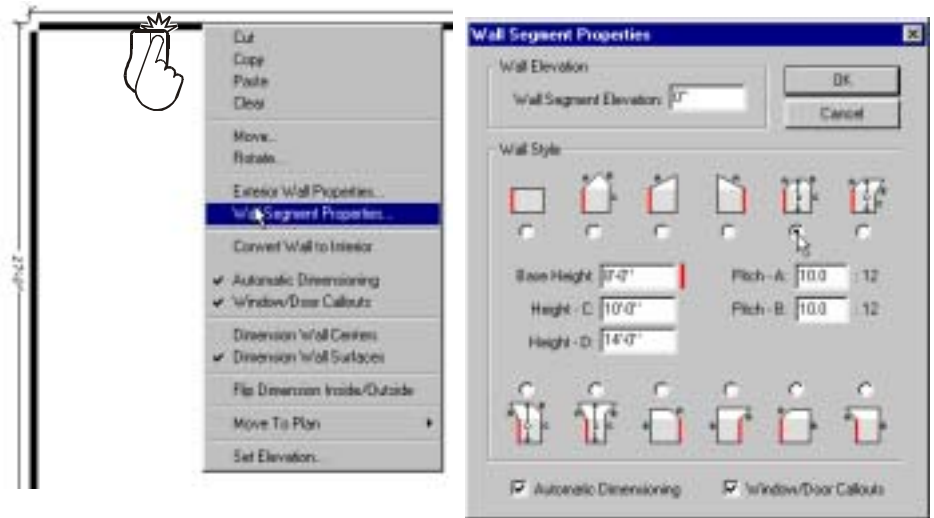


## Defining Gable Wall Segments

When a wall is drawn that will be roofed by a gable roof section, you can easily match the wall to the pitch of the roof. It does not matter whether you draw the roof first or alter the wall segment first.

### To define a gable wall segment

- 1 Right-click the wall section that will be fitted to the gable roof, click Wall Segment Properties on the pop-up menu that is displayed.



- 2 Click the radio button to select the roofline you will match.
- 3 Type the Base Height. The Base Height, denoted by the red bar, will typically be your ceiling height.
- 4 Type Pitch - A and B to match the pitch of the roof section they will meet.

- Type Height - C and Height - D (if necessary). Click OK.



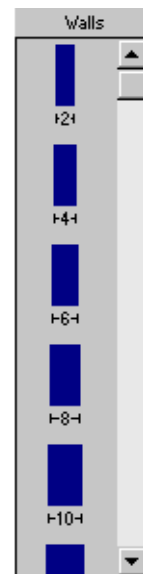
## Drawing Interior Walls

Once you've drawn your exterior house shell, you can begin drawing the interior walls of your home. Exterior walls are highlighted in green while you use the interior wall Tool. There are two interior wall tools, one draws walls on the fly while using the other makes it easy to define an absolute length.

### To draw interior walls on the fly



- On the Floor Plan tab, click the Interior Wall Tool. The Preview Bar displays the predefined widths that are available.
- On the Preview Bar, click the wall width you want.
- Click on the design window, hold down the mouse button and drag. Notice that the wall follows the pointer and automatically displays the wall length.
- Release the mouse button when the wall length you want is reached.



- Repeat steps above, drawing horizontal and vertical walls. Notice that Master Landscape automatically connects walls to form corners.

**Tip:** Master Landscape’s default is to track walls along adjoining walls, to avoid this constraint, begin drawing from the center of the room and drag toward the wall.

**Note:** Drawing is constrained to 15 degree angles; to release this constraint hold down the SHIFT key while drawing.

**Note:** If you don’t see automatic dimensioning while you draw, it might be turned off. To enable automatic dimensioning, on the Options menu, click Automatic Dimensioning. To add interactive dimensions between walls where they are not automatically generated, see “To use the dimension wall tool”, which begins on page 38.

**To draw interior walls to exact lengths**



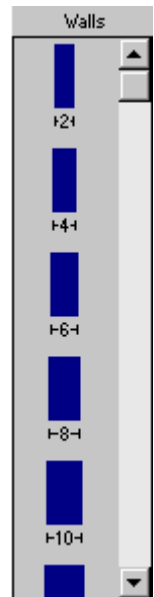
- 1 On the Floor Plan tab, click the Interior Wall (Custom Length) Tool. The Preview Bar displays the predefined widths that are available.
- 2 On the Preview Bar, click the wall width you want.
- 3 Click on the design window, hold down the mouse button and drag. Notice that the wall follows the pointer and automatically displays the wall length.
- 4 Release the mouse button at any point. The Custom Wall Length menu is displayed.



- 5 Type the exact length needed, then click OK.
- 6 Repeat steps above, drawing horizontal and vertical walls. Notice that Master Landscape automatically connects walls to form corners.

**Note:** Dimensions are entered in inches or feet and inches separated by a hyphen. For example, 10-0 indicates ten feet while 10 is interpreted as ten inches.

**Note:** To draw the last wall perpendicular to the first wall, release the mouse button while the cursor is atop the start point of the first wall.



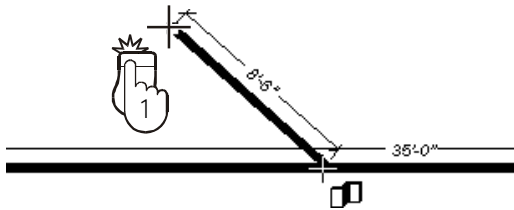
## Drawing Irregular Walls

With Master Landscape you can draw diagonal walls, create gable walls and elevate wall segments. You can create a unique floor plan with just a few clicks.

### To draw diagonal walls



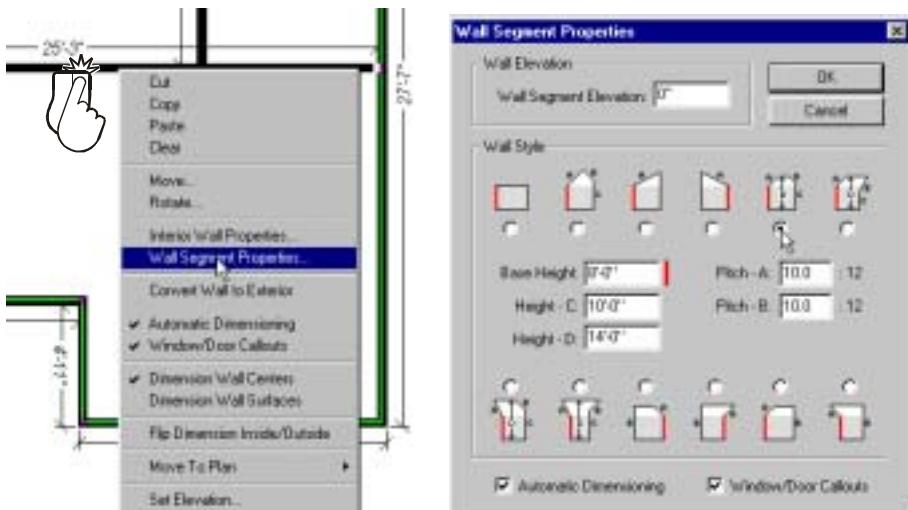
- 1 On the Floor Plan tab, click the Interior Wall Tool.
- 2 On the Preview Bar, click the wall width you want.
- 3 Press and hold the SHIFT key, then click on the design window and drag. Notice that the wall follows the pointer and automatically displays the wall length.
- 4 Release the mouse button when the diagonal wall length you want is reached.



**Tip:** Master Landscape's default is to track walls along adjoining walls, to avoid this constraint, begin drawing from the center of the room and drag toward the wall.

### To define slanted walls

- 1 Right-click the wall to be reshaped and click Wall Segment Properties on the pop-up menu that is displayed. The Wall Segment Properties dialog box is displayed.



- 2 Click the radio button to select the shape you want to create.
- 3 Type the Base Height. The Base Height, denoted by the red bar, will typically be your ceiling height.
- 4 Type Pitch A and B if you are matching a roofline.
- 5 Type Height - C and Height - D (if necessary), then click OK.

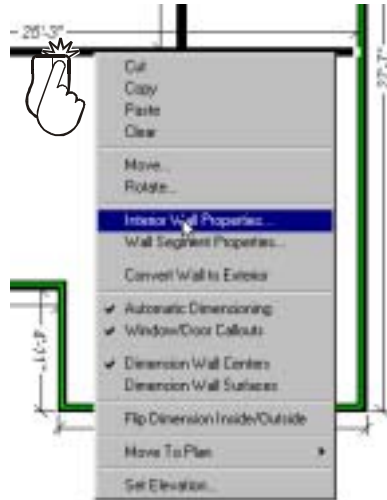
## Customizing the Interior Wall Properties

As with exterior walls, you can customize interior wall features, too. From wall thickness and stud spacing to length and orientation, you can change any interior wall you have drawn.

### To change wall thickness



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Right-click an interior wall in your drawing, then click Interior Wall Properties on the pop-up menu that is displayed, or double-click the wall. The Interior Wall Properties dialog box is displayed.





- 3 Select a pre-defined wall thickness or type a new wall thickness in the Custom text box.
- 4 Click OK. The wall you selected changes thickness.

### To change the stud spacing

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Right-click a wall in your drawing, then click Interior Wall Properties on the pop-up menu that is displayed, or double-click the wall. The Interior Wall Properties dialog box is displayed.
- 3 Type the new stud spacing measurement, then click OK.

### To change wall height

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Right-click the wall you want to resize and select Wall Segment Properties from the drop down menu that is displayed.
- 3 Type the new height in the Base Height dialog box.

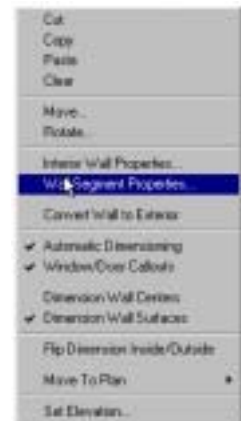
**Note:** Dimensions are entered in inches or feet and inches separated by a hyphen. For example, 10-0 indicates ten feet while 10 is interpreted as ten inches.

### To remove a wall

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click a wall to select it.
- 3 Press the DELETE key on the keyboard, or right-click, then click Clear on the pop-up menu that is displayed.

### To cut and paste a wall

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click a wall to select it.

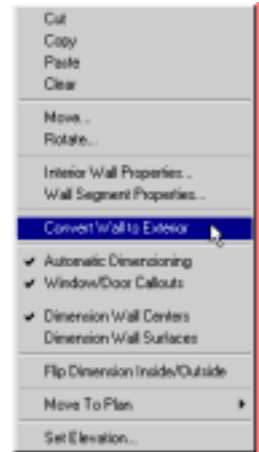


- 3 Right-click, then click Cut, or press CTRL+X on your keyboard. The wall group or wall segment that was selected is removed from view.
- 4 Click Paste on the Edit menu or press CTRL+V on your keyboard. The wall you removed from your drawing in step 3 is displayed.
- 5 Drag the wall to the new location.

**To convert an interior wall to an exterior wall**

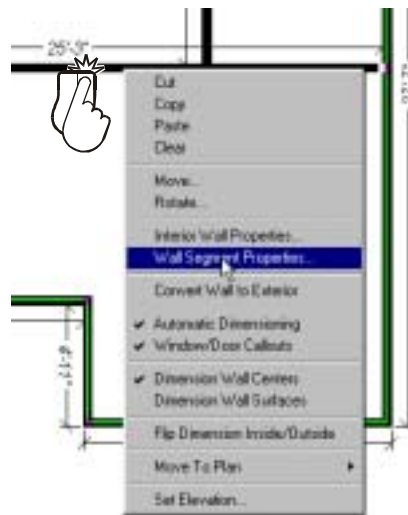
- 1 On the Standard toolbar, click the Selection Tool.
- 2 Right-click an interior wall on your design window. The plan edit pop-up menu is displayed.
- 3 Click Convert Wall to Exterior on the pop-up menu.

**Note:** This function requires at least two joined wall segments.



**To elevate walls**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click a wall to select it.
- 3 Right-click the wall and click Wall Segment Properties from the pop-up menu that is displayed. The Wall Segment Properties dialog box is displayed.



- 4 Type elevation in inches in the Wall Segment Elevation text box. Click OK.
- 5 (optional) Use the Elevation Slider at the left of the screen to raise or lower the wall into position.

**To rotate walls**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click a wall to select it.
- 3 Right-click the wall, then click Rotate on the pop-up menu that is displayed. The Rotate dialog box is displayed.



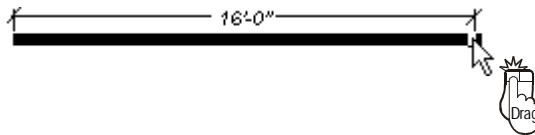
- 4 Click either Degrees or Radians, then type the angle you want to rotate the wall in the Angle text box.
- 5 Click OK. The wall segment or wall group you selected is rotated based on the angle measurement you specified.

## Changing Interior Wall Segment Length

Once you have drawn exterior walls for your design, you can easily change the length of individual wall segments. You can not only change the length of a wall, but move an adjoining wall with the segment, assuring perpendicular walls.

**To lengthen or shorten wall segments**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click an end point on the wall you want to resize to select it.
- 3 Hold down the mouse button and drag the end point. Notice as you move the pointer, the wall dimensions are displayed.



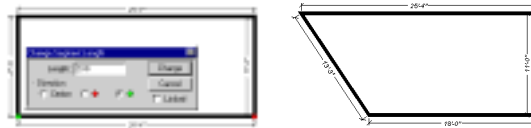
- 4 Continue dragging until the wall length you want is reached, then release the mouse button.

**To define the wall segment length from the center**

- 1 On the Standard toolbar, click the Resize Segment (Custom Length) Tool.
- 2 Click an interior wall. The Change Segment Length dialog box is displayed.



- 3 Type the length needed, then click Change. The wall segment is resized.
- 4 (optional) Uncheck the Linked box if you want the wall to be resized, but do not want the adjoining wall to remain perpendicular to it.



**Note:** Dimensions are entered in inches or feet and inches separated by a hyphen. For example, 10-0 indicates ten feet while 10 is interpreted as ten inches.

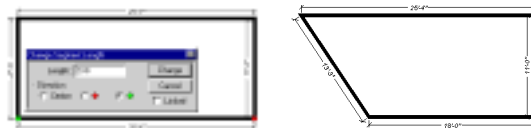
### To define a wall segment length from the end



- 1 On the Standard toolbar, click the Resize Segment (Custom Length) Tool.
- 2 Click the interior wall to be resized. The Change Segment Length dialog box is displayed.



- 3 Type the length needed.
- 4 Click the radio button for the red dot to change the location of the left end of the wall segment, then click Change.
- 5 (optional) Click the radio button for the green dot to change the location of the right end of the wall segment, then click Change.
- 6 (optional) Uncheck the Linked box if you want the wall to be resized, but do not want the adjoining wall to remain perpendicular to it.



**Note:** Dimensions are entered in inches or feet and inches separated by a hyphen. For example, 10-0 indicates ten feet while 10 is interpreted as ten inches.

## Defining Wall Height

Master Landscape makes setting an entire floor's wall height easy. In addition, you can define custom wall heights for individual wall segments.

### To change the height of an entire floor

- 1 On the Design menu, click Default Ceiling Heights, First Floor. The First Floor dialog box is displayed.



- 2 Type a new height measurement in the Height text box, then click OK.

**Note:** Changing the ceiling height will cause subsequently drawn walls to be at the new height. If walls were drawn before setting the new wall height, they will need to be individually changed.

### To change the height of a wall segment

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Right-click a wall segment in your drawing, then click Wall Segment Properties on the pop-up menu that is displayed, or double-click the wall segment. The Wall Segment Properties dialog box is displayed.



- 3 Type the new height in the Base Height dialog box, then click OK.

## Moving Walls

**Note:** Once you've placed your walls, you can move them by dragging, making very precise movements using Nudge, for more information see "Using Nudge" on page 181, or by specifying exact cartesian or polar coordinates that correspond to the reference grid. For more information on the reference grid, see "Using the Grid" on page 24. For information on adding dimensions between items where automatic dimensioning is not applicable, see "To use the dimension wall tool", which begins on page 38.

### To move a wall by dragging



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click a wall to select it.
- 3 Holding down the mouse button, drag the wall segment or wall group to a new location, then release the mouse button.

**Note:** By default, walls are moved either horizontally or vertically, to remove this constraint, press SHIFT while moving the wall.

### To move a wall by specifying coordinates

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click a wall to select it.
- 3 Right-click the wall segment or wall group, then click Move on the pop-up menu that is displayed. The Move dialog box is displayed.



- 4 Click either Cartesian or Polar, then type new X-and Y-Axis coordinates in the appropriate text boxes.
- 5 Click OK. The wall segment or wall group you selected is moved based on the coordinates you specified.

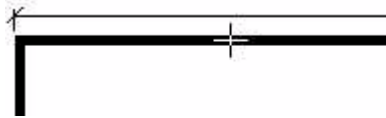
## Breaking a Wall

With Master Landscape it's easy to paint each room in your design a different color. Once you have drawn exterior and interior walls to your specifications, you can simulate different rooms with the Wall Break tool, making it possible to apply different colors or textures in each room. For more information, see "Applying Color", which begins on page 194.

### To break a wall



- 1 On the Floor Plan tab, click the Break Wall Tool.
- 2 On the Design window, click a wall where you want to position a break.



- 3 (optional) Hold the mouse button down and move it back and forth to position the break using associative dimensioning.

## Adding Cased Openings

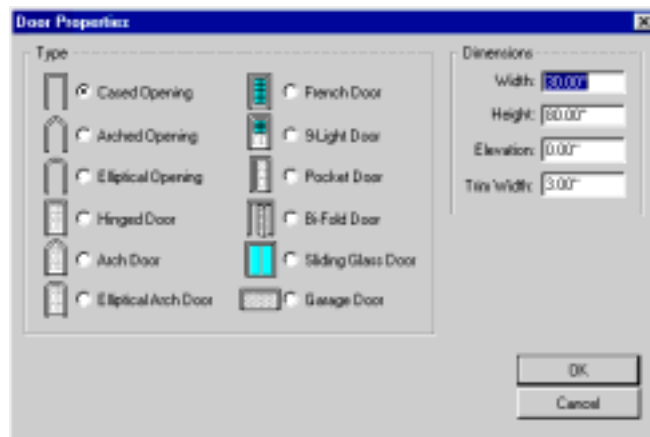
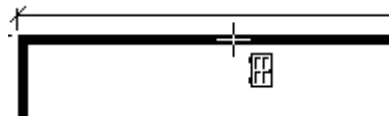
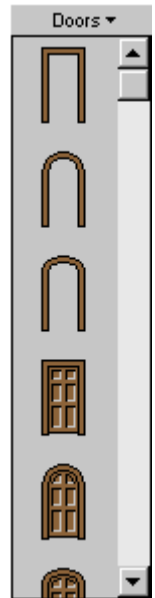
There are several styles of Cased Openings available in Master Landscape. All openings are automatically dimensioned to neighboring walls, doors and windows. Automatic dimensioning makes it easy to achieve perfect placement with little effort. While there are three cased opening styles available in Master Landscape, they are all placed in the same manner. The Floor Plan tab features the following styles:

- rectangular opening
- arched opening
- elliptical opening

### To add a cased opening



- 1 On the Floor Plan tab, click the Opening Tool. The Preview Bar displays the styles that are available.
- 2 Click the arrow to the right of the word Doors above the Preview Bar to select either painted or stained.
- 3 Click the Opening style of your choice.
- 4 On the Design window, click a wall where you want to place a door. The Door Properties menu is displayed.



- 5 Type the Width, Height, Elevation and Trim Width to customize them. Click OK.
- 6 (optional) Click the radio button next to another style to choose a different door.

## Adding Doors

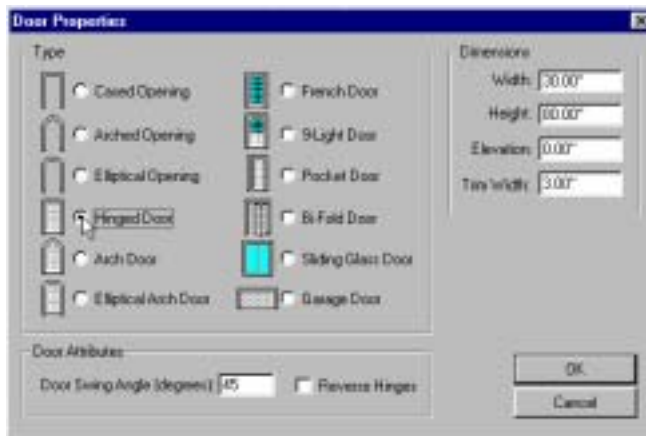
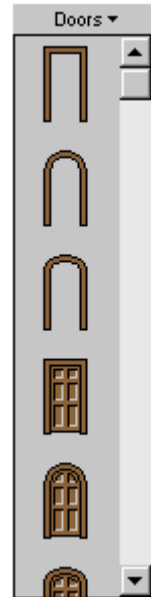
All doors, like cased openings, are automatically dimensioned to neighboring walls, doors and windows. There are nine door styles available in Master Landscape and they are all placed in the same manner. The Floor Plan tab features the following styles:

- hinged door
- arch door
- elliptical arch door
- French door
- 9-light door
- pocket door
- bi-fold door
- sliding glass door
- garage door

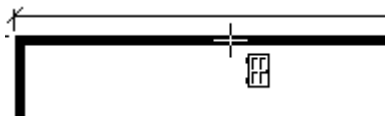
### To add a door



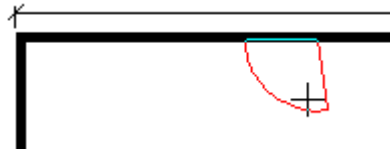
- 1 On the Floor Plan tab, click the Door Tool. The Preview Bar displays the styles that are available.
- 2 Click the arrow to the right of the word Doors above the Preview Bar to select either painted or stained doors.
- 3 Click the door style of your choice. The Door Properties menu is displayed.



- 4 On the Design window, click a wall where you want to place a door.



- 5 Click to set the door swing.



- 6 Type the Width, Height, Elevation and Trim Width to customize them.
- 7 Type the Door Swing Angle, if necessary. Click OK
- 8 (optional) Click the radio button next to another style to choose a different door.

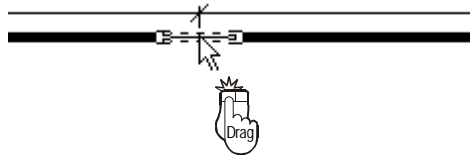
## Moving an Opening or Door

Sometimes after placing a door you will need to move it to a new position or delete it completely. Both of these procedures are simple.

### To move a door



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click a door to select it.
- 3 Holding down the mouse button, drag the door to a new location, then release the mouse button. Be sure to drag the door from the center. If you drag on an end point, the door will be resized.



**Note:** Doors can only be moved within the wall where they were placed.

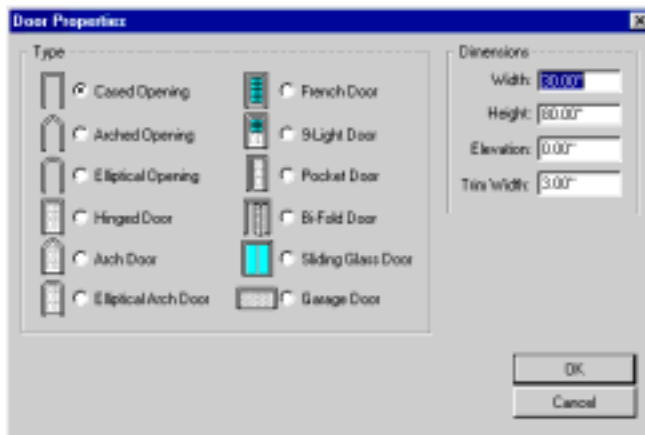
## Changing Door Settings

There is no need to redraw a door just because you need a different size or style. You can control many of its features through the Custom Door dialog box.

### To change door type



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Right-click a door in your drawing, then click Door Properties on the pop-up menu that is displayed, or double-click the door. The Door Properties dialog box is displayed.

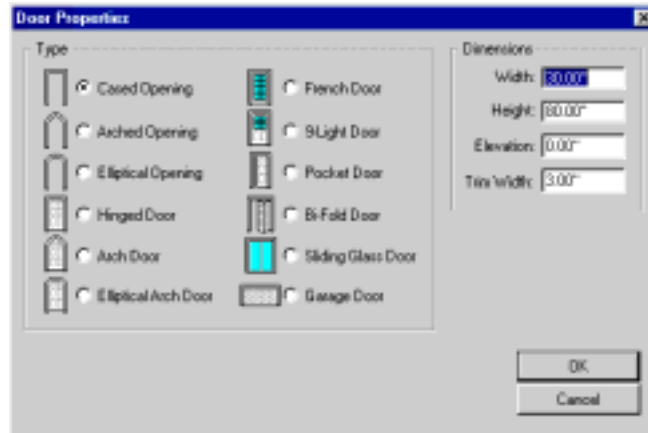


- 3 Click a new door type in the Type section of the Door Properties dialog box, then click OK.

**To resize a door by specifying dimensions**



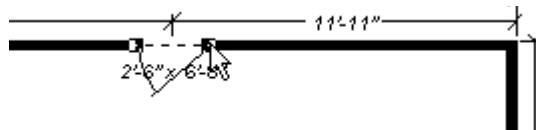
- 1 On the Standard toolbar, click the Selection Tool.
- 2 Double-click the door you want to resize. The Door Properties dialog box is displayed.



- 3 Type the new dimensions in the Dimensions area of the dialog box, then click OK.

**To resize a door by dragging**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click a door to select it.
- 3 Holding down the mouse button on an end point of the door, drag the end point to resize the door, then release the mouse button.



**To change door swing**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Double-click the door you want to swing the other way. The Door Properties menu is displayed.
- 3 Type the new door swing angle in the text box in the Door Attributes section. Click OK. The door swing updates.

**To change the flip the direction of a door**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Double-click the door you want to flip. The Door Properties menu is displayed.
- 3 Check Flip Door in the Door Attribute Section. Click OK. The door flips direction.

**To change the elevation of a door**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click a door to select it.
- 3 Double-click the door you want to raise. The Door Properties menu is displayed.
- 4 Type the elevation in the text box. Click OK. The door is raised or lowered into position.
- 5 (optional) Use the Elevation Slider at the left of the screen to raise or lower the selected door into position.

## Removing an Opening or Door

Once openings have been placed, you always have the option of removing them. Master Landscape makes deleting doors simple.

**To remove doors**



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click a door to select it.
- 3 Press the DELETE key on the keyboard, or right-click, then click Clear on the pop-up menu that is displayed.

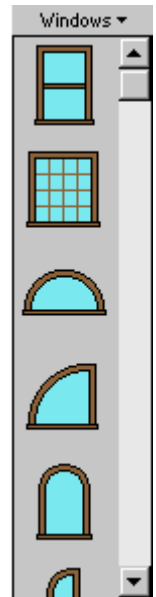
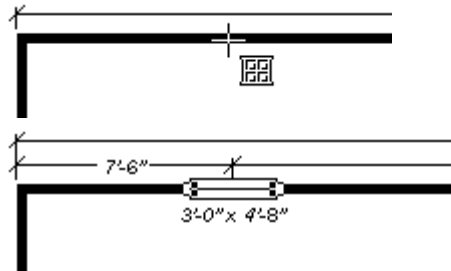
## Adding Windows

Like doors and cased openings, there are an extensive variety of windows available in Master Landscape. They are automatically dimensioned to neighboring walls, doors and windows. There are 19 window styles available in Master Landscape and they are all placed in the same manner. The Floor Plan tab features the following styles:

- double hung
- casement/picture
- half round
- quarter round
- arch
- quarter arch
- chord
- quarter chord
- elliptical
- quarter elliptical
- double chip corner
- chip corner
- trapezoid
- triangle
- triangle corner
- pentagon
- parallelogram
- octagon
- circle

### To add a window

- 1 On the Floor Plan tab, click the Window Tool. The Preview Bar displays the styles that are available.
- 2 Click the arrow to the right of the word Windows above the Preview Bar to select either painted or stained.
- 3 Click the Window style of your choice.
- 4 On the Design window, click a wall where you want to place a window. The Window Properties menu is displayed.





- 5 Type the Width, Height, Elevation and Trim Width to customize them. Click OK.
- 6 (optional) For double-hung or casement/picture windows, specify the grill spacing.
- 7 (optional) Click the radio button next to another style to choose a different window.

**Note:** If you change the elevation, all windows placed after this will be placed at the newly-specified elevation.

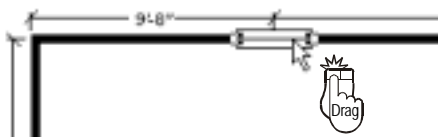
## Moving a Window

If you've placed windows on your home design and then decide you want to move them to accommodate a better view, for instance, Master Landscape makes it easy to move windows after they've been placed.

### To move a window



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click a window to select it.
- 3 Holding down the mouse button, drag the window to a new location, then release the mouse button.



**Note:** Be sure to drag the window from the center. If you drag on an end point, the window will be resized.

## Changing Window Settings

Once windows have been placed, it is easy to resize them. You can do this by specifying exact dimensions or by dragging one end until you have the required size. You have control over the look of your windows by changing the grill settings. You can also flip windows vertically or horizontally to create beautiful groupings to suit any room design.

### To resize a window by specifying dimensions



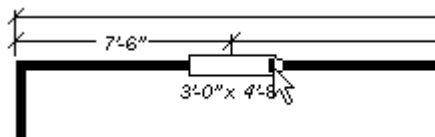
- 1 On the Standard toolbar, click the Selection Tool.
- 2 Double-click the window you want to resize. The Window Properties menu is displayed.



- 3 Type the new sizes in the Dimensions area of the Window Properties dialog box.
- 4 Click OK. The window is resized.

### To resize a window by dragging

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click a window to select it.
- 3 Holding down the mouse button on an end point of the window, drag the end point until the window is the size you want, then release the mouse button.



**To flip a window**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Double-click the window you want to flip. The Window Properties menu is displayed.
- 3 Check the box next to Flip Horizontally, Flip Vertically or both.
- 4 Click OK. The window is flipped.

**Note:** Flip is not available for Double Hung or Casement/Picture windows.

**To change the grill settings of a window**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Double-click the window you want to customize. The Window Properties menu is displayed.



- 3 Click either Double Hung or Casement/Picture. The Grill settings dialog is displayed.

**Note:** The Grill settings dialog will appear only when a Double Hung or Casement/Picture window option is chosen.

- 4 Using the scroll bars in the Grill section of the dialog box, adjust the grill appearance.
- 5 Click OK. The new grill settings are applied.

## Elevating a Window

Master Landscape makes it simple to create window groups or transoms. The Elevation Slider makes it almost a one-click process.

### To elevate a window

- 1 Place windows using the technique outlined in “Adding Windows” on page 115.
- 2 On the Standard toolbar, click the Selection Tool.
- 3 Click the window to select it.
- 4 Using the Elevation Slider at the left of the screen, raise or lower the window into position.
- 5 Continue placing and elevating windows until the look you want is achieved.



## Stacking Windows

Master Landscape makes it simple to create window groups or transoms. The Elevation Slider makes it almost a one-click process.

### To stack windows

- 1 Place windows using the technique outlined in “Adding Windows” on page 115.
- 2 On the Standard toolbar, click the Selection Tool.
- 3 Click the window to select it.
- 4 Using the Elevation Slider at the left of the screen, raise or lower the window into position.
- 5 Continue placing and elevating windows until the look you want is achieved.



**Note:** Stacked windows will appear on top of one another in the 2D design window. To move select stacked windows, you might need to move the most recently-placed windows along the wall to gain access to those windows placed before.

## Removing a Window

Once windows have been placed, you may decide that you don't want a window there after all. Master Landscape makes deleting windows simple.

### To remove windows

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click a window to select it.
- 3 Press the DELETE key on the keyboard, or right-click, then click Clear on the pop-up menu that is displayed.



## Adding a Second Floor

With Master Landscape you can create a home design with up to three stories. Once you've completed your foundation and other first floor features, you can begin adding upper stories to your home design.

### To copy all exterior walls from the first floor to the second

- 1 On the Foundation tab, uncheck any other plan layers you may have selected to view simultaneously.
- 2 Press SHIFT while clicking each exterior wall until they are all selected.
- 3 On the Edit menu, click Copy to Floor, then Upper Floor. All exterior walls are copied to the second floor.



### To draw walls on the second floor

- 1 On the Design menu, click Work on Floor, Work on Second Floor or click on the Active Floor Icon at the bottom left-hand portion of the screen, then click Work on Second Floor on the pop-up menu that is displayed.
- 2 On the Floor Plan tab, click the Exterior Wall Tool. Using the techniques outlined in “Drawing Exterior Walls” on page 92 and “Drawing Interior Walls” on page 98 draw Exterior and Interior Walls.



**Note:** The non-working floor is shown in a pale color as reference, but if you prefer, you can choose to view only the floor you are working on. Click the Active Floor Icon and click View Working Floor Only.

**Note:** To make it easy to identify which floor is active, you can assign custom colors to each floor. For more information on customizing floor colors see the chapter titled “Editing Your Drawing”, which begins on page 175.

**To remove an entire floor**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 On the Design menu, click Work on Floor, Work on Second Floor (or the floor you want to delete) or click on the Active Floor Icon, then click Work on Second Floor on the pop-up menu that is displayed.
- 3 On the Edit menu, click Select All, or press CTRL+A.
- 4 Press the DELETE key on the keyboard or right-click, then click Cut on the pop-up menu that is displayed.

**To confirm a floor was deleted**

- 1 On the View menu, click 3D Quarter View. This opens a LiveView window.
- 2 On the Design menu, click Visible Floors, View Working Floor Only.

**Note:** If the LiveView window shows only sky and grass, the entire floor has been deleted.

**To copy everything from one floor to another**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 On the Design menu, click Work on Floor, Work on Second Floor (or the floor you want to copy) or click on the Active Floor Icon, then click Work on Second Floor on the pop-up menu that is displayed.
- 3 On the Edit menu, click Select All, or press CTRL+A.
- 4 On the Edit menu, click Copy to Floor, Upper Floor. Select Lower Floor if you want to copy the original down one level.



**To move everything from one floor to another**



- 1 On the Standard toolbar, click the Selection Tool.
- 2 On the Design menu, click Work on Floor, Work on Second Floor (or the floor you want to move) or click on the Active Floor Icon, then click Work on Second Floor on the pop-up menu that is displayed.
- 3 On the Edit menu, click Select All, or press CTRL+A.
- 4 On the Edit menu, click Move to Floor, Upper Floor. Select Lower Floor if you want to move the original down one level.



## Creating a Split Level

With Master Landscape’s Elevation Slider, you can easily design a split level home. With one or two mouse clicks, your split level can be perfectly positioned.

**To create a split level**



- 1 On the Design menu, click Work on Floor, Work on Second Floor or click on the Active Floor Icon, then click Work on Second Floor on the pop-up menu that is displayed.
- 2 On the Floor Plan tab, click the Exterior Wall Tool. Using the techniques outlined in the section “Drawing Exterior Walls” on page 92, draw an entirely separate area.
- 3 Select all points of the newly-drawn section, by clicking on each wall while holding down SHIFT.
- 4 On the left side of your window, move the Elevation Slider to the position needed for the split.



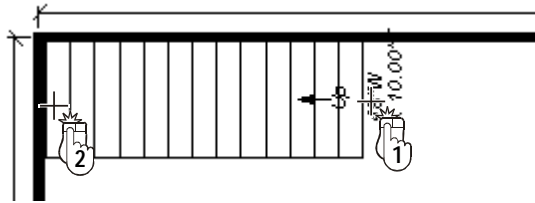
## Placing a Staircase

As you create more than one floor in your design, you'll want to draw a staircase. Stairs will automatically stop at the next floor. As you are placing stairs, Master Landscape displays the stair length so you know the exact measurements as you draw.

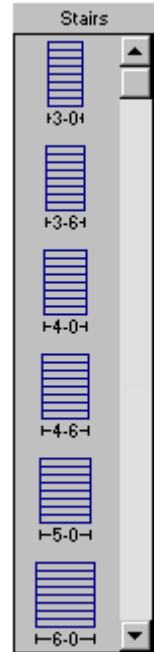
### To draw a straight staircase



- 1 On the Floor Plan tab, click the Straight Staircase Tool. The Preview Bar displays the widths that are available.
- 2 Click the Staircase width of your choice.
- 3 Click on the design window to define the start point of the staircase. A rubber-band staircase with dimensions is displayed and follows the pointer.
- 4 Extend the staircase to the location you want, then right click to end drawing mode.



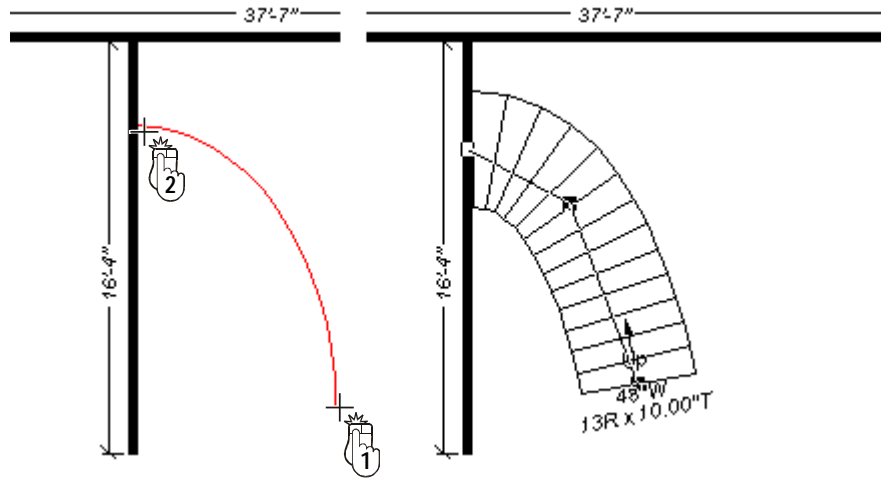
- 5 (optional) Press and hold the SHIFT key while drawing to release the 15 degree constraint.



### To draw a curved staircase



- 1 On the Floor Plan tab, click the Curved Staircase Tool. The Preview Bar displays the widths that are available.
- 2 Click the Staircase width of your choice.
- 3 Click and release on the design window to define the start point of the staircase. A rubber-band staircase with dimensions is displayed and follows the pointer.
- 4 Move in the direction you want the stairs to rise, then click to place the staircase.



- 5 (optional) Press and hold the SHIFT key while drawing to constrain stairs to a perfect arc.

## Modifying a Staircase

Once you have drawn a staircase, you can modify features and location to suit your needs. With Master Landscape you have control over stairway width, riser and tread dimensions, handrail height and placement and whether the stairs are open or enclosed.

### Customizing staircase features



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Double-click the staircase you want to customize or right-click the staircase, then click Staircase Properties from the pop-up menu. The Staircase Properties menu is displayed.



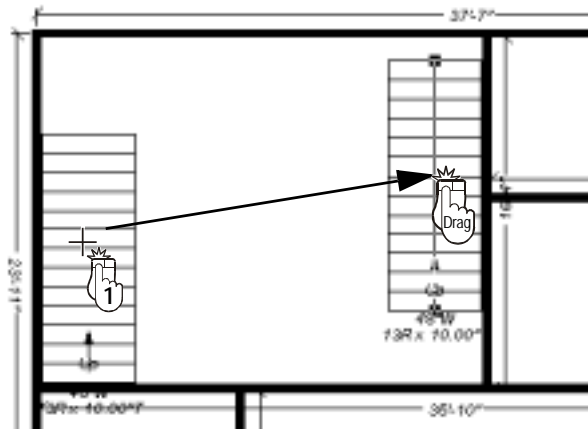
- 3 (optional) Type a new staircase height and width.

- 4 (optional) Type a new riser height.
- 5 (optional) Type a tread width.
- 6 (optional) Specify handrail height and location, left or right as you are looking from bottom of staircase.
- 7 Click OK.

### Moving a staircase



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the center line of the staircase you want to reposition.



- 3 Click again, hold down the mouse button and drag the staircase to the new location.

### Resizing a staircase

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the center line of the staircase you want to resize.
- 3 Click on an end point or midpoint of the staircase, hold down the mouse button and drag.

### To copy and paste a staircase

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the center line of the staircase you want to copy.
- 3 Right-click, then click Copy on the pop-up menu that is displayed, or press CTRL+C on your keyboard.
- 4 Click Paste on the Edit menu, or press CTRL+V on the keyboard. The stairway you copied is displayed.

