# CERAMIC 3D©

PROFESSIONAL SOFTWARE FOR INTERIOR DESIGN

# USER'S MANUAL

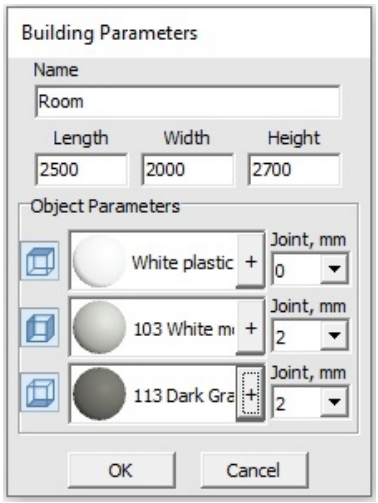
# CONTENTS

| HOTKEY COMBINATION | RESULT |
| --- | --- |
| Shift + add row<br>(the button of the program) | To add 10 rows of tiles |
| Shift + Delete | Clear plane. One selected tile will be removed along with the rest content of the selected surface. |
| Shift + W | Insert row above |
| Shift + S | Insert row below |
| Shift + A | Insert row to the left |
| Shift + D | Insert row to the Right |
| Ctrl + Del | Delete row<br>(the row including the selected tile) |
| Shift + Ctrl + C | Copy tiling<br>(from the plane, where the tile is selected) |
| Ctrl + V | Paste (e. g. copied tiling) |
| Ctrl + H | Hide selected object |
| Shift + Ctrl + H | Show hidden object |
| Delete | Remove selected object |
| F | Finish (e. g. after creating an outline) |
| F8 | Top/bottom view (view to floor/ceiling) |
| F9 | Right view (view to the right wall) |
| F10 | Front view |
| F11 | Back view |
| F12 | Left view |
| Ctrl + Alt + S | Enable snap to objects |

**RECTANGULAR ROOM**

Click on the "blank sheet" button to create a new project.
Select the option **"Rectangular room".**


Next opened window – **"Building parameters":**

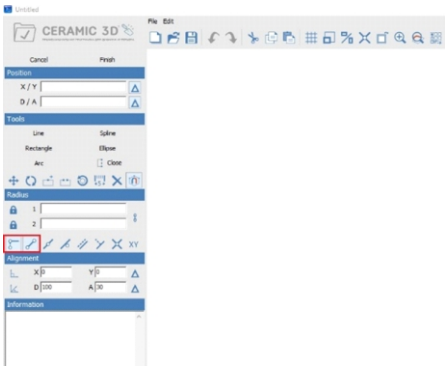


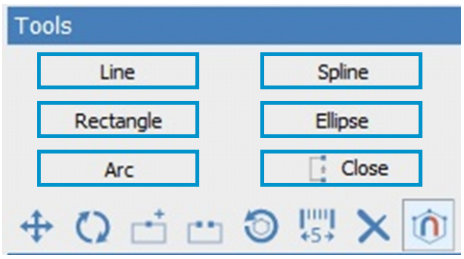

Input fields **"Length"**, **"Width"** are the dimensions of the room. Input field **"Height"** is the distance from floor to ceiling. All the dimensions are set in millimeters. **"Object parameters"** - here you can select colors of surfaces and width of joints between tiles.

**Color of surfaces**
You can select any color for walls, floor and ceiling.
The background color for walls and floor is also a color of plaster or grout (e.g. in case of putting porcelain stoneware layout to the floor).
**To change the color of the surface**, make the left click on **"+"** near the desired surface: after pressing **"+"** the **"Materials"** library will appear. Select a color that you want in the section «Plasters».

**Joint width**
**Joint, mm** – is the size of the joint between tiles, it's set in millimeters. By default the width is: 0 – for ceiling, 1,5 – for walls, and 2 – for floor.

**Irregular room**
Press on the "blank sheet" button to create a new project.
In the appeared window click on **"Specify room outline"**.
Prior to building the room, make sure to activate the snaps.
Snaps allow you to draw the outline of the room with the
mouse, defining one point or another.






You can draw the outline by such instruments as:

- **Line**
- **Spline**
- **Rectangle**
- **Arc**
- **Ellipse**

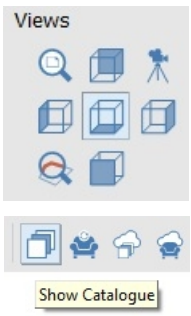
By using **Arc**, you can create a curved wall. Three points build the arc: two side points and the point in middle of the circle.

**Spline** creates a complex curve. The number of the clicks that coincides with the number of bends you require creates a curve.
**Ellipse** creates columns or round rooms. Three points build it. With **the first click**, you create the beginning of a circle, with **the second one** – you set the radius of the first direction, and with **the third one** – you set the perpendicular radius.
**Rectangle** is built by two points.

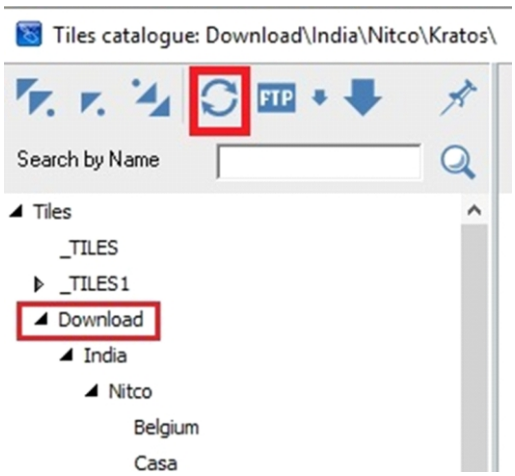
**Line**
Line is the main instrument used in building rooms.
Enable the instrument **"Line"**:
Make the left click on the working surface.
Then set the direction by the mouse, type the value of the distance and press **Enter.**

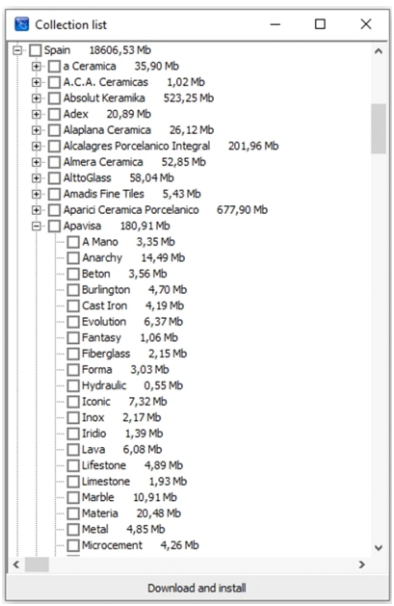
To continue drawing from this point, set the direction again, set the distance, press **Enter.** Repeat until the outline is ready. When the last line is left to be made, press on the **"Close"** button.The outline of the room is specified. To finish click on the **"Finish"** button.
In **"Building parameters"**, you can set:
**Depth** defines the distance from floor to ceiling in millimeters.
**Object parameters** section is for choosing colors of surfaces.
**The room is ready.**

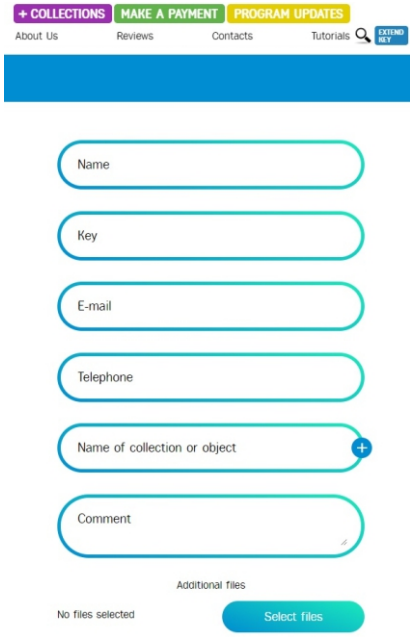
To move the camera go to **"Views"** section.
By default, there are six viewpoints. Click on the middle icon to switch between floor and ceiling.
Using the perspective camera style can be helpful.
Press and hold **right mouse button** and move the mouse to look over the room.




**Catalogue of tiles**
Prior to work, preapare the catalogue.
You can download new collections:
1.Go to the tab **"Help"** → **"Download collections"**
2.Choose the desired collection
3.Click on **"Download and install"**
4.When downloading is complete, go to **"Show Catalogue"**
and press **"Reindex" (Refresh)**






If you cannot find the collection you need, send the request at **ceramic3d.com**

**Uploading tiles individually**

**If you add tiles by your own,** try to get images of tiles at a producer's website.

Find the desired tiles' images in the Internet.

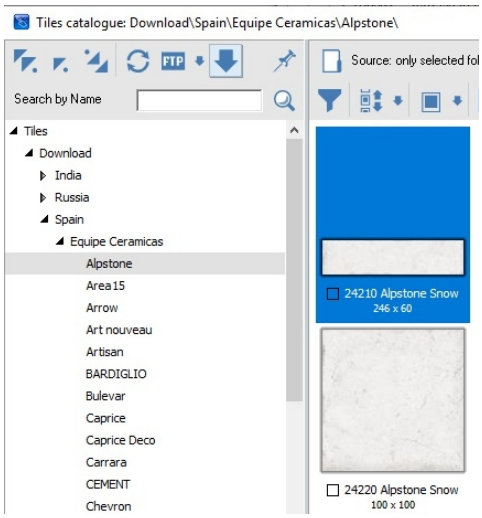
You can save images in any of commonly used formats (.jpeg, .jpg, .png, .tif, .bmp). Click with the right mouse button on the image, press **"Save image as".**

**Save the image** to whatever folder is convenient for you

Open the catalogue of tiles and find the button **"Import".**

Select the image in the folder where you saved it, set parameters for the tile (item code, name, width, height).

Press OK. The tile is imported.




Select the tiles for the layout.
There is a tiling buffer n the rightmost part of Ceramic 3D interface.

- **The catalogue** contains downloaded tiles
- Add the tiles you need for the project to the **tiling buffer**

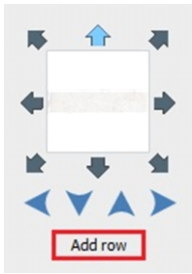
Click on the **"Catalogue"**. Find the downloaded tiles in the catalogue.

Click on the button  **"Use all of shown objects":**
After that, you can close the catalogue window and start the layout.
You can also select few tiles:
1. Press and hold **Ctrl** and click on the desired tiles with the left mouse button.
2. Pres on the button **"Use selected objects"**

**The chosen tiles will appear in the buffer in the right side of the screen.**

Start with paving the floor.

Use left mouse button select the tile in the buffer – you will see the image of the tile in the left toolbar. Click on **Add row** to add one line of tiles.
Press and hold digit 2 – there will be added two lines.
By using the combination **Shift + Add Row,**
you can add **10 lines** at once.
To set the beginning of tiling use the Alignment.


