# Getting Started - Contents

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Introduction

Thank you for choosing Virtual Worlds Professional 3D design software. This booklet has been produced to provide easy to follow, step-by-step guidance on both the installation of the software and how to get started using it.

This Virtual Worlds booklet is the first step of the overall training available to users. We are able to offer training courses at Introductory and Advanced levels including One Touch Tiling.

This document gives a brief overview of Virtual Worlds; for further, detailed information, click Help on the toolbar, and select from the drop-down menu.

We want your use of Virtual Worlds to be enjoyable, dynamic and most importantly, profitable to your business. If you have any queries, be it a technical issue or general user query, our support team will gladly assist and help you with your enquiry.

We also welcome suggestions from users for improvements to the software and catalogues available for your use.

Useful Contacts:

- Main Switchboard 01908 663848
- Support Direct Line 01908 448899
- Fax Number 01908 666654
- Website www.virtualworlds.co.uk
- Email vworlds.support@logicom.com
Basic program setup options – Options dialog

- The **Options** dialog is a very useful dialog to be familiar with, as it is here that you can adjust many of your default settings.
- To view the **Options** dialog, go to **Tools > Options** on the **Virtual Worlds** toolbar.
- The **Files** option will be highlighted by default.

![Options dialog]

Room Setup

The default colours in 3D layout are grey for walls, floor and ceiling. The main background colour is blue. You can change these to colours of your choice or apply textures instead.

If you check the **Tile** box for both **Wall Settings** and **Floor Settings**, you will be able to select textures for wallpaper and flooring as the default for your design. Explore and experiment with the different textures available to you.

Once you have completed this, your setup will be activated the next time you create a new design.

Backing up files
You are able to set Virtual Worlds to back up your designs at intervals from 1 minute upwards. A reasonable back up time to choose would be 15 minutes, but you can choose your own time interval.

To do this, select **Tools** from the top menu bar and select **Options** from the drop down list. From the **Options** dialogue select the **File** Option. The auto – backup will not be activated until you have saved your design at least once.

Change the **File Back-up** from zero to the figure you wish.
(Remember it is always a good idea to regularly save your work)

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**Rotation on Plan View**

By default, Virtual Worlds allows the plan view to be rotated in **Fly** mode. This can be off-putting but you are able to disable this function if you wish.

To do this, select **Tools** from the top menu bar and select **Options** from the drop down list. From the **Options** dialogue, select **Interaction** Option. **Left click** to put a tick in the empty box **Restrict rotation on plan view.**
Starting a new design

When you start Virtual Worlds the application presents you with its opening page from which you can choose to either create a new design, or open an existing one previously created. If you have an active internet connection, this page also provides you with notifications of any news about updates to Virtual Worlds, whether this be to the application, or to a new or existing catalogue.

For a new design*, you will have the opportunity to supply some client design information. This information can be supplied later in the design process should you wish, and is used merely at a reporting level when producing design documentation for your client.

Clicking Continue, on the Client Design Information screen, takes you to the screen in the design process, where you are presented with a selection of predefined design templates, which can be easily customised to represent the design shape that you require. Alternatively, the 2D Sketchpad button provides you with the facility to sketch the design outline yourself.

Once you have selected your preferred design route, the application takes you to the 2D Sketchpad view where you will either see the design template that you chose, or you will have presented a blank canvas on which to sketch your design outline.

*To see a short animation on creating a new design, go to the Virtual Worlds User Centre, click on ‘How To’ videos and select Getting Started – Creating a Room

2D Sketch Pad

The 2D Sketchpad* provides you with the ability to sketch the outline of a new design, and to modify an existing outline – as in the case of a new design based on a predefined template. A number of tools are provided for this purpose. Some provide basic sketching capability, whilst others which are more advanced, providing you with the ability to define many and varied shapes for your design outline.

The basic sketching tools - represent the minimum that you should become familiar with when sketching the outline of your design.

The rectangular tool provides you with the ability to sketch a rectangular design outline. To do this, ensuring your mouse cursor is within the canvas area, simply left click and hold the mouse button and drag the mouse diagonally down to the right until the required width and height is achieved. At this point click the left mouse button again to complete the design outline.

The polygon tool enables you to select multiple points on the canvas area to define the outline of the area you wish to define as representing your design. To do this, ensuring your mouse cursor is within the canvas area, simply left click to define the
starting position, and drag the mouse in the direction horizontally across or vertically down to the desired length. Left click to set the next change of direction and so on until you get to the last edge. At this point use a right mouse click to connect the last edge.

**Tip** - if you hold down the shift key, this will ensure that the lines are straight and in either horizontal, vertical or at a 45 degree angle.