### Removing a staircase

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the center line of the staircase you want to remove.
- 3 Press the DELETE key on the keyboard, or right-click, then click Clear on the pop-up menu that is displayed.

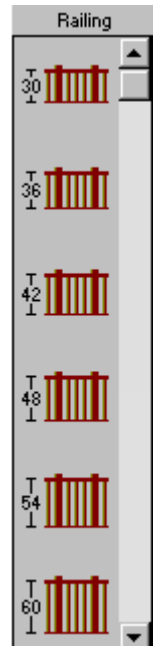
## Adding Railings

After drawing a staircase, you'll need to draw a railing around the opening to provide a barrier.

### To draw a straight railing



- 1 On the Floor Plan tab, click the Railing Tool. The Preview Bar displays the heights that are available.
- 2 Click the railing height of your choice.
- 3 Click on the design window to define the start point of the Railing. A rubber-band Railing with dimensions is displayed and follows the pointer.
- 4 Extend the Railing to the location you want, then right-click to end drawing mode.
- 5 (optional) Press and hold the SHIFT key while drawing to release the 15 degree constraint.



### To draw a curved railing



- 1 On the Floor Plan tab, click the Curved Railing Tool. The Preview Bar displays the heights that are available.
- 2 Click the railing height of your choice.
- 3 Click on the design window to define the start point of the railing. A rubber-band Railing with dimensions is displayed and follows the pointer.

**Note:** The railing will appear angular as it is drawn, but will curve after the next point is set.

- 4 (optional) Press and hold the SHIFT key while drawing to constrain railing to a perfect arc.

## Modifying a Railing

Once you have drawn a railing, you can modify its feature.

### Customizing railing features



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Double-click the railing you want to customize. The Railing Properties menu is displayed.



- 3 (optional) Type a new handrail height.
- 4 (optional) Type a new baluster spacing.
- 5 (optional) Specify whether railing posts are wanted.
- 6 Click OK.

### Moving a railing

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the railing you want to reposition.
- 3 Click again, hold down the mouse button and drag the railing to the new location.

### To copy and paste a railing

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the railing you want to copy.
- 3 Right-click, then click Copy on the pop-up menu that is displayed, or press CTRL+C on your keyboard.
- 4 Click Paste on the Edit menu, or press CTRL+V on the keyboard. The railing you copied is displayed.
- 5 Click again, hold down the mouse button and drag the new railing into position.

### Resizing a railing

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the railing you want to resize.
- 3 Click on an end point of the railing, hold down the mouse button and drag.

### Removing a railing



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the center line of the railing you want to remove.
- 3 Press the DELETE key on the keyboard, or right-click, then click Clear on the pop-up menu that is displayed.

## Adding Flooring

Whether you want to carpet the whole floor with one color or you want each room to have an individual feel, Master Landscape helps you experiment with different flooring options before spending hundreds of dollars on something you're not happy with. Once drawn you can customize the flooring by applying textures like tile, carpet, wood and so on; for more information see "Applying Texture" on page 193. You will also use the Floor Tool to add ceilings to the highest floor of your plan.

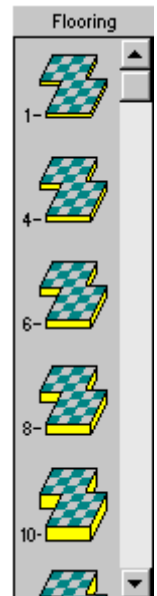
### To draw flooring

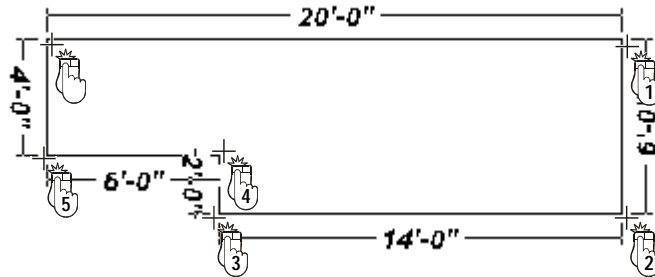


- 1 On the Floor Plan tab, click the Floor Tool. The Preview Bar displays the floor thicknesses that are available.

**Note:** If necessary, you can turn off the automatic flooring option. Right-click an exterior wall, click Exterior Wall Properties, uncheck Automatic Flooring, then click OK.

- 2 Click the floor thickness of your choice.
- 3 Click on the design window to define the start point of the flooring. A rubber-band line is displayed and follows the pointer. This line signifies the first edge of the flooring. Notice that dimensions appear as you draw.





- 4 Click and move the pointer to the next corner point. Repeat until you have completely drawn the flooring area.
- 5 Right click to end drawing mode.

### To move flooring

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Press the mouse button and drag around all points of the flooring to select it.
- 3 Click on a side of the flooring, hold down the mouse button and drag it to the new location.

### To reshape flooring

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click a side of the flooring you want to reshape.
- 3 Click a corner point of the flooring, hold down the mouse button and drag.
- 4 Click the next corner point, hold down the mouse button and drag.
- 5 (optional) Click a side of the flooring to move the two corner points at once.

### To copy and paste flooring

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Press the mouse button and drag around all points of the floor to select it.
- 3 Right-click, then click Copy on the pop-up menu that is displayed, or press CTRL+C.
- 4 Click Paste on the Edit menu, or press CTRL+V. The flooring is copied.

### To create a ceiling

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Press the mouse button and drag around all points of the floor to select it.

- 3 Right-click, then click Set Elevation on the pop-up menu that is displayed. The Set Elevation dialog box is displayed.
- 4 Type the elevation, typically the ceiling height, you want in the text box, then click OK. The floor area is raised into position.
- 5 (optional) Using the Elevation Slider at the left of the screen, raise the floor area into position.

**To remove flooring**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click a side of the flooring you want to remove.
- 3 Press the DELETE key on the keyboard, or right-click, then click Clear on the pop-up menu that is displayed.

## Calculating the Flooring Square Footage

With Master Landscape you can quickly estimate the square footage for any floor area. This estimate will be useful when calculating the cost of carpeting, tile and so on.

**To calculate the square footage of a flooring area**



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Right-click a side of the flooring area you want to calculate, then click Floor Square Footage on the pop-up menu that is displayed.
- 3 The calculation is displayed in the status bar at the bottom of the window.

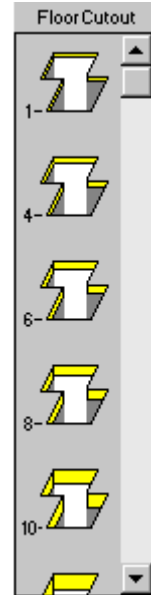
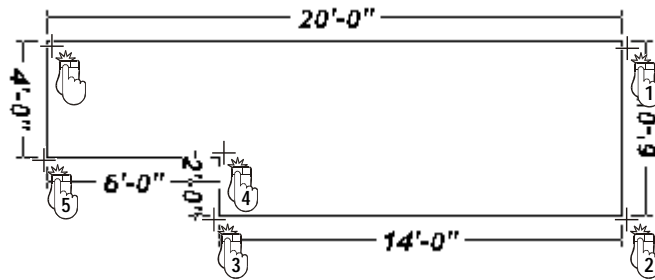
## Adding a Floor Cutout

Master Landscape makes it easy to design lofts, creative staircase openings and so on. You can also easily convert that space over the garage to a versatile room.

### To draw a floor cutout



- 1 On the Floor Plan tab, click the Floor Cutout Tool. The Preview Bar displays the floor cutout depths that are available.
- 2 On the Preview Bar, click the floor cutout depth of your choice.
- 3 Click on the design window to define the start point of the floor cutout. A rubber-band line is displayed and follows the pointer. This line signifies the first edge of the flooring. Notice that dimensions appear as you draw.



- 4 Click and move the pointer to the next corner point. Repeat until you have completely drawn the floor cutout area.
- 5 Right click to end drawing mode.

### To move floor cutout



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Press the mouse button and drag around all points of the floor cutout to select it.
- 3 Click on a side of the floor cutout, hold down the mouse button and drag it to the new location.

### To reshape a floor cutout

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click a side of the floor cutout you want to reshape.
- 3 Click a corner point of the floor cutout, hold down the mouse button and drag.
- 4 Click the next corner point, hold down the mouse button and drag.

- 5 (optional) Click a side of the floor cutout to move the two corner points at once.

### To copy and paste a floor cutout

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Press the mouse button and drag around all points of the floor cutout to select it.
- 3 Right-click, then click Copy on the pop-up menu that is displayed, or press CTRL+C.
- 4 Click Paste on the Edit menu, or press CTRL+V. The floor cutout is copied.

### To remove a floor cutout



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click a side of the floor cutout you want to remove.
- 3 Press the DELETE key on the keyboard, or right-click, then click Clear on the pop-up menu that is displayed.

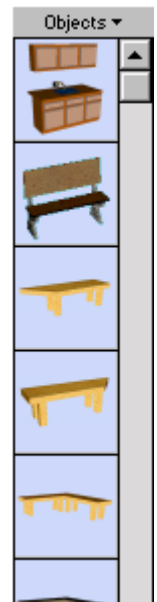
## Adding Objects

Master Landscape lets you add details to a room using a variety of furnishing objects. You can even add swing sets and picnic benches to the outside of your home by selecting objects from the Exterior library. It is important to keep in mind that the objects only appear in 3D when you are viewing in 3D mode. In the plan drawing, objects appear as 2D symbols.

### To add objects using drag-and- drop



- 1 On the Floor Plan Tab, click the Object Tool. The Preview Bar displays furnishing objects.
- 2 (optional) Click the arrow next to “Objects” at the top of the Preview Bar to display the object library list, then click another object library.
- 3 Scroll to view the available objects.
- 4 Click the object you want to place, hold down the mouse button and drag the object onto your design window.
- 5 (optional) Click the Selection tool, then click the object you just placed to drag it to another location on your design window.



### To add objects using import

- 1 On the File menu, click Import, then Punch! 3D Object.
- 2 In the File Name box, type the name of the file you want to open, or search for the file by switching folders or drives.

- 3 When you see the name of the file you want to open, click to select it.
- 4 Click OK. The object will be imported and placed in the center of the design.
- 5 (optional) Click the Selection tool, then click the object you just placed to drag it to another location on your design window.



## Editing Objects

Once you've placed objects in your drawing, it's easy to move, delete, copy and rotate objects, usually involving just one or two mouse clicks. You can also edit objects using 3D Custom Workshop. For more information on 3D Custom Workshop, see page 235.

### To rotate objects a specified amount

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click an object to select it. To select more than one object, hold down the SHIFT key while clicking.
- 3 Right-click the object or object group, then click Rotate on the pop-up menu that is displayed. The Rotate dialog box is displayed.



- 4 Click either Degrees or Radians, then type the angle you want to rotate the object in the Angle text box.
- 5 Click OK. The object or object group you selected is rotated based on the angle measurement you specified.

### To freely rotate objects

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click object to be rotated to select it.
- 3 On the Standard toolbar, click the Rotate Tool.
- 4 Click the object, hold down the mouse button and move the mouse.
- 5 Release the mouse button when the object is in the position you want.



**Note:** Rotation is constrained to 45 degrees, to release this constraint, press the SHIFT key while rotating.

**To remove objects**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click an object to select it. To select more than one object, hold down the SHIFT key while clicking.
- 3 Press the DELETE key on the keyboard, or right-click, then click Clear on the pop-up menu that is displayed.

## Moving Objects

Once you've placed objects, you can move them by dragging, by making very precise movements using Nudge, for more information see "Using Nudge" on page 181, or by specifying exact cartesian or polar coordinates that correspond to the reference grid. For more information on the reference grid, see "Using the Grid" on page 24.

**To move objects by dragging**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click an object to select it. To select more than one object, hold down the SHIFT key while clicking.
- 3 Holding down the mouse button, drag the object or object group to a new location, then release the mouse button.

**To move objects by specifying coordinates**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click an object to select it. To select more than one object, hold down the SHIFT key while clicking.
- 3 Right-click the object or object group, then click Move on the pop-up menu that is displayed. The Move dialog box is displayed.



- 4 Click either Cartesian or Polar, then type new X-and Y-Axis coordinates in the appropriate text boxes.
- 5 Click OK. The object or object group you selected is moved based on the coordinates you specified.

## Elevating Objects

With Master Landscape you can elevate objects based on a measurement you define. This is handy if you want to place something on top of a table, for example.

### To elevate objects by specifying a measurement



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click an object to select it. To select more than one object, hold down the SHIFT key while clicking.
- 3 Right-click the object, then click Elevate Object on the pop-up menu that is displayed, or click Elevate Object on the Edit menu. The Elevate Object dialog box is displayed.



- 4 Type the measurement, in inches, that you want to elevate the object, then click OK.

**Note:** Use this feature to lower objects by typing a negative number in the Elevate Object dialog box.

### To elevate objects by using the Elevation Slider

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click an object to select it. To select more than one object, hold down the SHIFT key while clicking.
- 3 On the left side of the screen, drag the Elevation Slider up or down.
- 4 Release the mouse. The object will be repositioned.

# *Roofing Plan Tab*

One of the features that will set your design apart from all others will be its roofline. Using the roofing tools available in Master Landscape, you can design intricate roofs with ease. From basic rooflines like hipped or gable to less common ones like saltbox, gambrel, or a roof over a bay window, you will be able to create any roof to match the style of your homeplan.

In this chapter you will learn how to create individual pieces which, when combined, create multifaceted roofs to fit your needs.



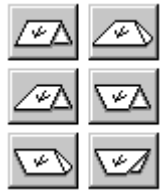
## Adding a Roof

There are several styles of roof available in Master Landscape, including three powerful freehand roofing tools. To match the gable ends of these roof styles refer to “Defining Gable Wall Segments” on page 97. To draw a flat ceiling, instead of a cathedral one, see “To create a ceiling” on page 130.

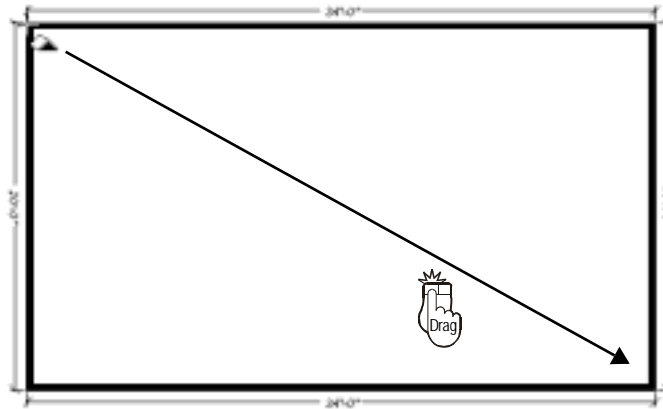
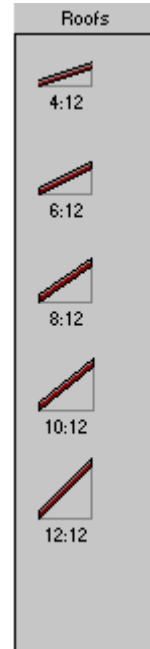
Automatic dimensioning makes it easy to achieve exact placement. While there are nine roof tools available, six of them are placed in the same manner. These styles are:

- hip
- gable
- hip/gable
- gable connector
- hip connector
- cross connector

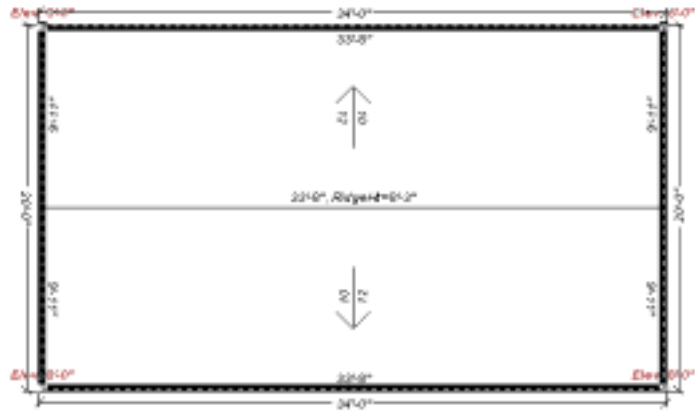
### To draw a roof



- 1 On the Roofing Plan tab, click one of the Roof Tools. The Preview Bar displays the pitches that are available.
- 2 (optional) On the Design menu, click Work on Floor, Work on Second Floor (or the floor you want to roof) or click on the Active Floor Icon, then click Work on Second Floor on the pop-up menu that is displayed.
- 3 Click the roof pitch to select it.
- 4 Click on the design window, hold down the mouse button and drag.



- 5 Release the mouse button.



**Note:** The arrows show which way the roof section descends. The elevation of each corner is noted.

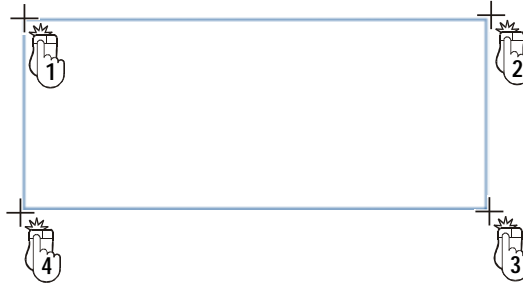
## Using the Freehand Roof Tools

Punch! Master Landscape and Home Design has three Freehand Roof tools that provide versatility and power when drawing complex roofing plans. Using the three-point and four-point freehand tools, roof sections are attached to walls to making it easy to draw them the necessary size the first time. After drawing roof sections all parts of it can be customized, for example, pitch, placement, shape and so on. With the three- and four-point freehand tools you can specify a width for soffit. For more information, see “Adding a Soffit”, which begins on page 153.

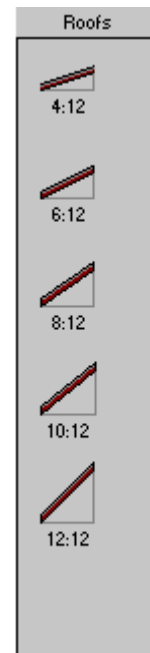
### To draw with the freehand roof tool



- 1 On the Roofing Plan tab, click the Freehand Roof Tool. The Preview Bar displays the pitches that are available.
- 2 On the Preview Bar, click a pitch.
- 3 Click on the design window to define the start point of the roof section. A rubber-band line is displayed and follows the pointer. This line signifies the first edge of the roof section. Notice that dimensions appear as you draw.



- 4 Click and move the pointer to the next corner point. Repeat until you have completely drawn the roof section.
- 5 (optional) Click to select the arrow in the center of the roof section, then rotate the bold arrow to change the direction of the roof slope.



**Note:** The elevation of each selected point of the roof section is specified in red, use these specs to match roof sections.

- 6 Right-click the roof section and click Set Roof Elevation on the pop-up menu that is displayed.



- 7 Type the Roof Elevation in feet and inches separated by a hyphen in the text box.
- 8 Select which point of the roof section (Lowest or Highest) are to be maintained in relation to the ground, then click OK.
- 9 (optional) Raise the roof section using the Elevation Slider on the left of your screen.

**To draw with the four-point freehand roof tool**



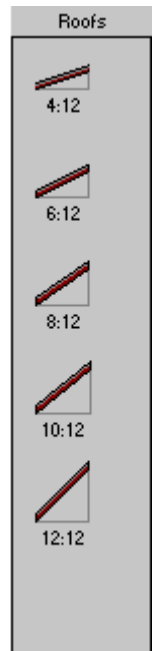
- 1 On the Roofing Plan tab, click the Four-Point Freehand Roof Tool. The Four-Point Freehand Roof Tool Properties dialog box is displayed.



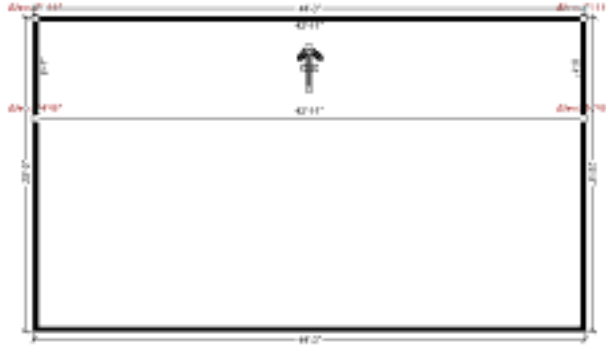
- 2 Type the Soffit Depth in the dialog box.

**Note:** Dimensions are entered in inches or feet and inches separated by a hyphen. For example, 10-0 indicates ten feet while 10 is interpreted as ten inches.

- 3 Click to check the edge(s) where soffit is needed, then click OK.
- 4 (optional) Click to check No Soffit.
- 5 The Preview Bar displays the pitches that are available.



- 6 On the Preview Bar, click a pitch.
- 7 Click a wall on the design window to define the start point of the roof section.
- 8 Hold down the mouse button and drag away from the wall section. A rubber-band line is displayed and follows the pointer. This line signifies the direction the roof section will rise. Notice that dimensions appear as you draw.

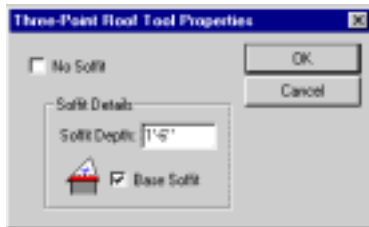


- 9 Release the mouse button. The roof section is drawn.

### To draw with the three-point freehand roof tool



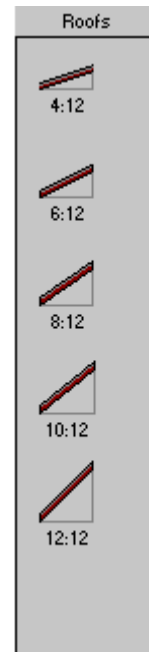
- 1 On the Roofing Plan tab, click the Three-Point Freehand Roof Tool. The Three-Point Freehand Roof Tool Properties dialog box is displayed.



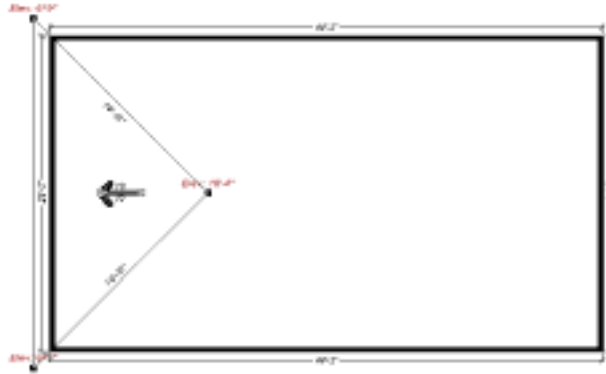
- 2 Type the Soffit Depth in the dialog box, then click OK.

**Note:** Dimensions are entered in inches or feet and inches separated by a hyphen. For example, 10-0 indicates ten feet while 10 is interpreted as ten inches.

- 3 (optional) Click to check No Soffit.
- 4 The Preview Bar displays the pitches that are available.
- 5 On the Preview Bar, click a pitch.
- 6 Click a wall on the design window to define the start point of the roof section.



- 7 Hold down the mouse button and drag away from the wall section. A rubber-band line is displayed and follows the pointer. This line signifies the direction the roof section will rise. Notice that dimensions appear as you draw.



- 8 Release the mouse button. The roof section is drawn.

## Editing Roofs

Once drawn, roof sections can be altered to suit your design. From resizing to rotating the slope to changing its pitch, Master Landscape makes it simple to create even the most complex roofline.

### To resize the roof



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click a side of the roof you want to resize.
- 3 Click a corner point of the roof, hold down the mouse button and drag it until the roof is the size you want.
- 4 Release the mouse button.

### To change the roof's pitch

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Right-click a side of the roof, then click Roof Properties from the pop-up menu that is displayed.
- 3 Click the radio button next to the pitch you want to apply.



- 4 (optional) Click the radio button next to Custom and specify a pitch in the dialog box. Click OK.
- 5 (optional) Click the radio button next to Custom and type a pitch of 0.0 in the dialog box to create a flat roof.
- 6 Click OK.

#### To elevate a roof by specifying a measurement

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Right-click a side of the roof.
- 3 Select Elevate Roof from the pop-up menu that is displayed, the Set Elevation dialog box is displayed.



- 4 Type the roof elevation in feet and inches separated by a hyphen in the text box.
- 5 Click OK.

**Note:** Checking the Float Above Topography box will cause the roof to be repositioned at ground level.

#### To elevate a roof by using the Elevation Slider

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the roof to select it.
- 3 On the left side of the screen, drag the Elevation Slider up or down.
- 4 Release the mouse. The roof is repositioned.

#### To change the roof's slope direction

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the roof to select it.

- 3** Rotate the bold arrow in the center of the roof section, until it points to the direction you want the section to fall.
- 4** Release the mouse. The slope is repositioned.

**Note:** Rotation is constrained to fifteen (15) degrees.

**To delete a roof**



- 1** On the Standard toolbar, click the Selection Tool.
- 2** Click the roof to select it.
- 3** Press the DELETE key on the keyboard, or right-click, then click Clear on the pop-up menu that is displayed.

## Drawing a Gambrel Roof

The Gambrel roof, or barn roof, is a popular style because it increases the usable space in the loft/attic area. A gambrel roof is composed of two pitches. The lower sections are created using the Four-Point Freehand Roof tool, while the upper pitch will be drawn using the Gable Roof Tool.



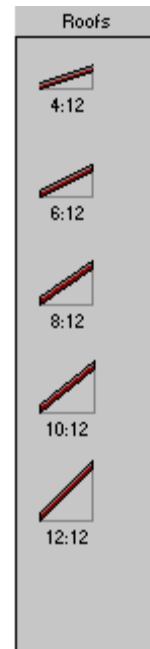
### To draw a gambrel roof

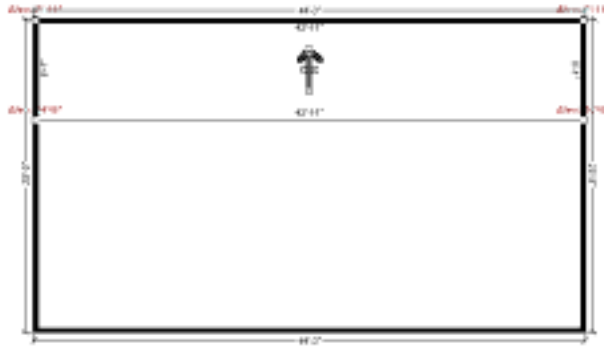


- 1 On the Roofing Plan tab, click the Four-Point Freehand Roof Tool. The Four-Point Freehand Roof Tool Properties dialog box is displayed.



- 2 Type 1" (one inch) in the Soffit Depth dialog box.
- 3 Click to check No Soffit, then click OK.
- 4 Click 12:12 on the Preview Bar.
- 5 Click a wall on the design window to define the start point of the roof section.
- 6 Hold down the mouse button and drag away from the wall section. A rubber-band line is displayed and follows the pointer. This line signifies the direction the roof section will rise. Notice that dimensions appear as you draw.





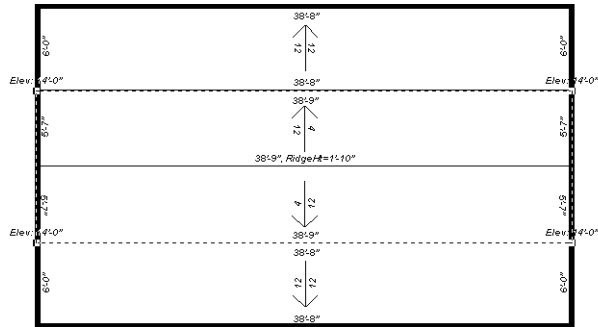
- 7 Release the mouse button. The roof section is drawn.
- 8 On the Edit menu, click Copy or press CTRL+C or right-click the selection and click Copy on the pop-up menu that is displayed.
- 9 On the Edit menu, click Paste or press CTRL+V or right-click the selection and click Paste on the pop-up menu that is displayed. A duplicate roof section is created.
- 10 Rotate the bold arrow in the center of the roof section 180 degrees so it faces the opposite direction from the other arrow.
- 11 Align this roof section on the other side of the floor plan. Note the elevation that is specified in red as the upper elevation of the roof section.



**Note:** At this point there will be a gap between the two roof sections, this gap will be filled with the Gable Roof section.



- 12 On the Roofing Plan tab, click the Gable Roof Tool.
- 13 For the upper section, click 4:12 on the Preview Bar.
- 14 Click on the design window, hold down the mouse button and drag.
- 15 Right-click the upper roof section and click Elevate Roof from the pop-up menu that is displayed.



16 Type the number noted from Step 11.

**Note:** The previous example specified 12:12 and 4:12 pitches, but any combination of pitches will work for this roof.



## Drawing a Saltbox Roof

Saltbox roofs are similar to gable roofs with an offset ridge. Although they are not symmetrical, they are extremely attractive and easy to create.



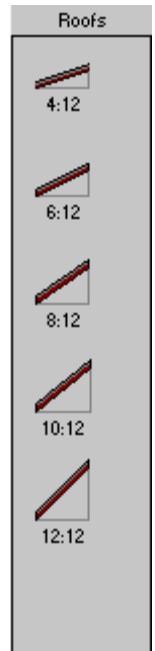
### To draw a saltbox roof

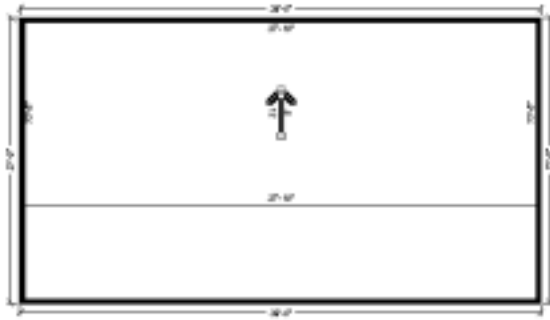


- 1 On the Roofing Plan tab, click the Four-Point Freehand Roof Tool. The Four-Point Freehand Roof Tool Properties dialog box is displayed.

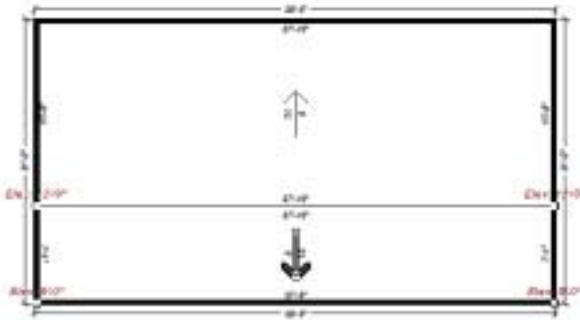


- 2 Type 1" (one inch) in the Soffit Depth dialog box.
- 3 Click to check No Soffit, then click OK.
- 4 Click 8:12 on the Preview Bar.
- 5 Click a wall on the design window to define the start point of the roof section.
- 6 Hold down the mouse button and drag away from the wall section. A rubber-band line is displayed and follows the pointer. This line signifies the direction the roof section will rise. Notice that dimensions appear as you draw.

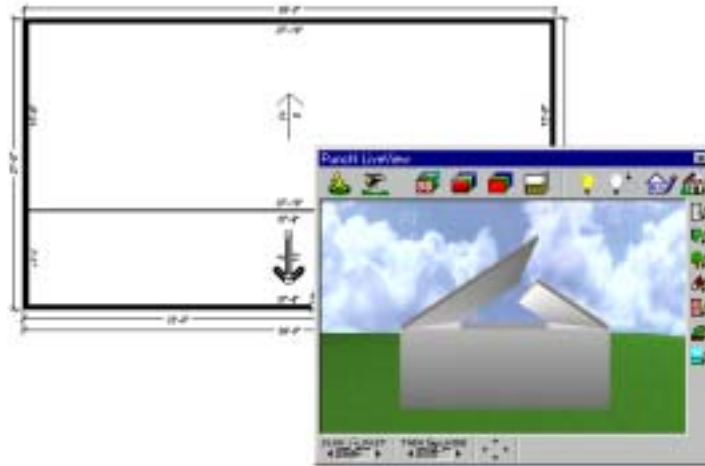




- 7 Press the mouse button and drag a box around all points of the roof section to select it. Note the elevation that is specified in red as the upper elevation of the roof section.
- 8 On the Edit menu, click Copy or press CTRL+C or right-click the selection and click Copy on the pop-up menu that is displayed.
- 9 On the Edit menu, click Paste or press CTRL+V or right-click the selection and click Paste on the pop-up menu that is displayed. A duplicate roof section is created.
- 10 Rotate the bold arrow in the center of the roof section 180 degrees so it faces the opposite direction from the other arrow.



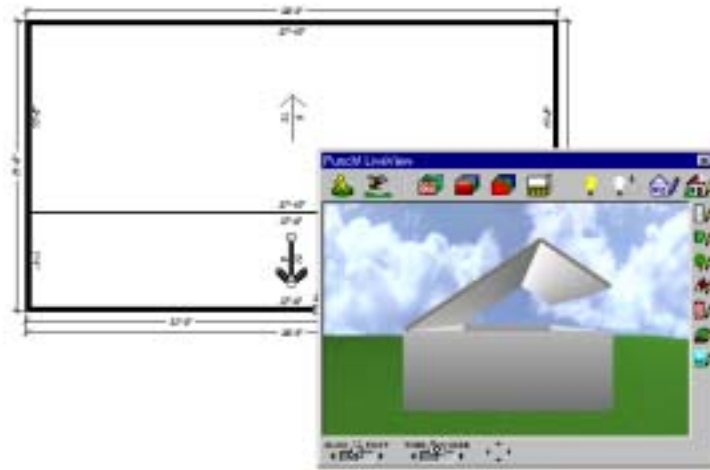
- 11 Click the lower edge of the second roof section and resize the roof.



- 12 Right-click the second roof section and click Set Roof Elevation from the pop-up menu that is displayed.



- 13 Type the number noted from Step 7.
- 14 Click the Highest point radio button, then click OK.



**Note:** To close the gable ends of this roof style refer to “Defining Gable Wall Segments” on page 97.



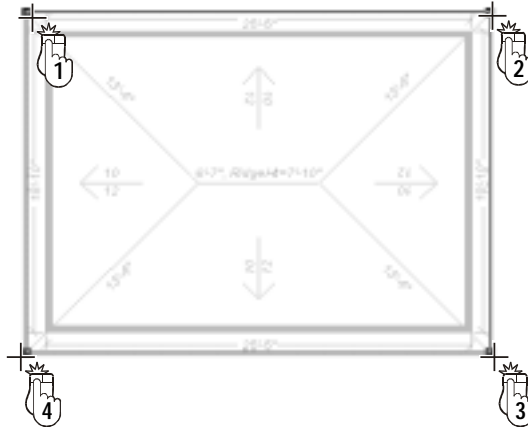
## Adding a Soffit

A soffit provides the barrier between the exterior wall and the roof overhang. You will add soffit after you have drawn exterior walls and all roof sections.

### To draw a soffit

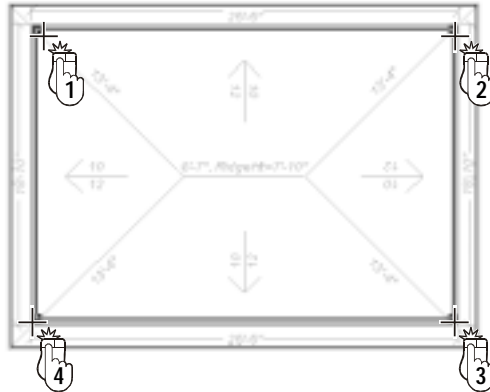


- 1 On the Floor Plan tab, click the Floor Tool. The Preview Bar displays the flooring thicknesses that are available.
- 2 On the Design menu, click Work on Floor, Work on Second Floor (or the floor you want to roof) or click on the Active Floor Icon, then click Work on Second Floor on the pop-up menu that is displayed.
- 3 Click the top thickness (one inch) on the Preview Bar.
- 4 Click on the design window to define the start point of the soffit. A rubber-band line is displayed and follows the pointer. This line signifies the first edge of the soffit. Notice that dimensions appear as you draw.
- 5 Following the outside perimeter of the roofline, click and move the pointer to the next corner point. Repeat until you have completely drawn the soffit.
- 6 Right click to end drawing mode.





- 7 On the Floor Plan tab, click the Floor Cutout Tool. The Preview Bar displays the flooring thicknesses that are available.
- 8 Click the top thickness (one inch) on the Preview Bar.
- 9 Following the inside perimeter of the exterior walls, click and move the pointer to the next corner point. Repeat until you have completely drawn the soffit cutout.
- 10 Right click to end drawing mode.



Before



After

# *Deck Plan Tab*

If you are looking for a way to add more living space to your existing home, but don't want to build an addition, you might consider adding a deck. Master Landscape contains an extensive toolset for designing outdoor living areas.

In this chapter, you will learn how to design multi-story and multi-level decks, including options for handrails, skirt trim and steps.



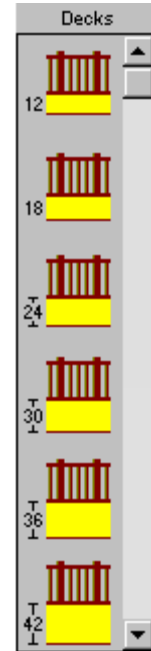
## Adding a Deck

Adding a deck is a great way to add living space to your home. With Master Landscape you can build deck sections on the fly with or without railings. All sections can be altered if you change your mind in the middle of the design process.

### To draw a deck



- 1 On the Deck Plan tab, click a Deck Tool. The Preview Bar displays predefined heights where the yellow area represents the distance from the deck floor to the ground.
- 2 On the Preview Bar click to select the needed deck height.
- 3 Click on the design window to define the start point of the deck. A rubber-band line is displayed and follows the pointer. This line signifies the first edge of the deck. Notice that dimensions appear as you draw.



- 4 Click and move the pointer to the next corner point. Repeat until you have completely drawn the deck.

### To move a deck



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the side of the deck you want to move.
- 3 Click again, hold down the mouse button and drag the deck to the new location.

**To reshape a deck**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the side of the deck you want to reshape.
- 3 Click a corner point, hold down the mouse button and drag.

**To remove a deck**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the side of the deck you want to remove.
- 3 Press the DELETE key on the keyboard, or right-click, then click Clear on the pop-up menu that is displayed.

## Calculating Square Footage of a Deck

With just two mouse clicks, you can quickly estimate the square footage for an area of deck. This feature is useful when calculating the cost of deck material.

**To calculate the square footage of a deck**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Right-click the side of the deck area you want to calculate, then click Deck Square Footage on the pop-up menu that is displayed.
- 3 The calculation is displayed in the status bar at the bottom of the window.



## Changing the Deck Height

Creating multi-story and multi-level decks is easy. With just a few mouse clicks, you can design a very elaborate and elegant deck.

### To change deck height

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Right-click the side of the deck you want to raise or lower, then click Deck Height on the pop-up menu that is displayed. The Deck Height dialog box is displayed.



- 3 Type the height, in inches. A positive number raises the deck, while a negative number lowers it.

**Note:** Fractions of inches are entered in decimal form.

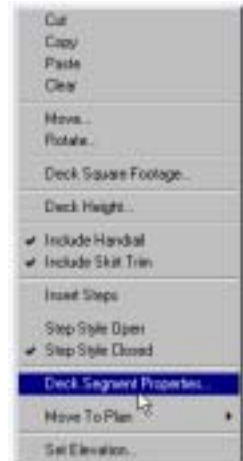


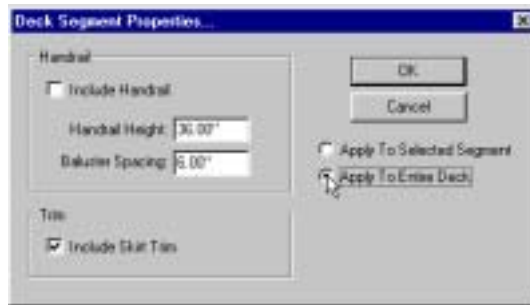
## Editing Handrail Options

With Master Landscape you can easily customize deck options. By default, handrail height is 36" and baluster spacing is set to 6".

### To remove handrails from the entire deck

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Double-click the side of the deck or right-click the side of the deck, then click Deck Segment Properties on the pop-up menu that is displayed. The Deck Segment Properties dialog box is displayed.
- 3 Uncheck the Include Handrail checkbox.

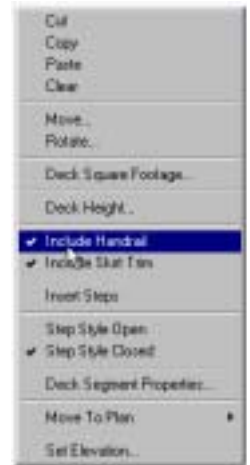




- 4 Click the Apply to Entire Deck button, then click OK. The handrail is removed from the entire deck.