To make the layout at a certain angle, select any tile on the plane by click Row angle 45 deg the left mouse button then in the Row Angle option set the required angle, (e. g. 45 degrees) and press Enter.
To complete the empty space on the plane, make the left click on any part of the surface. The diagonal layout is ready.


**Creating offset.**

Offset can be set in both percentage and millimeters. To create a brick layout pattern, set the value "50%" and press the tick.

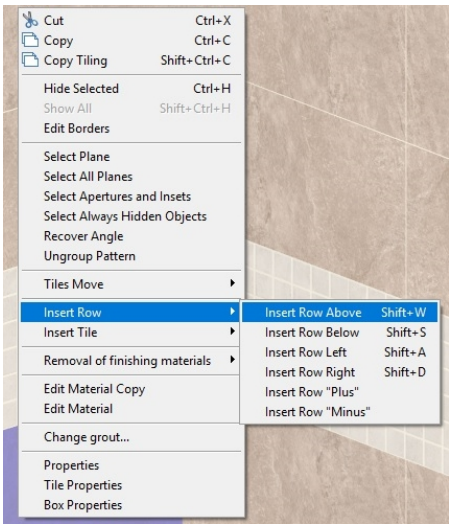
Pave the walls.

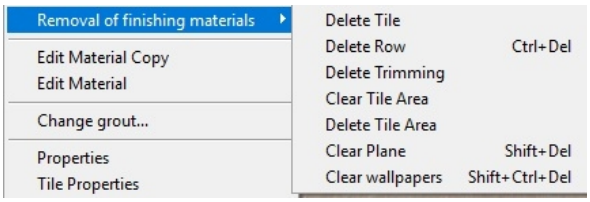
Select the required tiles in the tiling buffer. There are icons of arrows around the image of the tile, which you can use to change the orientation of tiles before making the layout. The orientation can be horizontal, vertical or diagonal.

After putting the tiles on the plane, you can replace those using options **Replace** and **Substitutio** Replace Substitution You can replace one tile at a time or full rows by selecting them with left mouse button. Mind that replaced and replacing tiles should be of the same size and shape.

**Shift + Replace** can replace the whole layout of the tiles.
This option allows you to edit the project quickly in the customer's presence.

If you need to put tiles of different size, use the option **Insert row**. You can insert above, below, to the left or to the right from the selected tile. Select the tile, make right click on it, go to **Insert row** and click on the option that you need.



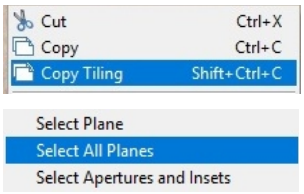



Rows can be both inserted and deleted.
To remove tiles from the surface completely, click the right mouse button on any tile, go to **Removal of finishing materials > Clear plane.**

When you complete the layout on one plane, you can copy it to every other one.

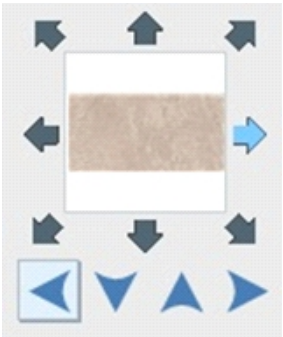
- Select the tile on the plane and
- Press right mouse button and click on **Copy tiling** otion
- Select the tile again, press right mouse button and click on the **Select all planes** option
- Make right click again and press **Paste**
  The layout appears on every wall.

The layout appears on every wall.



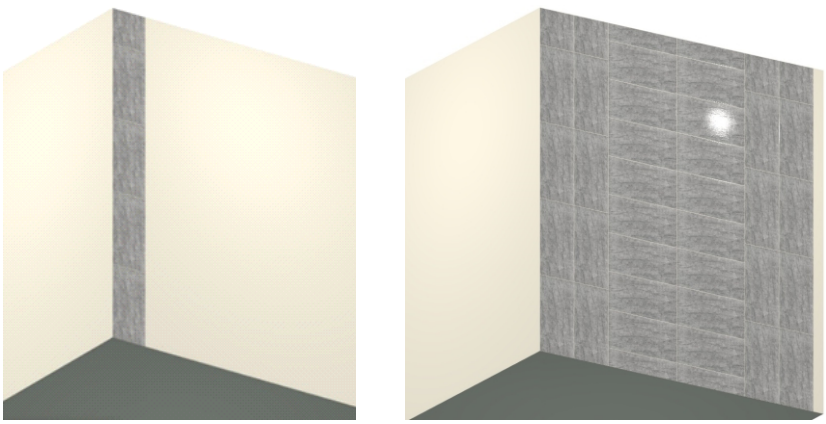

Clear one plane and coincide vertically orientated tiles with horizontally oriented ones. Blue arrows below the image of the tile in the left toolbar set the direction of the layout. Every arrow stands for a certain direction of the layout:

- Bottom-upwards
- Top-downwards
- From left to right
- From right to left

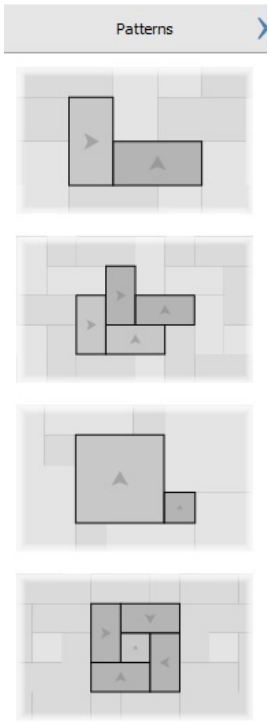


Make the horizontal orientation of the tile, select the direction from left to right, and set the alignment from the left bottom corner. Add two rows, turn the tile to the vertical orientation and add some other rows.

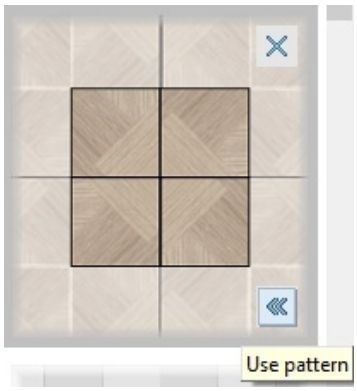
This is the way to coincide differently orientated layouts on the same plane.

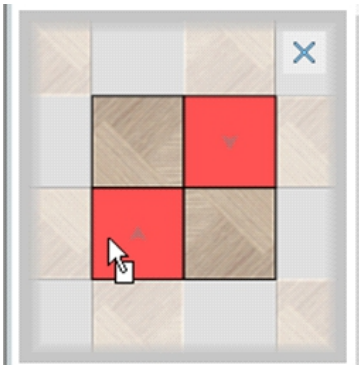


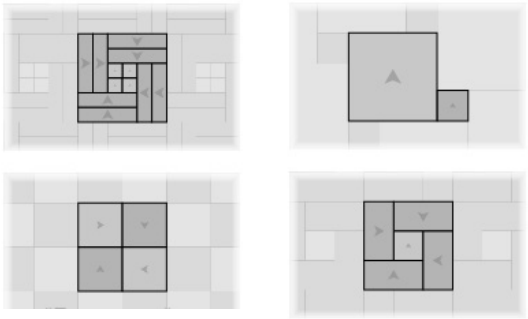
**Pattern** is an option of the layout.
To make the work convenient, there is a pattern editor in the program.

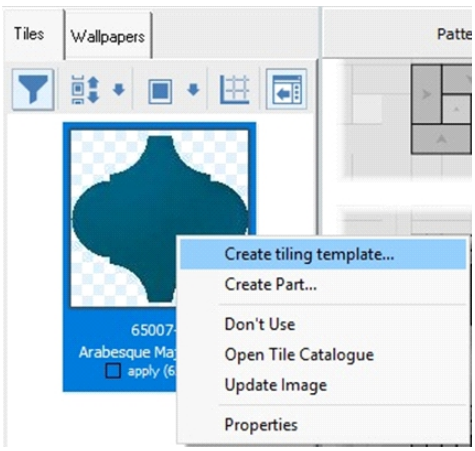



You can find the panel of the editor in the right side of the screen, the panel can be shown or hidden by pressing the icon "».
Patterns are easy to use: all you need to do is to select the tile, then drag it with left mouse button and drop in the empty part of the pattern. You can rotate tiles inside the pattern with the right mouse button. When the pattern is complete, press on "«" to use the pattern and move it to the tiling buffer.



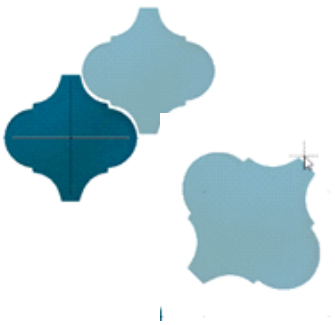





You can create your own pattern.
To go into the creator of patterns select the tile in the **Tiling buffer,**
press right mouse button and go to **"Create tiling template..."**.

To work with several tiles, hold **Shift** to select the required ones.

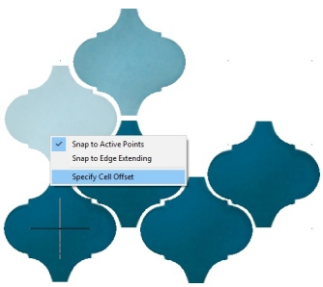
**To copy tiles:**
- Select the tile needed
- Press and hold **Ctrl**
- Without releasing **Ctrl** hold LMB and drag a new copy from the tile

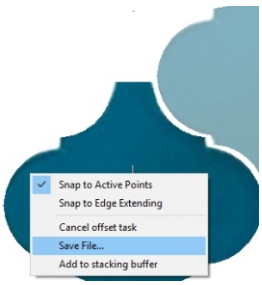


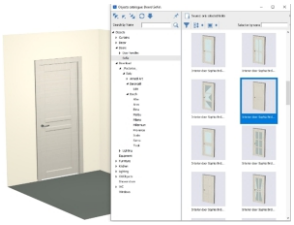
**To rotate tiles:**
- Select the tile
- Press and hold **Shift**
- Make a **SINGLE** left mouse click on the tile – the red cross appears
- Without releasing **Shift** make the left click once again and without releasing left mouse button either, rotate the tile

Hook the corner of the tile to coincide it with the other one precisely.

After the pattern is ready, make the right click on the pattern, press **Specify cell offset** (the way the pattern is placed horizontally), then make the right click again, press **Specify row offset** (the way the pattern is placed vertically). The last thing to do is to save the file. There is no need to select the folder, by default the pattern is saved in the folder with the selected tiles.