**Tip** – you can use buttons - ![grid control](image) - to prevent your edge points snapping to the grid locations.

*To see a short animation on creating a new design, go to the Virtual Worlds User Centre, click on ‘How To’ videos and select Getting Started – Creating a Room*

### Generating the 3D room

To create the room in 3D, select the Room icon - ![room icon](image) - on the toolbar. You will then be asked to give the room a height and wall thickness, or you can leave as the default.

You are now ready to introduce Windows and Doors to your design and build architectural features, such as Stud Partition Walls and Boxing In.

At any time you can go back to the 2D Sketchpad and edit your room footprint. To do this, select the 2D Sketchpad View icon - ![2d sketchpad](image) - which will take you to the correct screen. To go back to 3D, select the 3D View icon - ![3d view](image).

You can view both the 3D and 2D Sketch Pad at the same time. To do this go to Window item on the top tool bar and select Cascade, Tile Vertically or Tile Horizontally.

### Saving your work

As with all software it is a good idea to save your work on a regular basis. To do this: select File from the top toolbar and click on Save, or Save As. This will enable you to save your work in My Documents/Virtual Worlds and gives you the opportunity to choose your own file name.

If there is more than one user using Virtual Worlds on a machine having to log onto the machine separately, their work will not be available to other users unless there is a shared folder created for all users. Each user will have their own ‘My Documents’ file.
Modes

The mouse cursor shape indicates the selected program mode.

Screen View and navigation

Predefined views are available for quick movement around the room by clicking one of these tool buttons.

When a room has been created and populated with objects, you can select the object and zoom in and focus on it by clicking the middle tool button below (zoom to selected item), the other 4 buttons provide alternative viewing angles.
3D room – Architecture

Most of the internal formwork in a room can be created from a range of items, whose size and position can be altered. They are inserted from the Architecture – Generic folder, on the Catalogue tab.

- Arches
- Columns
- Coving
- Dado Rail
- Dado Tiles
- Doors
- Plinths
- Skirting
- Wedges
- Windows

Plinths are the universal building blocks for bathroom and kitchen construction. Resize and reference into position. Plinths can then be painted and tiled just like a wall.

Use Wedges for sloping ceilings, stairwells that protrude into rooms and other angular details. There is also a Sloping Ceiling option. (This is invisible when viewing in plan view.)

Furnishing the room

Once the Architectural objects are placed into the room you can then use the available catalogues to complete your design.

On the right hand side of your screen you will see three tabs: Layout, Catalogue and View. Select the Catalogue tab to make all the categories of files available for use in your design.

- Sanitary Ware for porcelain and shower items.
- Brassware for taps and controls.
- Bathroom Furniture for units.
- Heating & Lighting for radiators and lights.
- Electric Showers.
- Architecture for other building units like arches, columns, coving, skirting etc.
- Furnishings to give rooms a personal touch with ornaments, towels, mirrors, curtains, rugs, blinds, plants, pictures etc.
- Kitchens is where kitchen catalogues are located.
Also available, if required, are furniture catalogues for **Bedrooms**, **Living Rooms**, **Hallways, Landings** and **Conservatories** plus **Electrical Sockets and Switches**.

Getting to know the catalogues will be a key part of understanding and knowing the system.

You are encouraged to explore items listed in all the files and become familiar with their layout and content.

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### Finishing touches

When you have completed your design, you can use the **Painting** - 🎨 - and **Texture** - 🎨 - capabilities of Virtual Worlds to finish off your creation.

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### One Touch Tiling

If you have the **One Touch Tiling** package, you can chose from the many generic templates to finish decorating your room. An added bonus of this tiling package is the calculation of the number of full and partial tiles in your design.

To access the **One Touch Tiling** catalogues, select **Tiling** from the **Catalogue** tab. This will make available both the Virtual Worlds own generic and also manufacturers’ catalogues supplied with the program.

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### 2D Plan View

To access the **2D Plan**, activate the toolbar button - 🎨. A box will appear asking for the scale before generating the plan. The plan uses symbols for units and to show the handing of units.

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### 2D Elevation View

To access the **2D Elevation**, select a surface/wall, then activate the toolbar button - 🎨. A box will appear asking for the scale before generating the plan. The plan uses symbols for units and to show the handing of units.
Output - Image types and quality

When you have finished designing and decorating your room you will want to create a printout of your design.

There are three types of image output:-

- **Screen Grab** - a “fixed” quality that can be enhanced or spoilt by the printer used, and/or the printer setting, and/or the printing paper used, but can be produced almost instantly.

- **High Resolution** - a large, high quality image of the virtual room with no reflections or shadows.

- **Photorealistic** - a large, high quality image of the virtual room, using the rendering process, complete with lighting effects such as shadows and reflections, taking longer to output.