### To remove handrails from one side

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Right-click the side of the deck where you want to remove handrails, then click to uncheck Include Handrail on the pop-up menu that is displayed.



### To change handrail height

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Double-click the side of the deck or right-click the side, then click Deck Segment Properties on the pop-up menu that is displayed. The Deck Segment Properties dialog box is displayed.
- 3 Type the new height, in inches.
- 4 Click the Apply to Entire Deck button, then click OK. The handrail is raised or lowered to the specified height.

### To change baluster spacing

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Double-click the side of the deck or right-click the side, then click Deck Segment Properties on the pop-up menu that is displayed. The Deck Segment Properties dialog box is displayed.
- 3 Type the new baluster spacing in inches.
- 4 Click the Apply to Entire Deck button, then click OK. The balusters are spaced to the specified distance.



## Editing Skirt Trim Options

By default, Skirt Trim is included on all sides of the deck. In addition to including skirt trim on only the sides you want, you can customize it by applying colors or textures. For more information on color and texture, see the chapter titled “Working with LiveView”, which begins on page 189.

### To remove skirt trim from one side

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Right-click the side of the deck where you want to remove skirt trim, then click to uncheck Include Skirt Trim on the pop-up menu that is displayed.

### To remove skirt trim from the entire deck

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Double-click the side of the deck or right-click the side, then click Deck Segment Properties on the pop-up menu that is displayed. The Deck Segment Properties dialog box is displayed.
- 3 Uncheck the Include Skirt Trim checkbox.



- 4 Click the Apply to Entire Deck button, then click OK. The skirt trim is removed from the entire deck.

## Editing Step Options

Using Master Landscape you can add steps to any side of your deck and customize them to meet your needs. By default, steps are added to the center of the deck side, but can be moved easily into any position.



### To add steps

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Right-click the side of the deck where you want to add steps, then click Insert Steps on the pop-up menu that is displayed. Steps are placed in the center of the deck side.

### To move steps

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the steps you want to move.
- 3 Click again, hold down the mouse button and drag the steps to the new location.

### To resize steps by clicking-and-dragging

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click to select the steps you want to resize.
- 3 Click an end point of the steps, hold down the mouse button and drag to resize.

### To resize steps by a specific measurement

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Double-click the steps you want to resize or right-click the steps, then click Deck Step Properties on the pop-up menu that is displayed. The Deck Step Properties dialog box is displayed.



- 3 Type the new width, in inches, then click OK.



### **To change the step height**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Double-click the steps you want to alter or right-click the steps, then click Deck Step Properties on the pop-up menu that is displayed. The Deck Step Properties dialog box is displayed.
- 3 Type the new height, in inches, then click OK.

**Note:** This is especially useful when designing multi-level decks, when you do not want the steps to reach the ground, just the next deck level.

### **To edit handrail placement**



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Double-click the steps you want to alter or right-click the steps, then click Deck Step Properties on the pop-up menu that is displayed. The Deck Step Properties dialog box is displayed.
- 3 Click to uncheck the checkbox next to Handrails on Left (or Right), then click OK. The handrails on the selected side will be removed.

### **To remove steps**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the steps to select them.
- 3 Press the DELETE key on the keyboard, or right-click, then click Clear on the pop-up menu that is displayed.

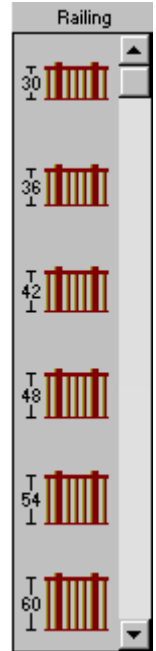
## Adding Custom Railings

Customizing railings is easy with Master Landscape, you can simply add railings to any side of your deck.

### To draw a straight railing



- 1 On the Deck Plan tab, click the Straight Railing Tool. The Preview Bar displays the heights that are available.
- 2 Click the railing height of your choice.
- 3 Click on the design window to define the start point of the Railing. A rubber-band Railing is displayed, with dimensions and follows the pointer.
- 4 Extend the Railing to the location you want, then right-click to end drawing mode.
- 5 (optional) Press and hold the SHIFT key while drawing to release the 15 degree constraint.



### To draw a curved railing



- 1 On the Deck Plan tab, click the Curved Railing Tool. The Preview Bar displays the heights that are available.
- 2 Click on the design window to define the start point of the Railing. A rubber-band Railing is displayed, with dimensions and follows the pointer.
- 3 Extend the Railing to the location you want, then right-click to end drawing mode.
- 4 (optional) Press and hold the SHIFT key while drawing to draw along a quarter round path.

## Modifying a Custom Railing

Once you have drawn a staircase, you can modify features and location to suit your needs. Using Master Landscape you gain total control over stairway width, riser and tread dimensions and handrail height and placement.

### Customizing railing features



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Double-click the railing you want to customize. The Railing Properties menu is displayed.



- 3 (optional) Type a new handrail height.
- 4 (optional) Type a new baluster spacing.
- 5 (optional) Specify whether railing posts are wanted by checking the box.
- 6 Click OK.

### Moving a railing

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the railing you want to reposition.
- 3 Click again, hold down the mouse button and drag the railing to the new location.

### Resizing a railing

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the railing you want to resize.
- 3 Click on an end point of the railing, hold down the mouse button and drag.

**To copy and paste a railing**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the railing you want to copy.
- 3 Right-click, then click Copy on the pop-up menu that is displayed or press CTRL+C on your keyboard.
- 4 Click Paste on the Edit menu or press CTRL+V on the keyboard. The railing you copied is displayed.

**Removing a railing**



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the center line of the railing you want to remove.
- 3 Press the DELETE key on the keyboard, or right-click, then click Clear on the pop-up menu that is displayed.

## Placing a Custom Staircase

In addition to the Add Steps feature, Master Landscape gives you the option of easily drawing custom staircases.

### To draw a straight staircase

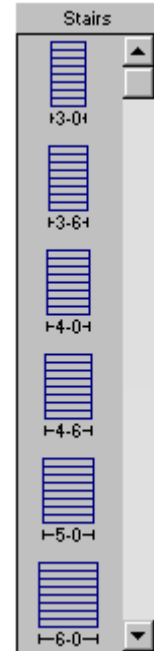


- 1 On the Deck Plan tab, click the Straight Staircase Tool. The Preview Bar displays the widths that are available.
- 2 Click the Staircase width of your choice.
- 3 Click on the design window to define the start point of the staircase. A rubber-band staircase is displayed, with dimensions and follows the pointer.
- 4 Extend the staircase to the location you want, then right-click to end drawing mode.
- 5 (optional) Press and hold the SHIFT key while drawing to release the 15 degree constraint.

### To draw a curved staircase



- 1 On the Deck Plan tab, click the Curved Staircase Tool. The Preview Bar displays the widths that are available.
- 2 Click the Staircase width of your choice.
- 3 Click and release on the design window to define the start point of the staircase. A rubber-band staircase is displayed and follows the pointer.
- 4 Move in the direction you want the stairs to rise, then click to place the staircase.
- 5 (optional) Press and hold the SHIFT key, while drawing, to constrain stairs to a perfect arc.



## Modifying a Custom Staircase

Once you have drawn a staircase, you can modify features and location to suit your needs. With Master Landscape you have total control over stairway width, riser and tread dimensions and handrail height and placement.

### Customizing staircase features



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Double-click the staircase you want to customize. The Staircase Properties menu is displayed.



- 3 (optional) Type a new staircase height and width in inches.
- 4 (optional) Type a new riser height in inches.
- 5 (optional) Type a tread width in inches.
- 6 (optional) Specify handrail height in inches and where they are to be located.

**Note:** Fractions of inches are entered in decimal form.

- 7 (optional) Specify skirted or open wall stairs.
- 8 (optional) Specify open or closed-back stairs (no risers).
- 9 Click OK.

### Moving a staircase

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the center line of the staircase you want to reposition.
- 3 Click again, hold down the mouse button and drag the staircase to the new location.



### **Resizing a staircase**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the center line of the staircase you want to resize.
- 3 Click on an end point or midpoint of the staircase, hold down the mouse button and drag.

### **To copy and paste a staircase**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the center line of the staircase you want to copy.
- 3 Right-click, then click Copy on the pop-up menu that is displayed or press CTRL+C on your keyboard.
- 4 On the Edit menu, click Paste or press CTRL+V on the keyboard. The stairway you copied is displayed.

### **Removing a staircase**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the center line of the staircase you want to remove.
- 3 Press the DELETE key on the keyboard, or right-click, then click Clear on the pop-up menu that is displayed.

## *CAD Plan Tab*

Master Landscape provides tools specifically for 2D drawing. Items drawn with these tools will not show up in the 3D LiveView window. Using the CAD tools, which include rectangles, ovals, multigons, arcs, lines and so on, you can draw almost anything from elaborate outdoor lighting schematics to simple notations.



## Using the CAD tools

With Master Landscape, you can draw items that will appear only in the 2D design window. This will be useful for notated areas, areas you may want to change and so on.

### To draw rectangles and squares



- 1 On the CAD tab, click the Rectangle Tool. The pointer changes to reflect drawing mode.
- 2 Click on the design window to define the start point of the rectangle. A rubber-band rectangle is displayed and follows the pointer.
- 3 Hold the mouse button down as you extend the rectangle to the size you want.
- 4 Release the mouse button.

### To draw circles and ovals



- 1 On the CAD tab, click the Oval Tool. The pointer changes to reflect drawing mode.
- 2 Click on the design window to define the start point of the circle. A rubber-band rectangle is displayed and follows the pointer.
- 3 Hold the mouse button down as you extend the circle to the size you want.

**Note:** To draw an oval, press and hold the SHIFT key while drawing.

- 4 Release the mouse button.

### To draw lines



- 1 On the CAD tab, click the Line Tool. The pointer changes to reflect drawing mode.
- 2 Click on the design window to define the start point of the line. A rubber-band line is displayed and follows the pointer.
- 3 Hold the mouse button down as you extend the line to the size you want.
- 4 Release the mouse button.

**Note:** To draw perfectly horizontal or vertical lines, press and hold the SHIFT key while drawing.

### To draw a polygon



- 1 On the CAD tab, click the Polygon Tool. The pointer changes to reflect drawing mode.
- 2 Click on the design window to define the start point of the polygon. A rubber-band line is displayed and follows the pointer. This line signifies the first side of your polygon.
- 3 Click and move the mouse to the next corner point. Repeat until you have drawn the necessary shape.
- 4 Right click to end drawing mode.

**Note:** To draw perfectly horizontal or vertical lines, press and hold the SHIFT key while drawing.

### To draw an arc



- 1 On the CAD tab, click the Arc Tool. The pointer changes to reflect drawing mode.
- 2 Click on the design window to define the start point of the arc. A rubber-band arc is displayed and follows the pointer.
- 3 Hold the mouse button down as you extend the arc to the size you want.
- 4 Release the mouse button.

### To draw a circular arc



- 1 On the CAD tab, click the Circular Arc Tool. The pointer changes to reflect drawing mode.
- 2 Press the mouse button on the design window to define the center point of the arc. A rubber-band line is displayed and follows the pointer. This line signifies the radius of your arc.
- 3 Hold the mouse button down while you extend the radius until it is the size you want.
- 4 Release the mouse button.
- 5 Move the mouse clockwise or counter-clockwise to create the shape you want.
- 6 Click to end drawing mode.

### To draw a multigon



- 1 On the CAD tab, click the Multigon Tool. The pointer changes to reflect drawing mode.
- 2 Click on the design window to define the start point of the multigon. A rubber-band multigon is displayed and follows the pointer.
- 3 Hold the mouse button down as you extend the multigon to the size you want.
- 4 Release the mouse button.



### To hide automatic dimensioning

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Right-click a CAD object on your design window. The edit CAD object pop-up menu is displayed.
- 3 Click Automatic Dimensioning on the pop-up menu.

### To reshape CAD objects

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click a CAD object to select it.
- 3 Click and hold down the mouse button, drag the segment or point to a new location, then release the mouse button.

**Note:** To constrain movements horizontally or vertically, press SHIFT while reshaping the object.

Part 3

# *Customizing Your Drawing*

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# *Editing Your Drawing*

In addition to standard Windows commands like cut, copy, paste and delete, Master Landscape includes more sophisticated modes of manipulating your design. You can copy or move objects, walls and so on, to different floors as well as between plan layers.

You can flip your entire design either vertically or horizontally to make it easy to view it from any angle or from any direction. In addition, you can move or rotate your entire floor plan at one time.

More advanced concepts are also covered in this chapter, such as rotating individual objects to custom fit them into your design and elevating objects using the Elevation Slider to achieve perfect placement. Learn to customize settings like nudge factor, so Master Landscape works best for you.

## Editing Using Cut, Copy, Paste and Clear

Cut moves the selection to the Clipboard and deletes the original. Copy places a duplicate of the selection on the Clipboard. Paste places the contents of the Clipboard into your drawing. You can place the Clipboard contents as many times as necessary. Clear removes the selection.

### To edit using the cut command



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the selection you want to cut.
- 3 On the Edit menu, click Cut or press CTRL+X or right-click the selection and click Cut on the pop-up menu that is displayed. The selection is removed to the Clipboard.

### To edit using the copy command

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the selection you want to copy.
- 3 On the Edit menu, click Copy or press CTRL+C or right-click the selection and click Copy on the pop-up menu that is displayed. The selection is copied to the Clipboard.

### To edit using the paste command

- 1 On the Standard toolbar, click the Selection Tool.
- 2 On the Edit menu, click Paste or press CTRL+V or right-click the selection and click Paste on the pop-up menu that is displayed. The selection is copied from the Clipboard to the design window.

### To edit using the clear command

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the selection you want to cut.
- 3 On the Edit menu, click Clear or press DELETE or right-click the selection and click Clear on the pop-up menu that is displayed. The selection is removed from your design.

## Using Undo

With Master Landscape you can specify up to 50 levels of Undo, making it easy to recover your work. The lower you set the levels, the more system resources you conserve.

### To use undo

- On the Edit menu, click Undo or press CTRL+Z. The previous action is reversed.

### To turn off undo

- 1 On the Edit menu, click Undo Preferences, the Undo Preferences dialog box is displayed.



- 2 Click the Deactivate Undo (Faster) box, then click OK.

### To set undo parameters

- 1 On the Edit menu, click Undo Preferences, the Undo Preferences dialog box is displayed.



- 2 Type the number of undo levels you want to use; click OK.

### To use redo

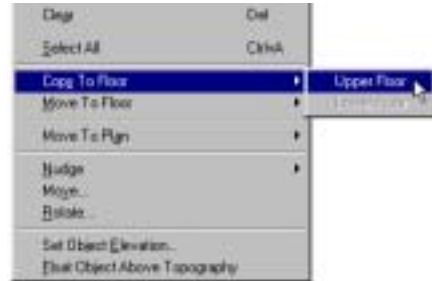
- On the Edit menu, click Redo or press CTRL+Y. The previous action is reversed.

## Copying Objects to Different Floors

There may be times when you want multiple floors to contain duplicates. Copy to Floor leaves the object in its original position and places a duplicate where you define.

### To copy from one floor to another

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the object or objects you want duplicated.
- 3 On the Edit menu, click Copy to Floor, Upper Floor. Select Lower Floor if you want to copy the original down one level.



## Moving Objects to Different Floors

With Master Landscape you can move selections between plan layers, Move to Floor deletes these objects from their original position.

### To move everything from one floor to another

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the object or objects you want moved. To select more than one object, press the SHIFT key while clicking objects.
- 3 On the Edit menu, click Move to Floor, Upper Floor. Select Lower Floor if you want to move the original down one level.



## Moving Features to Different Plans

With Master Landscape you can move selections to different plan layers, Move to Floor deletes these objects from their original position. This will be useful if you want to place a story between two stories that you have drawn.

### To move features from one plan to another

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the feature or object you want moved. To select more than one object, press the SHIFT key while clicking objects.
- 3 On the Edit menu, click Move to Plan, then specify the plan where you want the feature to appear.
- 4 (optional) Right-click the selection and click Move to Plan on the pop-up menu that is displayed, then click which plan. The selection is moved to a different plan.



## Moving the Entire Floor Plan

At any point during the design process, you can move the entire plan. With just a couple mouse clicks, you can see how your dream home will look on different parts of your lot.

### To move the entire floor plan

- 1 On the Design menu, click Move Entire Plan. The Move Plan dialog box is displayed.



- 2 Click either Cartesian or Polar, then type amount you want the plan moved in the appropriate text boxes.
- 3 Click OK. The plan is moved based on the coordinates you specified.

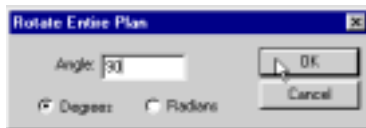
**Note:** Coordinates are measured in inches or they can be measured in feet and inches separated by a hyphen.

## Rotating the Entire Floor Plan

At any point during the design process, you can rotate the entire plan. With just a couple mouse clicks, you can see how your dream home will look facing a different direction on your lot.

### To rotate the entire floor plan

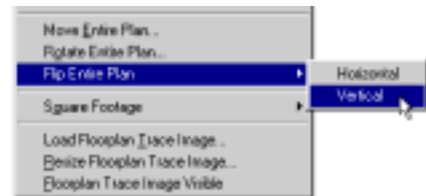
- 1 On the Design menu, click Rotate Entire Plan. The Rotate Plan dialog box is displayed.



- 2 Click either Degrees or Radians, then type the angle you want to rotate the plan in the Angle text box.
- 3 Click OK. The plan is rotated based on the angle measurement you specified.

## Flipping the Entire Floor Plan

With Master Landscape you can create a mirror image of your floor plan. It is easy to see how your plan will look from various angles and directions.



### To flip the floor plan vertically

- On the Design menu, click Flip Entire Plan, then select Vertical. The floor plan is flipped.

### To flip the floor plan horizontally

- On the Design menu, click Flip Entire Plan, then select Horizontal. The floor plan is flipped.

## Using Nudge

Once you've placed an object or feature, you can precisely move it into position using Nudge. Nudge utilizes the arrow keys to move selected objects or features a specified distance. Nudge works in tandem with the Snap Grid. To learn more about the Snap Grid, refer to "Using the Grid" on page 24.

### To adjust Nudge settings

- 1 On the Options menu, confirm there is a check next to Snap to Grid. This confirms that the Snap Grid is activated.
- 2 On the Options menu, click Grid Properties or press CTRL+G. The Grid Properties dialog box is displayed.



- 3 Enter, in inches, the Snap Grid distance you want to set. Click OK.
- 4 On the Edit menu, click Nudge, then click the direction (up, down, left, right) or use the arrow keys on your keyboard.

**Note:** When the "Snap to Grid" is turned off, Nudge moves the object or feature one pixel at a time instead of snapping to grid distance.

### To move a selection using the Nudge feature

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the object or feature to select it.
- 3 On the Edit menu, click Nudge, then click the direction (up, down, left, right).
- 4 (optional) Use the arrow keys on your keyboard to nudge the object or feature.

## Rotating a Selection

Using the rotate feature, you can easily spin an object around any point. This is useful when you want to face an object in a different direction from which it was drawn. Using the Rotate tool you can freely rotate the selection, or you can specify the exact amount of rotation using the Rotate dialog box.

### To freely rotate an object



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the object, wall, or feature you want to rotate.



- 3 On the Standard toolbar, click the Rotate Tool.
- 4 Click the object, hold down the mouse button and move the pointer in the direction that you want the object to rotate. Degree of rotation will appear in the status bar as you draw. Press SHIFT to release the 45 degree constraint.
- 5 Release the mouse button.

**Note:** The item rotates around its center point.

### To rotate by specifying an amount

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the object, wall, or feature you want to rotate.
- 3 Right-click the selection and click Rotate on the pop-up menu that is displayed.



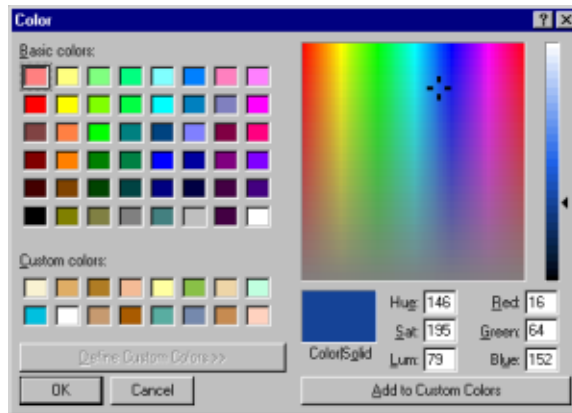
- 4 Type, in degrees or radians, the amount you want to rotate the object and click OK. The object is rotated.

## Customizing Floorplan Colors

Master Landscape gives you the option of assigning custom colors to areas of your design. All floorplan colors can be changed by accessing the right-click plan options menu. For more information on the right-click menus, see “Right-Click Pop-up Menus” on page 21.

### To assign a working floor color

- 1 On the Options menu, click Screen Colors, then click Working Floor Color. The Color matrix will appear.



- 2 Click a color from the Basic Color list. Click OK.

**Note:** The ColorSolid preview box will display the chosen color.

- 3 (optional) Click a color from the Custom Colors list. Click OK.
- 4 (optional) Move the arrow to the right of the colorbar at the right of the Color dialog box. Click OK.
- 5 (optional) On the Color Spectrum box, click a color or click-and-drag the color marker. Click OK.
- 6 (optional) Type Hue, Saturation and Luminosity variables. Click OK.
- 7 (optional) Type Red, Green and Blue variables. Click OK.

**To assign an inactive floor color**

- 1 On the Options menu, click Screen Colors, then click Inactive Floor Color. The Color matrix will appear.
- 2 Click a color from the Basic Color list. Click OK.

**Note:** The Color|Solid preview box will display the chosen color.

- 3 (optional) Click a color from the Custom Colors list. Click OK.
- 4 (optional) Move the arrow to the right of the colorbar at the right of the Color dialog box. Click OK.
- 5 (optional) On the Color Spectrum box, click a color or click-and-drag the color marker. Click OK.
- 6 (optional) Type Hue, Saturation and Luminosity variables. Click OK.
- 7 (optional) Type Red, Green and Blue variables. Click OK.

**To assign a background color**

- 1 On the Options menu, click Screen Colors, then click Background Color. The Color matrix will appear.
- 2 Click a color from the Basic Color list. Click OK.

**Note:** The Color|Solid preview box will display the chosen color.

- 3 (optional) Click a color from the Custom Colors list. Click OK.
- 4 (optional) Move the arrow to the right of the colorbar at the right of the Color dialog box. Click OK.
- 5 (optional) On the Color Spectrum box, click a color or click-and-drag the color marker. Click OK.
- 6 (optional) Type Hue, Saturation and Luminosity variables. Click OK.
- 7 (optional) Type Red, Green and Blue variables. Click OK.

**To reset all colors**

- On the Options menu, click Screen Colors, then click Reset Colors. All colors will be reset to the default values.

## Elevating Objects

The elevate object command will be extremely useful. From “lifting” lamps onto tables to elevating planters and benches onto your deck, exact placement is easy.

### To elevate an object



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the object, wall or feature you want to elevate.
- 3 On the Edit menu, click Elevate Object. The Elevate Object dialog box is displayed.



- 4 Type the amount you want to elevate the object and click OK. The object is elevated.

**Note:** To specifying an amount in inches you may use either 18 or 18". To specify an amount in feet and inches they must be separated by a hyphen, for instances 18-0, 8'-6" and so on. A single number like 20, 20" or even 20', will be understood as 20 inches.

- 5 (optional) The Float Above Topography switch causes objects to follow the lay of the land, see page 187.

## Using Elevation Slider

With the Elevation Slider you can easily move selected items vertically. This feature makes it a snap to make sure windows, doors, plants and so on, are in exactly the position you want.

### To use the elevation slider

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the object, wall or feature you want to elevate.
- 3 Click the Elevation Slider at the left side of your window and move the elevation control up or down until the object is in the correct position.
- 4 Release the mouse. The elevation of the object is changed.

### To set the working elevation

- 1 Right-click the Elevation Slider at the left side of your window and click Set Working Elevation from the pop-up menu that is displayed.



- 2 Type the necessary elevation in inches, or feet and inches separated with a hyphen. Click OK.
- 3 (optional) Right-click while nothing is selected and click Set Working Elevation from the pop-up menu that is displayed.

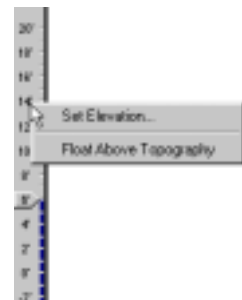
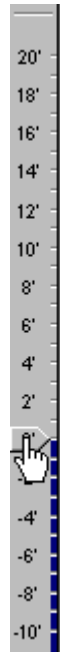
### To set the elevation of a group of objects

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Press SHIFT and click each object you want to elevate.
- 3 Right-click the Elevation Slider at the left side of your window and click Set Elevation from the pop-up menu that is displayed.



- 4 Type the elevation in inches, or feet and inches separated with a hyphen. Click OK.

**Note:** If the objects were located at various elevations, all selected objects will be reset to the elevation specified.



**To make features follow custom topography**



- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the feature(s) you want to follow the custom topography.
- 3 Right-click the Elevation Slider at the left side of your window and click Float Above Topography from the pop-up menu that is displayed.
- 4 (optional) Right-click the Elevation Slider at the left side of your window and click Set Elevation from the pop-up menu that is displayed.



- 5 Check the box which specifies Float Above Topography. Click OK.



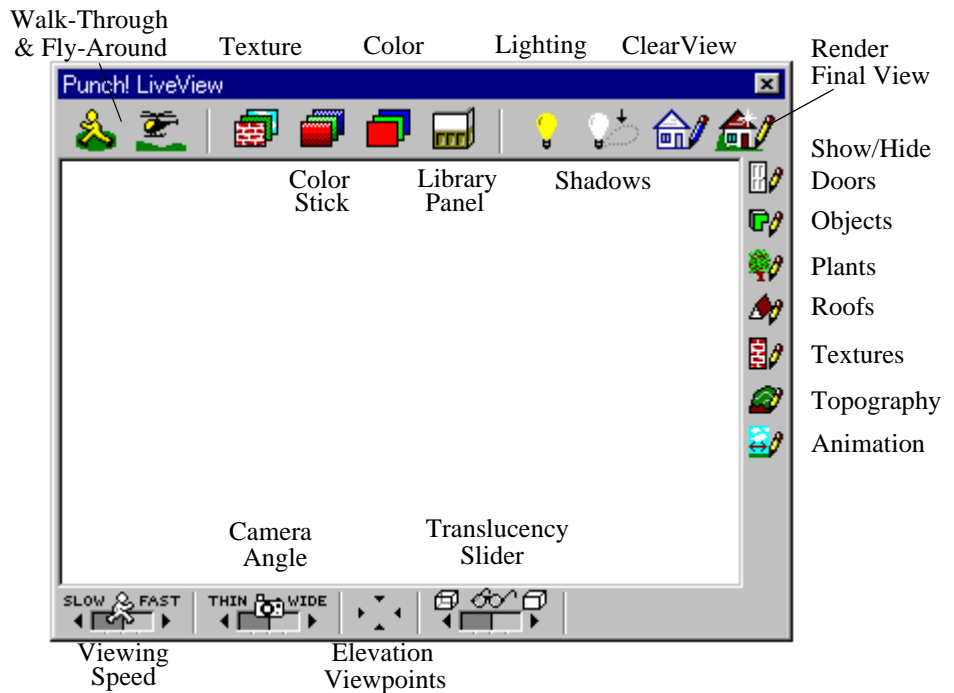


# Working with LiveView

Punch! Master Landscape and Home Design lets you view your home in photo-realistic 3D. You can select exterior and interior wall color, add realistic roof materials and select from a variety of wood textures to make your home design completely unique. In the LiveView Window, you can view elevations of your design from a variety of angles.

Using color and texture features, you can make decorative changes to your home design as quickly as you think of them. This makes it easy to experiment with a variety of colors, both inside and outside your home, before picking up a paintbrush!

With the powerful ClearView feature, you can literally see into the walls.



## Opening a LiveView Window

There are three pre-set LiveView window sizes, but you are not limited to those three views. The LiveView window can be repositioned and resized to fit your design requirements. All LiveView window pre-set sizes may be accessed with the right-click plan options menu. For more information on the right-click menus, see “Right-Click Pop-up Menus” on page 21.

### To display the 2D plan view and a small 3D view



- On the Window menu, click 3D Quarter View, click the 3D Quarter View icon, or right-click while nothing is selected and click 3D Quarter View from the pop-up menu that is displayed.



### To display a split 2D and 3D view



- On the Window menu, click Split Plan/3D View or click the Split Plan/3D View icon, or right-click while nothing is selected and click Split Plan/3D View from the pop-up menu that is displayed.



### To display a 3D view only



- On the Window menu, click 3D Full View, or click the 3D Full View icon, or right-click while nothing is selected and click 3D Full View from the pop-up menu that is displayed.



## Moving around in 3D

Master Landscape provides two interactive 3D viewing options, the 3D Walk-Through and Fly-Around views. Using interactive viewing, you can vary the viewing level by adjusting the altitude and height. Viewing speed and camera angle can also be adjusted to provide the best viewing capabilities available.

### To view your home using Walk-Through



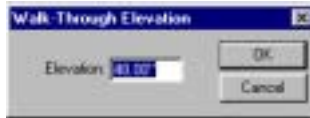
- 1 Open a LiveView window, as explained earlier in this chapter.
- 2 On the View menu, click 3D Viewing Method, Walk-Through, or click the Walk-Through button on the LiveView window.
- 3 Position the mouse pointer in the LiveView window, then click and drag up to move inward.
- 4 Position the mouse pointer in the LiveView window, then click and drag down to move outward.

### To change Walk-Through elevation with the mouse

- Press and hold the right mouse button down to raise and lower the viewpoint, alternately.

**To specify an absolute Walk-Through elevation**

- 1 Open a LiveView window, as explained earlier in this chapter.
- 2 On the View menu, click 3D Viewing Method, Walk-Through Elevation. The Walk-Through Elevation dialog box is displayed.
- 3 Type a new elevation measurement in inches, then click OK.

**To view your home using Fly-Around**

- 1 Open a LiveView window, as explained earlier in this chapter.
- 2 On the View menu, click 3D Viewing Method, Fly-Around, or click the Fly-Around button on the LiveView window.
- 3 Move the Fly-Around pointer around inside the LiveView window and watch the view move dynamically.

**To change Fly-Around altitude with the mouse**

- Press and hold the right mouse button down to change the viewpoint.

**To specify an absolute Fly-Around altitude**

- 1 Open a LiveView window, as explained earlier in this chapter.
- 2 On the View menu, click 3D Viewing Method, Fly-Around Altitude. The Fly-Around Altitude dialog box is displayed.
- 3 Type a new elevation measurement, then click OK.

**To adjust the 3D camera angle**

- 1 Open a LiveView window, as explained earlier in this chapter.
- 2 At the bottom of the LiveView window, click the right camera angle arrow to widen the view.
- 3 At the bottom of the LiveView window, click the left camera angle arrow to narrow the view.

**To increase or decrease the Fly-Around and Walk-Through speed**

- 1 Open a LiveView window, as explained earlier in this chapter.
- 2 At the bottom of the LiveView window, click the right speed arrow to speed up the viewing method.
- 3 At the bottom of the LiveView window, click the left arrow to slow down the viewing method.

**Note:** The faster the viewing speed, the lower the quality of the rendered 3D image.

## Applying Texture

With Master Landscape, customizing the exterior of your home is a simple drag and drop procedure. Available textures include brick, stucco, gravel, roofing and so on.

**To apply texture**

- 1 Open a LiveView window, as explained earlier in this chapter. A gray, 3D view of your home is displayed in a new window.
- 2 In the LiveView window, click the Texture Tool. Textures appear in the drag-and-drop Preview Bar.
- 3 (optional) At the top of the Preview Bar, click the down arrow next to “Textures” to display the Textures style menu, then click to check the texture you want, for instance brick, stucco, stone, siding and so on. Options of the selected texture will be displayed on the Preview Bar.
- 4 Scroll to view the available textures.
- 5 Click the siding you want to apply, hold down the mouse button and drag the texture onto the exterior walls of your home in the LiveView window. The texture you selected is applied.



**Note:** To increase the accuracy of applying textures, it may help to zoom in closer to what you are texturing.

**Note:** To apply texture to a door, apply the texture to the trim of the door, not the door itself.

**To apply a series of the same texture**

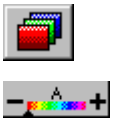
- 1 Open a LiveView window, as explained earlier in this chapter. A gray, 3D view of your home is displayed in a new window.
- 2 In the LiveView window, click the Texture Tool. Textures appear in the drag-and-drop Preview Bar.
- 3 (optional) At the top of the Preview Bar, click the down arrow next to “Textures” to display the Textures style menu, then click to check the texture you want, for instance brick, stucco, stone, siding and so on. Options of the selected texture will be displayed on the Preview Bar.
- 4 Scroll to view the available textures.
- 5 Right-click the texture you want to apply.
- 6 Right-click on each wall where you want the chosen texture to appear.
- 7 Click the left mouse button to end. The texture you selected is applied.

## Applying Color

With Master Landscape, you can try out various color schemes with ease. Now you can choose between color families with just a few mouse clicks. Walls are just one example of what can be colorized; you can also apply color to furniture, window trim, doors, fences and so on. To apply different paint colors to different rooms, refer to “Breaking a Wall” on page 108.

**To apply color from the color ramp**

- 1 Open a LiveView window, as explained earlier in this chapter. A gray, 3D view of your home is displayed in a new window.
- 2 In the LiveView window, click the Color Ramp Tool. Twenty-five shades of the same color appear in the drag-and-drop Preview Bar.
- 3 (optional) At the top of the Preview Bar, click the plus (+) or minus (-) signs next to the color spectrum to change the color family.
- 4 Scroll to view the variations of that color.
- 5 Click the color you want to apply, hold down the mouse button and drag the color onto the exterior walls of your home in the LiveView window. The color you selected is applied.



**Note:** To apply color to a door, apply the color to the trim of the door, not the door itself.

### To apply color from a customizable palette



- 1 Open a LiveView window, as explained earlier in this chapter. A gray, 3D view of your home is displayed in a new window.
- 2 In the LiveView window, click the color Tool. Colors appear in the drag-and-drop Preview Bar.
- 3 (optional) At the top of the Preview Bar, click the down arrow next to “Colors” to display the Colors style menu, then click to check Spring or whichever category you prefer. The color palette is displayed on the Preview Bar.
- 4 Scroll to view the available spring colors.
- 5 Click the color you want to apply, hold down the mouse button and drag the color onto the exterior walls of your home in the LiveView window. The color you selected is applied.

**Note:** To customize a color, see “To define a custom color” on page 196.

### To apply a series of the same color



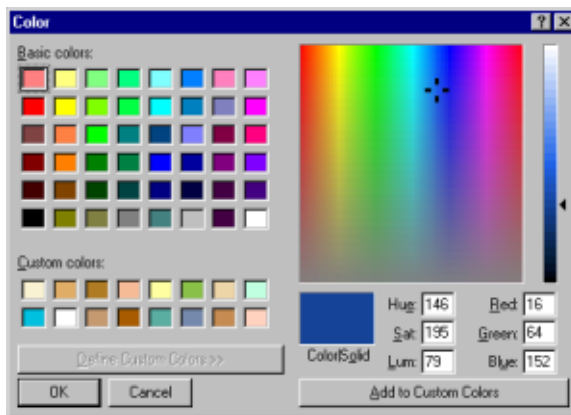
- 1 Open a LiveView window, as explained earlier in this chapter. A gray, 3D view of your home is displayed in a new window.
- 2 In the LiveView window, click a Color Tool. Colors appear in the drag-and-drop Preview Bar.
- 3 (optional) At the top of the Preview Bar, click the down arrow next to “Colors” to display the Colors style menu, then click to check Spring. The Spring color palette is displayed on the Preview Bar.
- 4 Scroll to view the available spring colors.
- 5 Right-click the color you want to apply.
- 6 On the LiveView window, right-click on each wall where you want the chosen color to appear.
- 7 Click the left mouse button to end. The color you selected is applied.

## Using Custom Colors

With Master Landscape, you can define your own custom color with the Color dialog box. You can start with one of the basic colors available, then change its red, blue or green values, or click on a color in the color spectrum window to “mix” your own color. By customizing colors, you are sure to find the exact color you want.

### To define a custom color

- 1 Open a LiveView window, as explained earlier in this chapter and set up an interior or exterior 3D view.
- 2 In the LiveView window, click the color button. Colors appear in the drag-and-drop Preview Bar.
- 3 (optional) At the top of the Preview Bar, click the down arrow next to “Colors” to display the Colors style menu, then click to check Summer. The Summer color palette is displayed on the Preview Bar.
- 4 Double-click one of the colors on the Preview Bar. The Color dialog box is displayed.



- 5 (optional) Adjust the current Red, Green and Blue values to create a custom color.
- 6 (optional) Click an area on the color spectrum window to select a color, then adjust the RGB values, if necessary.
- 7 Click OK. The color you defined is displayed on the Preview Bar.

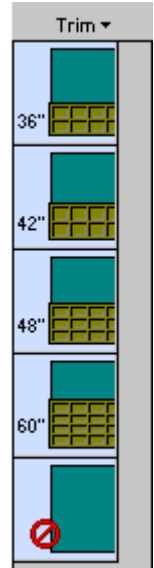
## Applying Wall Trims

All interior walls are drawn with base trim. It is easy to add library paneling for an elegant appearance or to apply two different textures on one wall.

### To apply library paneling



- 1 Open a LiveView window, as explained earlier in this chapter. A gray, 3D view of your home is displayed in a new window.
- 2 In the LiveView window, click the Library Paneling button.
- 3 At the top of the Preview Bar, click the down arrow next to “Trim”, then select Library Paneling from the menu. Library paneling options appear in the Preview Bar.
- 4 Click the library paneling you want to apply, hold down the mouse button and drag it onto the wall of your home in the LiveView window. The library paneling you selected is applied.



### To apply a series of library paneling

- 1 Open a LiveView window, as explained earlier in this chapter. A gray, 3D view of your home is displayed in a new window.
- 2 In the LiveView window, click the Library Paneling button.
- 3 At the top of the Preview Bar, click the down arrow next to “Trim”, then select Library Paneling from the menu. Library paneling options appear in the Preview Bar.
- 4 Right-click the library paneling you want to apply.
- 5 Right-click on each wall section where you want the library paneling to appear.
- 6 Click the left mouse button to end. The library paneling you selected is applied.

### To remove library paneling



- 1 Open a LiveView window, as explained earlier in this chapter. A gray, 3D view of your home is displayed in a new window.
- 2 In the LiveView window, click the Library Paneling button.
- 3 At the top of the Preview Bar, click the down arrow next to “Trim”, then select Base Trim from the menu. Base trim options appear in the Preview Bar.
- 4 Click the base trim you want to apply, hold down the mouse button and drag it onto the wall of your home in the LiveView window. The base trim you selected is applied.
- 5 (optional) Apply the bottom base trim on the Preview Bar to remove wall trim entirely.

## Adding Lighting and Shadows

With Master Landscape you can customize the lighting and shadows. You can virtually see how that big oak tree casts shadows into your living room window.

### To adjust the lighting intensity in a 3D View



- 1 Open a LiveView window, as explained earlier in this chapter.
- 2 On the View menu, click 3D Lighting, or click the 3D Lighting button on the LiveView window. The 3D Lighting dialog box is displayed.
- 3 Click the direction from which you want the light to originate in the Direction section of the 3D Lighting dialog box.
- 4 Increase or decrease the light intensity by clicking and dragging the intensity slider.
- 5 Increase or decrease the overall brightness by clicking and dragging the brightness slider.
- 6 Click OK.



### To add shadows to a 3D view



- 1 Open a LiveView window, as explained earlier in this chapter.
- 2 On the View menu, click 3D Shadows or click the 3D Shadows button on the LiveView window.

### To hide shadows from a 3D view

- On the View menu, click to uncheck 3D Shadows, or click the 3D Shadows button on the LiveView window.

### To control shadow quality

- On the View menu, click Shadow Quality and click either High (slow) or Low (fast).

## Viewing Elevations

Master Landscape makes seeing your floorplan in elevation view a snap. With two mouse clicks the elevation, from any angle, will fill the window. Elevations may be viewed at any time in either completion or framing phase.