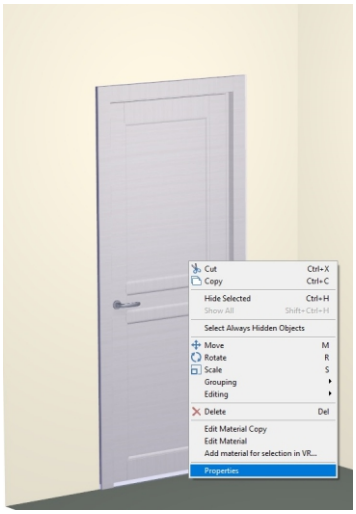


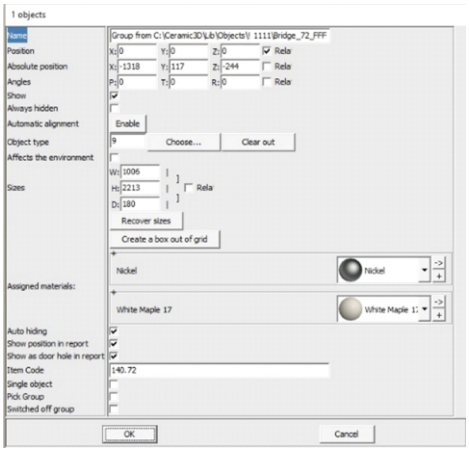


You can find the catalogue of objects in the top toolbar. 

There is a wide range of 3D-models. Category and manufacturer divide them. Let us install a door. Click to the desired wall with left mouse button, find the door in the catalogue and install it to the wall with the double left click.



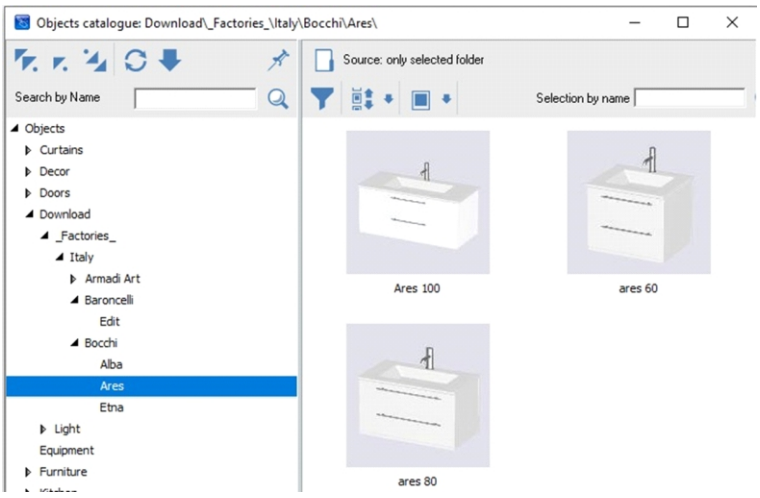

You can edit parameters of any object found in the catalogue. To do that, press to **Properties** in the context menu.
Here you can change size (width, height, depth) and materials of the object.

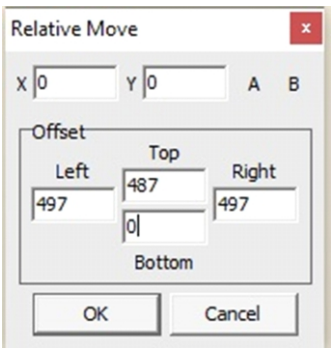


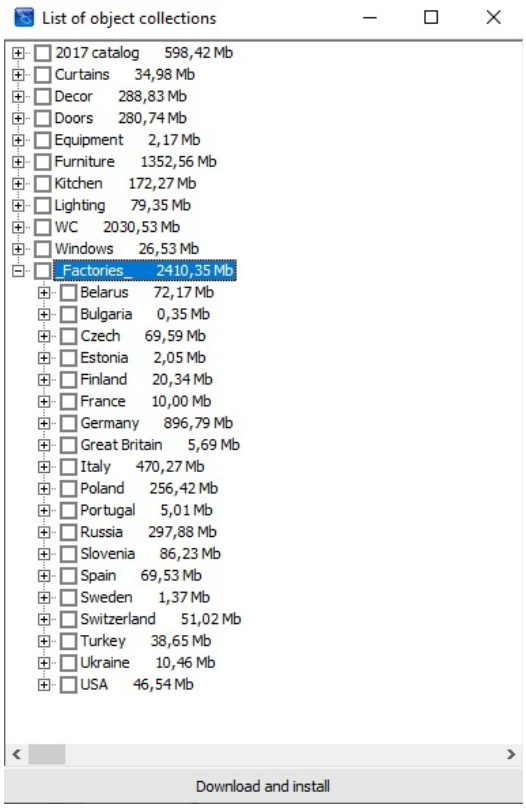

There are two ways of moving objects in the program.

Firstly, you can do it with arrows on the keyboard.
Secondly, you can move objects to the precise distance.

Click on the icon  with the right mouse button.
Here you can set the precise distance from to all the planes.
The door is installed!
Install sanitary ware (bathtub, washbasin, decorative objects and the mirror).

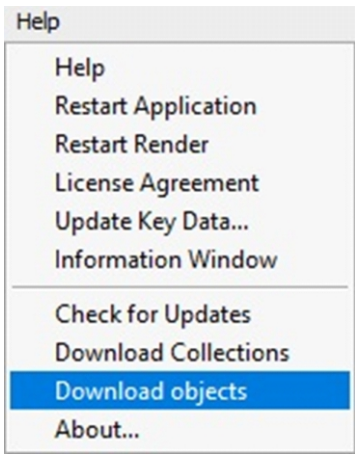


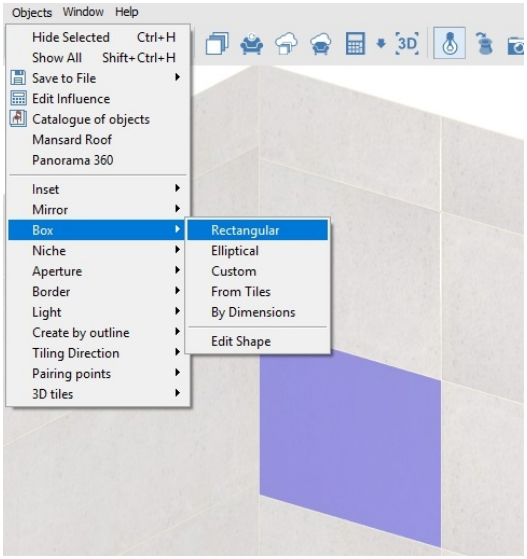






**Downloading objects from Ceramic 3D server**
As the catalogue of tiles, the catalogue of object is frequently updated.
To download new collections, go to
**Help > Download objects.**

You can find downloaded objects in the folder **Download** in the catalogue of objects.



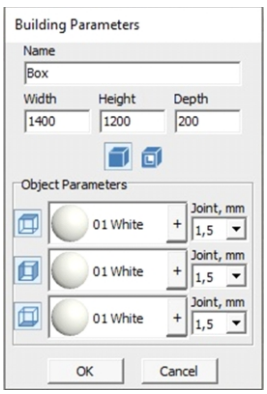


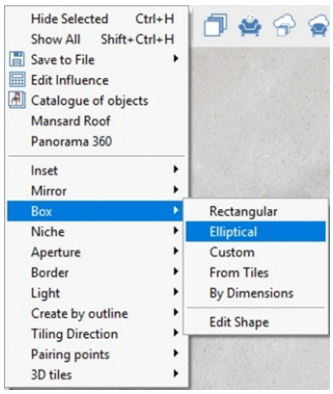

The instrument **"Box"** builds any installation in the room.
Create a box for the hanging toilet bowl.
Select the plane of the wall, where to place it.
Go to the tab **Objects > Box >Rectangular**

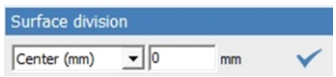
In **Object Parameters** window, specify size and materials for the box. Set the width as 1400, height – 1200, depth – 200. As any other object, box always goes to the center of the previously selected plane.

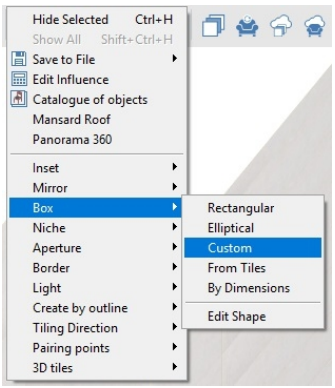
Now you can make the layout.

Use elliptical box to create a column. Select the tile on the floor. Go to **Objects > Box > Elliptical**. In the appeared window specify size of the box: width, height and depth. In this case, depth stands for the height from floor to ceiling. The column is ready.



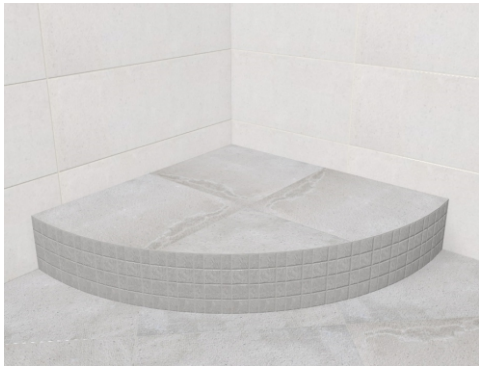




Make the mosaic layout. Because the surface of the column is curve, it is necessary to divide the surface by segments. Go to **"Surface division"** menu in the left toolbar. Select the option **"Center (mm)"** and specify the width of one segment in millimeters.

After that, press the tick. To make the layout to all segments at once, make the right click to the column, go to **"Select all planes"** and then **Add row**.

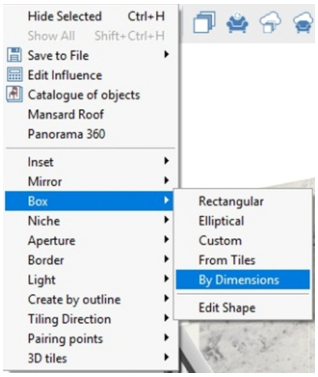
Create a podium for shower cabin. Select the floor surface.
**Go to Object > Box > Custom.**

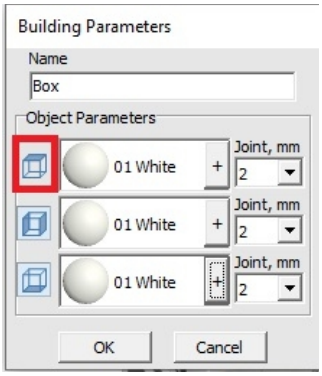
The shape of the box can be a curve. Start with the instrument **Line**. Set the necessary size for lines. Use Arc to complete the outline.
Press **"Finish".**
Specify the depth of the box. In this case, it stands for the height of the podium. Move the ready box to the precise coordinates if needed.



Next type of boxes is a box by dimensions. We use it to create a screen for regular rectangular bathtub. Install the bathtub. Select the bathtub, gor to **Objects > Box > By dimensions.**
Make sure that the option **Create top face** is deselected.