### To view elevations



- 1 On the Window menu, click 3D Full View, or click the 3D Full View icon.

**Note:** If your plan is displayed in Framing mode, on the View menu, click 3D Completion Phase.



- 2 In the LiveView window, click one of the Elevation buttons. The Set Elevation Zoom menu is displayed.



- 3 Type the Elevation Zoom you want, then click OK.

**Note:** The higher the Elevation Zoom percentage, the closer the elevation will appear.

**Note:** By clicking the other three Elevation buttons, you will view your floorplan from other angles.

### To return to default view mode

- Click either the Walk-Through or Fly-Around icon.

## Using ClearView

With Master Landscape's ClearView option you can view your three dimensional floorplan in varying stages of opacity. With a couple of clicks of the mouse, you may see potential hidden conflicts.

### To view a room using ClearView



- 1 On the Window menu, click 3D Full View or click the 3D Full View icon. If your room is displayed in Framing mode, on the View menu, click 3D Completion Phase.
- 2 On the View menu, click Render ClearView or click the ClearView Tool.



### To view an elevation using ClearView



- 1 In the LiveView window, click one of the Elevation buttons.
- 2 On the View menu, click Render ClearView or click the ClearView Tool.



**Note:** By clicking the other three Elevation buttons, you will view a ClearView rendering of your floorplan from other angles.



### To control the opacity of a ClearView rendering

- 1 On the View menu, click Render ClearView or click the ClearView Tool.
- 2 Click the left arrow on the Translucency Slider. Your floorplan will appear more translucent.
- 3 Click the right arrow on the Translucency Slider. Your floorplan is displayed more solidly.



**Note:** The Translucency Slider will only appear while working in ClearView.

**Note:** To return to normal view, click the ClearView Tool.

## Adjusting Rendering Quality

Master Landscape technology includes anti-aliased, photo-realism. With this technology you can view your plan with incredible detail, whether you are in textured mode, ClearView, framing and so on.

### To render a plan in 3D final quality

- 1 Open a LiveView window, as explained earlier in this chapter.
- 2 On the View menu, click Render 3D Final Quality or click the 3D Final Quality button on the LiveView window.



### To set 3D render quality

- 1 On the View menu, click 3D Final Quality, Low. This results in a fast rendering speed, but lower quality output.
- 2 On the View menu, click 3D Final Quality, High. This results in a moderate rendering speed and average quality output.
- 3 On the View menu, click 3D Final Quality, Ultra High. This results in a slower rendering speed and a high quality output.

- 4 On the View menu, click 3D Final Quality, Excellent. This results in a very slow rendering speed, but a very high quality, sharp output.

## Customizing LiveView

There may be times when you will need to see your design without plants, topography, objects and so on. With Master Landscape you have complete control over what parts of your design are visible. The buttons along the right side of the LiveView window toggle many viewing options on and off. These controls operate simply, if there is a red “X” through the icon, that feature is hidden; if there is not an “X”, that feature is visible.

### To hide/view doors in 3D

- 1 Open a LiveView window, as explained earlier in this chapter.
- 2 On the LiveView menu, click the Show/Hide 3D Doors icon.



### To hide/view objects in 3D

- 1 Open a LiveView window, as explained earlier in this chapter.
- 2 On the LiveView menu, click the Show/Hide 3D Objects icon.



### To hide/view plants in 3D

- 1 Open a LiveView window, as explained earlier in this chapter.
- 2 On the LiveView menu, click the Show/Hide 3D Plants icon.



### To hide/view roofs in 3D

- 1 Open a LiveView window, as explained earlier in this chapter.
- 2 On the LiveView menu, click the Show/Hide 3D Roofs icon.



**To hide/view textures in 3D**

- 1 Open a LiveView window, as explained earlier in this chapter.
- 2 On the LiveView menu, click the Show/Hide 3D Textures icon.



**To hide/view topography in 3D**

- 1 Open a LiveView window, as explained earlier in this chapter.
- 2 On the LiveView menu, click the Show/Hide 3D Topography icon.



**To suppress background animation in 3D**

**1** Open a LiveView window, as explained earlier in this chapter.



**2** On the LiveView menu, click the Animate 3D Background icon.

**Note:** When background animation (cloud movement) is suppressed, no resources will be used to move the clouds in the sky.



Part 4

# *Companion Programs*

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# *Using FloorPlan Trace*

Punch! Master Landscape and Home Design lets you import a scanned bitmap (BMP) file into the background of your design. Once scanned and loaded into your design file, you can trace the bitmap image, creating a Master Landscape file. You can even set the scale of the new drawing to the scale of the bitmap image. When you are done tracing, you can save the new file without the background bitmap image.

Find or sketch your favorite floor plan design. Using a scanner, digital camera or with the help of a scanning service, scan the plan and save it as a bitmap format.

The designer or owner of most homeplans hold the copyright to them. Make sure you have permission before you copy a plan.

## Importing a Floorplan Image

After you have scanned the plan you want to trace and saved it as bitmap format, you are ready to import it into Master Landscape. You can import a floorplan image onto the second or third floor also. To be sure all floors line up correctly, scan all plans at the same size and match the scale identically (see following section).

### To load a floorplan trace image

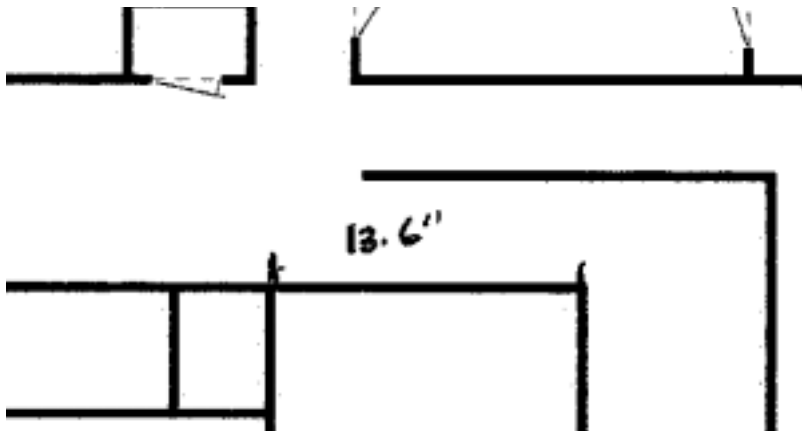
- 1 On the Design menu, click Load Floorplan Trace Image.
- 2 Locate the directory where you saved the bitmap file.
- 3 Click the filename, then click Open. The floorplan loads into the window.

## Matching the Drawing Scale

If the floorplan is not the correct size, you can scale it in Master Landscape. Be sure to use the same scale when preparing to trace an upper floor.

### To match the drawing scale

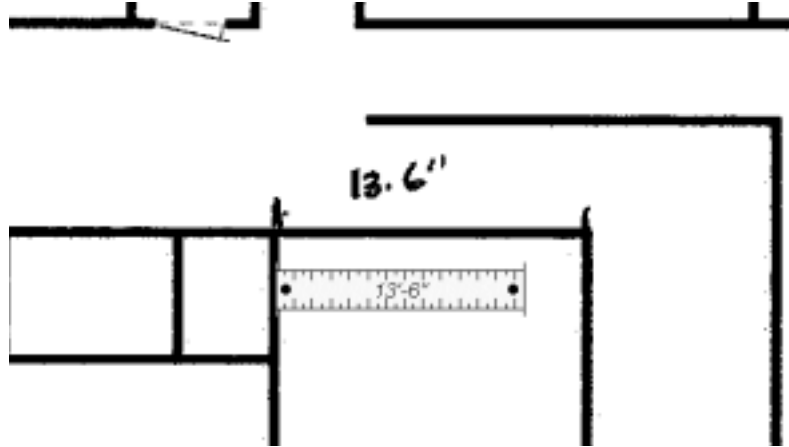
- 1 On the Design menu, click Load Floorplan Trace Image.
- 2 Find a wall section with a known length on the scanned image.



- 3 Click the Virtual Ruler. For information on how to use the Virtual Ruler, see “Virtual Ruler” on page 15. If you do not see the Virtual Ruler, zoom out until you locate it.
- 4 Move the Virtual Ruler into position along wall of the scanned image.
- 5 Extend the Virtual Ruler to match the known length on the image.

- 6 Set the Virtual Ruler parallel to the wall segment.

**Note:** It is best to measure along a longer wall to minimize the margin of error when scaling.



- 7 On the Design menu, click Resize Floorplan Trace Image. The Resize Floorplan Trace Image dialog box is displayed.



- 8 Type values in the Horizontal and Vertical text boxes to equal amounts to change the scale of the entire drawing in proportion. Repeat until you have matched the scale.
- 9 Click OK.

**Note:** If you need the imported image to be larger, the percent you enter will be greater than 100%. Conversely, if you need the image to be smaller, the percent will be less than 100%.

## Tracing the Imported Floorplan

Tracing the image is an easy, straight-forward process. Using the tools explained earlier in this User's Guide you will soon have an editable floorplan of your scan.

### To trace the floorplan image

- To trace exterior walls, see “To draw exterior walls”, which begins on page 92.
- To trace interior walls, see “To draw interior walls on the fly”, which begins on page 98.
- To place landscape plants, see “To add plants”, which begins on page 82.

## Hiding an Imported Floorplan

There may be times when it is easier to work on your floorplan if the tracing image is not visible. It is easy to toggle the Floorplan Trace image on and off.

### To hide the floorplan trace image

- On the Design menu, click Floorplan Trace Image Visible. The image is visible when there is no check mark next to this menu listing.

### To show the floorplan trace image

- On the Design menu, click Floorplan Trace Image Visible. The image is hidden when there is a check mark next to this menu listing.

# *Using Landscape Estimator*

Punch! Master Landscape and Home Design keeps track of building materials as you design your home. Landscape Estimator continually and automatically tallies your expenses and building materials. This information is presented in an editable, printable, exportable spreadsheet format.

As you input the material costs for your area, Landscape Estimator calculates the subtotals of each size door and window; each plant type, including sod; roofing materials and roof trusses; and computes the grand total for the entire project.

## Calculating Construction Costs

Punch! Master Landscape and Home Design automatically calculates the total square footage for each floor of your design. The Construction Cost Per Square Foot is dependent upon variables specific to your area. Prices may be higher during the peak building season and will depend on the part of the country where you are building your new home. You can obtain specific costs from your local supplier or contractor.

### To calculate construction costs



- 1 Launch Landscape Estimator by clicking the Landscape Estimator icon in the lower right portion of your window or by clicking Launch Landscape Estimator on the File menu.
- 2 Click the green cell next to Construction Cost Per Square Foot.
- 3 Type the estimated cost.
- 4 Press ENTER. Master Landscape automatically calculates the total and places it in the grey-shaded cell across from Total Construction Cost.

## Completing the Window & Door Schedules

Landscape Estimator catalogs all windows and doors used in your design. Each size and type is displayed on an individual line and calculations are based upon costs from your local building supply company multiplied by the number in the quantity column.

### To complete the window schedule

- 1 Launch Landscape Estimator by clicking the Landscape Estimator icon in the lower right portion of your window, or by clicking Launch Landscape Estimator on the File menu.
- 2 Click the green cell on the line which lists the window size.
- 3 Type the cost for that sized window.
- 4 Press ENTER. Master Landscape automatically calculates the total and places it in the grey-shaded cell next to the cell where you typed the individual cost.

### To complete the door schedule

- 1 Launch Landscape Estimator by clicking the Landscape Estimator icon in the lower right portion of your window or by clicking Launch Landscape Estimator on the File menu.
- 2 Click the green cell on the line which lists the door size.
- 3 Type the cost for that sized door.

- 4 Press ENTER. Master Landscape automatically calculates the total and places it in the grey-shaded cell next to the cell where you typed the individual cost.

## **Completing the Framing Stud Schedule**

Master Landscape uses 2"x4" studs by default. You can change this to 2"x6" or whatever size you prefer to use. The height will be the ceiling height of the room the studs are used to frame. If you have multiple ceiling heights, you will have multiple lengths of studs to price. The cost of this lumber can be obtained at your local lumber yard.

### **To complete the framing stud schedule**

- 1 Launch Landscape Estimator by clicking the Landscape Estimator icon in the lower right portion of your window or by clicking Launch Landscape Estimator on the File menu.
- 2 Click the green cell on the line which lists the framing stud length.
- 3 Type the cost for that length.
- 4 Press ENTER. Master Landscape automatically calculates the total and places it in the grey-shaded cell next to the cell where you typed the individual cost.
- 5 Repeat steps 2 through 4 for each length of framing stud lengths in your design.

## Completing the Door/Window Header Schedule

In addition to the cost for the actual windows, you will need to price the lumber for the window and door headers. This information can be obtained at your local lumber yard.

### To complete the door and window header schedule

- 1 Launch Landscape Estimator by clicking the Landscape Estimator icon in the lower right portion of your window or by clicking Launch Landscape Estimator on the File menu.
- 2 Click the green cell on the line which lists the door/window header size.
- 3 Type the cost for that component.
- 4 Press ENTER. Master Landscape automatically calculates the total and places it in the grey-shaded cell next to the cell where you typed the individual cost.
- 5 Repeat steps 2 through 4 for each sized door/window header in your design.

## Completing the Roofing Cost

Landscape Estimator automatically calculates the total square footage of your roof. By specifying the cost for the roofing material you intend to use, you can estimate the total roofing material costs. This information can be obtained at your local building supply.

### To complete the roofing cost

- 1 Launch Landscape Estimator by clicking the Landscape Estimator icon in the lower right portion of your window or by clicking Launch Landscape Estimator on the File menu.
- 2 Click the green cell on the line which reads Roofing Cost Per Square Foot.
- 3 Type the cost for the material you plan to use.
- 4 Press ENTER. Master Landscape automatically calculates the total and places it in the grey-shaded cell across from Total Roofing Cost.

## Completing the Roof Truss Schedule

Landscape Estimator compiles a list of all Roof Trusses necessary for your design and specifies the span and pitch of each. It also notates which trusses will be used for cathedral and which will be used for flat ceilings. The cost of trusses can be obtained at your local lumber yard.

### To complete the roof truss schedule

- 1 Launch Landscape Estimator by clicking the Landscape Estimator icon in the lower right portion of your window or by clicking Launch Landscape Estimator on the File menu.
- 2 Click the green cell on the line which lists the first roof truss size.
- 3 Type the cost for that sized truss.
- 4 Press ENTER. Master Landscape automatically calculates the total and places it in the grey-shaded cell next to the cell where you typed the individual cost.

## Completing the Deck Materials Schedule

Landscape Estimator tracks the number of balusters, posts and the total length of railing used on the deck you designed. Costs on these items can be obtained at your local lumber yard.

### To complete the deck materials schedule

- 1 Launch Landscape Estimator by clicking the Landscape Estimator icon in the lower right portion of your window or by clicking Launch Landscape Estimator on the File menu.
- 2 Click the green cell on the line which lists the first material used in your deck.
- 3 Type the cost for that component.
- 4 Press ENTER. Master Landscape automatically calculates the total and places it in the grey-shaded cell next to the cell where you typed the individual cost.
- 5 Repeat steps 2 through 4 for remaining deck materials.

## Completing the Landscape Lot Cost

Master Landscape calculates the total square footage of your landscape lot. This figure will help you estimate the total sod requirements. The total square footage does not include the footprint of the house. Sod cost can be obtained at your local nursery.

### To complete the landscape lot cost

- 1 Launch Landscape Estimator by clicking the Landscape Estimator icon in the lower right portion of your window or by clicking Launch Landscape Estimator on the File menu.
- 2 Click the green cell on the line which reads Landscape Lot Cost Per Square Foot.
- 3 Type the cost for sod.
- 4 Press ENTER. Master Landscape automatically calculates the total and places it in the grey-shaded cell across from Total Landscape Lot Cost.

## Completing the Landscape Plant Schedule

As you landscaped your design, Landscape Estimator cataloged the plants that were used. Also listed are the ages of each plant at the time you planted them. The cost of each plant can be obtained at your nursery.

### To complete the landscape plant schedule

- 1 Launch Landscape Estimator by clicking the Landscape Estimator icon in the lower right portion of your window or by clicking Launch Landscape Estimator on the File menu.
- 2 Click the green cell on the line which lists the first plant.
- 3 Type the cost for that plant.
- 4 Press ENTER. Master Landscape automatically calculates the total and places it in the grey-shaded cell next to the cell where you typed the individual cost.
- 5 Repeat steps 2 through 4 for each plant in your design.

# *Using PhotoView*

Punch! Master Landscape and Home Design lets you import a digital photograph or a scanned image of your home and landscape around it. From window and door treatments to entire facades, you can simulate your home with ease.

From cars to pets, windows to chimneys, doors to neighbors, you can customize your design to match your dreams. You can even place an imported image of your own backyard, so when you look out a window, you're home.

## Tips for Using PhotoView

Master Landscape's PhotoView lets you take digital pictures and add them to your landscape design. Although this is a straightforward process, there are a few hints that will make the ultimate result much more satisfying.

- Save digital files in Windows or OS/2 Bitmap (\*.BMP) format.
- Verify that the image is level and square when taking a digital picture or scanning a photograph. If the initial photograph is not square, use your graphics software to rotate it in half-degree increments until it is.
- Photograph the feature when the sun is shining. This ensures more color saturation and detail of the image.
- Double-check the dimensions when importing PhotoView images.
- Take your time masking the image; the better the mask, the better the end result.
- Images are placed in the center of the lot. When importing multiple images, move each image as it is placed to avoid stacking them on top of each other.
- Images should touch the bottom of the image area. If it is centered in the area, it will float above ground level.

## Importing PhotoView Images

Whether you want to import an image of your home's facade to landscape around or you want to add a custom door or window, Punch! PhotoView makes it easy. You can import any image you want, even your pet or your neighbor. Save digital files in Windows or OS/2 Bitmap (\*.BMP) format.

### To import PhotoView images



- 1 On the File menu, click Insert PhotoView Image or click the PhotoView icon. The Open PhotoView Image File dialog box is displayed.

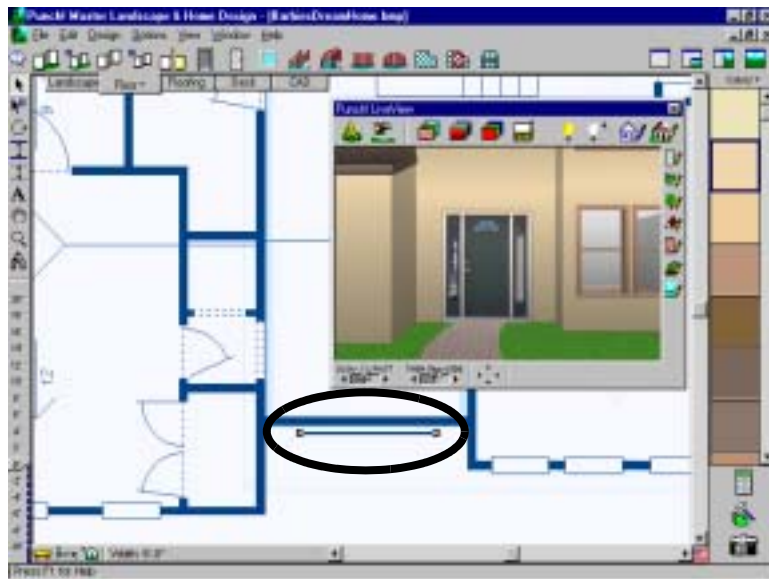


- 2 In the Look In box, type the name of the file you want to insert or search for the file by switching folders or drives.

- 3 When you see the name of the file you want to open, click to select it.
- 4 Click OK. The PhotoView Properties dialog box is displayed.



- 5 Type width and height in inches, or feet and inches, separated by a hyphen, then click OK.



**Note:** PhotoView Images appear in the 2D window as lines, similar to walls.



**To delete PhotoView images**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 On the Design window, click a PhotoView image to select it.
- 3 Press the DELETE key on the keyboard or right-click, then click Clear on the pop-up menu that is displayed.

## Moving PhotoView Images

When you import a PhotoView image into your file, it will be placed in the center of the lot. You have freedom to move the image anywhere on the plan window and between plan tabs.

**To move PhotoView images by dragging**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 On the Design window, click a PhotoView image to select it.

**Note:** In 2D plan, a PhotoView image is displayed as a line.

- 3 Holding down the mouse button, drag the image to a new location, then release the mouse button.

**Note:** Be sure to drag the image from the center; dragging an end point resizes the image.

**To move PhotoView images by specifying coordinates**

- 1 On the Standard toolbar, click the Selection Tool.
- 2 On the Design window, click PhotoView image to select it. To select more than one object, hold down the SHIFT key while clicking.
- 3 Right-click the object or object group, then click Move on the pop-up menu that is displayed. The Move dialog box is displayed.



- 4 Click either Cartesian or Polar, then type new X-and Y-Axis coordinates in the appropriate text boxes.
- 5 Click OK. The image you selected is moved, based on the coordinates you specified.

### To move PhotoView images from one plan tab to another



- 1 On the Standard toolbar, click the Selection Tool.
- 2 On the Design window, click the image you want moved. To select more than one image, press the SHIFT key while clicking objects.
- 3 On the Edit menu, click Move to Plan, then specify the plan where you want the feature to appear, in the pop-up menu that is displayed.
- 4 (optional) Right-click the selection and click Move to Plan on the pop-up menu that is displayed, then click which plan. The selection is moved to a different plan.

## Replacing PhotoView Images

You can try out different window or door images by using the Set PhotoView Image option on the right-click pop-up menu.

### To replace PhotoView images



- 1 On the Standard toolbar, click the Selection Tool.
- 1 On the Design window, right-click the image, then click Set PhotoView Image on the pop-up menu that is displayed. The Open PhotoView Image File dialog box is displayed.



- 2 In the Look In box, type the name of the file you want to insert or search for the file by switching folders or drives.
- 3 When you see the name of the file you want to open, click to select it.
- 4 Click OK. The PhotoView Properties dialog box is displayed.



- 5 (optional) Change the size of the image by typing a new width and height in inches, or feet and inches separated by a hyphen.
- 6 Click OK.

## Elevating PhotoView Images

You can elevate PhotoView images based on a measurement you define.

### To elevate PhotoView images by specifying a measurement



- 1 On the Standard toolbar, click the Selection Tool.
- 2 On the Design window, click an image to select it. To select more than one image, hold down the SHIFT key while clicking.
- 3 On the Edit menu, click Set Object Elevation. The Set Elevation dialog box is displayed.



- 4 Type the measurement, in inches, that you want to elevate the image, then click OK.

**Note:** Use this feature to lower objects by typing a negative number in the Set Elevation dialog box.

### To elevate PhotoView images by using the Elevation Slider

- 1 On the Standard toolbar, click the Selection Tool.
- 2 On the Design window, click an image to select it. To select more than one object, hold down the SHIFT key while clicking.
- 3 On the left side of the window, drag the Elevation Slider up or down.
- 4 Release the mouse. The image will be repositioned.

## Altering PhotoView Images

Once you have imported your PhotoView image, you have the option of further customizing its appearance. You can resize, change elevation, rotate, flip and so on, any PhotoView image at any time during your design process.

### To resize PhotoView images by specifying dimensions



- 1 On the Standard toolbar, click the Selection Tool.
- 2 On the Design window, double-click the PhotoView image you want to resize or right-click the image, then click PhotoView Properties on the pop-up menu that is displayed. The PhotoView Properties menu is displayed.



- 3 Type the width and height in inches, or feet and inches separated by a hyphen.
- 4 Click OK. The image is resized.

### To resize PhotoView images by dragging

- 1 On the Standard toolbar, click the Selection Tool.
- 2 On the Design window, click a PhotoView image to select it.
- 3 Holding down the mouse button on an end point of the image, drag the end point until the image is the size you want, then release the mouse button.

**Note:** Dragging an end point only changes the width of the image, to keep proportions accurate, update the height in the PhotoView Properties dialog box as shown above.

### To flip PhotoView images

- 1 On the Standard toolbar, click the Selection Tool.
- 2 On the Design window, double-click the PhotoView image you want to resize or right-click the image, then click PhotoView Properties on the pop-up menu that is displayed. The PhotoView Properties menu is displayed.



- 3 Check the box next to Flip Image Horizontal.
- 4 Click OK. The image is flipped.

### To rotate PhotoView images



- 1 On the Standard toolbar, click the Selection Tool.
- 2 On the Design window, click a PhotoView image to select it.
- 3 On the Edit menu, click Rotate. The Rotate dialog box is displayed.



- 4 Click either Degrees or Radians, then type the angle you want to rotate the image in the Angle text box.
- 5 Click OK. The image you selected is rotated based on the angle measurement you specified.

### To freely rotate PhotoView images



- 1 On the Standard toolbar, click the Selection Tool.
- 2 On the Design window, click a PhotoView image to select it.
- 3 On the Standard toolbar, click the Rotate Tool.
- 4 Click the PhotoView image, hold down the mouse button and move the mouse.
- 5 Release the mouse button when the PhotoView image is in the position you want.

**Note:** Rotation is constrained to 45 degrees, to release this constraint, press the SHIFT key while rotating.

## Masking PhotoView Images

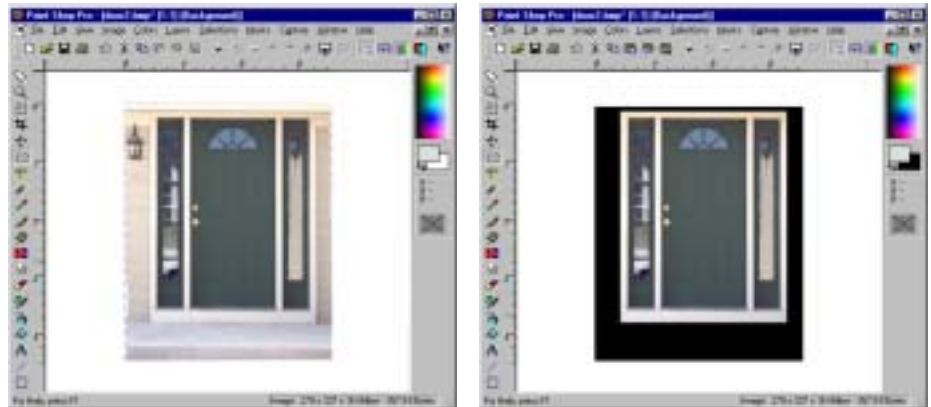
If you prefer that your images blend more completely into Punch! Master Landscape and Home Design, you may want to mask (coloring black) parts of the image. The masking process deletes those parts of the photograph that are not necessary, like signs, mailboxes, driveways, grass, trees and so on.

Your digital camera or scanner was shipped with software that can be used to edit your images. In addition, several popular graphics programs can be used to create the mask, for example, Adobe® Photoshop LE®, Jasc® Paint Shop Pro® and so on. Plus, many demo, freeware, or shareware programs are available for download on the Internet.

Take your time masking the image; the better the mask, the better the end result.

### To mask PhotoView images

- 1 Open the graphics program you want to use. In these screenshots, Jasc® Paint Shop Pro® is being used. Refer to the documentation that came with your program for help with its specific features.
- 2 Open the digital or scanned image.
- 3 If necessary, rotate the image until it is square in the window.
- 4 Using the tools in your graphics program, mask off the parts of the image you do not want to be visible in Master Landscape.



**Note:** Define the black color used to mask as 0-0-0. If this mix is not used, the mask will not appear transparent in Master Landscape.

- 5 Crop the image so it is centered in and touches the bottom of the image area.



6 Save your image in Windows or OS/2 Bitmap (\*.BMP) format.

**Result:** The original, unmasked door on the left and the masked version on the right.



# Landscaping Using PhotoView Images

One way to get started landscaping your yard is to import a PhotoView image of your home. You can then embellish your design with landscaping and other objects.

## To landscape using PhotoView images

- 1 Import the image of your home as explained earlier in this chapter.

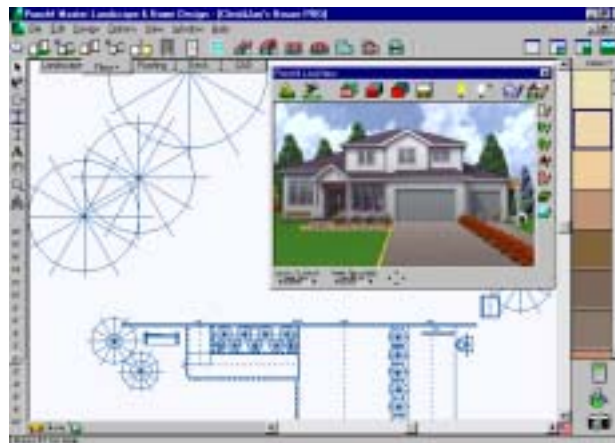
**Note:** It's very important to input the correct dimensions of your home.



- 2 On the Window menu, click 3D Quarter View, click the 3D Quarter View icon, or right-click while nothing is selected and click 3D Quarter View from the pop-up menu that is displayed. Choose a different LiveView size if you prefer.
- 3 Using tools and techniques described in previous chapters, add pathways, plants, furniture, topography and so on.



**Note:** PhotoView images appear in the 2D design window as lines, similar to interior walls.



## Right in Your Own Backyard

In Punch! Master Landscape and Home Design you can even look out the window of your new home design and see your own backyard. By taking a digital picture of your backyard, you can position it so when you view your design in LiveView, you're home.

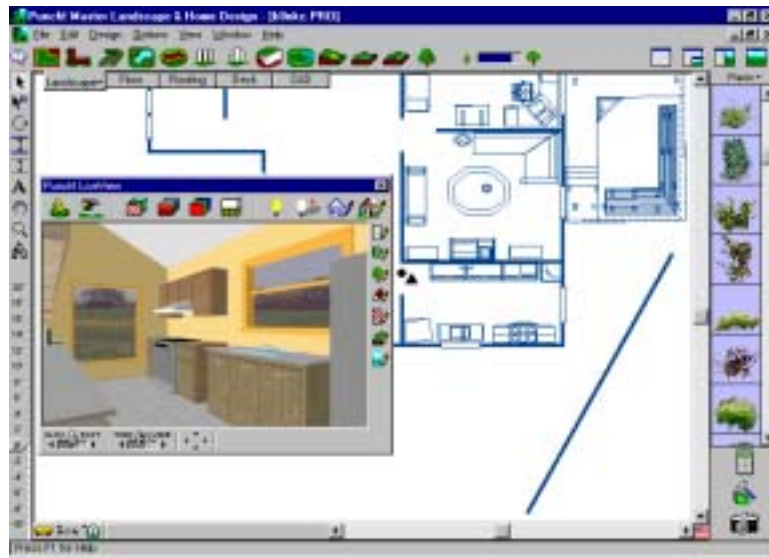
### To view your own backyard

- 1 Create your home design using tools and techniques outlined in previous chapters.
- 2 On the Window menu, click 3D Quarter View, click the 3D Quarter View icon, or right-click while nothing is selected and click 3D Quarter View from the pop-up menu that is displayed. Choose a different LiveView size if you prefer.



- 3 Import the PhotoView image of your own backyard.

- 4 On the Design window, move the PhotoView image to a position where it can be viewed through the windows of your virtual home.



**Note:** In this example, the PhotoView image is the diagonal line at the bottom right of the Design window.



Part 5

# *3D Custom Workshop*

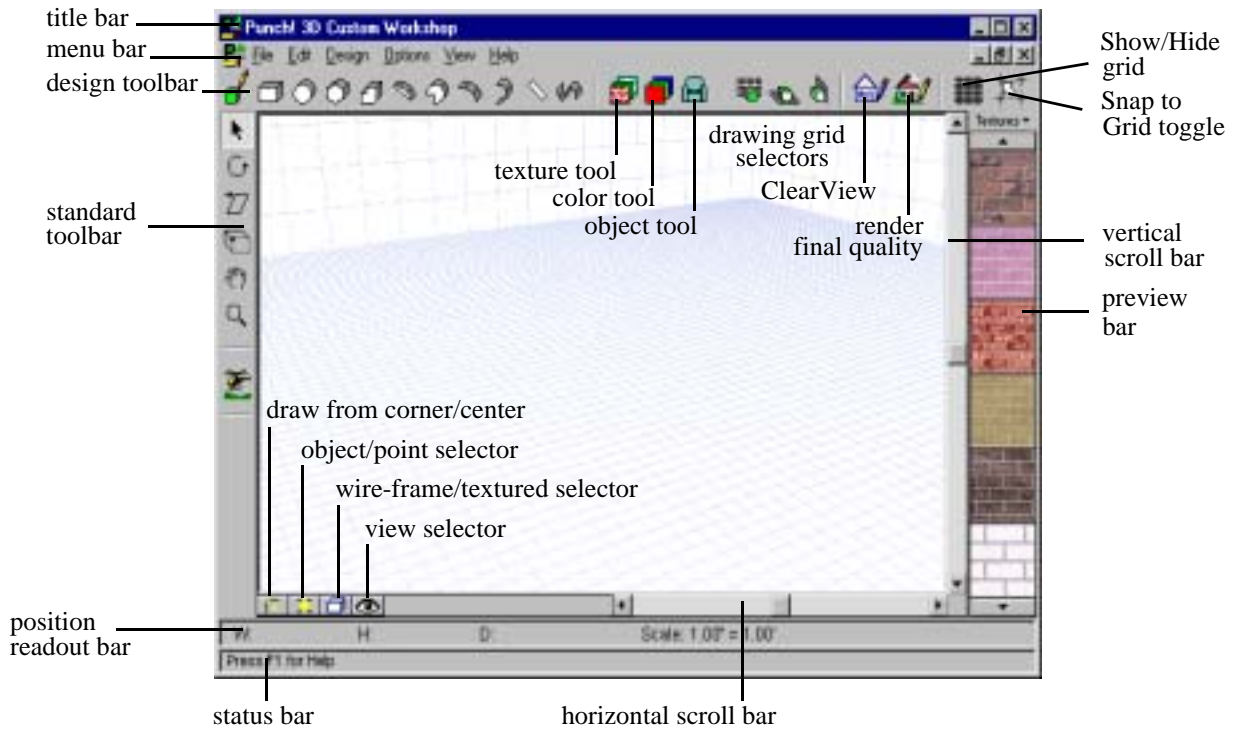
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# Window Layout

The Punch! 3D Custom Workshop window provides an assortment of features that make it easy to create custom objects. This chapter describes the basic components.

In most cases, this chapter does not provide detailed information on standard Windows concepts or on specific menu items. For information on standard Windows concepts, such as the mouse, the control menu, the window border, the maximize button, dialog box controls and so on, refer to Windows online Help.



## Title Bar

The title bar extends across the top of the application window. It displays the name of the program and the name of the current drawing file. With the buttons at the right end of the title bar you can minimize, maximize, close or restore the window. You can also maximize or restore a window by double-clicking on the title bar. Double-clicking the Control menu box at the left end of the title bar is a quick way to exit. If the application is running in a window rather than maximized, dragging the title bar moves the entire window on the desktop.

## Menu Bar

You can choose menu items using either the mouse or the keyboard. To use the mouse, click the menu name. When the menu drops down, click the item you want. Menu items with an arrow to the right display cascading menus when you place the pointer over one of them. When you highlight a menu item, a description is displayed on the status bar.

To use the keyboard, press the ALT key and type the underlined letter in the menu name, then type the underlined letter in the menu item's name. If there is a cascading menu, you must type another letter. You can also use the arrow keys to move through menu items and press ENTER to select one. The ESC key backs out of the menu items one level at a time.

There are single-key or key combination shortcuts for certain frequently-used menu items. Each menu lists available shortcut keys to the right of the item's name. You can use the techniques for choosing menu items in combination.

## Toolbars

Clicking a button on a toolbar has the same effect as choosing the menu item or feature it represents.

To find out what a certain tool represents, hold the pointer over the tool and read the description on the status bar at the bottom of the window.

## **Position Readout Bar**

The position readout bar displays the exact measurements of your object as you draw. The scale of your drawing is also displayed here.

## **Status Bar**

The status bar displays prompts and other program messages and is a good place to look when you are holding the pointer over a button or menu item to find its function.

## **Scroll Bars**

Using the scroll bars, you can pan across the drawing, that is, to change the part of the drawing visible in the window without changing the level of magnification. To pan the drawing in small increments, click the scroll arrow that points in the direction you want to pan. To pan in larger increments, click the control shaft, between the scroll box and a scroll arrow. To pan by a custom increment, drag the scroll box in the direction you want to pan.

## **Preview Bar**

You can click and drag objects from the Preview Bar onto your design window. The Preview Bar changes to reflect the current design mode. For instance, if the color tool is selected, palettes of colors will appear and if you are using the texture tool, collections of textures are available. The Preview Bar is the easiest and quickest way to customize your drawing.



# *File Management*

When you start 3D Custom Workshop, a new blank drawing grid is displayed with the floor grid active. The foreground and background colors will be those that were assigned in the home design program, as will the unit of measurement (inches or metric). If you start 3D Custom Workshop by double clicking an object in your home design program, that object is displayed on the design window.

If you are returning to work on an existing drawing, you must open it, or display it on the screen. Opening a file involves clicking Open on the File menu and specifying the name of the file you want to open. When you open a file, 3D Custom Workshop displays it in a new window.

The changes you make to an object occur only in your computer's memory until you save them. To preserve a drawing for later use, you must save it to a file. If you want to save a drawing using its current name or if you want to save a new, untitled drawing, use Save. If you want to save a drawing with a new name, use Save As.

## Opening a New File

Opening a new file creates a new blank drawing grid with the floor grid active. The foreground and background colors will be those that were assigned in the home design program.

### To open a new file

- On the File menu, click New or press CTRL+N. An empty drawing grid is displayed.

**Note:** If you were working on an object, you will be prompted to save your work.

## Opening an Existing Object

Opening a file copies the data it contains into memory, making it available for you to edit or print.

### To open an existing file

- 1 On the File menu, click Open. The Open dialog box is displayed.
- 2 In the File Name box, type the name of the file you want to open or search for the file by switching folders or drives.
- 3 When you see the name of the file you want to open, click to select it.
- 4 Click OK.

### To open objects using drag-and-drop

- 1 On the Design Toolbar, click the Object Tool. The Preview Bar displays furnishing objects.
- 2 (optional) Click the arrow next to “Objects” at the top of the Preview Bar to display the object library list, then click another object library.
- 3 Scroll to view the available objects.
- 4 Click the object you want to place, hold down the mouse button and drag the object onto your design window.
- 5 (optional) Click the object you just placed to select it, then click and drag it to another location on your design window.



## **Saving a File**

When you open a file, 3D Custom Workshop copies the file to your computer's memory. As you work, you modify the copy stored in memory. Any system failure or loss of power destroys that copy. To save your work permanently, you must save it to a file on a disk. A good rule of thumb is to save every 15 minutes or after you've completed any work you wouldn't want to redo.

When you click the Save command, 3D Custom Workshop saves the active drawing using the name and location you last gave it. You can create more than one version of a drawing or save copies on another disk for safekeeping. You can save each version under a different name or you can save them under the same name in different folders or on different disks.

### **To save an existing file**

- On the File menu, click Save or press CTRL+S.

### **To save a new, unnamed file**

- 1 On the File menu, click Save As. The Save As dialog box is displayed.
- 2 In the File Name text box, type a name. 3D Custom Workshop automatically adds the POB extension.
- 3 Click Save.

### To save an object to an object library

- 1 On the File menu, click Save to Object Library. The Save to Object Library dialog box is displayed.



- 2 Type the Object Name in that dialog box. This will appear in the status bar when the mouse is held over the object on the Preview Bar.
- 3 (optional) Type a description of the object in the Object Description dialog box.
- 4 Click the radio button next to the Object Category where you want the object filed.

**Note:** If you click Default Directory, the object will be saved in the directory most recently used by 3D Custom Workshop.

- 5 Click Save. The Save As dialog box is displayed.
- 6 In the File Name text box, type a name. 3D Custom Workshop automatically adds the POB extension.
- 7 Click OK.

**Note:** This process also creates the preview file that is displayed in the Preview Bar, under the Object Category selected in Step 4. You can change the appearance of the preview by changing the position of the object on the design window. The object will always appear on a light blue background.

### To delete a custom object from an object library

- 1 Click the custom object on the Preview Bar to select it.
- 2 At the top of the Preview Bar, click the down arrow next to “Objects” to display the Objects categories.
- 3 Scroll to bottom, then click Delete Object or right-click the object in the Preview Bar. A warning dialog is displayed.



- 4 Click Yes.
- 5 (optional) Right-click on the Preview Bar the object you want to delete, then click Delete Object on the pop-up menu that is displayed.