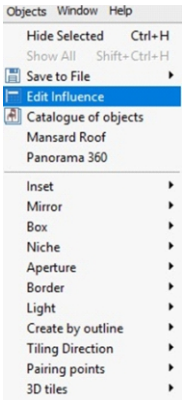
Select the joint width and press OK.

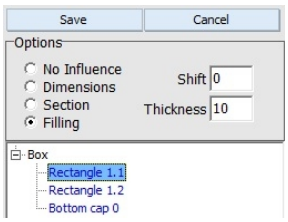



You can put tiles on that box.

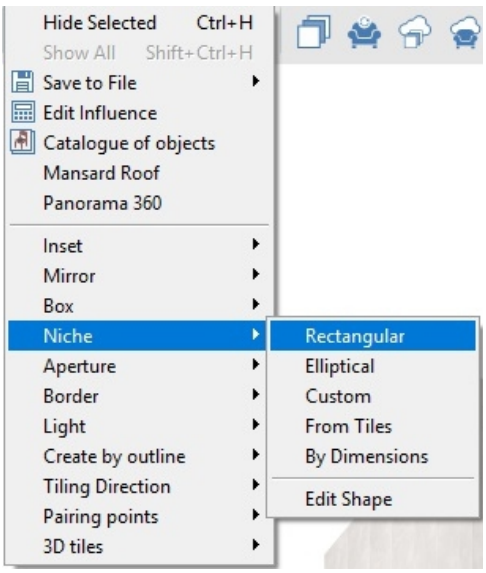
The program does not count tiles behind the box.
We can see how objects influence on the layout in the instrument of **Edit influence.**
Go to the tab **Objects > Edit Influence,** here in the left panel, you can find all the installed objects.
There are four types of influence.
No Influence – tiles behind (under) boxes are taken into account.
Dimensions, Section, Filling mean that the tiles behind the box are excluded
from the calculation. If needed, you can change the way the influence works,
for example, include the tiles behind the bathtub to the calculation.
Select the option **"No influence"** and save.



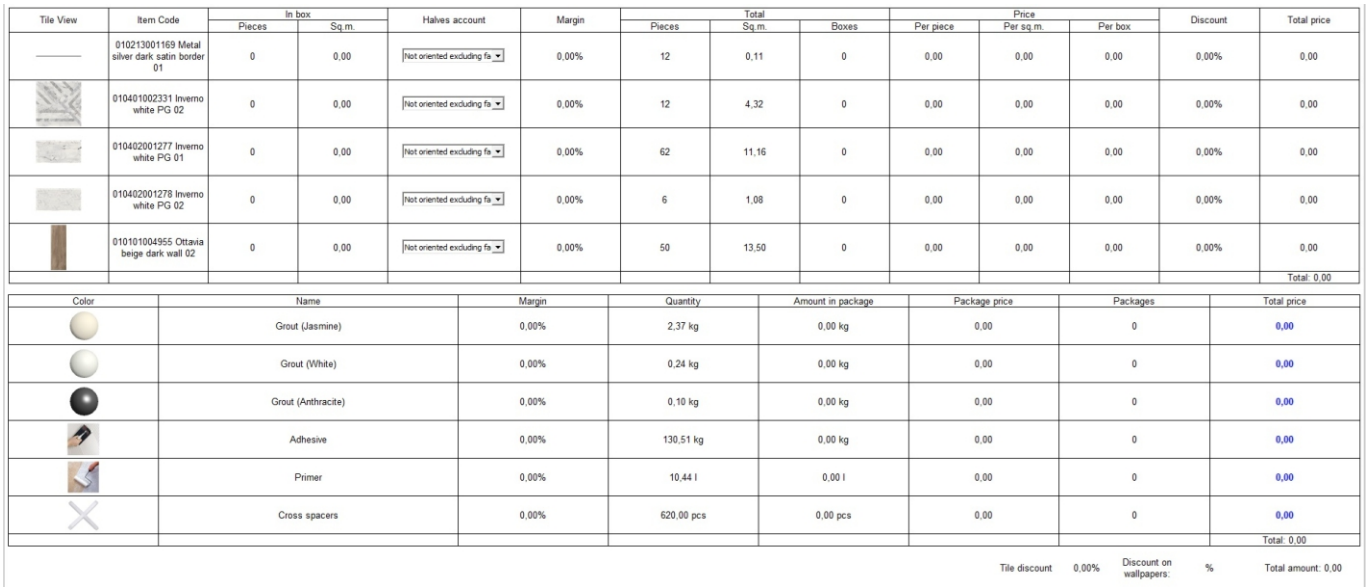




Create a niche.

Select the tile on the wall, go to **Object > Niche > Rectangular.**
Specify the size and joint width, press OK.
You can move niches as any other object.
Right click to the instrument **"Move".**
Put some tiles on the niche.
You can change size of any box or niche.
Go to the context menu (right mouse button), then – **Box properties** and change the size.
It will not affect the layout.



The project is ready, make the calculation of tiles.
Make the left click on the “Calculator” icon in the top toolbar. In the appeared window press on the “calculator” again. The tiles are calculated. To make the calculation precise, you need to set the **Halves account**, depending on the type of tiles you use in the project.



| Tile View | Item Code | In box | | Halves account | Margin | Total | | | Price | | | Discount | Total price |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | Pieces | Sq.m. | | | Pieces | Sq.m. | Boxes | Per piece | Per sq.m. | Per box | | |
| | 010213001169 Metal silver dark satin border 01 | 0 | 0,00 | Not oriented excluding fa | 0,00% | 12 | 0,11 | 0 | 0,00 | 0,00 | 0,00 | 0,00% | 0,00 |
| | 010401002331 Inverno white PG 02 | 0 | 0,00 | Not oriented excluding fa | 0,00% | 12 | 4,32 | 0 | 0,00 | 0,00 | 0,00 | 0,00% | 0,00 |
| | 010402001277 Inverno white PG 01 | 0 | 0,00 | Not oriented excluding fa | 0,00% | 62 | 11,16 | 0 | 0,00 | 0,00 | 0,00 | 0,00% | 0,00 |
| | 010402001278 Inverno white PG 02 | 0 | 0,00 | Not oriented excluding fa | 0,00% | 6 | 1,08 | 0 | 0,00 | 0,00 | 0,00 | 0,00% | 0,00 |
| | 010101004955 Ottavia beige dark wall 02 | 0 | 0,00 | Not oriented excluding fa | 0,00% | 50 | 13,50 | 0 | 0,00 | 0,00 | 0,00 | 0,00% | 0,00 |
| | | | | | | | | | | | | | Total: 0,00 |

| Color | Name | Margin | Quantity | Amount in package | Package price | Packages | Total price |
|---|---|---|---|---|---|---|---|
| | Grout (Jasmine) | 0,00% | 2,37 kg | 0,00 kg | 0,00 | 0 | 0,00 |
| | Grout (White) | 0,00% | 0,24 kg | 0,00 kg | 0,00 | 0 | 0,00 |
| | Grout (Anthracite) | 0,00% | 0,10 kg | 0,00 kg | 0,00 | 0 | 0,00 |
| | Adhesive | 0,00% | 130,51 kg | 0,00 kg | 0,00 | 0 | 0,00 |
| | Primer | 0,00% | 10,44 l | 0,00 l | 0,00 | 0 | 0,00 |
| | Cross spacers | 0,00% | 620,00 pcs | 0,00 pcs | 0,00 | 0 | 0,00 |
| | | | | | | | Total: 0,00 |

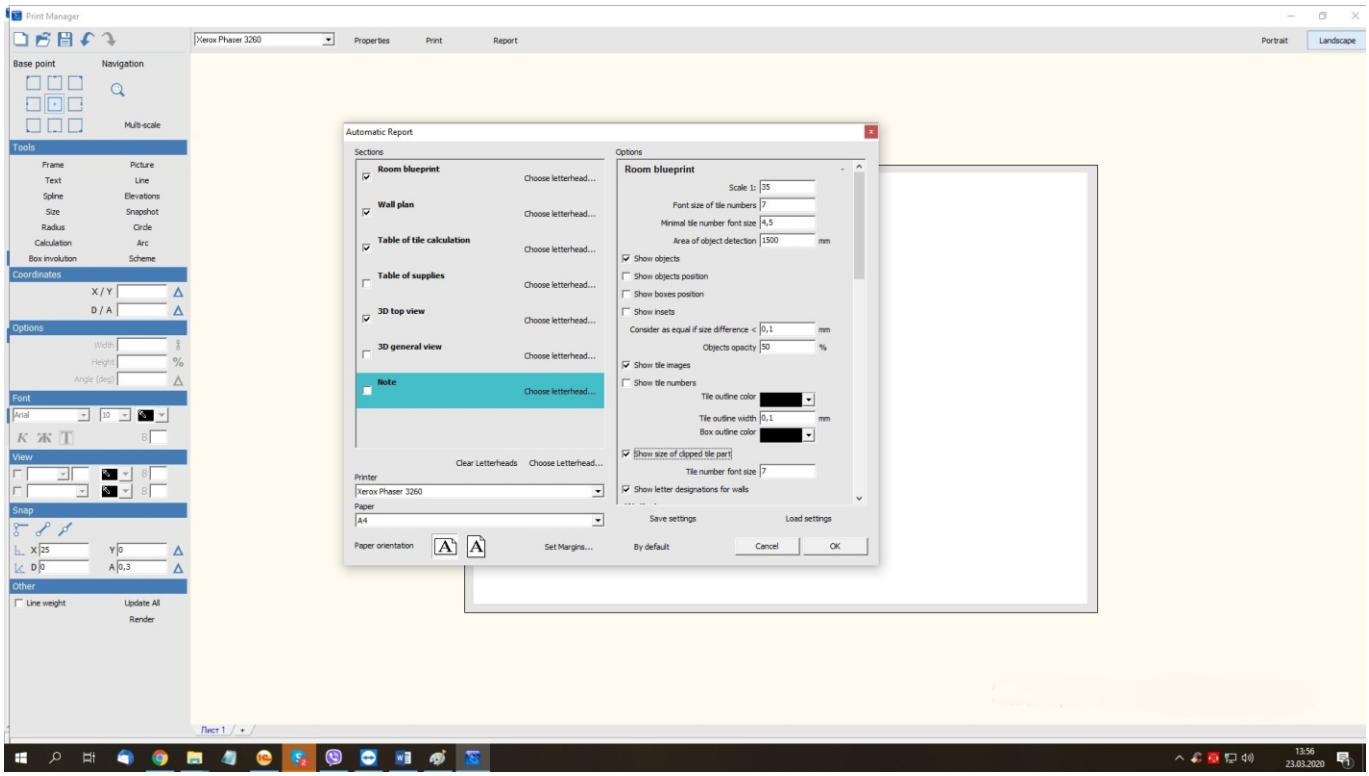
Tile discount 0,00% Discount on wallpapers: % Total amount: 0,00