## Closing a File

When you finish working with a file, close it to remove the window from the screen and to free up your computer’s memory.

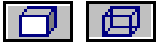
### To close a file

- On the File menu, click Close. If you have unsaved changes in your plan drawing, 3D Custom Workshop prompts you to save them before it closes the file.

## Exporting Files

With 3D Custom Workshop, you can export your design to either 2D or 3D DXF format. You can also export a rendering to BMP format. Files can be exported to BMP format in Textured, Wire Frame and ClearView modes.

### To export wire frame view to BMP



- 1 Click the Rendering Style button or on the View menu, click 3D Rendering Style, Wire Frame.
- 2 On the File menu, click Export Wire Frame. The Export BMP dialog box is displayed.



- 3 In the File Name text box, type a name. 3D Custom Workshop automatically adds the BMP extension, then click OK.

### To export to textured view to BMP

- 1 On the File menu, click Export BMP, then click the quality you want. The Export BMP dialog box is displayed.
- 2 In the File Name text box, type a name. 3D Custom Workshop automatically adds the BMP extension, then click OK.

**Note:** The background of the BMP file will be white, regardless of what color is specified in 3D Custom Workshop.

### To export to 2D DXF

- 1 On the File menu, click Export>DXF (2D). The Export DXF dialog box is displayed.
- 2 In the File Name text box, type a name. 3D Custom Workshop automatically adds the DXF extension.
- 3 Locate the directory where you want the file exported, then click Save.

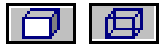
### To export to 3D DXF

- 1 On the File menu, click Export>DXF (3D). The Export DXF dialog box is displayed.
- 2 In the File Name text box, type a name. 3D Custom Workshop automatically adds the DXF extension.
- 3 Locate the directory where you want the file exported, then click Save.

## Printing Objects

3D Custom Workshop prints using the current Windows printer. You can, however, print using any installed printer. Using the Print dialog box you can specify a printer or plotter from those currently installed. Your object can be printed in Textured, Wire Frame, or ClearView modes. In rendered mode, you have the choice of four qualities.

### To print in wire frame mode



- Click the Rendering Style button or on the View menu, click 3D Rendering Style, Wire Frame.

- 1 On the File menu, click Print, then click Print Wire Frame or press Ctrl+P.



- 2 On the Print dialog box, click the down arrow next to the printer name.
- 3 Click the printer you want to use.
- 4 Click the Properties button. The Properties menu is displayed.



**Note:** This Properties menu is from a popular color printer. Refer to your printer's documentation on the use of its specific features.

- 5 Select the paper orientation.
- 6 Select the paper size. Typically, this will be either 8 1/2x11 in (letter) or 8 1/2x14 in (legal).

- 7 Click the down arrow next to media type. Then select the required media.
- 8 Click either Auto Feeder or Manual Feed as your paper feed method, then click OK.

**To print in rendered mode**

- 1 On the File menu, click Print, then click the Quality you want to use.



- 2 On the Print dialog box, click the down arrow next to the printer name.
- 3 Click the printer you want to use.
- 4 Click the Properties button. The Properties menu is displayed.
- 5 Select the paper orientation.
- 6 Select the paper size. Typically, this will be either 8 1/2x11 in (letter) or 8 1/2x14 in (legal).
- 7 Click the down arrow next to media type. Then select the required media.
- 8 Click either Auto Feeder or Manual Feed as your paper feed method, then click OK.

# *Drawing Grids*

By using the Drawing Grids in 3D Custom Workshop you can work on any object from three distinct 3D angles. Each grid controls two axes. You can also draw or edit in 2D from any of six directions, which will make editing and detailed alignment simple.

The 3D drawing grids are the Front, Floor and Side grids. The X (Width) and Y (Height) dimensions are the dominant axes when drawing on the Front Grid. While the Floor Grid controls the X (Width) and Z (Depth) dimensions, the Side Grid controls the Z (Depth) and Y (Height) dimensions. Using these grids in concert will give you the ability to design anything you want.

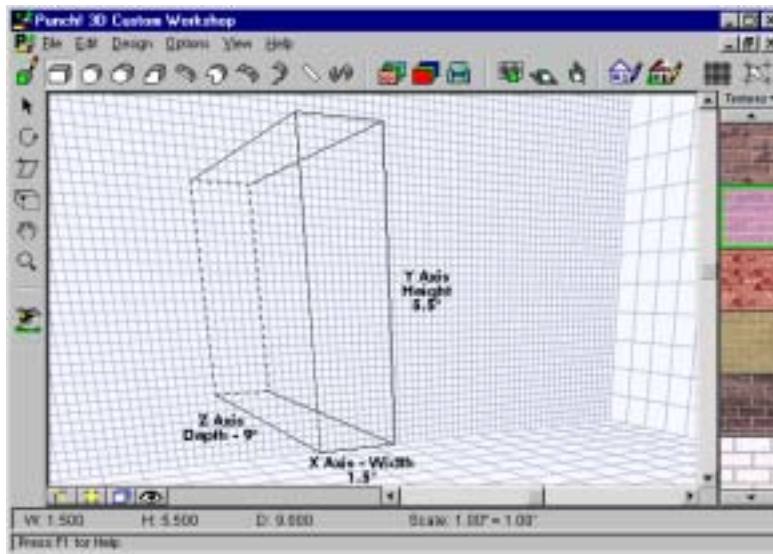
## Drawing on the Front Grid

Using the Front Grid you can concentrate on the X (Width) and Y (Height) dimensions. You can extrude objects along the Z (Depth) axis. You will be able to tell by the tighter grid pattern which drawing grid is active.

### To draw on the front grid



- 1 On the Design menu, click Draw on Front Grid (X-Y Axis) or click the Front Grid tool on the toolbar.
- 2 On the View menu, click to check 3D Design tools.
- 3 On the Design toolbar, click the Rectangle Tool. The pointer changes to reflect rectangle drawing mode.
- 4 Press the mouse button on the design window to define the start point of the rectangle. A rubber-band rectangle is displayed and follows the pointer.



- 5 Hold the mouse button down while you extend the rectangle front to back and left to right (along the X and Y axes) until it reaches the size you want. Notice that dimensions appear in the status bar as you draw.
- 6 Release the mouse button.
- 7 Move the cursor to extrude the rectangle along the Z Axis to the depth you want.
- 8 Click to finish drawing and place the rectangle.

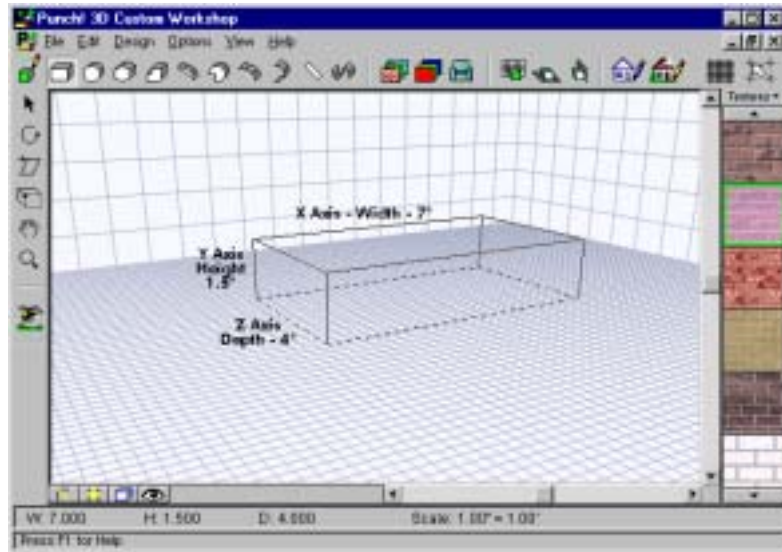
## Drawing on the Floor Grid

From the Floor Grid you concentrate on the X (Width) and Z (Depth) dimensions. You will be able to extrude objects along the Y (Height) axis.

### To draw on the floor grid



- 1 On the Design menu, click Draw on Floor Grid (X-Z Axis) or click the Floor Grid tool on the toolbar.
- 2 On the Design toolbar, click the Rectangle Tool. The pointer changes to reflect rectangle drawing mode.
- 3 Press the mouse button on the design window to define the start point of the rectangle. A rubber-band rectangle is displayed and follows the pointer.



- 4 Hold the mouse button down while you extend the rectangle front to back and left to right (along the X and Z axes) until it reaches the size you want. Notice that dimensions appear in the status bar as you draw.
- 5 Release the mouse button.
- 6 Move the cursor to extrude the rectangle along the Y Axis to the height you want.
- 7 Click to finish drawing and place the rectangle.

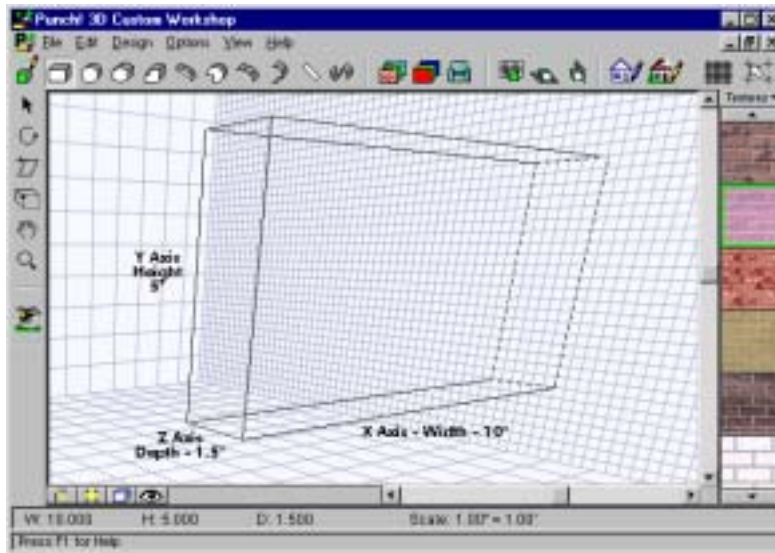
## Drawing on the Side Grid

The Side Grid activates the Z (Depth) and Y (Height) dimensions. You will be able to extrude objects along the X (Width) axis.

### To draw on the side grid



- 1 On the Design menu, select Draw on Side Grid (Z-Y Axis) or select the Side Grid icon from the toolbar.
- 2 On the Design toolbar, click the Rectangle Tool. The pointer changes to reflect rectangle drawing mode.
- 3 Press the mouse button on the design window to define the start point of the rectangle. A rubber-band rectangle is displayed and follows the pointer.



- 4 Hold the mouse button down while you extend the rectangle front to back and left to right (along the Z and Y axes) until it reaches the size you want. Notice that dimensions appear in the status bar as you draw.
- 5 Release the mouse button.
- 6 Move the cursor, to extrude the rectangle along the X Axis to the height you want.
- 7 Click to finish drawing and place the rectangle.

## Changing Grid Settings

By default, the Grid is visible and set at twelve inches. This way you can visualize that each large square on the floorplan is one (1) square foot. By defining a customized Grid, you can design to fit your specific needs. In addition, by turning the Snap Grid on and off, you will be able to make detailed placement of the components simple.

### To change grid spacing

- 1 On the Design menu, click Grid Spacing. The Grid Spacing dialog box is displayed.
- 2 Type Horizontal and Vertical measurements, then click OK.



### To change snap grid spacing

- 1 On the Design menu, click Grid Spacing. The Grid Spacing dialog box is displayed.
- 2 Type Horizontal and Vertical measurements for the Snap Grid, then click OK.



### To hide the grid from view



- Click the Grid On/Off Toggle at the upper right of the window or on the Design menu, click to uncheck Grid Visible. If Grid Visible is checked it is displayed. If unchecked, the grid is hidden from view.

### To turn off the snap grid



- Click the Snap Grid On/Off Toggle at the upper right of the window or on the Design menu, click to uncheck Snap to Grid.

**To change the grid size**

- 1 On the Design menu, click on Grid Size. The Grid Size dialog box is displayed.
- 2 Type Width and Depth measurements, then click OK.



## Using 2D Views

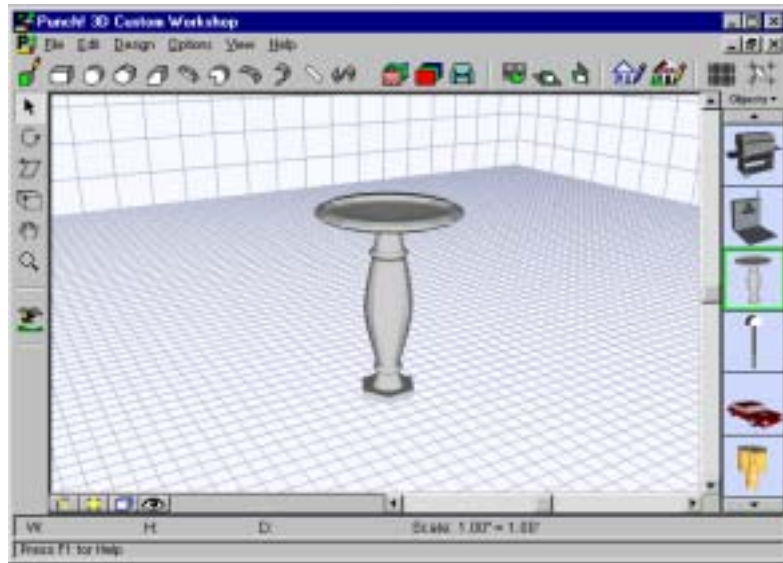
2D Views work in harmony with the 3D Views. The 2D Top and Bottom Views are used in tandem with the 3D Floor Grid; the Front and Back Views are used with the 3D Front Grid; the Left and Right Views work with the Side Grid.

The 2D Views make complex alignment straightforward and simple. It is easy to toggle back and forth using the pop-up menu. All 2D views work in the same manner.

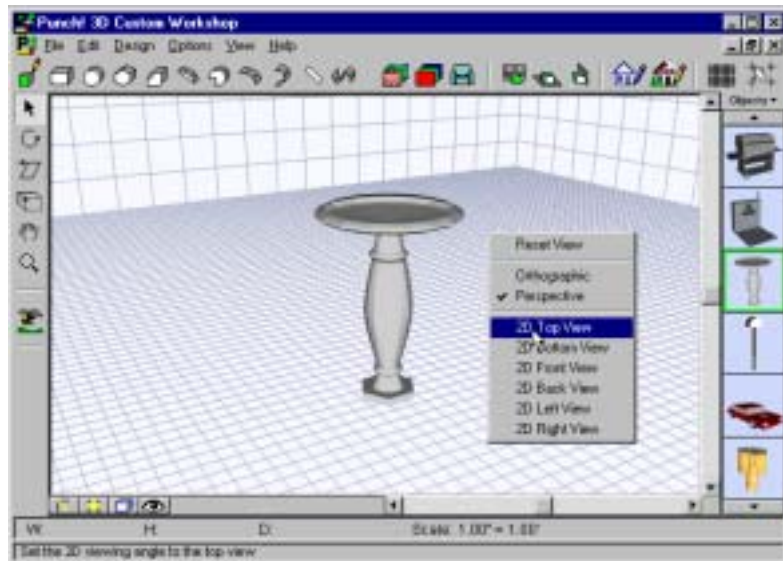
**To edit using 2D view**



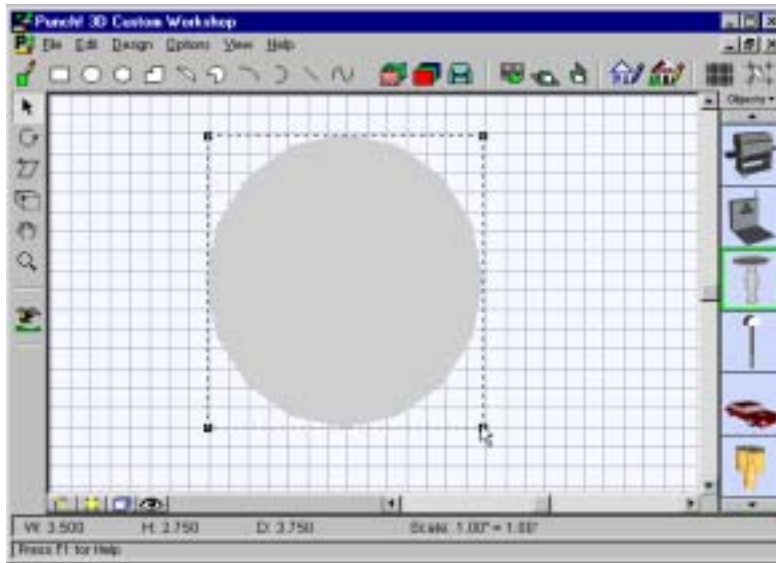
- 1 On the Design toolbar, click the Object Tool.
- 2 At the top of the Preview Bar, click the down arrow next to “Objects” to display the object libraries, then click to check Exterior Accessories category. Exterior Accessories objects are displayed on the Preview Bar.
- 3 Click to select an object on the Preview Bar. As you pass the mouse over objects, their names appear on the status bar.
- 4 Click-and-drag the object into the design window.



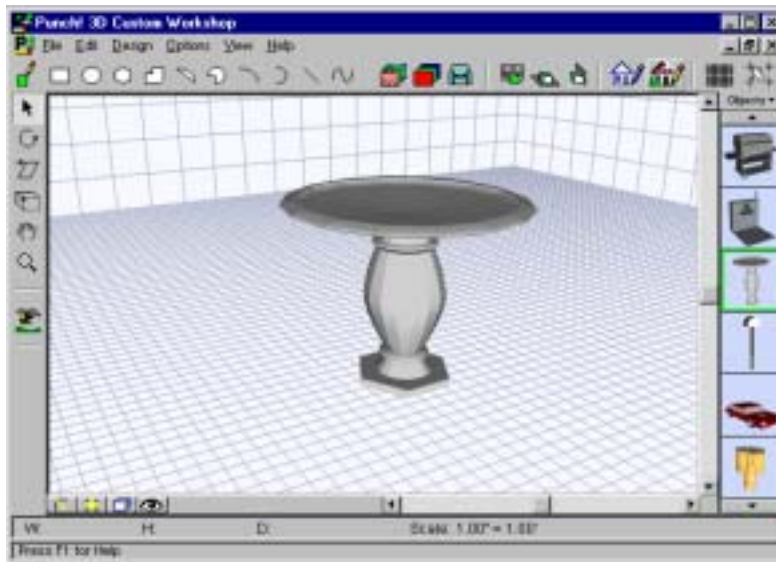
- 5 On the View menu, click 2D View, click Top or right-click anywhere on the design window, then click 2D Top View on the pop-up menu that is displayed.



- 6 Click the object to select it.
- 7 Click-and-drag a corner of the object to reshape it. The dimensions will appear in the status bar as you reshape the object.



- 8 Release the mouse button.
- 9 Right-click, then click Reset View on the pop-up menu that is displayed to view the resized object.



- 10 On the File menu, click Exit & Return to Punch! Home Design.
- 11 Click Yes to place the object in the center of your design.
- 12 Drag the modified object into position.

# *Drawing in 3D*

3D Custom Workshop is an extremely powerful CAD (computer-aided design) program. Whether you want to draw angular objects like cabinets, desks and so on, or curved objects like lamps, mirrors and so on, there is a tool to match each task.

In this chapter, each drawing tool's function will be explained. You will also learn the Draw from Center, Draw from Corner, Object Editing and Point Editing techniques, which will make drawing any object you want easier.

## Drawing a 3D Rectangle

In rectangle drawing mode, you can draw cubes and boxes. You will find this tool useful when drawing tables, cabinets, counters and so on.

### To draw a rectangle



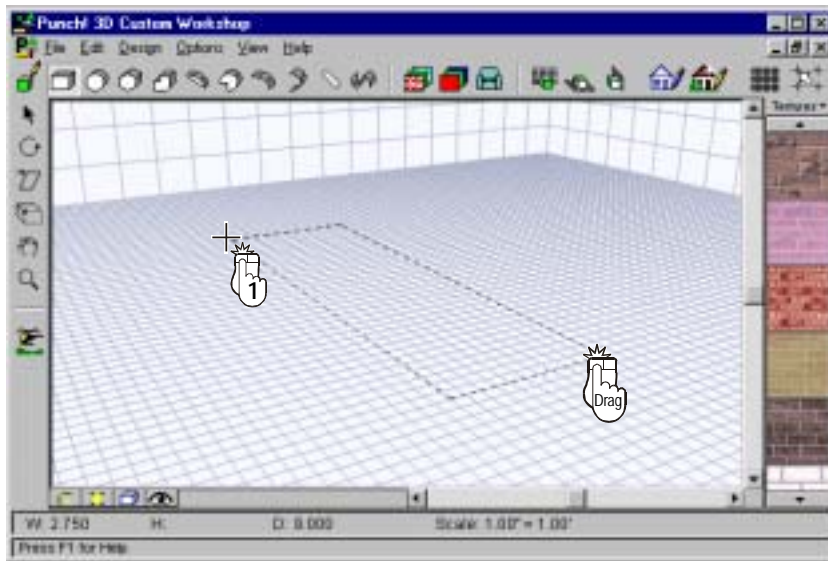
- 1 On the Design toolbar, click the Tool Toggle to access the 3D Design Toolbar. If the 3D Design Toolbar is already active, please skip to step 2.

**Note:** Other ways to access the 3D design toolbar are on the View menu, click 3D Design Tools or press CTRL+3.

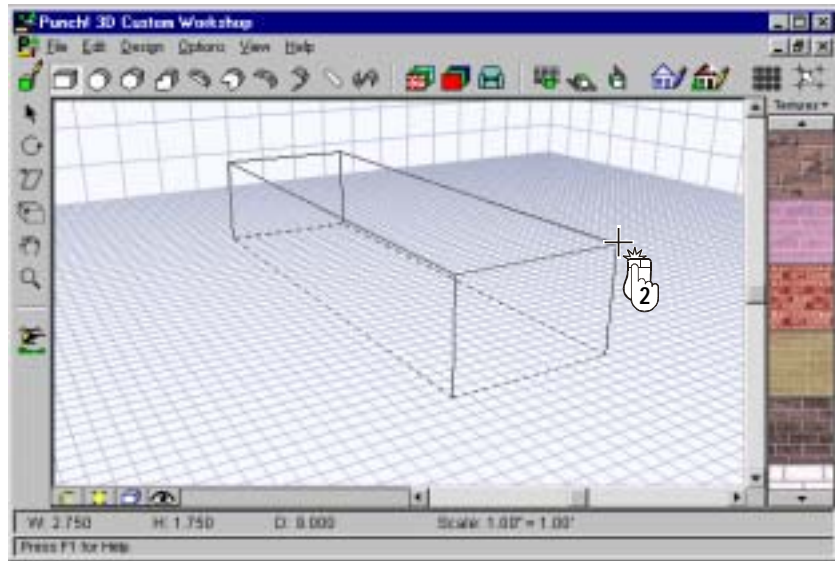
- 2 On the Design menu, click a drawing grid. If the appropriate drawing grid was previously selected, please skip to step 3.



- 3 Click the Rectangle Tool. The pointer changes to reflect drawing mode.
- 4 Press the mouse button on the design window to define the start point of the rectangle. A rubber-band rectangle is displayed and follows the pointer.



- 5 Hold the mouse button down as you extend the rectangle to the size you want. Dimensions will appear in the position readout bar as you draw.
- 6 Release the mouse button.
- 7 Move the mouse in the direction you want to extrude the rectangle.



- 8 Click to end.

## Drawing a 3D Oval

In ellipse drawing mode, you can draw circles and ovals. You will find this tool useful when drawing lamps, couches, planters, rugs and so on.

### To draw an oval



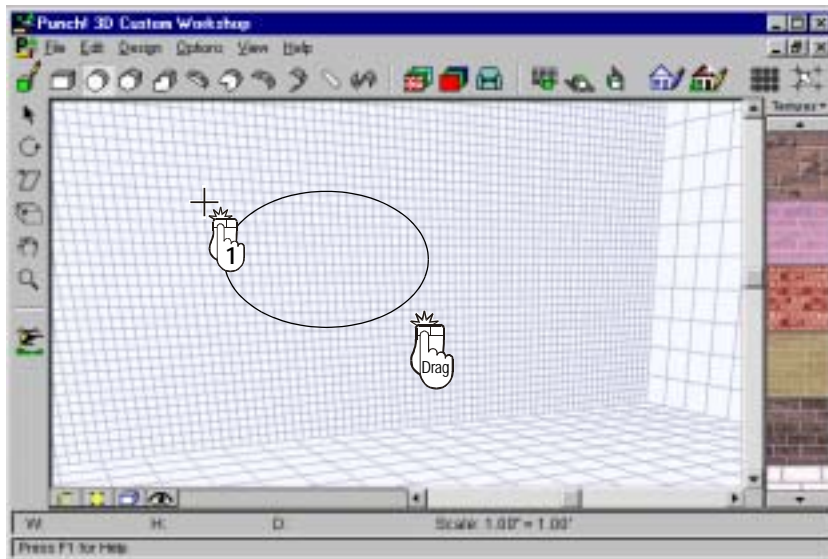
- 1 On the Design toolbar, click the Tool Toggle to access the 3D Design Toolbar. If the 3D Design Toolbar is already active, please skip to step 2.

**Note:** Other ways to access the 3D design toolbar are on the View menu, click 3D Design Tools or press CTRL+3.

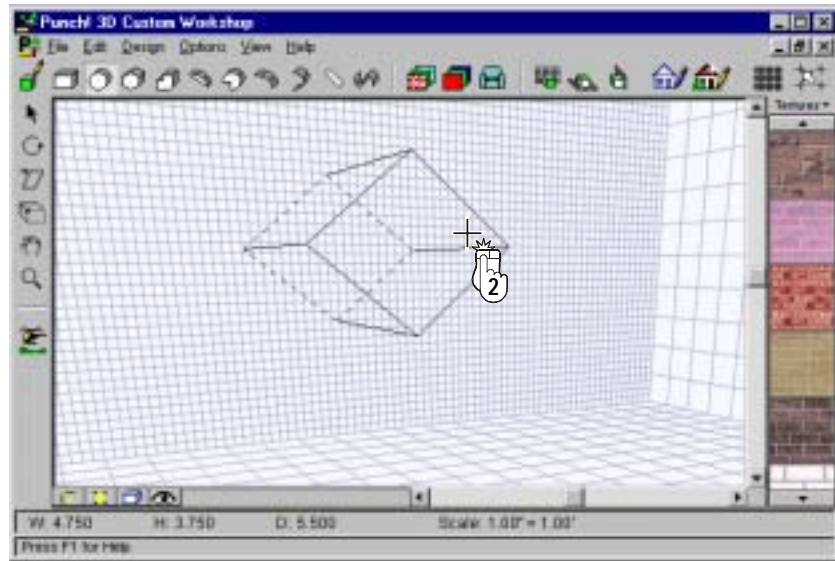
- 2 On the Design menu, click a drawing grid. If the appropriate drawing grid was previously selected, please skip to step 3.



- 3 Click the Oval Tool. The pointer changes to reflect drawing mode.
- 4 Press the mouse button on the design window to define the start point of the oval. A rubber-band oval is displayed and follows the pointer.



- 5 Hold the mouse button down as you extend the oval to the size you want. Dimensions will appear in the position readout bar as you draw.
- 6 Release the mouse button.
- 7 Move the mouse in the direction you want to extrude the oval. During the extruding process, only the perimeter will be visible. The 3D oval is displayed once drawing mode has ended.



- 8 Click to end.
- 9 (optional) Press and hold SHIFT while drawing to draw a perfect circle from its center point.

## Drawing a 3D Multigon

In multigon drawing mode, you will be able to draw objects with a specified number of equal-length sides. You will find this tool useful when drawing mirrors, tabletops, hot tubs and so on.

### To draw a multigon



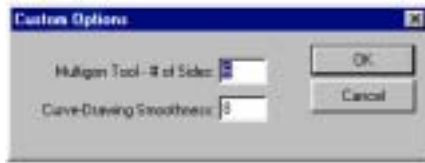
- 1 On the Design toolbar, click the Tool Toggle to access the 3D Design Toolbar. If the 3D Design Toolbar is already active, please skip to step 2.

**Note:** Other ways to access the 3D design toolbar are on the View menu, click 3D Design Tools or press CTRL+3 or right-click anywhere on the design window, then click 3D Design Tools from the pop-up menu that is displayed.

- 2 On the Design menu, click a drawing grid. If the appropriate drawing grid was previously selected, please skip to step 3.

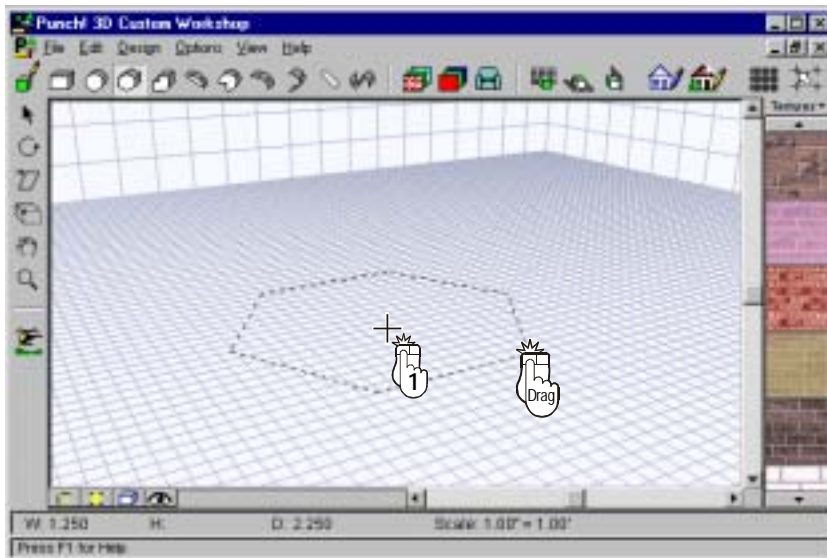


- 3 Click the Multigon Tool. The pointer changes to reflect drawing mode.
- 4 On the Options menu, click Custom Options. The Custom Options dialog box is displayed.

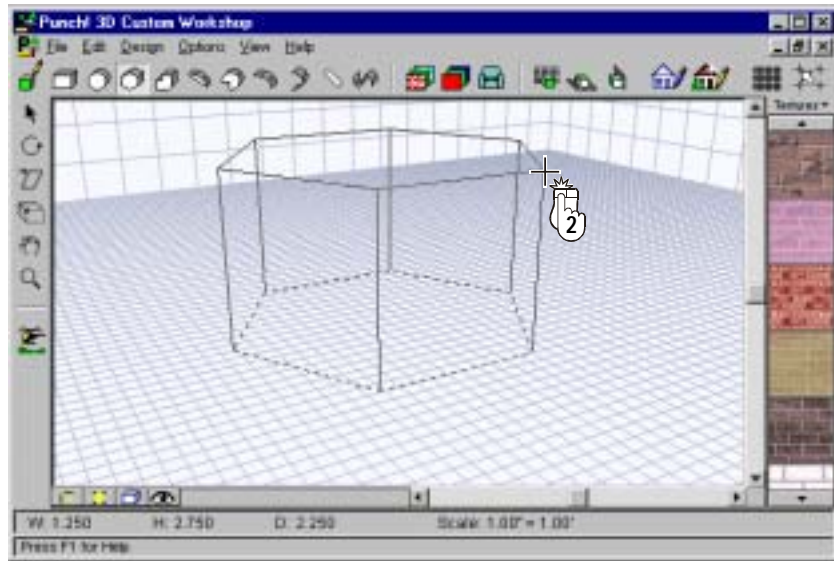


- 5 Type the number of equal-length sides you want, then click OK.
- 6 Click on the design window to define the start point (center) of the multigon. A rubber-band multigon is displayed and follows the pointer.

**Note:** Although you can define any number of sides, the more sides you specify, the more the multigon will begin to look like a circle.



- 7 Hold the mouse button down while you draw the multigon to the size you want. The radius measurement will appear in the position readout bar as you draw.
- 8 Release the mouse button.
- 9 Move the mouse in the direction you want to extrude the multigon.



**10** Click to end.

## Drawing a 3D Polygon

In polygon drawing mode, you can draw an object with any number of sides at any angle or length. You will find this tool useful when drawing corner cabinets, futons and so on.

### To draw a polygon



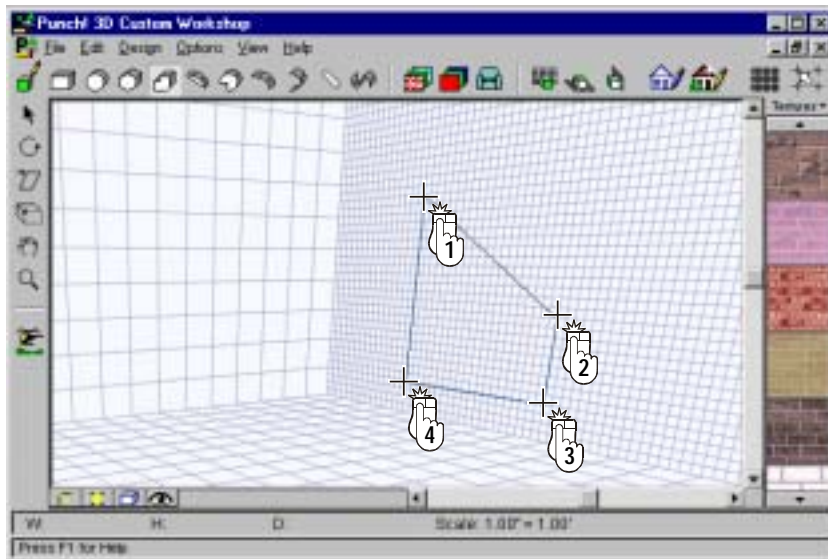
- 1 On the Design toolbar, click the Tool Toggle to access the 3D Design Toolbar. If the 3D Design Toolbar is already active, please skip to step 2.

**Note:** Other ways to access the 3D design toolbar are on the View menu, click 3D Design Tools or press CTRL+3.

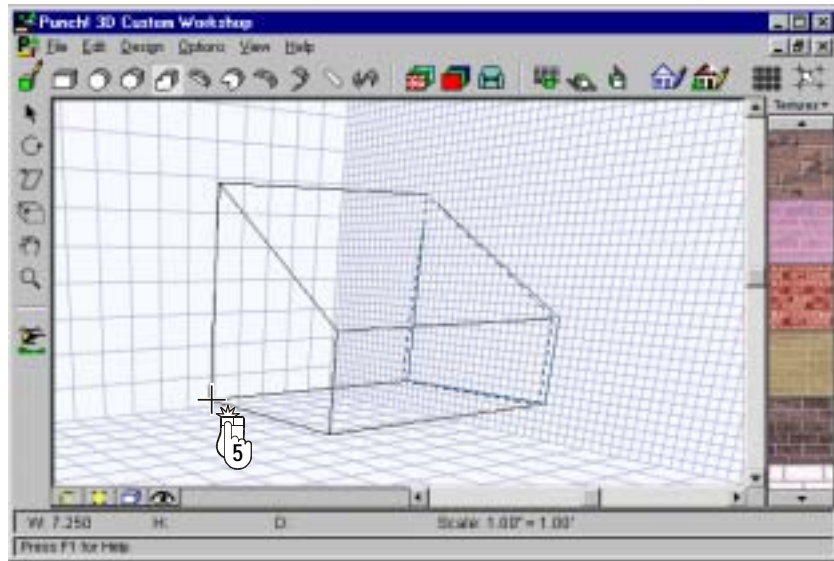
- 2 On the Design menu, click a drawing grid. If the appropriate drawing grid was previously selected, please skip to step 3.



- 3 Click the Polygon Tool. The pointer changes to reflect drawing mode.
- 4 Click on the design window to define the start point of the polygon. A rubber-band line is displayed and follows the pointer. This line signifies the first side of the polygon.



- 5 Click and move the mouse to the next corner point. Repeat until you have drawn the shape.
- 6 Double-click to end drawing the 2D shape.
- 7 Move the mouse in the direction you want to extrude the object.



- 8 Click to end.

## Drawing a 3D Closed Arc

In closed arc drawing mode, you will be able to draw an elliptical arc which will automatically close along the bottom. You will find this tool useful when drawing couches, chairs, drop-leaf tables and so on.

### To draw a closed arc



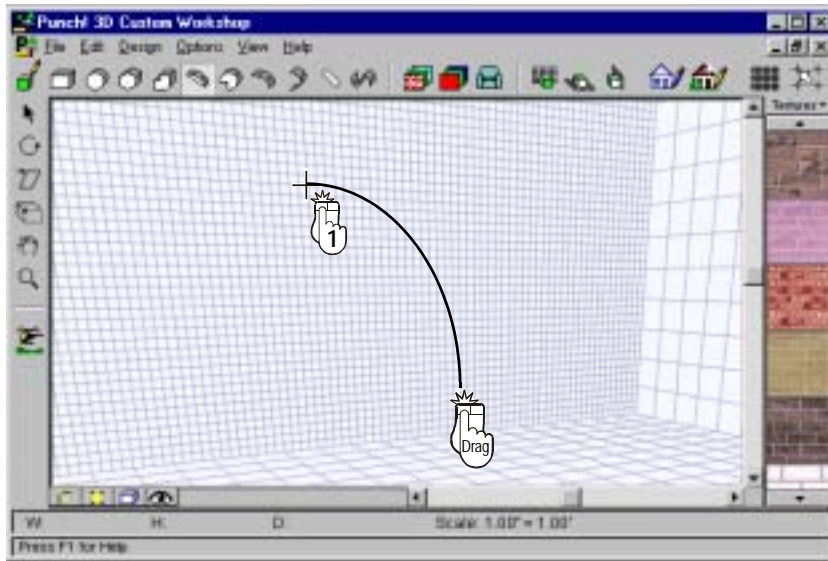
- 1 On the Design toolbar, click the Tool Toggle to access the 3D Design Toolbar. If the 3D Design Toolbar is already active, please skip to step 2.

**Note:** Other ways to access the 3D design toolbar are on the View menu, click 3D Design Tools or press CTRL+3.

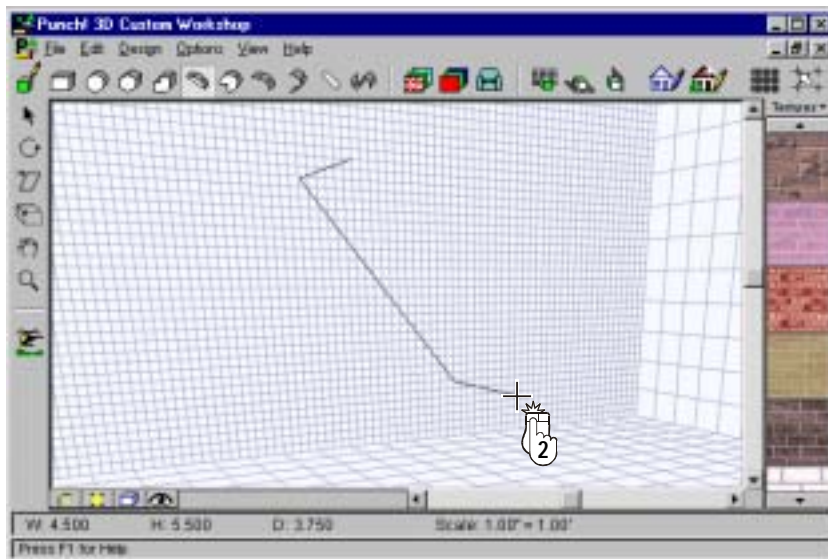
- 2 On the Design menu, click a drawing grid. If the appropriate drawing grid was previously selected, please skip to step 3.



- 3 Click the Closed Arc Tool. The pointer changes to reflect drawing mode.
- 4 Press the mouse button on the design window to define the start point of the closed arc. A rubber-band line is displayed and follows the pointer.



- 5 Hold the mouse button down while you extend the arc to the size you want. Dimensions appear in the position readout bar as you draw.
- 6 Release the mouse button.
- 7 Move the mouse in the direction you want to extrude the object.



- 8 Click to end.
- 9 (optional) Press and hold SHIFT while drawing to constrain the arc to 90 degrees.

## Drawing a 3D Circular Closed Arc

In circular closed arc drawing mode, you will be able to draw closed circular objects that have a cutout area. You will find this tool useful when drawing mouldings for cabinets and so on.