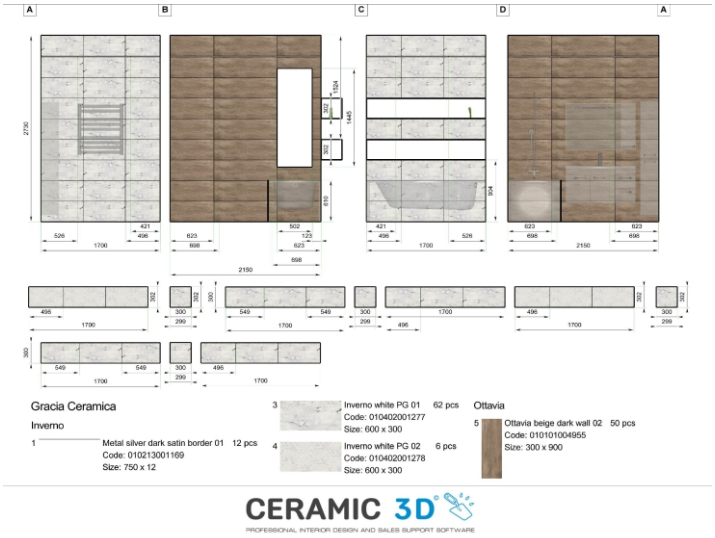
**Oriented** – every tile (including cut-offs) is counted as the whole one. This type can be used for tiles with asymmetrical image.
**Not oriented including factory edge** – every tile is used twice (only the side cut-offs, the middle cut-off is not used). This is the most popular way of halves account.
**Not oriented excluding factory edge** – every tile is used more than twice, every cut-off is taken into account. Normally used for porcelain stoneware with cut-off edges.
**By area** – is used for mosaic.
You can also specify the margin in this table. If you have diagonal layout, offsets or pattern layout – we recommend set the margin to the value of 10-15%.
Tiles are calculated in pieces and square meters. If you sell tiles by boxes, fill the column **In box** (pieces or sq. m.)
If you want to show the price for the customer – fill the column **Price.**

The program also counts supporting materials.

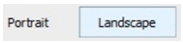
To make sure the calculation is correct, click on the arrow sign near the calculator, and go to **Calculation Check.** Here we can select a tile and see all the parts taken into account. To close this mode, press **Esc.**

Pres to the printer-looking icon in the top toolbar.
It is the instrument **Print**. Make the left click to the button **Report.**
To start with, choose the orientation of the paper (left bottom corner).
The menu can be divided by two parts: **left side** – sections of the report (you can include or exclude them), **right side** – settings for every section.

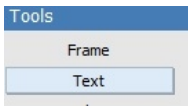




The settings can be saved for future projects. Go to **Save settings**. Settings can be saved in any folder or in the registry (in this case, you will have no need no find the folder every time).
You can instantly print the report or save it in .JPG. In any case, go to **Print**, check the box **Print to file** to save the report as images.

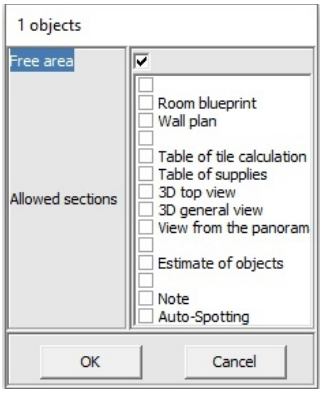
To create a letterhead with your logo, go to **Print.**
Select the landscape orientation. 


Start with the instrument **Frame** in the left toolbar.




By this, you can determine the area for the sections of the report to be shown. Logo and other information will be below it. Create the frame with left mouse button.

Select the frame, press right mouse button, go to **Properties,** check the box **Free area.**

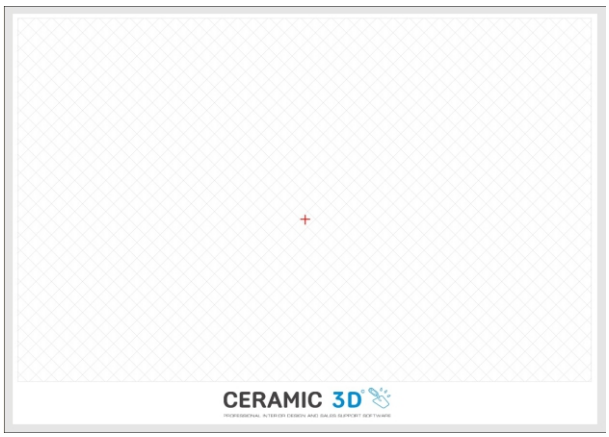


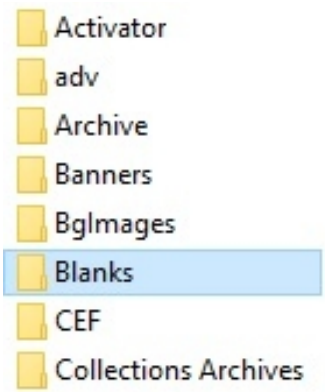

Continue with creating the logo.

Go to the instrument **Image.**

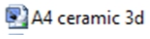
Select the picture, make the left click to the area where to place it. Specify the size of the image with LMB.

Type all the necessary information (address, website, phone number etc.) with the instrument **Text.**

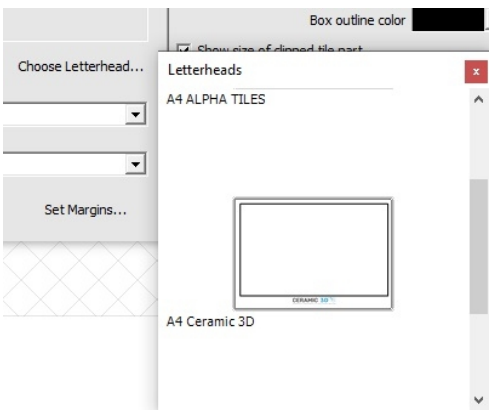



Create the folder **Blacks** in the directory.
Save the letterhead to this folder.

Make sure, that the name of the letterhead follows the example 

(there should always be A4 before the name itself).
Save. 
The letterhead is ready to use.
Click to **Choose letterhead** in the report menu.
Select the desired one with double left click.



Insets are used to create several areas on one plane or to combine tiles of different shape. As examples, there are kitchen aprons, floor and wall panels.

Highlight the shower area with mosaic. Use the rectangular inset. **Objects > Inset > Rectangular.** Set width and height and press **OK.**

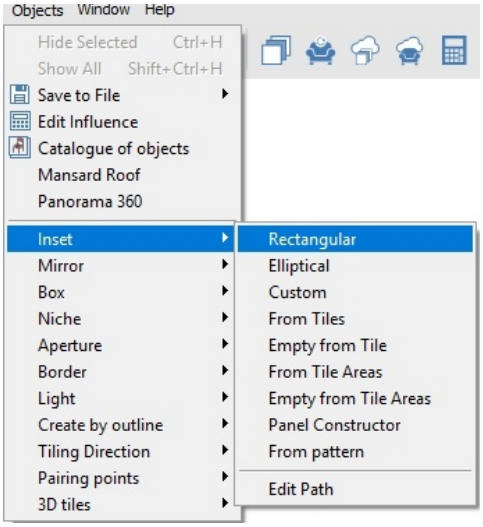
The new area appears on the wall. Insets can be moved as any other object. Tiles behind are automatically excluded from the calculation.

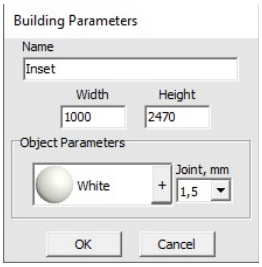
Some collections of tiles can contain Elliptical insets. For example – Russia > Kerama Marazzi > Belgravia.

Use **Inset > Elliptical** to work with such tiles. Specify the dimensions (the same as the tile has in the catalogue) to create the inset. You can move the inset to the necessary position.

You can **Copy inset** and place it on the wall several times.

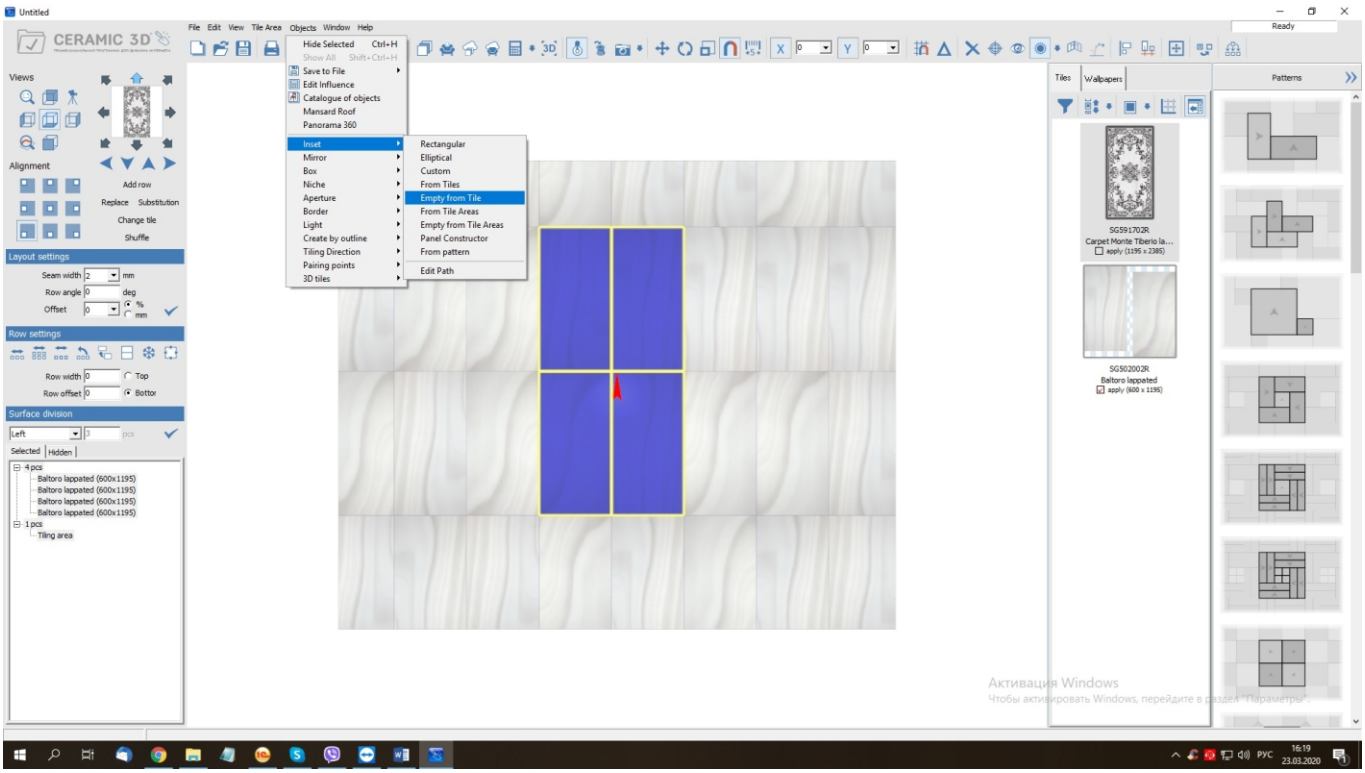
**Inset > Custom** can be used to create kitchen aprons. Create the outline on the wall, choose the grout, and make the layout.



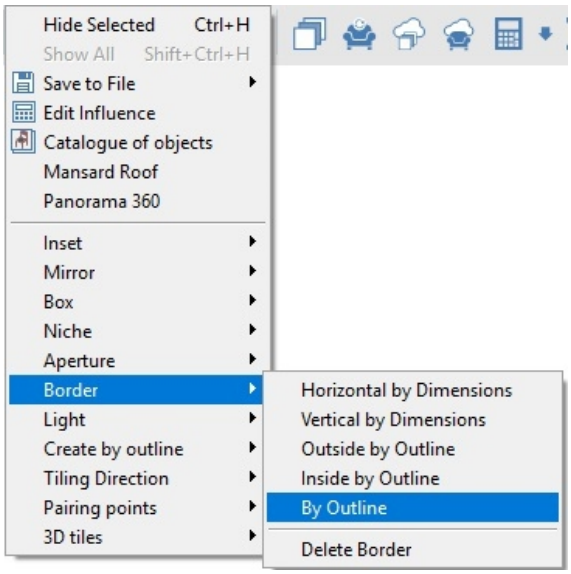

OBA005
Belgravia beige
apply (120 x 160)

Use **Inset > Empty from tiles** to insert panels to planes. This type of inset basically removes tiles from the surface, so you only need to add the ready-made panel.




Any inset can be outlined can be framed with the border. Select the border in the tiling buffer and place it horizontally. Select the panel, go to **Objects > Border > Outside by Outline**. The first four types can be put automatically.

Mosaic is frequently used as borders. It is possible to place the mosaic with required number of rows. Select the mosaic; go to **Row width** instrument in the left toolbar, pecify the width of two dices of mosaic and add row. When continue to lay tiles, mind to change the row width back, to avoid cutting all the tiles on the plane. The border is ready.

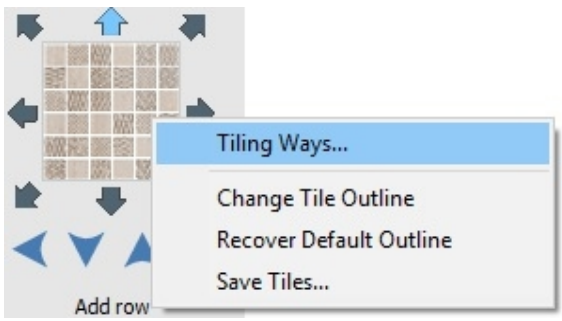



Using of the mosaic border by outline (e.g. around the window). Select the surface with the window, go to **Objects > Border > By outline.**

Create the outline with the instrument **Line**. Draw the line **clockwise** so the border is outside in relation to the line.

Press **Finish**. For **Height** set the height of the number of dices you need. Select the angle type (bisecting line or with insertion).
The border is ready.

You need to dice the mosaic net to see the grout between dices. Select the mosaic go to **Change tile outline.**

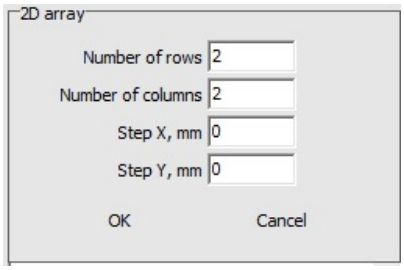


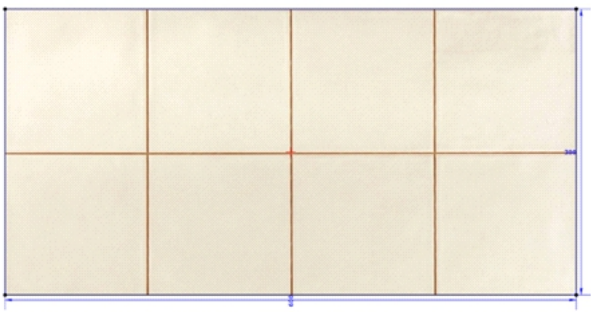

Delete the old outline by selecting it and pressing **Del.**

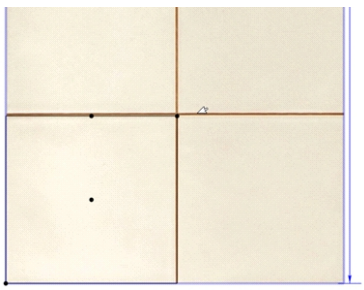
Set value 0,5 for X and Y in the rectangular grid alignment section.


Create one quadrate with the instrument **Rectangle.**
Copy it.
Create 2D-array with the instrument in the top toolbar.

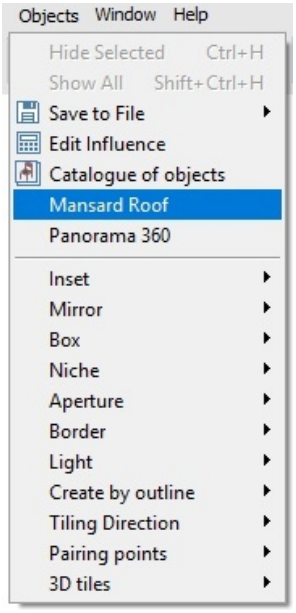

Select the dice and set the offset and the number in two directions.
You can change the values by rotating the mouse wheel.



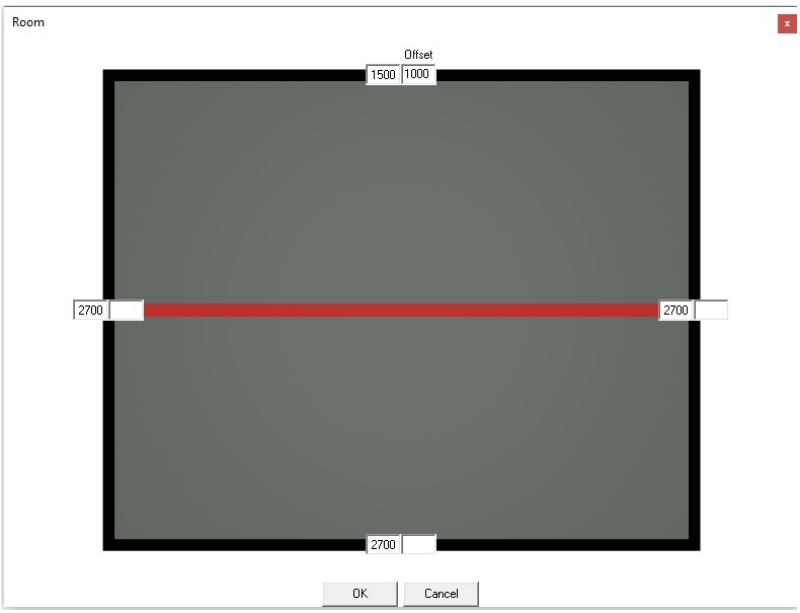


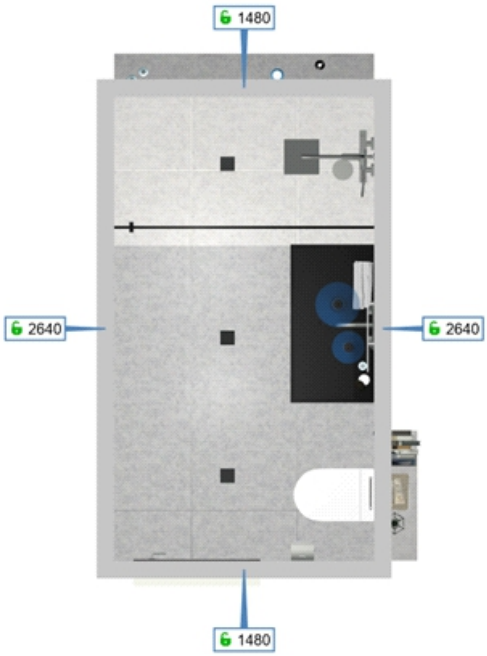
In this case, we began from the top right corner, so the **X** field should have **positive** value and the **Y** field – negative.
Grey quadrates appeared after specifying the step are the dices.
Set the necessary number of rows and columns, coincide the cutting step so the texture and the outline are coincided also.
The outline is ready, press OK.
Finish. Press OK to create normal map.




Create a mansard roof (vaulted ceiling). Go to **Objects > Mansard roof**. Here you can see the top view with the room height shown. Input field in the right shows the distance from the wall to the line on the ceiling, where the slope meets the flat ceiling.

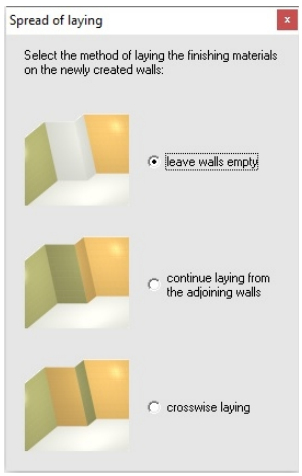
You can see the result in the construction mode. There will be no tiles on the slope.
Vaulted ceiling can be also constructed with the instrument **Box**.





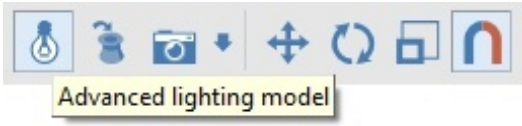

You can always change room outline during working.
Go to the instrument **Change room size.**


You can change size of the room and add protrusions in this editor. To change size of the wall – change the numeric value of the distance. To add a protrusion – go to **Protrusion** section in the top toolbar. To prevent walls from changing, press on the "lock" to save the line's distance value. Press on the **Delete** corner to remove the protrusion. You can also change room height in this editor. Press **Finish** to confirm changes.