### To draw a circular closed arc

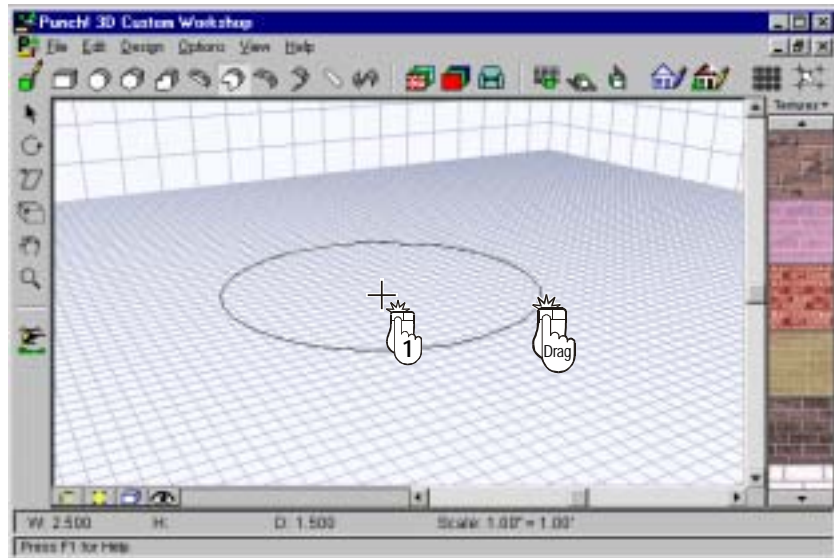


- 1 On the Design toolbar, click the Tool Toggle to access the 3D Design Toolbar. If the 3D Design Toolbar is already active, please skip to step 2.

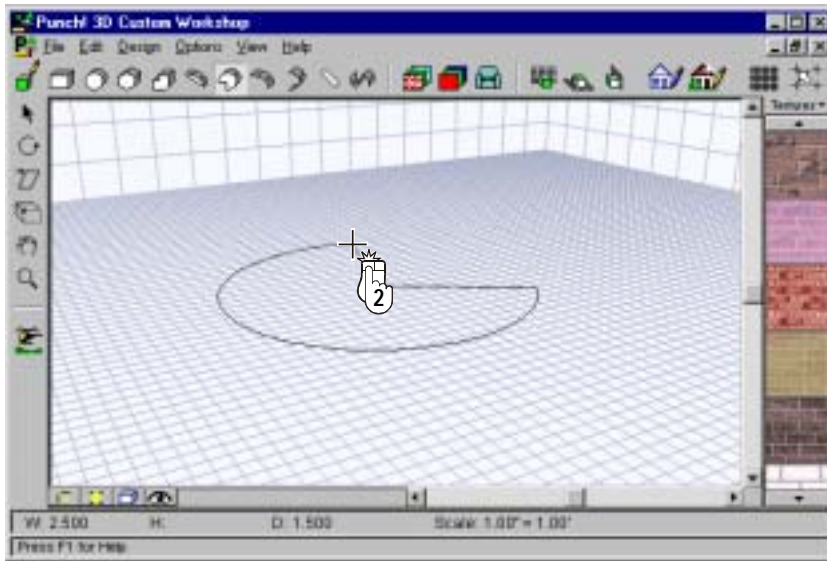
**Note:** Other ways to access the 3D design toolbar are on the View menu, click 3D Design Tools or press CTRL+3.



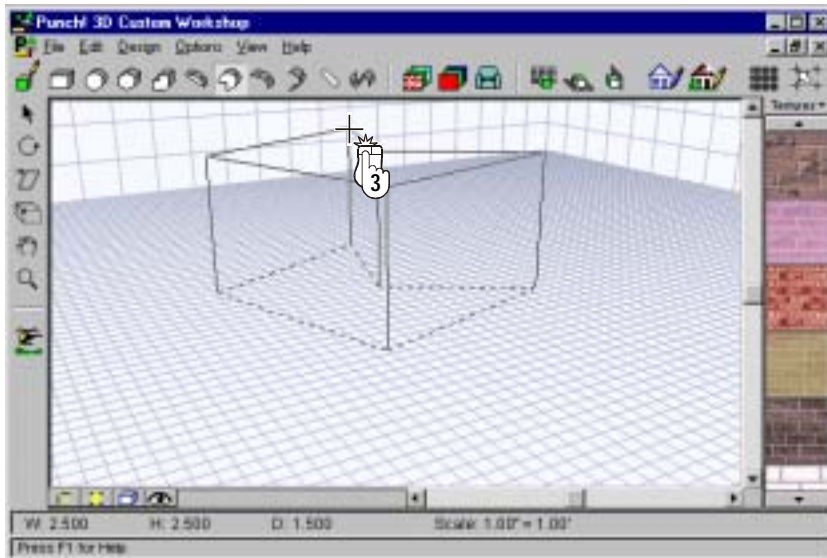
- 2 On the Design menu, click a drawing grid. If the appropriate drawing grid was previously selected, please skip to step 3.
- 3 Click the Circular Closed Arc Tool. The pointer changes to reflect drawing mode.
- 4 Press the mouse button on the design window to define the center point of the arc. A rubber-band line is displayed and follows the pointer. This line signifies the radius of your arc.



- 5 Hold the mouse button down while you extend the radius to the size you want. Dimensions appear in the position readout bar as you draw.
- 6 Release the mouse button.
- 7 Move the mouse clockwise or counter-clockwise to create the shape you want.



- 8 Click to end drawing the 2D shape.
- 9 Move the mouse in the direction you want to extrude the object.



- 10 Click to end.

## Drawing a 3D Open Arc

In open arc drawing mode, you will be able to draw an elliptical arc which will remain open along the bottom. You will find this tool useful when drawing outdoor bridges, slides and so on.

### To draw an open arc

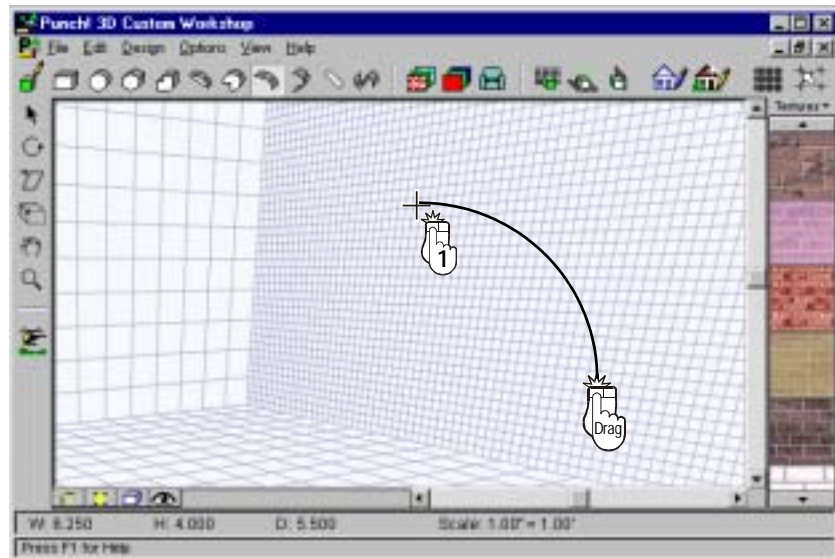


- 1 On the Design toolbar, click the Tool Toggle to access the 3D Design Toolbar. If the 3D Design Toolbar is already active, please skip to step 2.

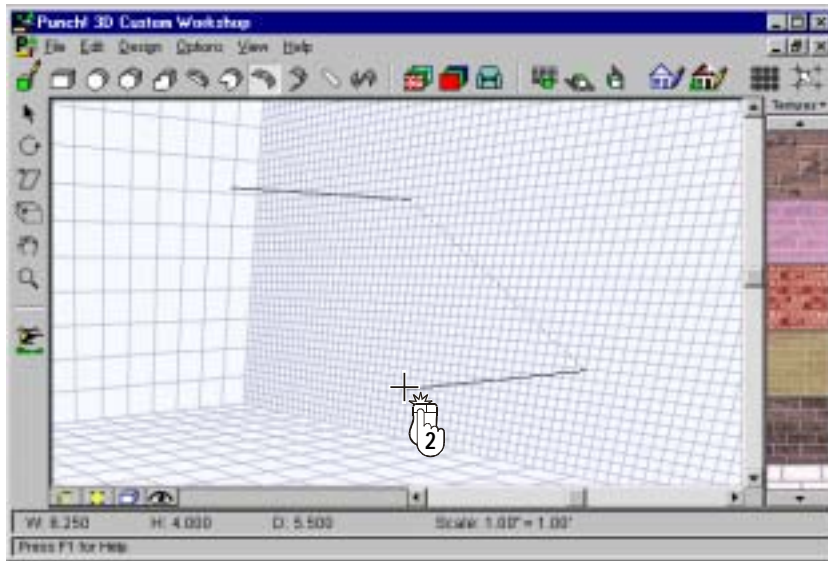
**Note:** Other ways to access the 3D design toolbar are on the View menu, click 3D Design Tools or press CTRL+3.



- 2 On the Design menu, click a drawing grid. If the appropriate drawing grid was previously selected, please skip to step 3.
- 3 Click the Open Arc Tool. The pointer changes to reflect drawing mode.
- 4 Press the mouse button on the design window to define the start point of the closed arc. A rubber-band line is displayed and follows the pointer.



- 5 Hold the mouse button down while you extend the arc to the shape you want. Dimensions appear in the position readout bar as you draw.
- 6 Release the mouse button.
- 7 Move the mouse in the direction you want to extrude the object.



- 8 Click to end.
- 9 (optional) Press and hold SHIFT while drawing to constrain the arc to 90 degrees.

## Drawing a 3D Circular Arc

In circular arc drawing mode, you can draw an arc of any radius. You will find this tool useful when drawing decorative edges, barrel planters and so on.

### To draw a circular arc



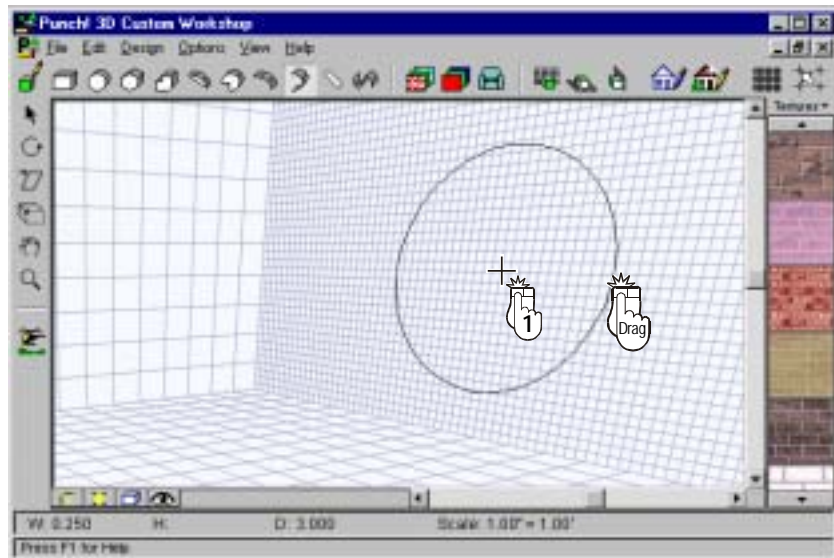
- 1 On the Design toolbar, click the Tool Toggle to access the 3D Design Toolbar. If the 3D Design Toolbar is already active, please skip to step 2.

**Note:** Other ways to access the 3D design toolbar are on the View menu, click 3D Design Tools or press CTRL+3.

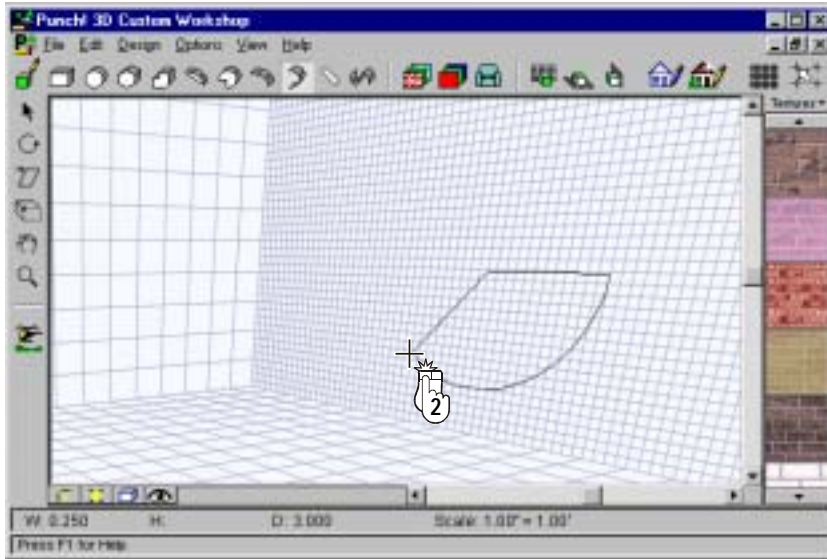
- 2 On the Design menu, click a drawing grid. If the appropriate drawing grid was previously selected, please skip to step 3.



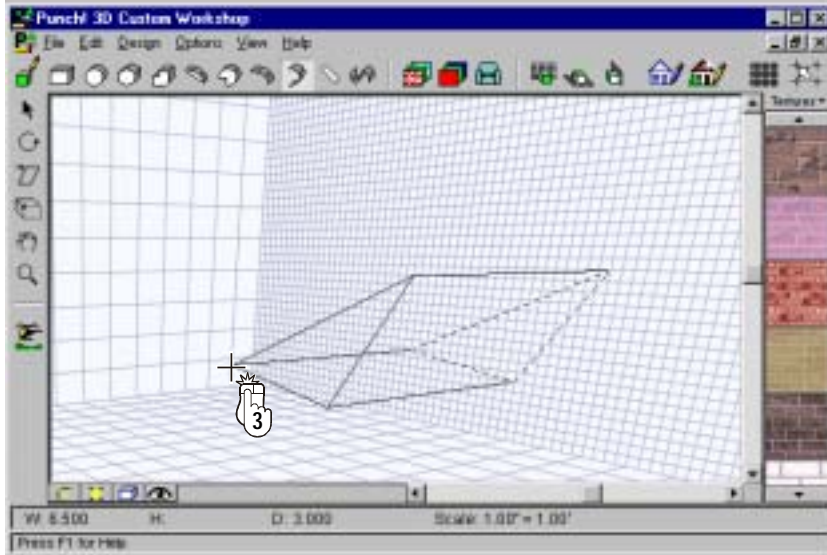
- 3 Click the Circular Arc Tool. The pointer changes to reflect drawing mode.
- 4 Press the mouse button on the design window to define the center point of the arc. A rubber-band line is displayed and follows the pointer. This line signifies the radius of your arc.



- 5 Hold the mouse button down while you extend the radius to the size you want. Dimensions appear in the position readout bar as you draw.
- 6 Release the mouse button.
- 7 Move the mouse clockwise or counter-clockwise to create the shape you want.



- 8 Click to end drawing the 2D shape.
- 9 Move the mouse in the direction you want to extrude the object.



- 10 Click to end.

## Drawing a 3D Plane

In plane drawing mode, you will be able to draw flat planes to the size you want. You will find this tool useful when adding angular details to cabinets and so on.

### To draw a plane



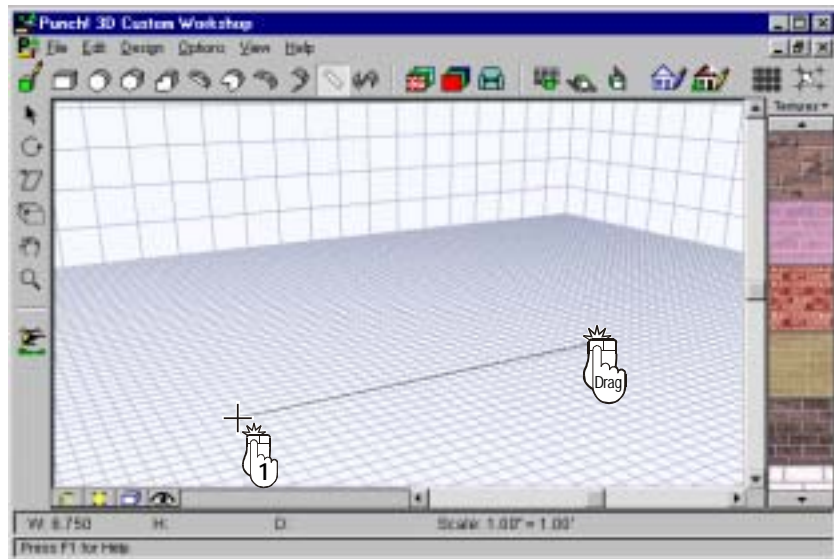
- 1 On the Design toolbar, click the Tool Toggle to access the 3D Design Toolbar. If the 3D Design Toolbar is already active, please skip to step 2.

**Note:** Other ways to access the 3D design toolbar are on the View menu, click 3D Design Tools or press CTRL+3.

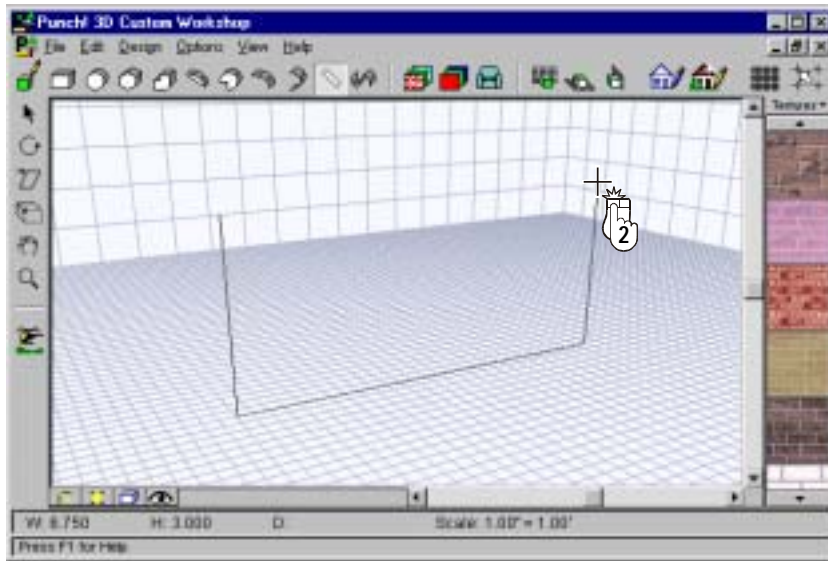
- 2 On the Design menu, click a drawing grid. If the appropriate drawing grid was previously selected, please skip to step 3.



- 3 Click the Plane Tool. The pointer changes to reflect drawing mode.
- 4 Press the mouse button on the design window to define the start point of the line. A rubber-band line is displayed and follows the pointer.



- 5 Hold the mouse button down while you extend the line in the direction and to the length you want. Dimensions appear in the position readout bar as you draw.
- 6 Release the mouse button.
- 7 Move the mouse in the direction you want to extrude the plane.



- 8 Click to end.
- 9 (optional) Press and hold the Shift key while drawing, to constrain the line horizontally or vertically.

## Drawing a 3D Curve

In curve drawing mode, you will be able to draw an open curved shape which changes direction. You will find this tool useful when drawing curved ceilings, outdoor grills and so on.

### To draw a curve



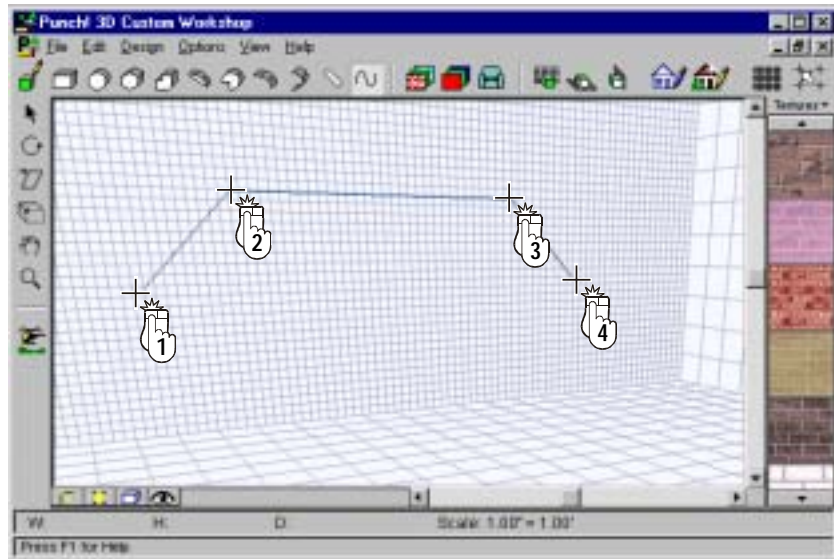
- 1 On the Design toolbar, click the Tool Toggle to access the 3D Design Toolbar. If the 3D Design Toolbar is already active, please skip to step 2.

**Note:** Other ways to access the 3D design toolbar are on the View menu, click 3D Design Tools or press CTRL+3.

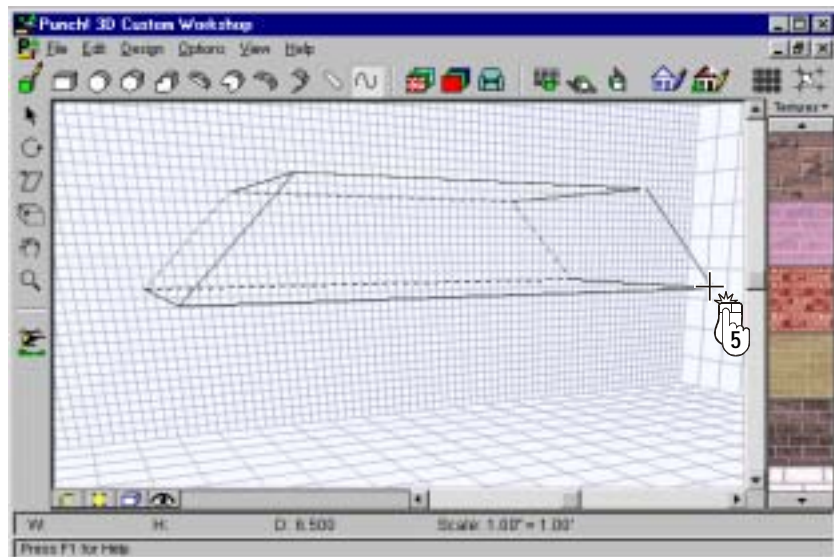
- 2 On the Design menu, click a drawing grid. If the appropriate drawing grid was previously selected, please skip to step 3.



- 3 Click the Curve Tool. The pointer changes to reflect drawing mode.
- 4 Click and move the mouse to the next corner point. Repeat until you have drawn the necessary shape. Although the lines will initially appear angular, they will become curved when you end drawing mode.



- 5 Double-click to end.
- 6 Move the mouse in the direction you want to extrude the object.



- 7 Click to end.

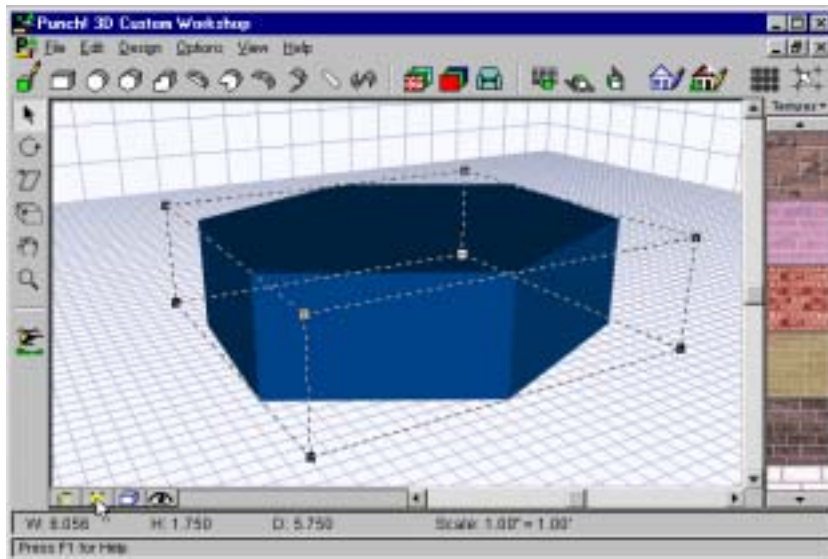
## Using Object Selection Mode

Object Selection Mode is active by default. Object selection, along with point selection, controls how your edits impact your object. If you are in object selection mode, changes affect the object as a whole. If you are working in point selection mode, each edge of the object is treated separately as you edit.

### To use object selection mode



- 1 On the Options menu, click Object Selection or click on the Object Selection tool in the lower left corner of the window.
- 2 Click the object and drag it into the new position.



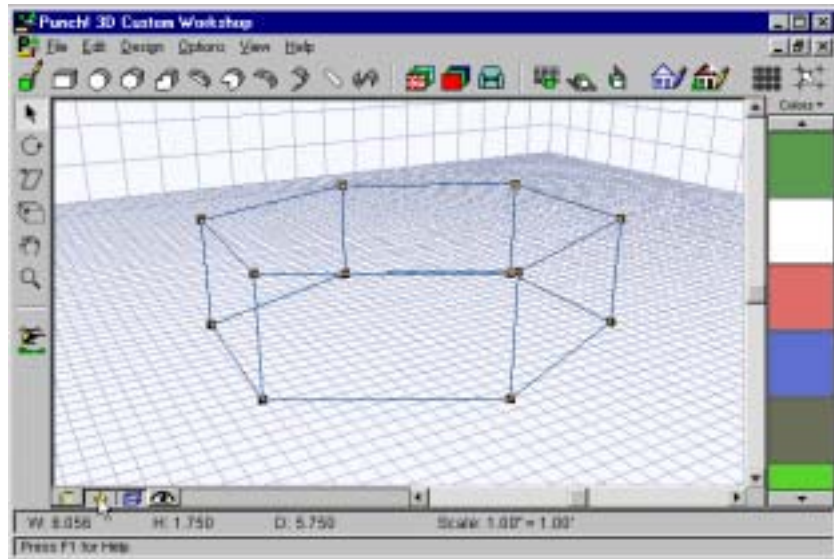
## Using Point Selection Mode

In point selection mode, you are able to move each edge individually in your drawing. While it is easy to move an entire object in object selection mode, it is much more convenient to handle detailed edits using point selection mode.

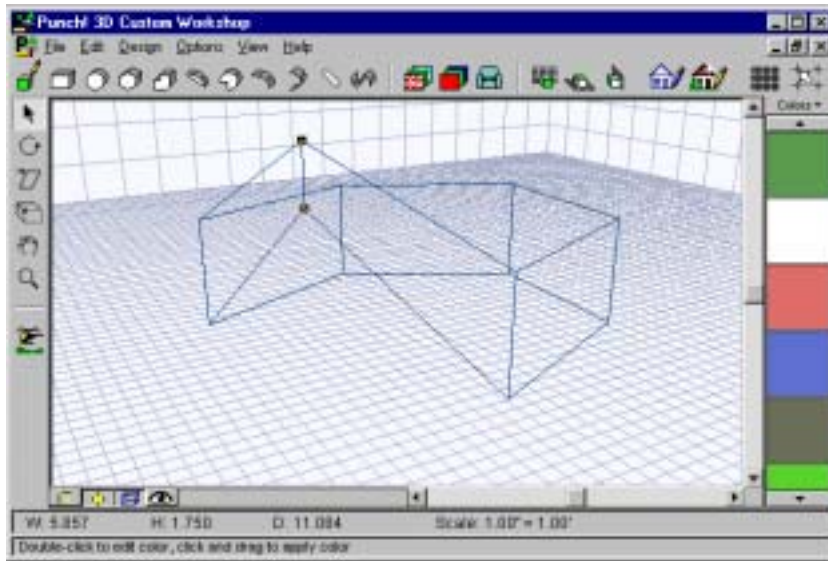
### To use point selection mode



- 1 On the Options menu, click Point Selection or click on the Point Selection tool in the lower left corner of the window. The design window changes to reflect wire frame view.



- 2 On the Design menu, click a drawing grid.
- 3 Click a section of the object and drag it into the new position to reshape it.



**Note:** To restore colors and textures, click the Rendering Style toggle at the lower left of your window or on the View menu, click 3D Rendering Style, then click Textured.

## Drawing from Corner

Draw from Corner, along with Draw from Center, controls the beginning points of objects drawn with the drawing tools. Draw from Corner makes drawing cabinets, tables and most other angular objects much easier. Draw from Corner works with the rectangle, oval and line/plane tools only.

### To draw from corner

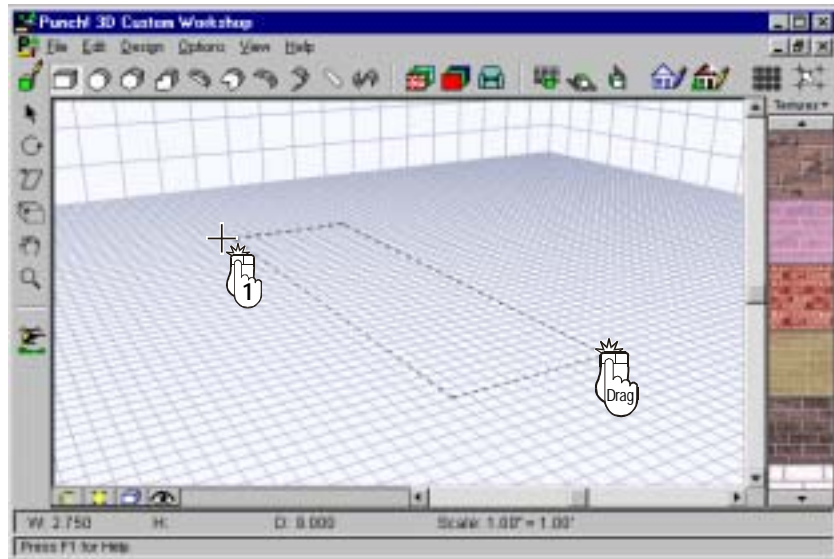


- 1 On the Options menu, click Draw From Corner or click on the Draw from Corner Tool.

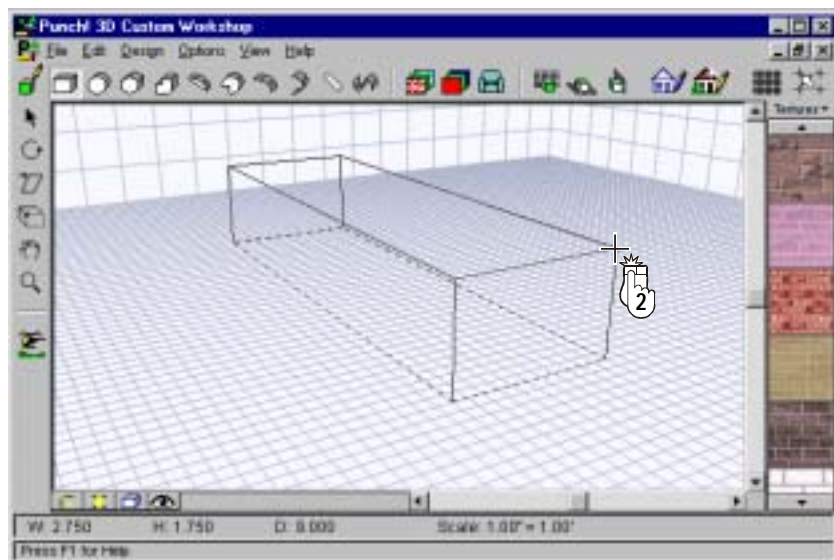
**Note:** Draw from Corner mode is the 3D Custom Workshop's default drawing style.



- 2 Click the Rectangle Tool. The pointer changes to reflect drawing mode.
- 3 Press the mouse button on the design window to define the corner point of the rectangle. A rubber-band rectangle is displayed and follows the pointer.



- 4 Hold the mouse button down as you extend the opposite corner of the rectangle to the size you want. Dimensions will appear in the position readout bar as you draw.
- 5 Release the mouse button.
- 6 Move the mouse in the direction you want to extrude the rectangle.

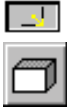


- 7 Click to end.

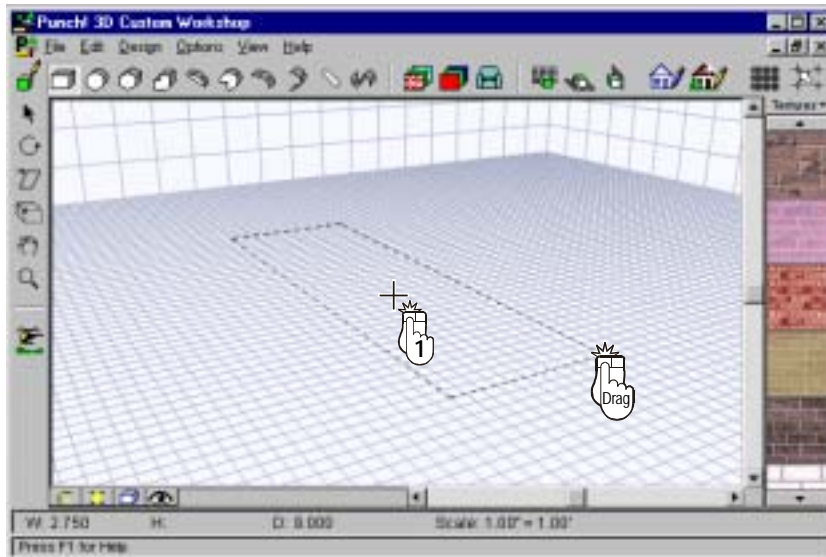
## Drawing from Center

Draw from Center, along with Draw from Corner, controls the beginning points of objects drawn with the drawing tools. Draw from Center makes drawing concentric objects a breeze. Draw from Center is applicable with the rectangle, oval and line/plane tools only.

### To draw from center

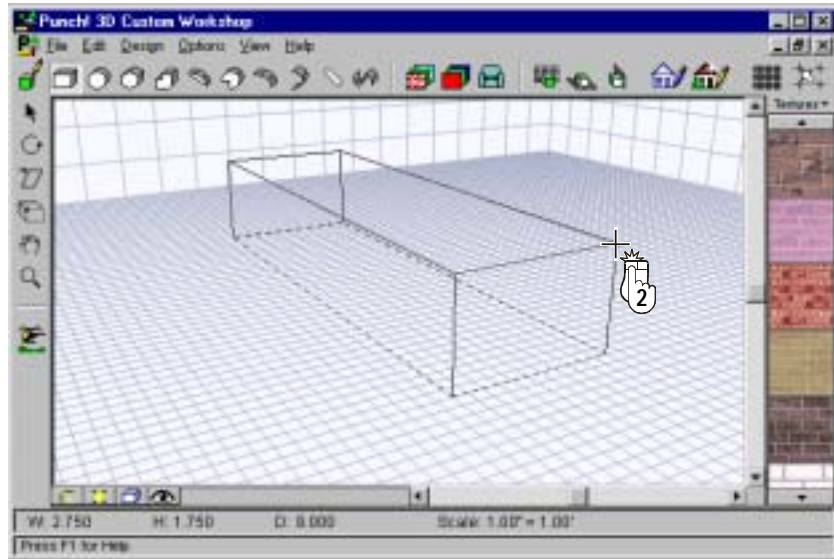


- 1 On the Options menu, click Draw from Center or click on the Draw from Center Tool.
- 2 Click the Rectangle Tool. The pointer changes to reflect drawing mode.
- 3 Press the mouse button on the design window to define the center point of the rectangle. A rubber-band rectangle is displayed and follows the pointer.



- 4 Hold the mouse button down as you extend the rectangle to the size you want. Dimensions will appear in the position readout bar as you draw.

- 5 Release the mouse button.
- 6 Move the mouse in the direction you want to extrude the rectangle.



- 7 Click to end.



# *Drawing in 2D*

You may find it easier to begin your design in 2D and add the third dimension later. You will find the 2D design tools are extremely useful for this technique. These tools are the counterpart to the 3D drawing tools and work similarly. For more information on 3D drawing tools, see the chapter titled “Drawing in 3D”, which begins on page 255. The 2D toolset can be used in 3D view or a 2D view from a specific direction.

In this chapter we will explore the uses of each 2D drawing Tool. In addition, the Curve Tension technique is explained.

## Drawing a 2D Rectangle

In rectangle drawing mode you will be able to draw squares and rectangles. You will find this tool useful when drawing tables, cabinets, counters and so on.

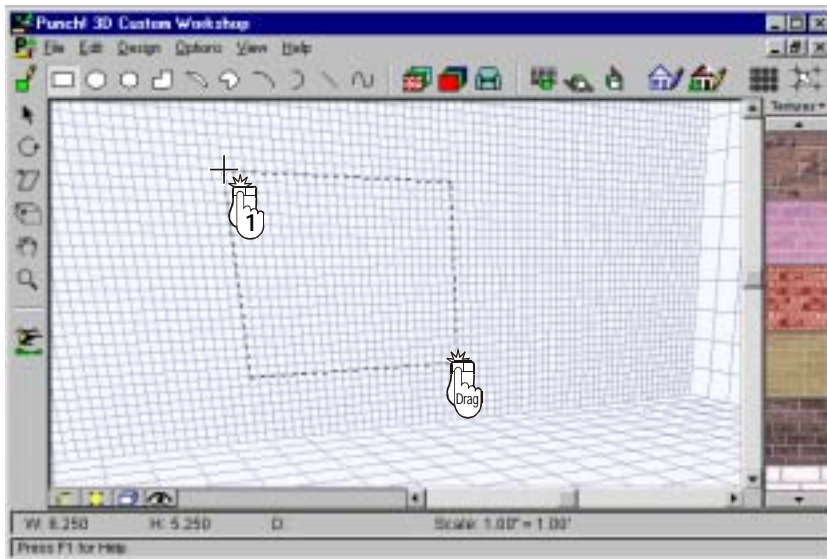
### To draw a rectangle



- 1 On the Design toolbar, click the Tool Toggle to access the 2D Design Toolbar. If the 2D Design Toolbar is already active, please skip to step 2.

**Note:** Other ways to access the 2D design toolbar are on the View menu, click 2D Design Tools or press CTRL+2.

- 2 On the Design menu, click a drawing grid. If the appropriate drawing grid was previously selected, please skip to step 3.
- 3 Click the Rectangle Tool. The pointer changes to reflect drawing mode.
- 4 Press the mouse button on the design window to define the start point of the rectangle. A rubber-band rectangle is displayed and follows the pointer.



- 5 Hold the mouse button down as you extend the rectangle to the size you want. Dimensions appear in the position readout bar as you draw.
- 6 Release the mouse button.

## Drawing a 2D Oval

In ellipse drawing mode you will be able to draw circles and ovals. You will find this tool useful when drawing lamps, couches, planters, rugs and so on.

### To draw an oval



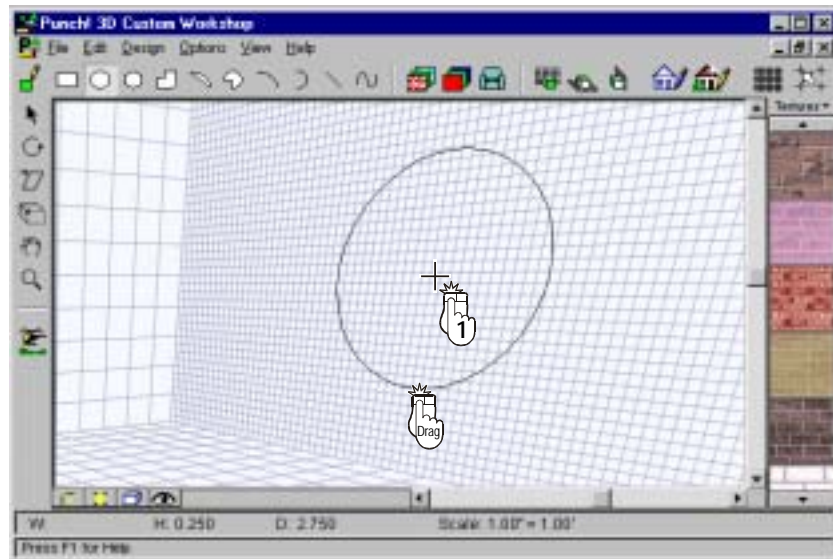
- 1 On the Design toolbar, click the Tool Toggle to access the 2D Design Toolbar. If the 2D Design Toolbar is already active, please skip to step 2.

**Note:** Other ways to access the 2D design toolbar are on the View menu, click 2D Design Tools or press CTRL+2.

- 2 On the Design menu, click a drawing grid. If the appropriate drawing grid was previously selected, please skip to step 3.



- 3 Click the Oval Tool. The pointer changes to reflect drawing mode.
- 4 Press the mouse button on the design window to define the start point of the oval. A rubber-band shape is displayed and follows the pointer.