Light settings

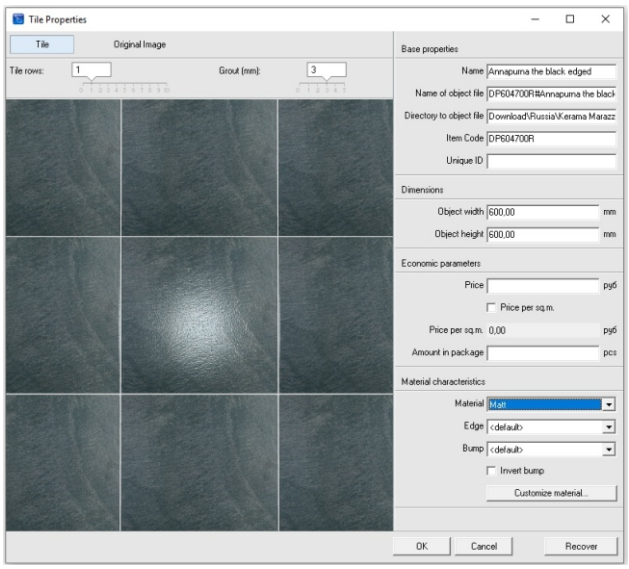
Open the ready-made project.
Start with setting the light. There is a default light source in every room.
Click on the lamp icon in the top toolbar to show the light sources.




Delete the default light source. To adjust the light in the room easily, find the light collection in the **Objects database.** Place as many light sources as you need in the particular room. The approximate number of light sources is about one light source to 5 m2 of the room.

Tile settings

Every tile type is set individually. Select the tile, press RMB, go to **Tile properties**. In the **Material characteristics** section, specify the suitable type of material, edge and bump for the tile.



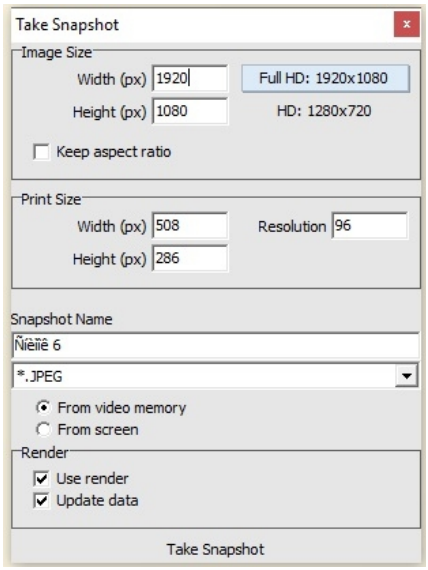

If the tile is selected in the tiling buffer – the settings will be only applied to the particular project. If you make settings in the catalogue, you will save them to all future projects.

Always check the materials of object. There should always be a material selected for every object.

We take photos in 3D mode, where we choose the best viewpoint.

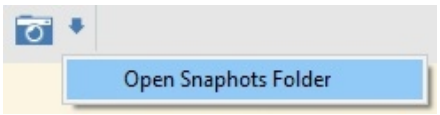
In the top toolbar you can find settings **Min, Lin, Max.**

**Min** – color contrast, the optimized interval is 0,3 – 0,5
**Lin** – light intensity, the optimized interval is 0,1 – 0,00001
**Max** – brightness. The optimized value as is 10


To get preview image – press on the **Visualize current view button** . If the picture is Acceptable, press on **Take Snapshot button** In this menu, you can set dimension (image size) and the size for printing. Always check the boxes **Use render** and **Update data**. Save the picture by pressing on **"Take snapshot".**

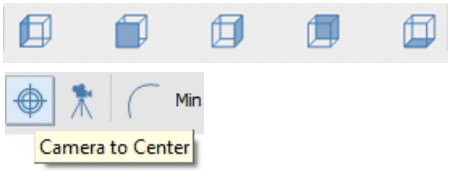
The picture is saved to **Snapshots** folder. Go to **"Open snapshots folder"** to check the result.



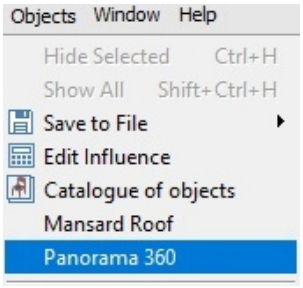

Creating a Panorama 360.

When the light and tile settings are made, go to 3D mode.

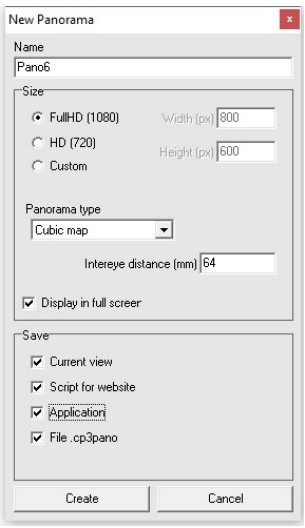
Select a viewpoint and press Camera to center.

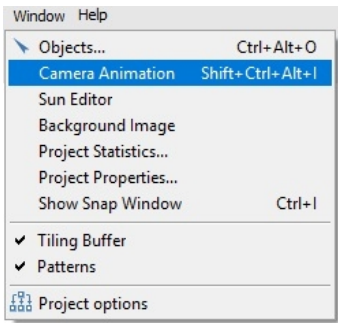


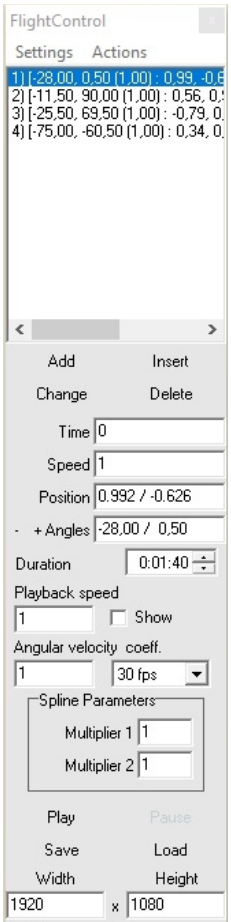

**Objects > Panorama 360**
In the appeared window check the boxes:
**Full screen** – to open panoramas full screen automatically
**Current view** – to save the viewpoint as a position of the camera
**Application** – file .exe, opens the panorama on any PC
**File .cp3pano** – this file can only be opened by PanoramaViewer app
Press **Create**. Panoramas are saved in the folder Local disck/Ceramic 3D/Panorama.







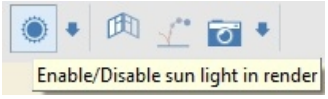



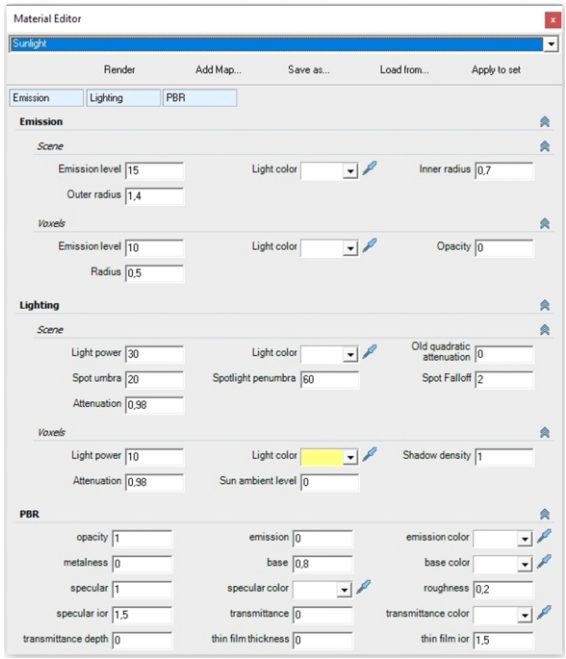

**Video**
Go to the tab **Window > Camera animation.**
You will see a control panel in the right side of the screen.
Go to **Settings** and choose the viedo codec xVID-MPEG4.
Then change settings in the panel:

- **Speed: 5**
- **Playback speed: 5**

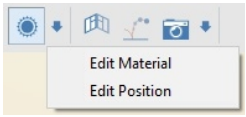
Speed settings can be changed if you need to slow down or accelerate the video.
Choose the resolution of the frame.
The process of creating the movement is simple: you create points and camera follows from one to another automatically. To create a point press **Add,** move the camera to another position and press **Add** again. Repeat this action to create the camera way that you need. Try to stay within the room. Press **Playback** to see the preview play of the video. Every point can be deleted or changed. To create a visualized (rendered) video, check **Use render** box. Time of creation of rendered video depends on the graphic card capacity and complexity of the project. Normally, it can take up from 1 hour.

There are also settings for the sunlight in the program. You can enable or disable the sunlight by clicking with left mouse button to the icon in the top toolbar.



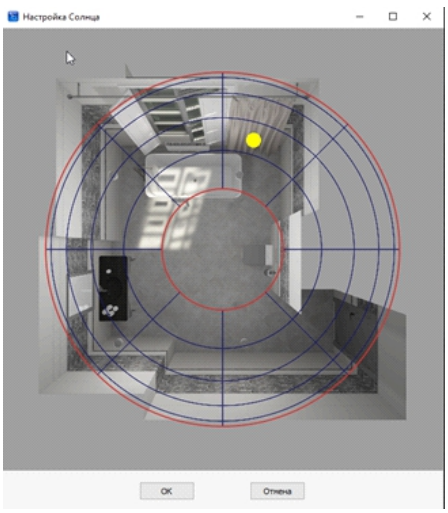

You can edit the position and the properties of the sunlight. Go to **Edit Material** to change properties.




Emission level stands for the intensity of the light. The default value is 30, you can decrease it down to 5-15 to make the sunlight less intensive.
You can also change the default yellow color to white, for example.

To edit the position of the sunlight, go to **Edit position.** Drag the yellow circle with left mouse button to adjust the light in the room.
Check the result in preview.

The background image in the window can be also changed. Go to **Window > Background Image** and find the one that you like.