- 5 Hold the mouse button down and extend the oval until it reaches the size you want. Dimensions appear in the position readout bar as you draw.
- 6 Release the mouse button.
- 7 (optional) Press and hold SHIFT while drawing to draw a perfect circle.

## Drawing a 2D Multigon

In multigon drawing mode you will be able to draw objects with a specified number of equal-length sides. You will find this tool useful when drawing mirrors, tabletops, hot tubs and so on.

### To draw a multigon



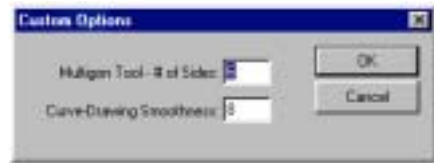
- 1 On the Design toolbar, click the Tool Toggle to access the 2D Design Toolbar. If the 2D Design Toolbar is already active, please skip to step 2.

**Note:** Other ways to access the 2D design toolbar are on the View menu, click 2D Design Tools or press CTRL+2.

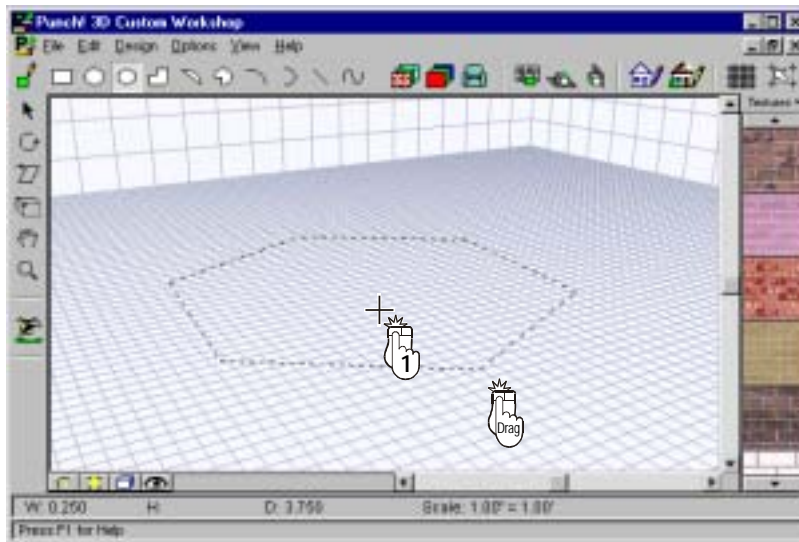
- 2 On the Design menu, click a drawing grid. If the appropriate drawing grid was previously selected, please skip to step 3.



- 3 Click the Multigon Tool. The pointer changes to reflect drawing mode.
- 4 On the Options menu, click Custom Options, then type the number of equal-length sides you need.



- 5 Press the mouse button on the design window to define the start point (center) of the multigon. A rubber-band multigon is displayed and follows the pointer.



- 6 Hold the mouse button down and extend the multigon to the size you want. The radius will appear in the position readout bar as you draw.
- 7 Release the mouse button.

## Drawing a 2D Polygon

In polygon drawing mode you can draw an object with any number of sides at any angle or length. You will find this tool useful when drawing corner cabinets, futons and so on.

### To draw a polygon



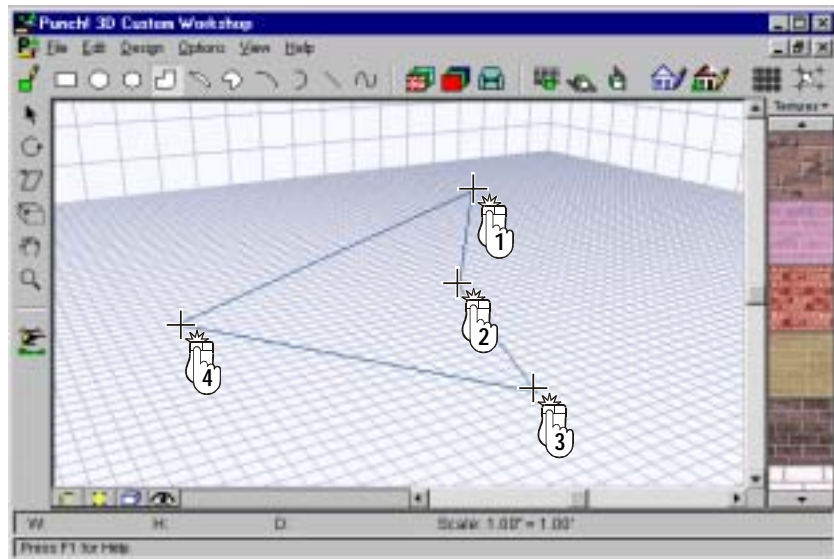
- 1 On the Design toolbar, click the Tool Toggle to access the 2D Design Toolbar. If the 2D Design Toolbar is already active, please skip to step 2.

**Note:** Other ways to access the 2D design toolbar are on the View menu, click 2D Design Tools or press CTRL+2.

- 2 On the Design menu, click a drawing grid. If the appropriate drawing grid was previously selected, please skip to step 3.



- 3 Click the Polygon Tool. The pointer changes to reflect drawing mode.
- 4 Click on the design window to define the start point of the polygon. A rubber-band line is displayed and follows the pointer. This line signifies the first side of your polygon.



- 5 Click and move the mouse to the next corner point. Repeat until you have drawn the needed shape.
- 6 Double-click to end drawing mode. Dimensions appear in the position readout bar.

## Drawing a 2D Closed Arc

In closed arc drawing mode you will be able to draw an elliptical arc which will automatically close along the bottom. You will find this tool useful when drawing couches, chairs, drop-leaf tables and so on.

### To draw a closed arc



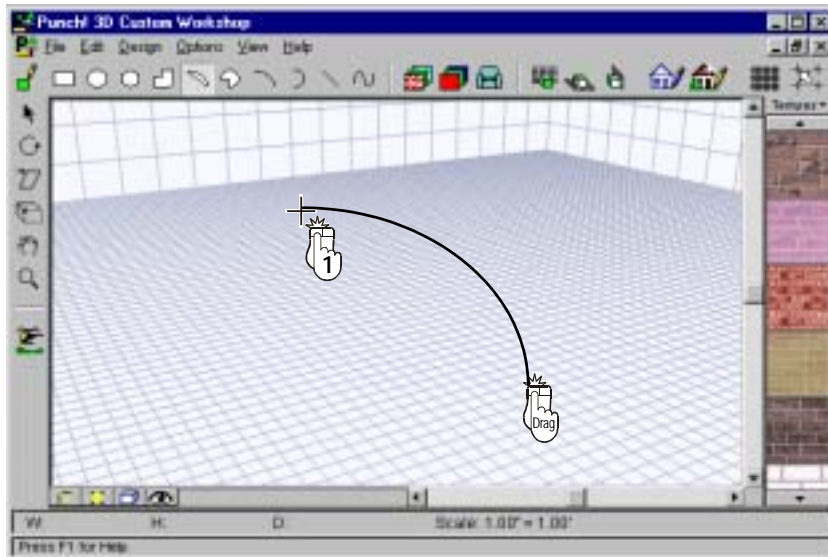
- 1 On the Design toolbar, click the Tool Toggle to access the 2D Design Toolbar. If the 2D Design Toolbar is already active, please skip to step 2.

**Note:** Other ways to access the 2D design toolbar are on the View menu, click 2D Design Tools or press CTRL+2.

- 2 On the Design menu, click a drawing grid. If the appropriate drawing grid was previously selected, please skip to step 3.



- 3 Click the Closed Arc Tool. The pointer changes to reflect drawing mode.
- 4 Press the mouse button on the design window to define the start point of the closed arc. A rubber-band line is displayed and follows the pointer.



- 5 Hold the mouse button down and extend the arc to the shape you want. Dimensions appear in the position readout bar as you draw.
- 6 Release the mouse button.
- 7 (optional) Press and hold SHIFT while drawing to constrain the arc to 90 degrees.

## Drawing a 2D Circular Closed Arc

In circular closed arc drawing mode you will be able to draw a closed shape of any rounded item. You will find this tool useful when drawing cabinet mouldings, decorative edges and so on.

### To draw a circular closed arc

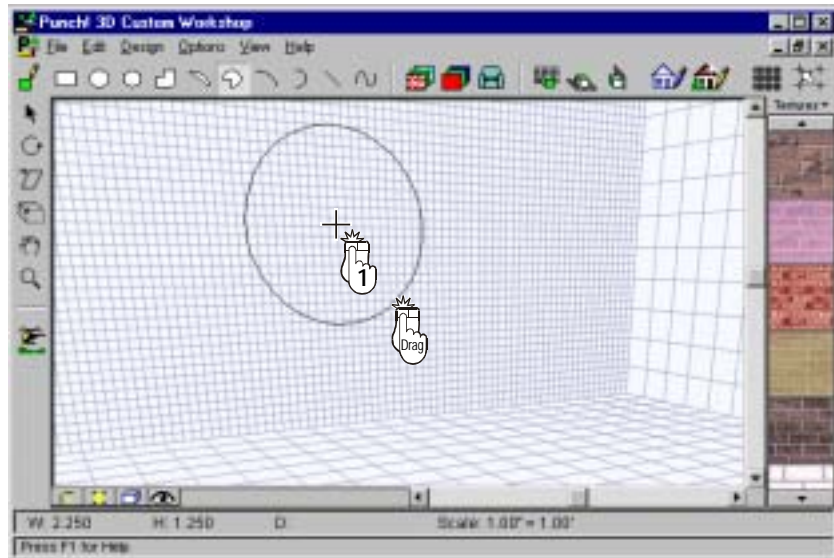


- 1 On the Design toolbar, click the Tool Toggle to access the 2D Design Toolbar. If the 2D Design Toolbar is already active, please skip to step 2.

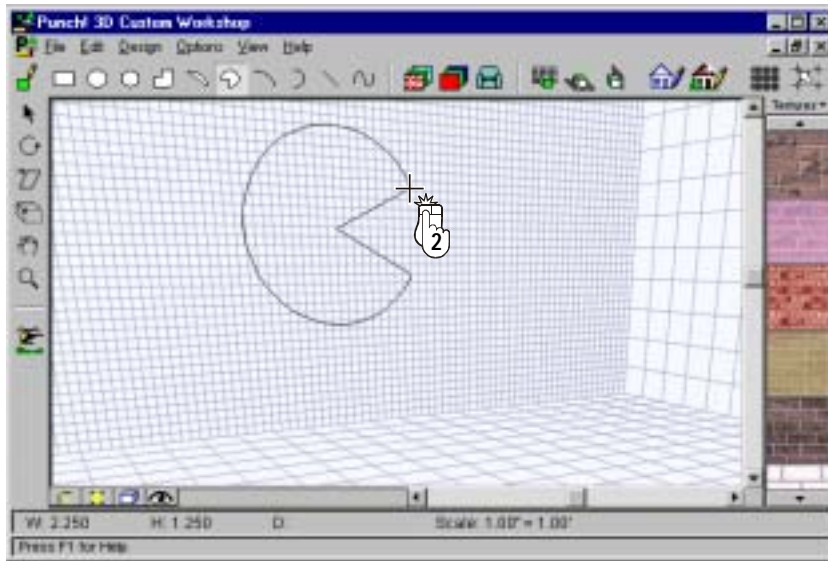
**Note:** Other ways to access the 2D design toolbar are on the View menu, click 2D Design Tools or press CTRL+2.



- 2 On the Design menu, click a drawing grid. If the appropriate drawing grid was previously selected, please skip to step 3.
- 3 Click the Circular closed arc Tool. The pointer changes to reflect drawing mode.
- 4 Press the mouse button on the design window to define the center point of the arc. A rubber-band line is displayed and follows the pointer. This line signifies the radius of your arc.



- 5 Hold the mouse button down and extend the radius to the size you want. Dimensions appear in the position readout bar as you draw.
- 6 Release the mouse button.
- 7 Move the mouse clockwise or counter-clockwise to create the shape you want.



- 8 Click to end drawing mode.

## Drawing a 2D Open Arc

In open arc drawing mode you will be able to draw an elliptical arc which will remain open along the bottom. You will find this tool useful when drawing outdoor bridges, slides and so on.

### To draw an open arc

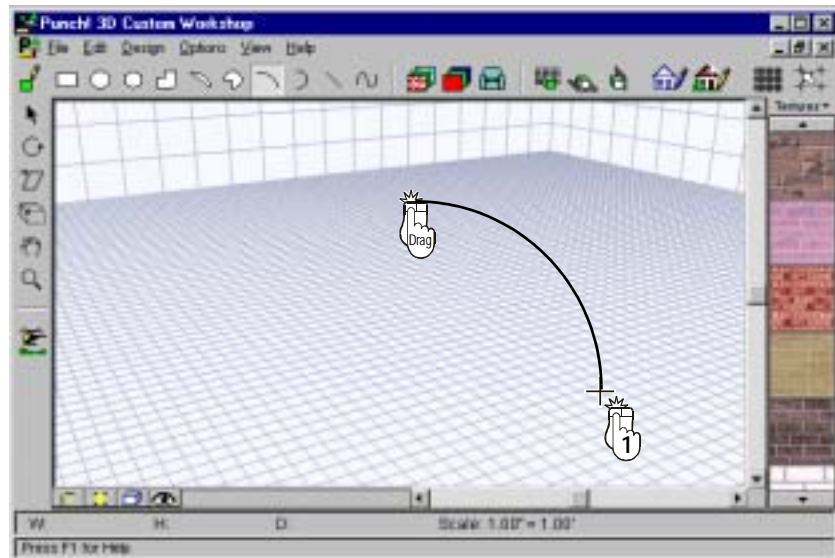


- 1 On the Design toolbar, click the Tool Toggle to access the 2D Design Toolbar. If the 2D Design Toolbar is already active, please skip to step 2.

**Note:** Other ways to access the 2D design toolbar are on the View menu, click 2D Design Tools or press CTRL+2.



- 2 On the Design menu, click a drawing grid. If the appropriate drawing grid was previously selected, please skip to step 3.
- 3 Click the Open Arc Tool. The pointer changes to reflect drawing mode.
- 4 Press the mouse button on the design window to define the start point of the closed arc. A rubber-band line is displayed and follows the pointer.



- 5 Hold the mouse button down and extend the arc to the shape you want. Dimensions appear in the position readout bar as you draw.
- 6 Release the mouse button.
- 7 (optional) Press and hold SHIFT while drawing to constrain the arc to 90 degrees.

## Drawing a 2D Circular Arc

In circular arc drawing mode you will be able to draw an open shape of any radius. You will find this tool useful when drawing decorative edges, barrel planters and so on.

### To draw a circular arc



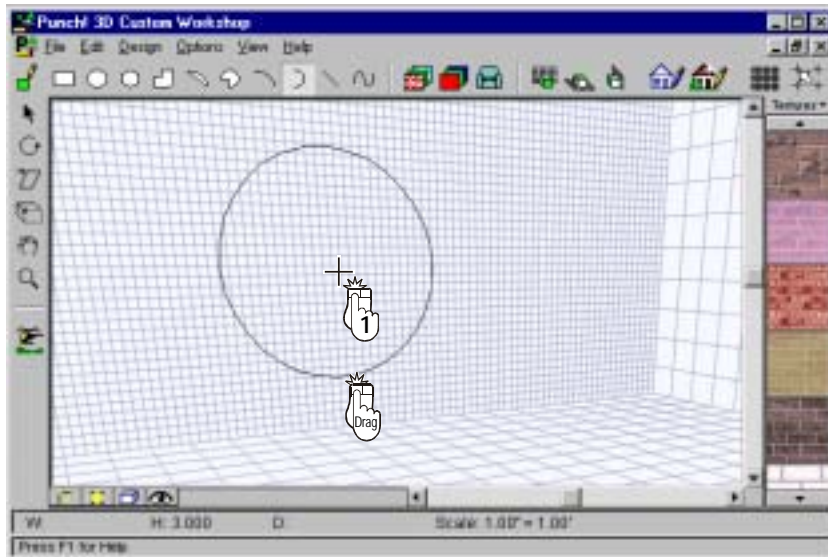
- 1 On the Design toolbar, click the Tool Toggle to access the 2D Design Toolbar. If the 2D Design Toolbar is already active, please skip to step 2.

**Note:** Other ways to access the 2D design toolbar are on the View menu, click 2D Design Tools or press CTRL+2.

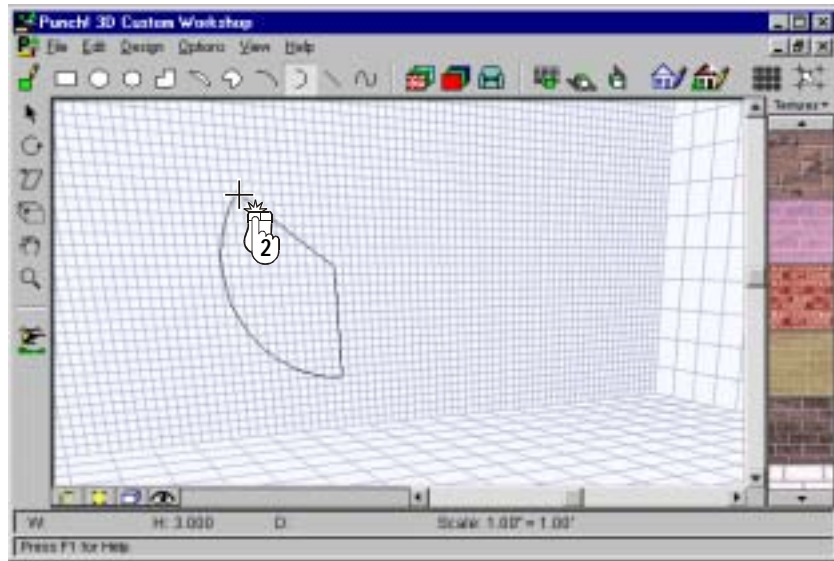
- 2 On the Design menu, click a drawing grid. If the appropriate drawing grid was previously selected, please skip to step 3.



- 3 Click the Circular arc Tool. The pointer changes to reflect drawing mode.
- 4 Press the mouse button on the design window to define the center point of the arc. A rubber-band line is displayed and follows the pointer. This line signifies the radius of your arc.



- 5 Hold the mouse button down and extend the radius to the size you want. Dimensions appear in the position readout bar as you draw.
- 6 Release the mouse button.
- 7 Move the mouse clockwise or counter-clockwise to create the shape you want.



- 8 Click to end drawing mode.

## Drawing a 2D Line

In line drawing mode you will be able to draw straight lines of any length. You will find this tool useful when drawing angular details to cabinets, tables and so on.

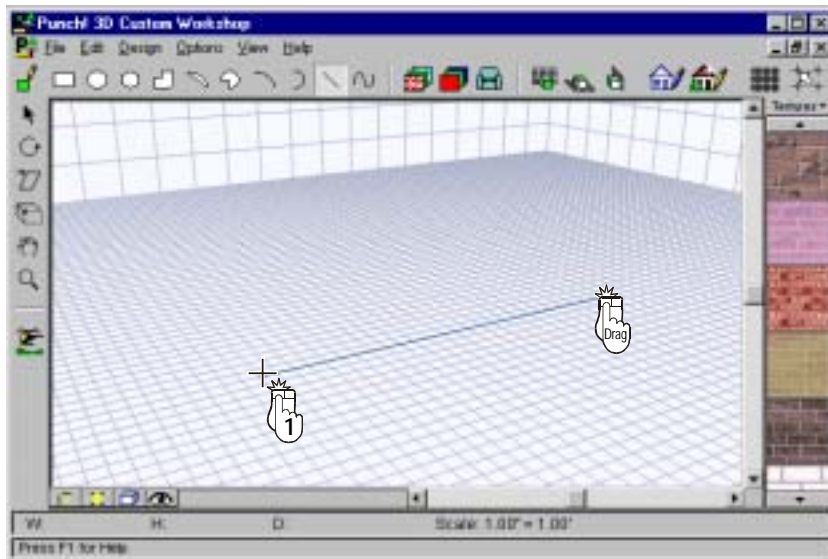
### To draw a line



- 1 On the Design toolbar, click the Tool Toggle to access the 2D Design Toolbar. If the 2D Design Toolbar is already active, please skip to step 2.

**Note:** Other ways to access the 2D design toolbar are on the View menu, click 2D Design Tools or press CTRL+2.

- 2 On the Design menu, click a drawing grid. If the appropriate drawing grid was previously selected, please skip to step 3.
- 3 Click the Line Tool. The pointer changes to reflect drawing mode.
- 4 Press the mouse button on the design window to define the start point of the line. A rubber-band line is displayed and follows the pointer.



- 5 Hold the mouse button down and extend the line to the length you want. Dimensions appear in the position readout bar as you draw.
- 6 Release the mouse button.
- 7 (optional) Press and hold SHIFT while drawing to constrain the line horizontally or vertically.

## Drawing a 2D Curve

In curve drawing mode you will be able to draw an open curved shape which changes direction. You will find this tool useful when drawing outdoor grills and so on.

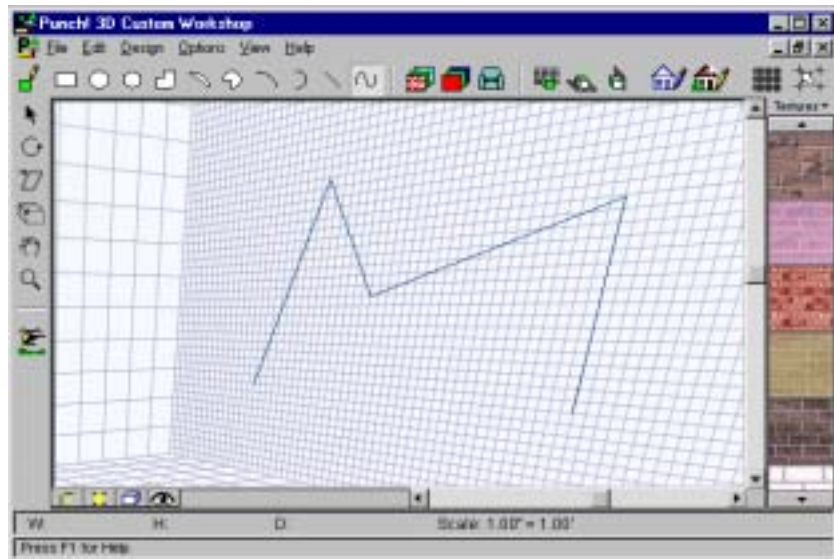
### To draw a curve



- 1 On the Design toolbar, click the Tool Toggle to access the 2D Design Toolbar. If the 2D Design Toolbar is already active, please skip to step 2.

**Note:** Other ways to access the 2D design toolbar are on the View menu, click 2D Design Tools or press CTRL+2.

- 2 On the Design menu, click a drawing grid. If the appropriate drawing grid was previously selected, please skip to step 3.
- 3 Click the Curve Tool. The pointer changes to reflect drawing mode.
- 4 Click and move the mouse to the next corner point. Repeat until you have drawn the needed shape.



**Note:** Although the lines will initially appear to be angular, they will become curved when you end drawing mode.

- 5 Double-click to end drawing mode.

## Changing Curve Tension

To further control the look of the shapes drawn with any of the arc or curve tools, you have control over the degree of curve assigned to them. With the Unsmooth feature it is easy to create angular shapes and with Curve Tension you can change the appearance. Curve Tension is measured between 1 and 50. Specifying 1 in the dialog box results in very little tension being applied, while specifying 50 is the maximum amount allowed and causes a greatly-exaggerated curve.

### To change curve tension

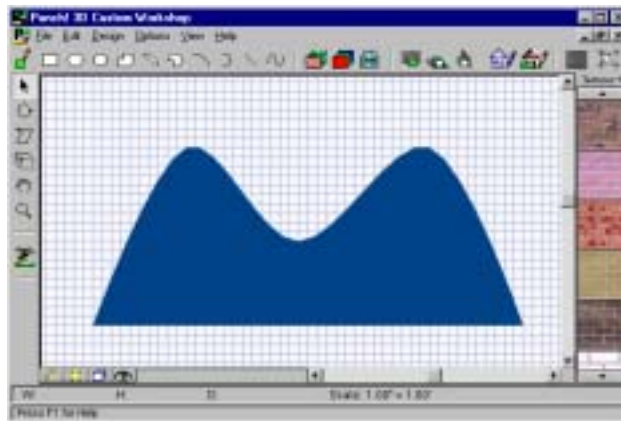
- 1 Click an object to select it.
- 2 On the Options Menu, click Curve Smoothing, Curve Tension. The Curve Tension dialog box is displayed.



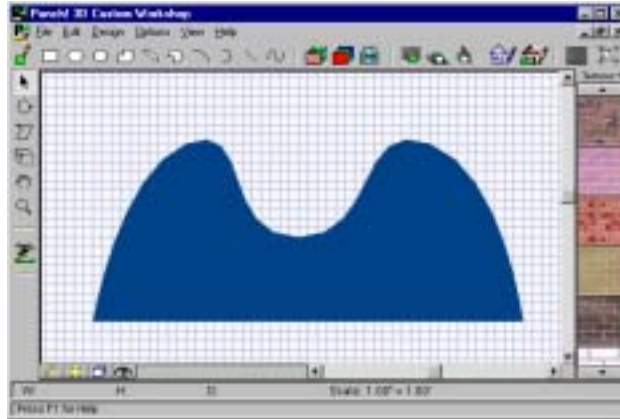
- 3 Type the amount of tension that you want.
- 4 Click OK. The Curve Tension you specified is applied.

### Examples:

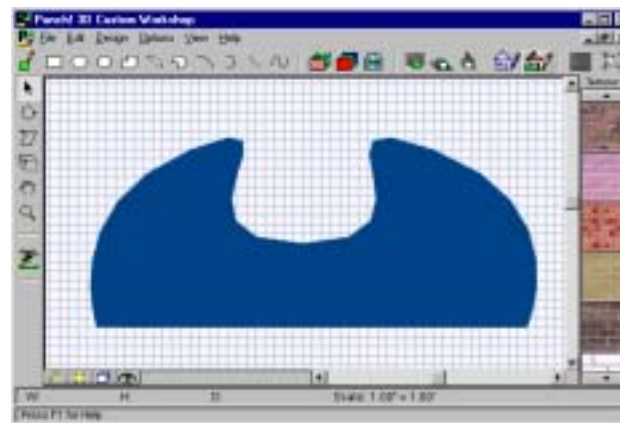
Default Curve Tension (5):



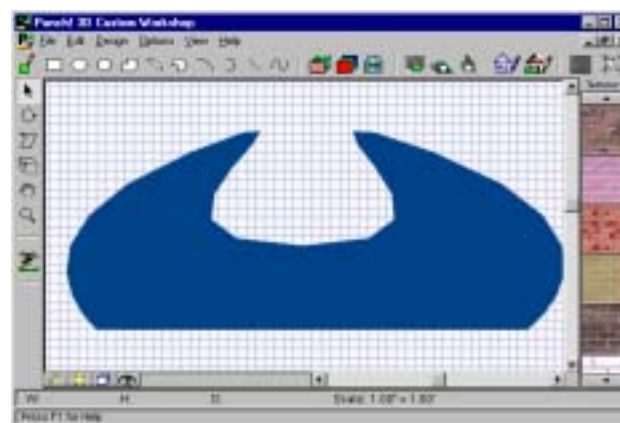
Curve Tension set at 10:



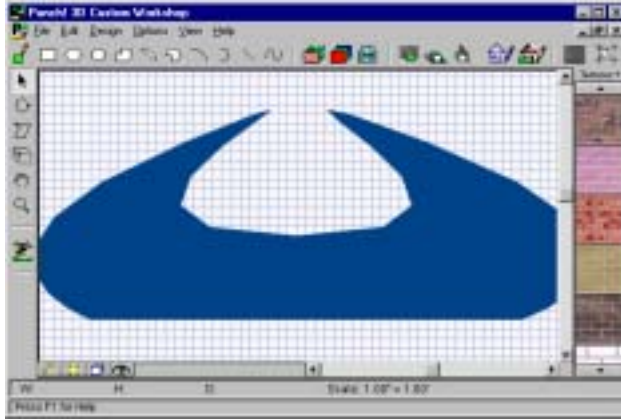
Curve Tension set at 20:



Curve Tension set at 30:



Curve Tension set at 40:



# *Converting 2D Objects to 3D*

In the previous chapter you learned how to draw in 2D, now you will learn how to convert two-dimensional objects into 3D. You can create as much depth as you want in any direction necessary.

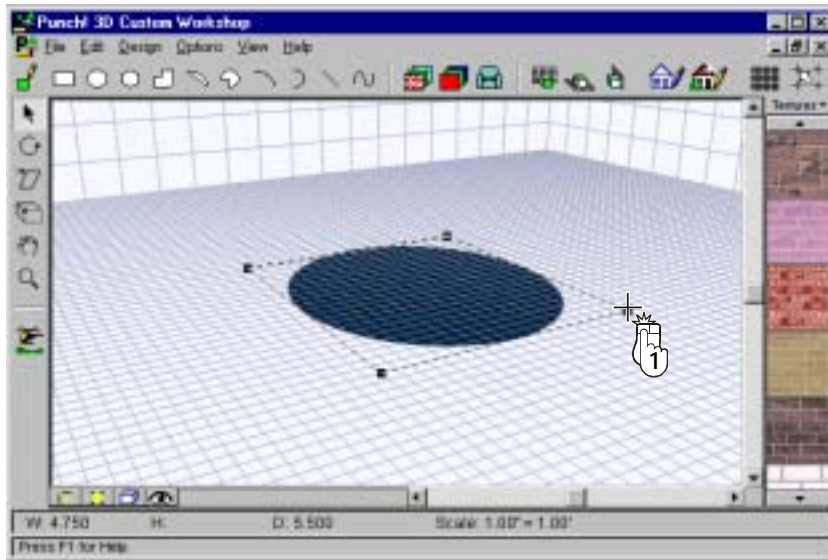
The Extrude technique adds depth to any object while the powerful Revolve command makes creating intricate objects like chair legs, table legs and columns very easy.

## Extruding a 2D Object

Once you draw an object in 2D you can add the third dimension at any time. The Extrude tool makes this a straight-forward process.

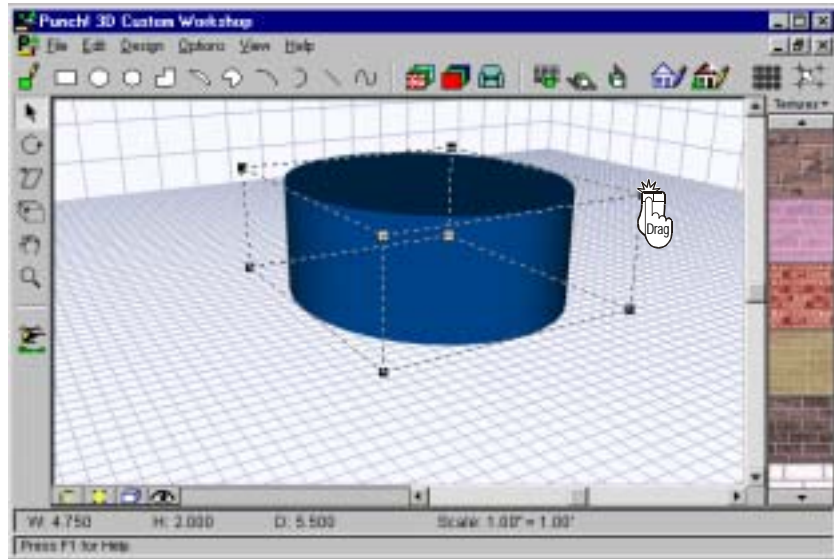
### To extrude a 2D object

- 1 On the View menu, click Reset View or right-click anywhere on the design window, then click Reset View on the pop-up menu that is displayed.
- 2 Click once on the object to be extruded. Selection handles appear.



- 3 On the Standard toolbar, click the Extrude Tool.

- 4 Click an object handle, hold down the mouse button and move the pointer in the direction that you want the object to extrude. Dimensions appear in the position readout bar as you extrude.



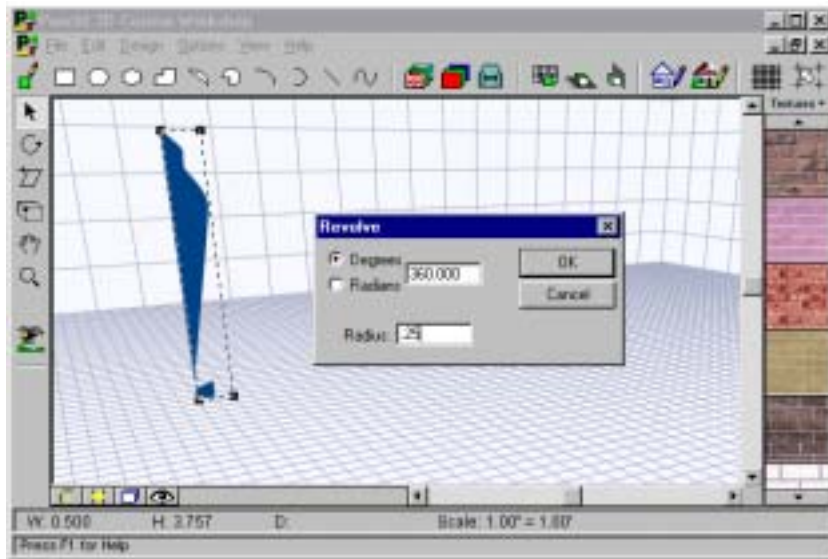
- 5 Release the mouse button to end extrusion mode.

## Revolving a 2D Object

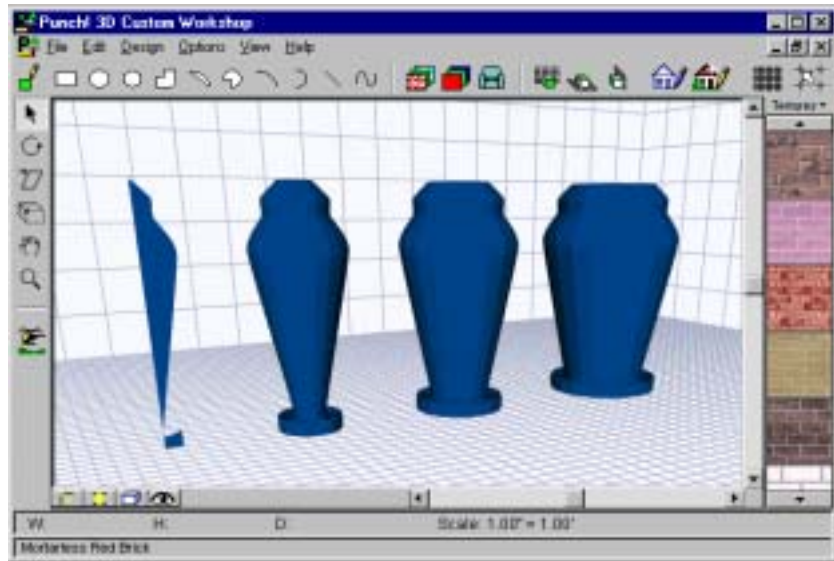
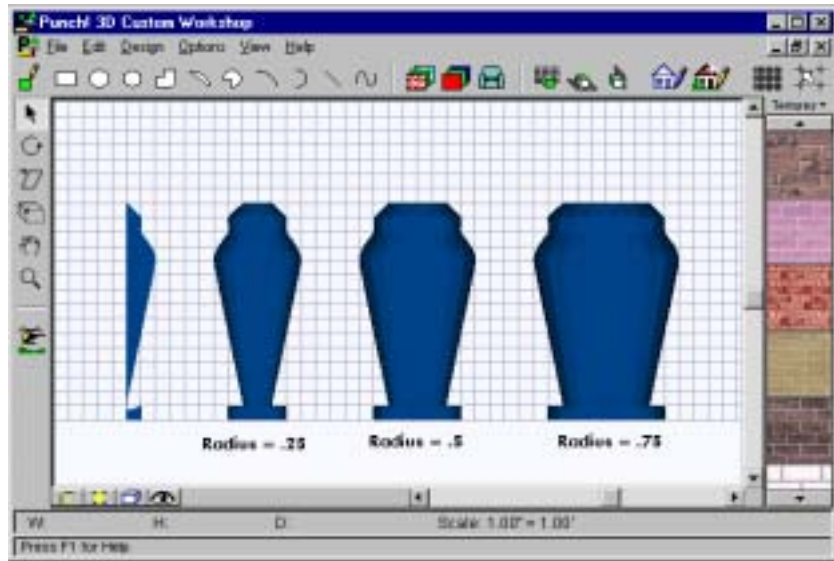
Another way to add a third dimension is with the Revolve command. This command is useful when creating table legs, lamps, vases and so on. Radians and degrees are two ways of measuring circular distances. One radian, sometimes called a pi radian, equals 180 degrees. Two pi radians equal 360 degrees. To convert degrees to radians, multiply degrees by Pi, divided by 180. To convert radians into degrees, multiply radians by 180, divided by Pi.

### To revolve a 2D object

- 1 Click the object to be revolved.
- 2 On the Edit menu, click Revolve. The Revolve dialog box is displayed.



- 3 Type parameters in the dialog box. Measurements are from -360 to 360 degrees or -6.28 to 6.28 radians. The Radius is measured in the scale you have defined.





# *Editing 3D Objects*

3D Custom Workshop makes it extremely easy to change objects once they are drawn. In this chapter, you will find instructions on techniques that make rotating, resizing and so on, very simple.

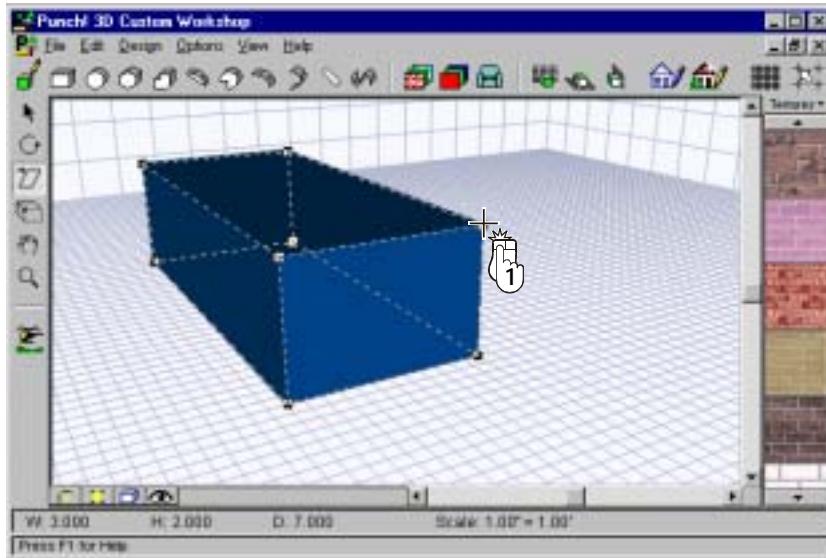
You will also learn how to use layers and create groups to make complex objects much more manageable. The flip and mirror techniques are also described and are useful when you need perfectly symmetrical objects.

## Applying Skew

To skew an object means to slant it along a selected axis. This is a useful tool for adding beveled edges to counters, diagonal legs to tables and so on.

### To skew an object

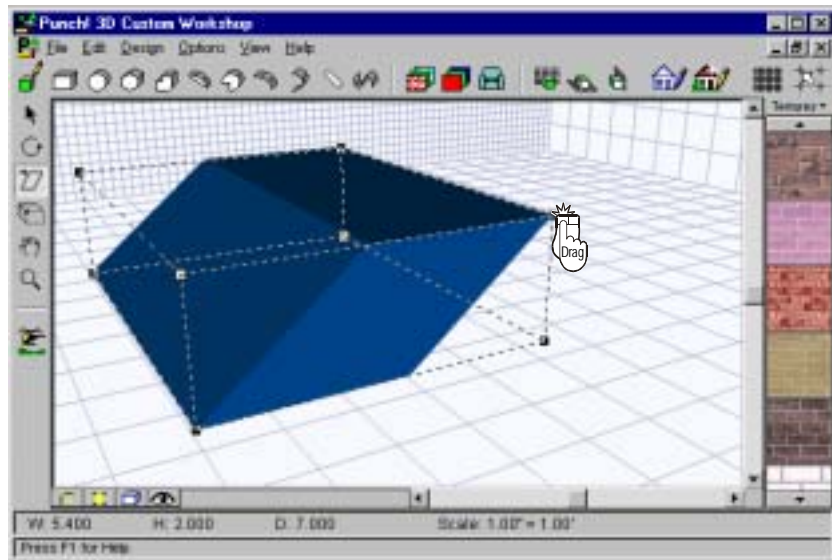
- 1 Click the object you want to skew. Selection handles appear around the object.



- 2 On the Design menu, click a drawing grid.
- 3 On the Standard toolbar, click the Skew Tool.



- 4 Click a corner point of the object, hold down the mouse button and move the pointer in the direction that you want the object to be slanted. Dimensions appear in the position readout bar as you draw.



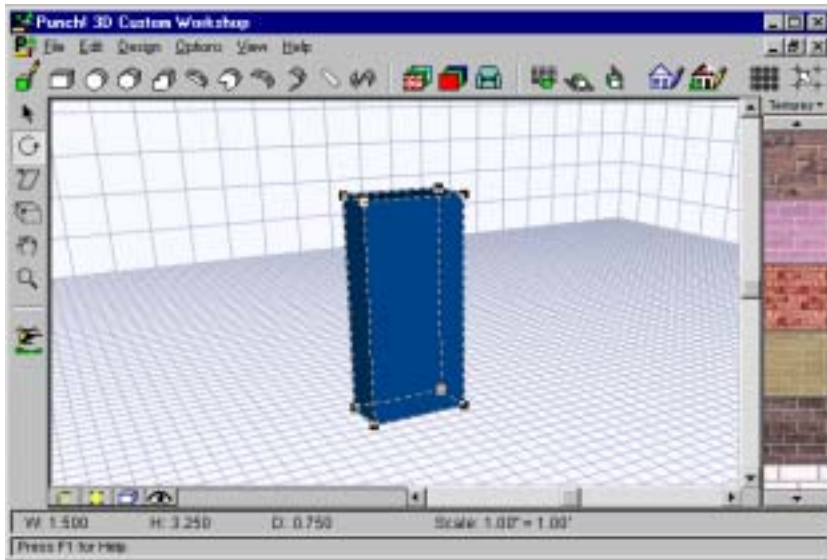
- 5 Release the mouse to stop skewing the object.

## Rotating an Object

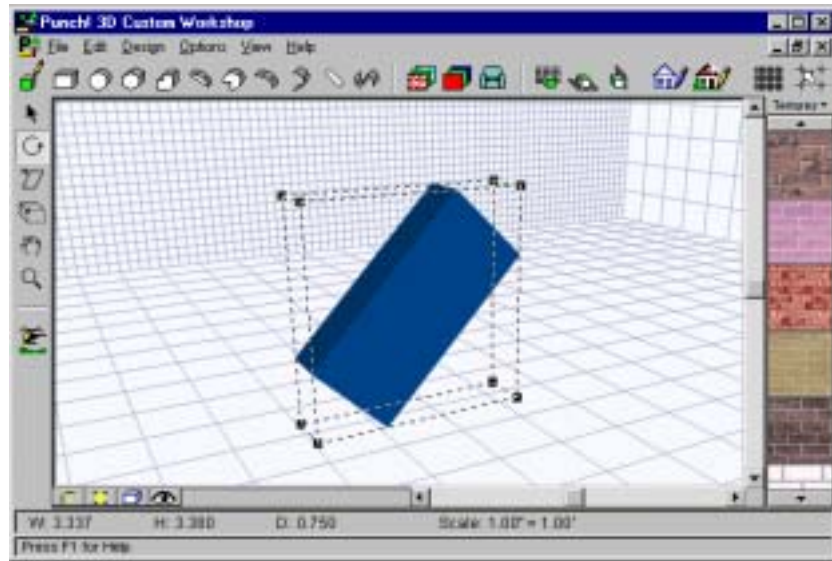
With the rotate tool you can easily spin an object around any point on any drawing grid. This is useful when you want to face an object in a different direction from which it was drawn.

### To rotate an object

- 1 Click the object to be rotated. Selection handles appear around the object.



- 2 On the Design menu, click a drawing grid.
- 3 On the Standard toolbar, click the Rotate Tool.
- 4 Click a corner point of the object, hold down the mouse button and move the pointer in the direction that you want to rotate.



- 5 Release the mouse to stop rotating the object.

## Specifying Object Size

With the object size option you can specify exact measurements for each object, either as a percentage of the original size or by specifying dimensions in inches. This is useful if you know how large or small an object must be to fit a specific space in your home.

### To change an object's size

- 1 Select an object.
- 2 On the Options menu, click Object Size or double-click on the object you want to resize. Selection handles appear around the object. The Object Size dialog box is displayed.



- 3 Select the absolute size or percent to be scaled and type the necessary values.

- 4 Click from which part of the object you want to resize.
- 5 Click OK. The object is resized to the exact measurements or percentage you specified.

**Note:** Proportionately resizing an object takes two steps; for example, resize Width & Height first, then switch to Side Grid and resize Depth.

## Working in Layers

Using the Layer option you can store different information on different layers of your drawing. You can specify which layers are visible and which are hidden at any time during the illustration process. Many of the functions are available through the Layer Properties dialog box. To make complex objects more manageable, break them into logical layers. If you are drawing a chair, for example, you may want a separate layer for the back, the legs, the cushion and so on. From the Layer Properties menu, you can choose to show or hide certain layers, which makes viewing and working on individual layers easy and uncluttered.

### To define a new layer

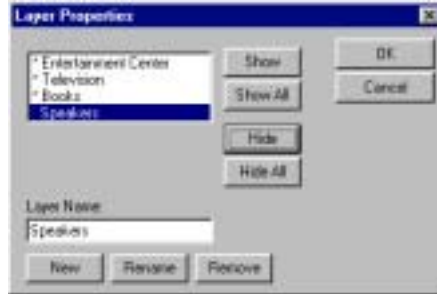
- 1 On the Design menu, click Layer Properties. The Layer Properties dialog box is displayed.
- 2 Type the new layer's name in the Layer Name dialog box.
- 3 Click New.



- 4 Click OK.

### To hide a layer

- 1 On the Design menu, click Layers, then click a layer. This layer becomes active.
- 2 On the Design menu, select Layer Properties. The Layer Properties dialog box is displayed.
- 3 Select the layer you want to hide. If you select Hide all, only the active layer will remain visible.



- 4 Click Hide.
- 5 Click OK.

**Note:** The active layer cannot be hidden.

**Note:** You can easily distinguish which layers are hidden. Hidden layers do not have an asterisk next to them in the Layer Properties dialog box and in the Layers list on the Design menu the layer name will be grayed.

### To rename a layer

- 1 On the Design menu, click Layer Properties. The Layer Properties dialog box is displayed.
- 2 Click the layer you want to rename.
- 3 Type the new name in the Layer Name dialog box.



- 4 Click Rename.

- 5 Click OK.

### To remove a layer

- 1 On the Design menu, click Layer Properties. The Layer Properties dialog box is displayed.
- 2 Click the layer containing the object(s) you want to delete.



- 3 Click Remove.
- 4 Click OK. All objects on that layer are deleted.

## Setting a Nudge Distance

With Nudge you can move objects in a specific direction and in definable increments. The up, down, left and right selections are also available by using the arrow keys on your keyboard. Through the distance dialog box, distances as small as one inch may be defined.

### To change the nudge distance

- 1 On the Edit menu, click Nudge, Distance. The Nudge Distance dialog box is displayed.



- 2 Type a new distance, then click OK.

### To move an object by nudging

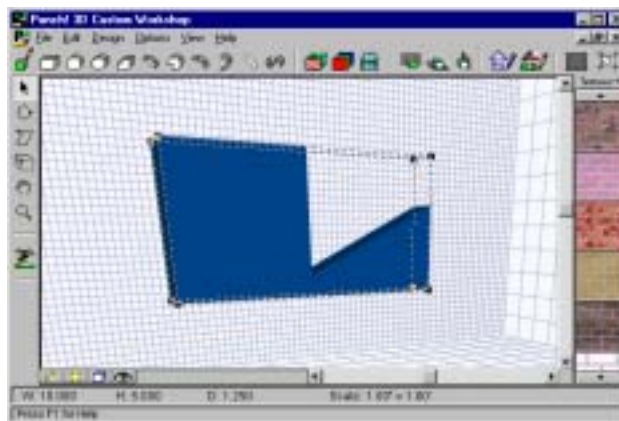
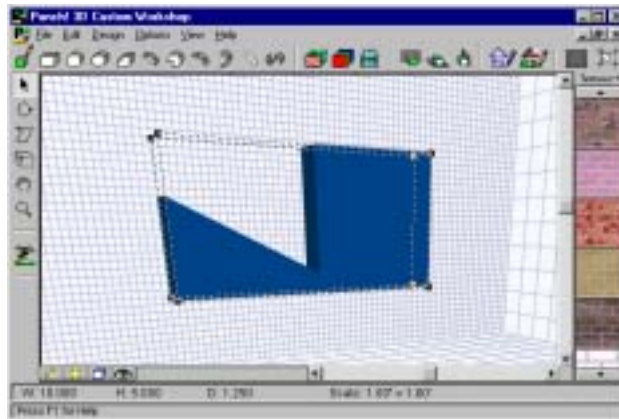
- 1 Click the object you want to move.
- 2 On the Design menu, click a drawing grid.
- 3 On the Edit menu, click Nudge, then click the direction (up, down, left, or right) or use the arrow keys on your keyboard.

## Using Flip

The Flip function takes the original object and reverses it either horizontally or vertically. Depending on which grid is active, flipping an object varies.

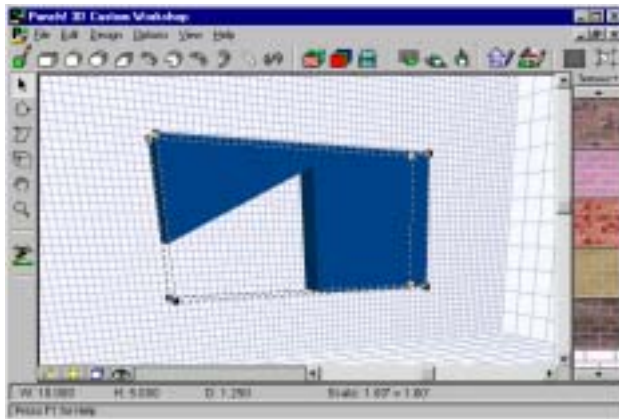
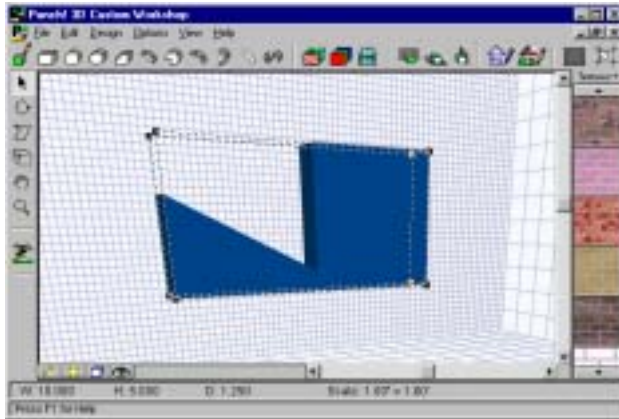
### To flip an object horizontally

- 1 Click the object you want to flip.
- 2 On the Design menu, click a drawing grid.
- 3 On the Edit menu, click Flip, Horizontal.



**To flip an object vertically**

- 1 Click the object you want to flip.
- 2 On the Design menu, click a drawing grid.
- 3 On the Edit menu, click Flip, Vertical.

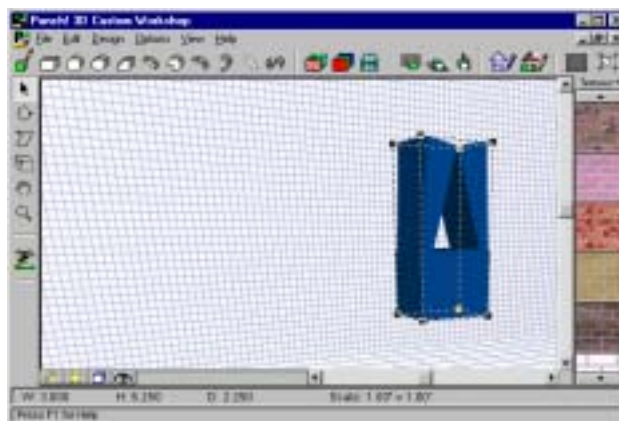
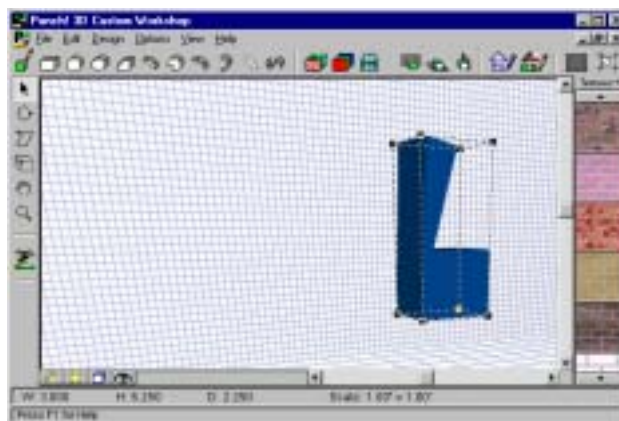


## Using Mirror

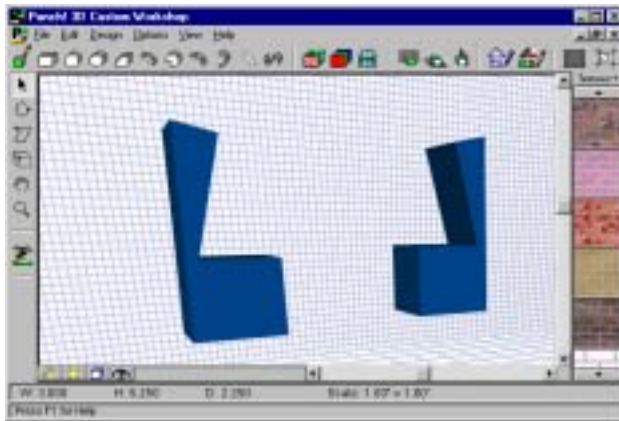
Mirror works similarly to the Flip function. The difference is that mirror leaves the original and makes a duplicate. Mirror creates two identical objects facing one another. Depending on which grid is active, mirroring an object varies.

### To mirror an object horizontally

- 1 Click the object you want to mirror.
- 2 On the Design menu, click a drawing grid.
- 3 On the Edit menu, click Mirror, Horizontal.

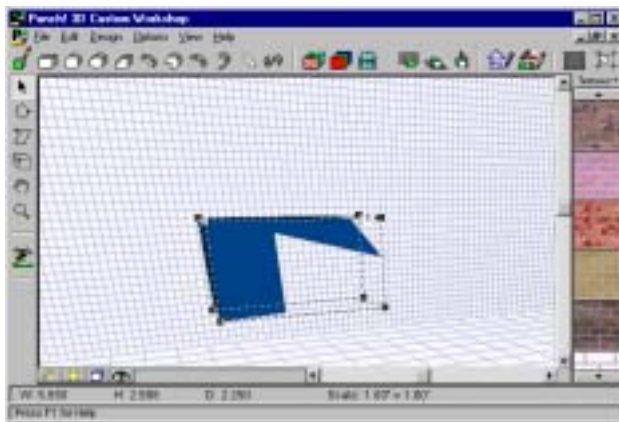


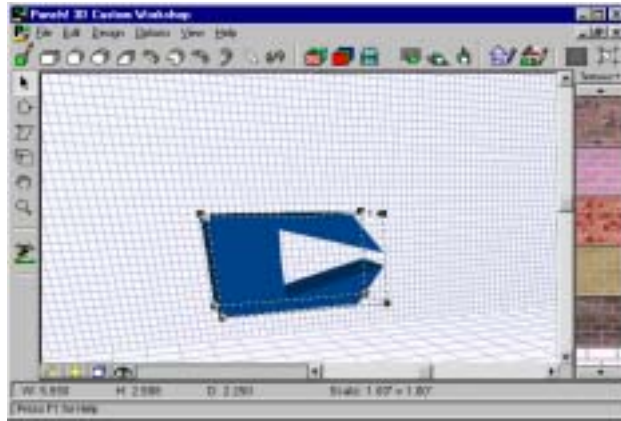
- 4 Move the object into position.



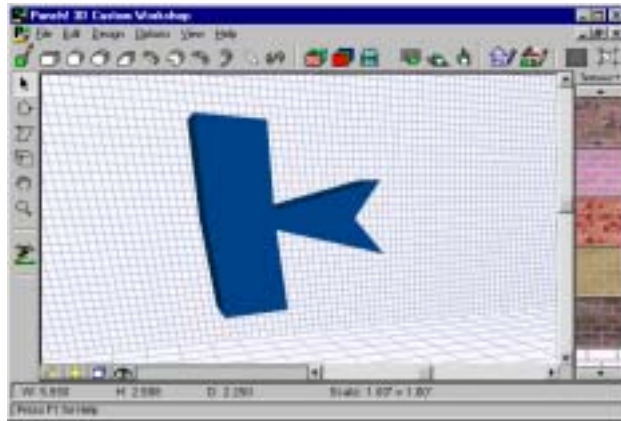
**To mirror an object vertically**

- 1 Click the object you want to mirror.
- 2 On the Design menu, click a drawing grid.
- 3 On the Edit menu, click Mirror, Vertical.





4 Move the object into position.

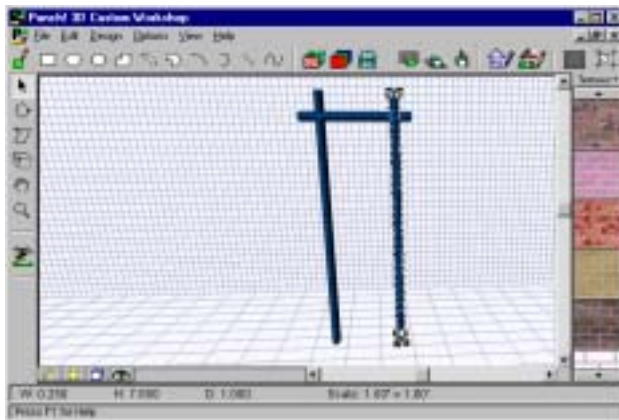
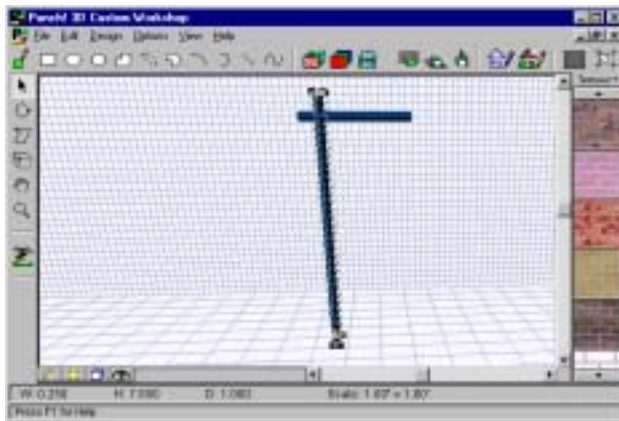


## Duplicating Objects

Similar to cutting and pasting, the duplicate feature creates an exact copy of the object you select. In the duplicate properties dialog box, you can specify the number and specific offset of a series of duplicates.

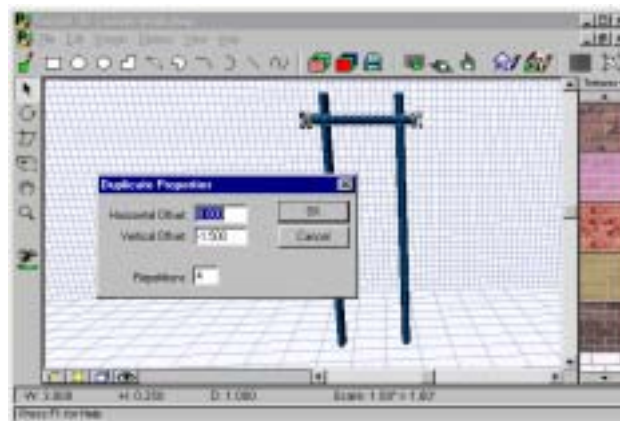
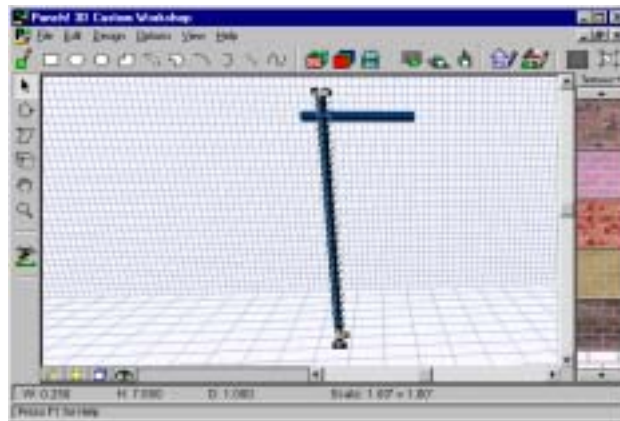
### To create a duplicate

- 1 Click the object you want to duplicate.
- 2 On the Design menu, click a drawing grid.
- 3 On the Edit menu, click Duplicate Object or press CTRL+D.



**To create a series of duplicate objects**

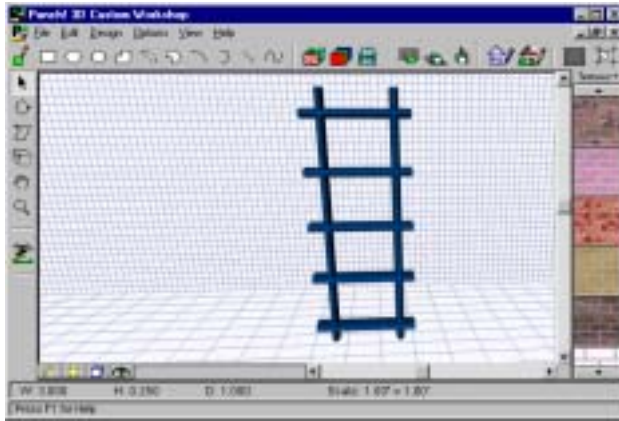
- 1 Click the object you want to duplicate.
- 2 On the Design menu, click a drawing grid.
- 3 On the Edit menu, click Duplicate, Duplicate Properties. The Duplicate Properties dialog box is displayed.



- 4 Type the horizontal and vertical offsets and the number of duplicates.

**Note:** These variables control the distance apart the duplicates are placed.

- 5 Click OK. The object is duplicated at the offset you defined.



## Grouping Objects

By defining a Group, you create a set of selected objects that are then treated as one item. You can have unlimited groups in a drawing.

### To group objects

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Hold down SHIFT and click on each object that you want to be included in the group.
- 3 On the Edit menu, click Group or right-click and click Group on the pop-up menu that is displayed.

### To ungroup objects

- 1 On the Standard toolbar, click the Selection Tool.
- 2 Click the group you want to ungroup.
- 3 On the Edit menu, click Ungroup or right-click and click Ungroup on the pop-up menu that is displayed.

# *Controlling Views*

You can control the way you see your design in 3D Custom Workshop. These views can make editing much easier or can simply make it clearer to view specific areas of your drawing.

In this chapter you will learn to use ClearView, perspective, orthographic, textured and wire-frame views. You will also learn how to zoom in on a specific area and how to set the camera angle.

## Using Perspective or Orthographic Views

Perspective view is the default view in 3D Custom Workshop. Perspective views give more information about depth and are often easier to view because it is similar to a “real world” view. Orthographic viewpoints make it much easier to compare, for example, two parts of the object, as there is no question of how the viewpoint may affect the perception of distance.

### To view in perspective



- Click the Viewpoint Tool, then click Perspective or on the View menu, click View in Perspective.

**Note:** Parts of the drawing that are nearest to you will appear larger than those further away.



**To view in Orthographic**



- Click the Viewpoint Tool, then click Orthographic or on the View menu, click View in Orthographic.



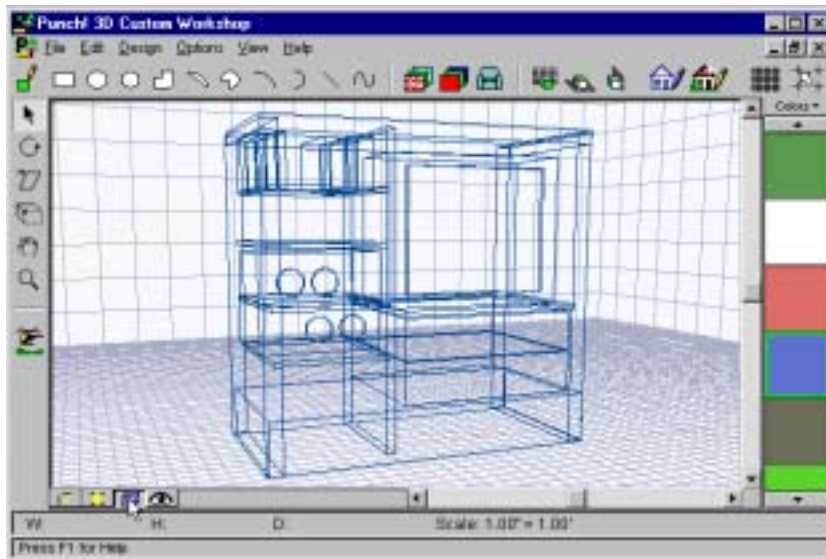
## Using Different Views

Textured view gives a more realistic appearance and is the default view in 3D Custom Workshop. In wire frame view each individual line or arc is visible and able to be changed; detailed editing of the object may be easier in wire frame view. While in ClearView, you can view your design in an opaque state. 3D Custom Workshop's technology includes anti-aliased, photo-realism. With this technology you can view your design with incredible detail, whether you are in textured mode, ClearView and so on.

### To view wire frame mode



- Click the Rendering Style button or on the View menu, click 3D Rendering Style, Wire Frame.



### To view textured mode



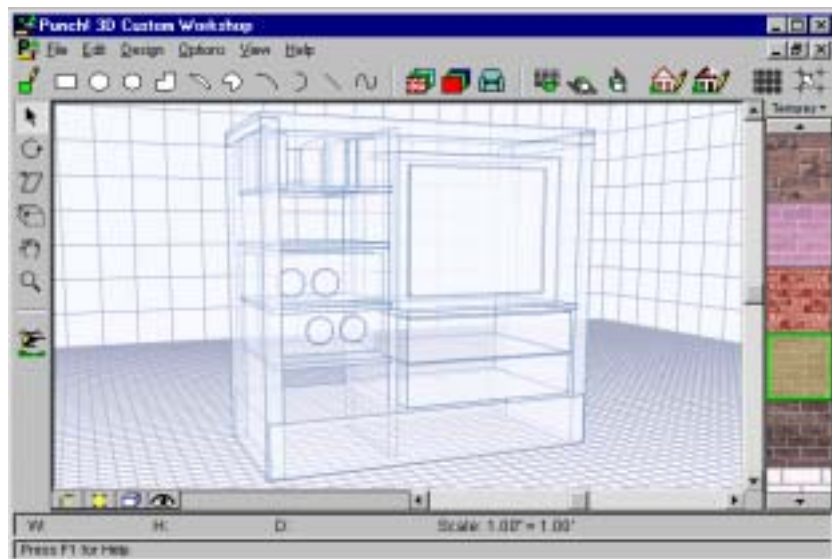
- Click the Rendering Style button or on the View menu, click 3D Rendering Style, Textured.



### To view using ClearView



- Click the ClearView button or on the View menu, click Render ClearView.





### To render using 3D final quality

- Click the Render Final Quality button or on the View menu, click Render 3D Final Quality.

### To set 3D render quality

- 1 On the View menu, click 3D Final Quality, Low. This results in a fast rendering speed, but lower quality output.
- 2 On the View menu, click 3D Final Quality, High. This results in a moderate rendering speed and average quality output.
- 3 On the View menu, click 3D Final Quality, Ultra High. This results in a slower rendering speed and a high quality output.
- 4 On the View menu, click 3D Final Quality, Excellent. This results in a very slow rendering speed, but a very high quality, sharp output.

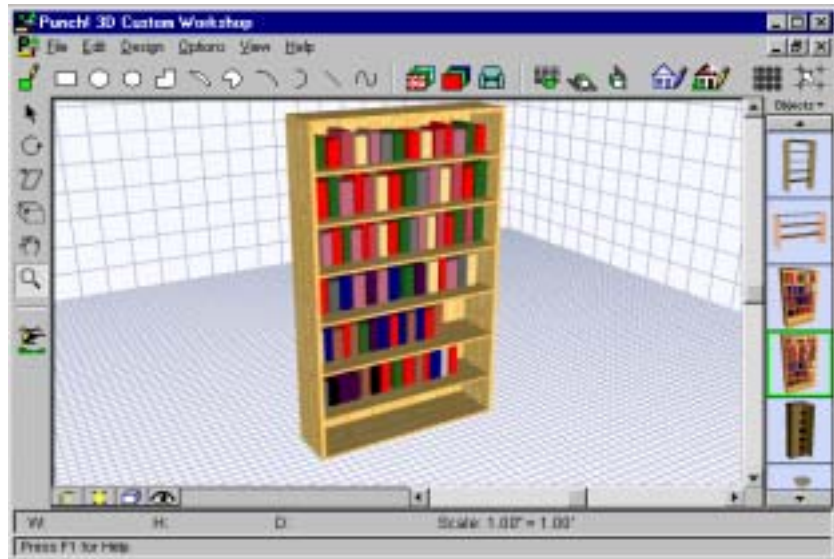
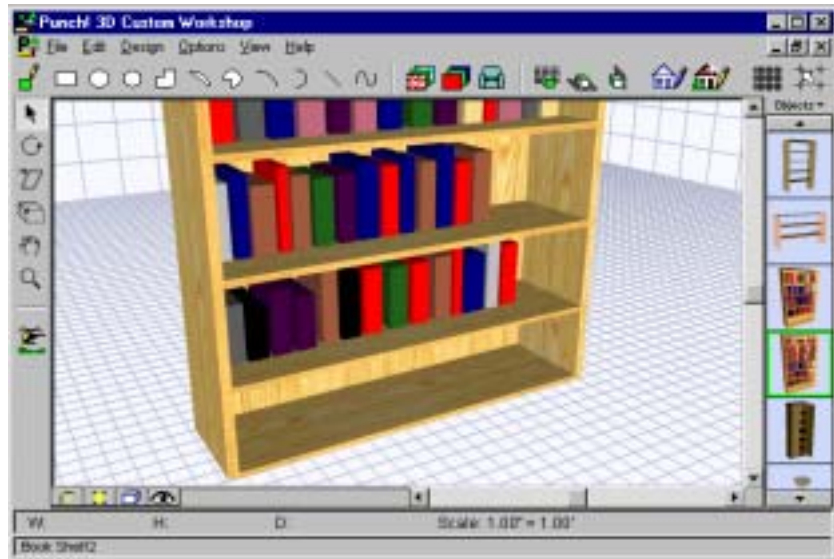
## Using Zoom

At some point while illustrating your object, you may want a close-up view of a specific area. By using the zoom and pan tools in concert with the set zoom feature, you will be able to view any area of your drawing with pinpoint accuracy. With the pan tool, you can move the window to view a different area of the drawing without changing the magnification.

### To zoom in or out of your drawing



- 1 On the Selection toolbar, click the Zoom Tool.
- 2 Click on the design window.
- 3 Hold the mouse button down.
- 4 Move the pointer up to zoom in and move the pointer down to zoom out.



- 5 Release the mouse button.

**To set a specific zoom percentage**

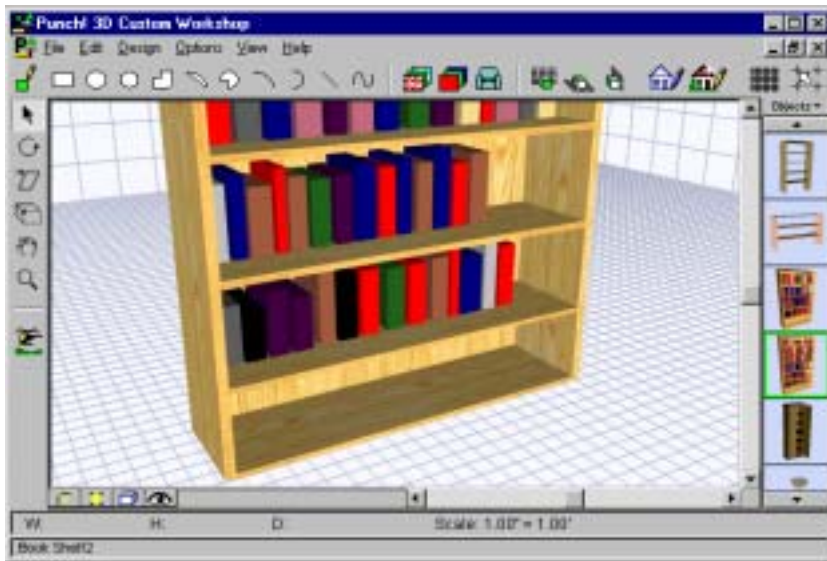
- 1 On the View menu, click Set Zoom. The Set Zoom dialog box is displayed.

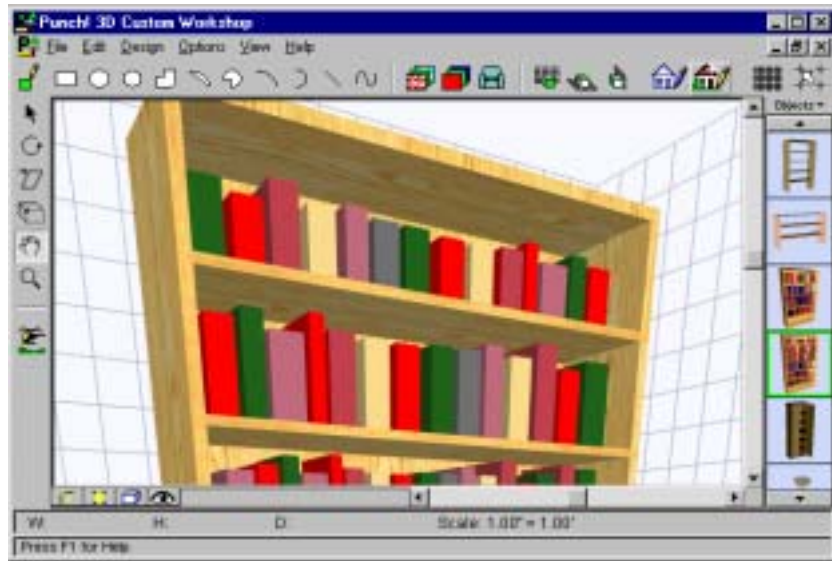


- 2 Type a zoom percentage into the dialog box.
- 3 Click OK.

**To pan across the drawing**

- 1 Click the Pan Tool.
- 2 Click on the design window.
- 3 Hold the mouse button down.
- 4 Drag the object to the center of the window.





- 5 Release the mouse button.

**To adjust the lighting intensity**

- 1 On the View menu, click 3D Lighting. The 3D Lighting dialog box is displayed.



- 2 Increase or decrease the overall lighting by clicking and dragging the slider.
- 3 Click OK.

## Setting the Camera Angle

With the 3D Camera Angle options you can view your design from six preset vantage points. They are particularly useful when you need to quickly view a specific area of your design or when you want to line up multiple objects.

### **To view from 3D top view**

- On the View menu, click 3D Camera Angle, Top.

### **To view from 3D bottom view**

- On the View menu, click 3D Camera Angle, Bottom.

### **To view from 3D front view**

- On the View menu, click 3D Camera Angle, Front.

### **To view from 3D back view**

- On the View menu, click 3D Camera Angle, Back.

### **To view from 3D left view**

- On the View menu, click 3D Camera Angle, Left.

### **To view from 3D right view**

- On the View menu, click 3D Camera Angle, Right.

### **To return to the default view**

- On the View menu, click Reset View.

# *Applying Color and Texture*

Punch! 3D Custom Workshop lets you customize any object by adding color and texture. Using drag-and-drop, you can easily alter anything you design to fit into your color scheme.

Using color and texture, you can make decorative changes to objects you have placed in your home as quickly as you think of them. This makes it easy to experiment with color and texture variations without spending a cent!

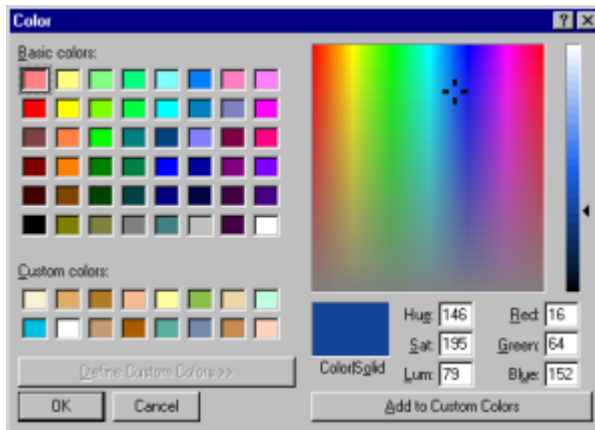
## Setting the Object Color

All objects drawn with 3D Custom Workshop will be painted blue. You can change this default color to any color you want.

### To set the object color



- 1 Click the Color button. Colors appear in the Preview Bar
- 2 On the Design menu, click Object Color. The Color dialog box is displayed.



- 3 Click an area on the color spectrum window to select a color, then adjust the values, if necessary.
- 4 (optional) Adjust the current Red, Green and Blue values to create a custom color.
- 5 Click OK. The color you defined is applied and will be used for all subsequently-drawn objects.

## Applying Color and Texture

Whether you are drawing a fireplace, kitchen cabinets, or a loveseat, it's easy to apply the appropriate texture. 3D Custom Workshop includes a wide variety of textures, plus you have the ability to create a custom color palette to suit your needs.

### To apply texture



- 1 Click the Rendering Style button or on the View menu, click 3D Rendering Style, Textured.
- 2 On the Design toolbar, click the texture button. Textures appear in the drag-and-drop Preview Bar.
- 3 (optional) At the top of the Preview Bar, click the down arrow next to “Textures” to display the Textures style menu, then click to check Wood. Wood options are displayed on the Preview Bar.
- 4 Scroll to view the available wood textures.
- 5 Click the wood you want to apply, hold down the mouse button and drag the wood texture onto the object. The wood you selected is applied.

### To apply color



- 1 Click the Rendering Style button or on the View menu, click 3D Rendering Style, Textured.
- 2 On the Design toolbar, click the color button. Colors appear in the drag-and-drop Preview Bar.
- 3 (optional) At the top of the Preview Bar, click the down arrow next to “Colors” to display the Colors style menu, then click to check Fall. The Fall color palette is displayed on the Preview Bar.
- 4 Scroll to view the available Fall colors.
- 5 Click the color you want to apply, hold down the mouse button and drag the color onto the object. The color you selected is applied.

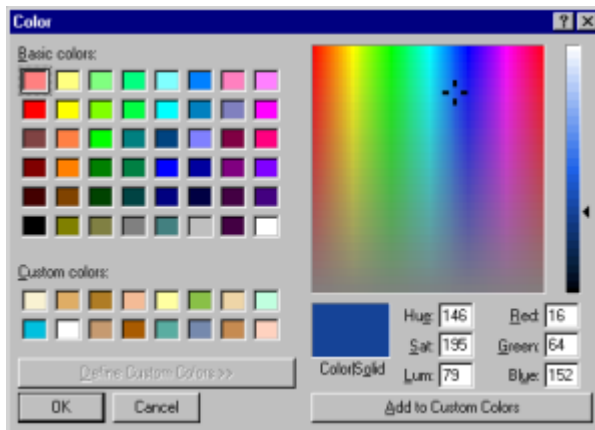
## Using Custom Colors

With 3D Custom Workshop you can define your own custom color with the Color dialog box. You can start with one of the basic colors available, then change its red, blue, or green values, or click on a color in the color spectrum window to “mix” your own color. Using these techniques you can find the exact color you want, without restricting yourself to a set palette.

### To define a custom color



- 1 On the Design toolbar, click the color button. Colors appear in the drag-and-drop Preview Bar.
- 2 (optional) At the top of the Preview Bar, click the down arrow next to “Colors” to display the Colors style menu, then click to check Summer. The Summer color palette is displayed on the Preview Bar.
- 3 Double-click one of the colors on the Preview Bar. The Color dialog box is displayed.



- 4 (optional) Adjust the current Red, Green and Blue values to create a custom color.
- 5 (optional) Click an area on the color spectrum window to select a color, then adjust the RGB values, if necessary.
- 6 Click OK. The color you defined is displayed on the Preview Bar.

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