Press RMB on a tile, go to **Edit material** to open the table of advanced settings.
Main settings used:

**Albedo** – albedo color changes the color of the tile

**Ambient** - ambient level changes the brightness of tiles.

**Lower value** – darker tile.

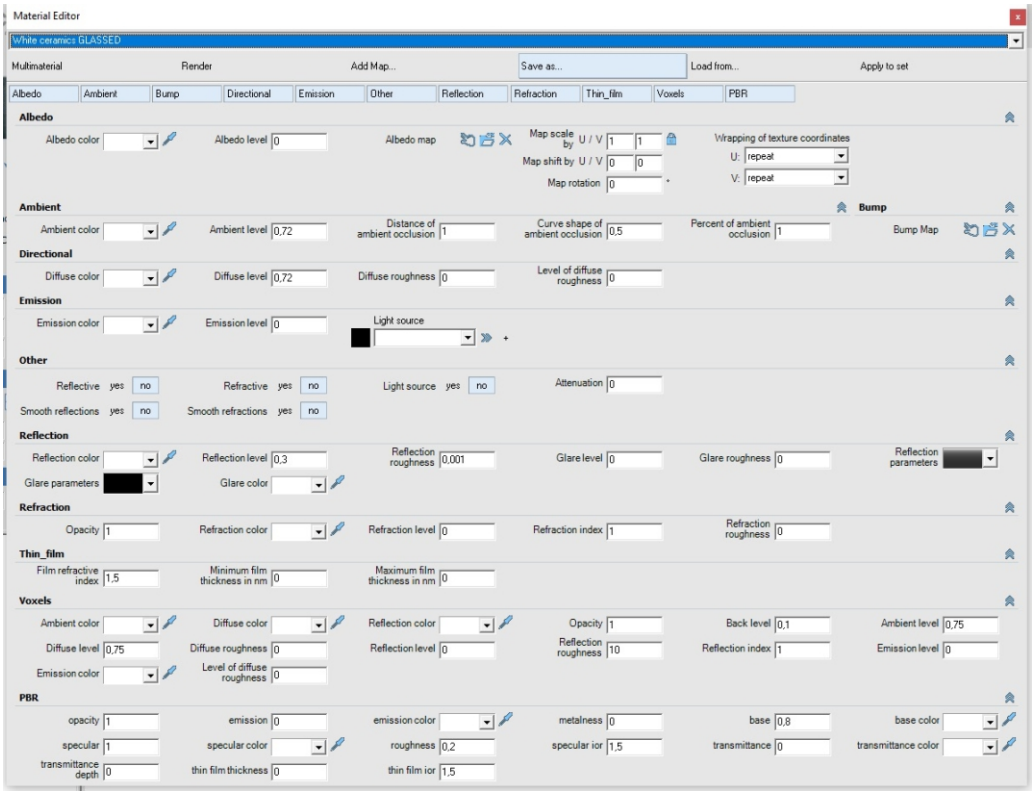
**Directional** – diffuse level regulates the brightness of tiles
(the higher the value – the brighter the tile is)

**Reflection** – By increasing reflection level, you can increase the reflective ability of the tile

**Reflection roughness** – makes the image of the tile clearer
(higher the value – more blurry the image gets)

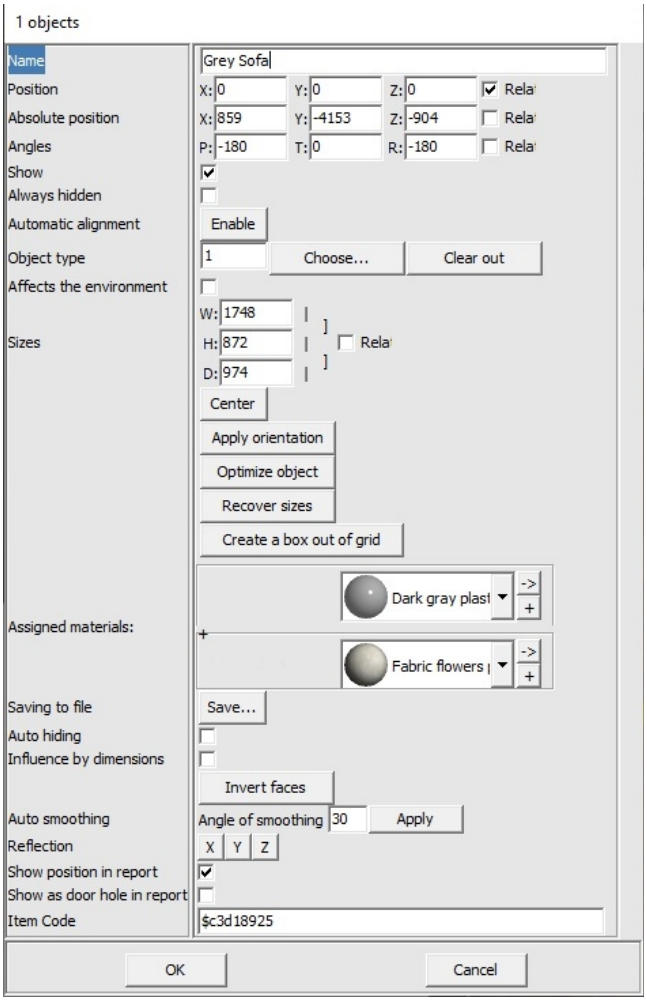
**Glare level** – stands for the size of the light circle in the tile.
(the higher the walue – the bigger the circle is)

You can increase the value of glare roughness to make the light circle even more blurry.

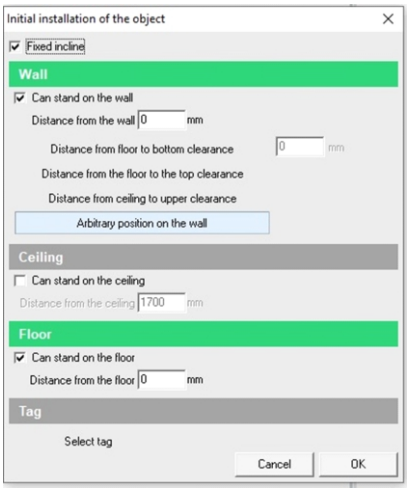


You can add 3D model individually if needed. Make sure, that the model you want to add is .obj format.
It is better to export the model to test folder:
C:\Ceramic3D\Lib\Objects\Test
Launch Ceramic3D, create an empty room, e. g. 4000x4000x3000 mm.
Select front view (F10), ALWAYS place the object to it before saving it to the library.

Select the wall, update the library, and find the not-ready model.
Press and hold SHIFT and select the chair and the wall




Press to "Alignment" in the appeared window,
select: X by left edge,
Y by bottom edge (only for objects standing on the floor),
Z by far edge.
Click RMB, go to Properties, and reattach the materials to the ones from the library.
If the model contains some reference number, type it in the insert field in the bottom of Properties window.





**Save the object**
Objects – Save to file - Object, select the Test folder, press Save. There appears a window with settings.

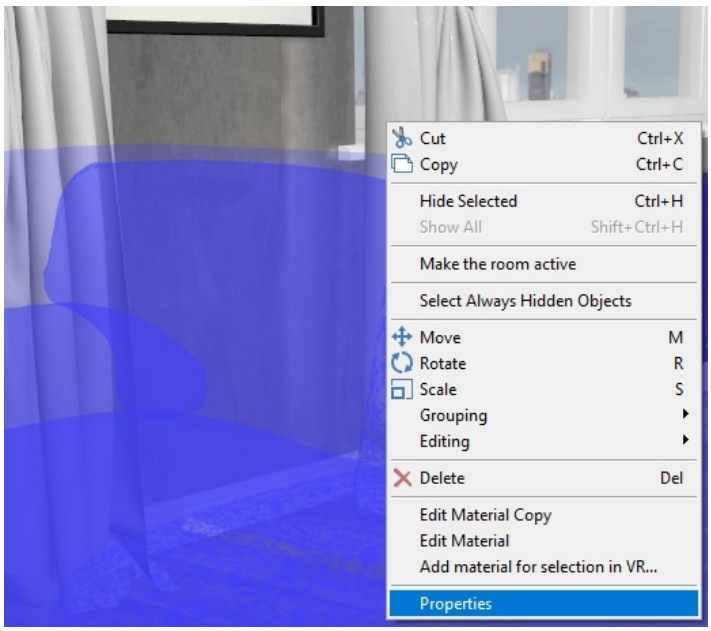
**Fixed incline** – use this option if the object should have the same orientation when installed on floor, wall or ceiling.

**Can stand on the wall –** the object can be installed to the wall (e. g. wall drawer). There are also settings of distance, which can make the work easier.

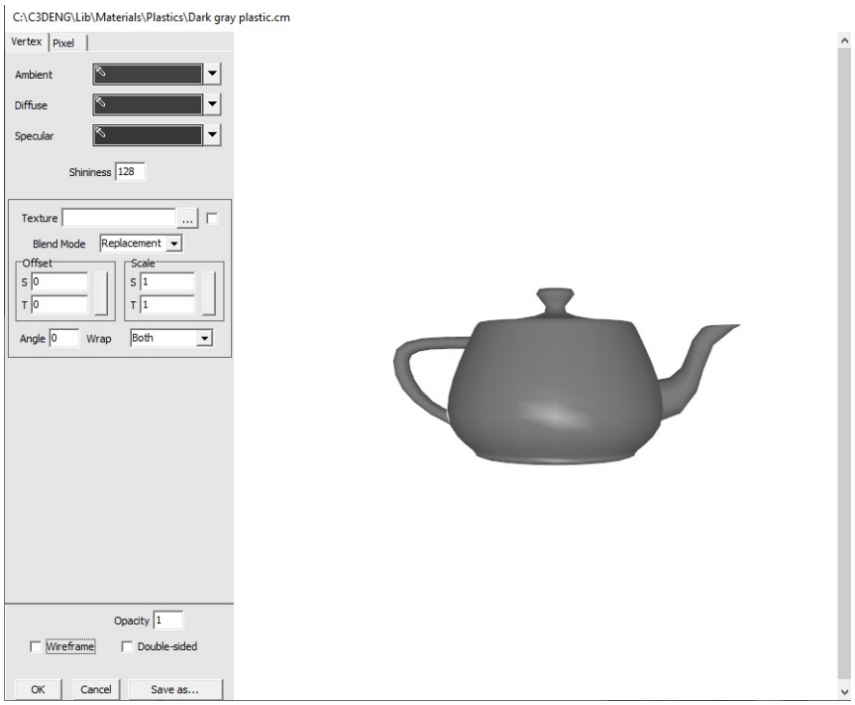
**Can stand on the ceiling** – the object can be installed to the ceiling (lamp, chandelier).

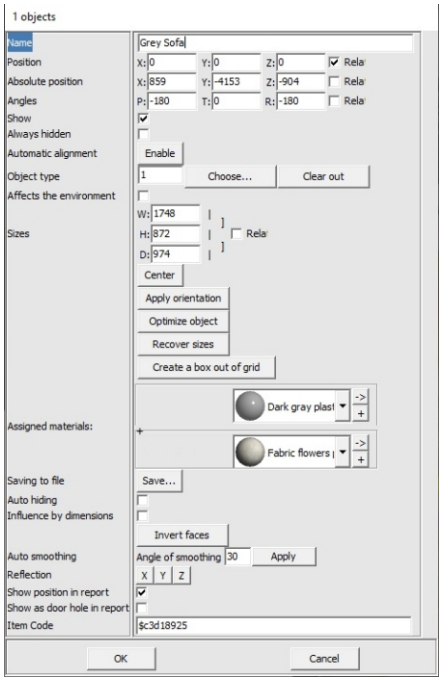
Can stand on the floor – the object can be installed to the floor (e. g. cabinet, table).
Press OK to save the model. Update the library of objects and the image (Right mouse button> Update image). The model is ready to use.

To add a material (texture of wood, fabric etc.) to the library, you firstly need to find the image of that (.jpg). Make sure, that the texture is seamless (without any white outline).
To add a texture press RMB on a plane or an object. Go to **Properties.**

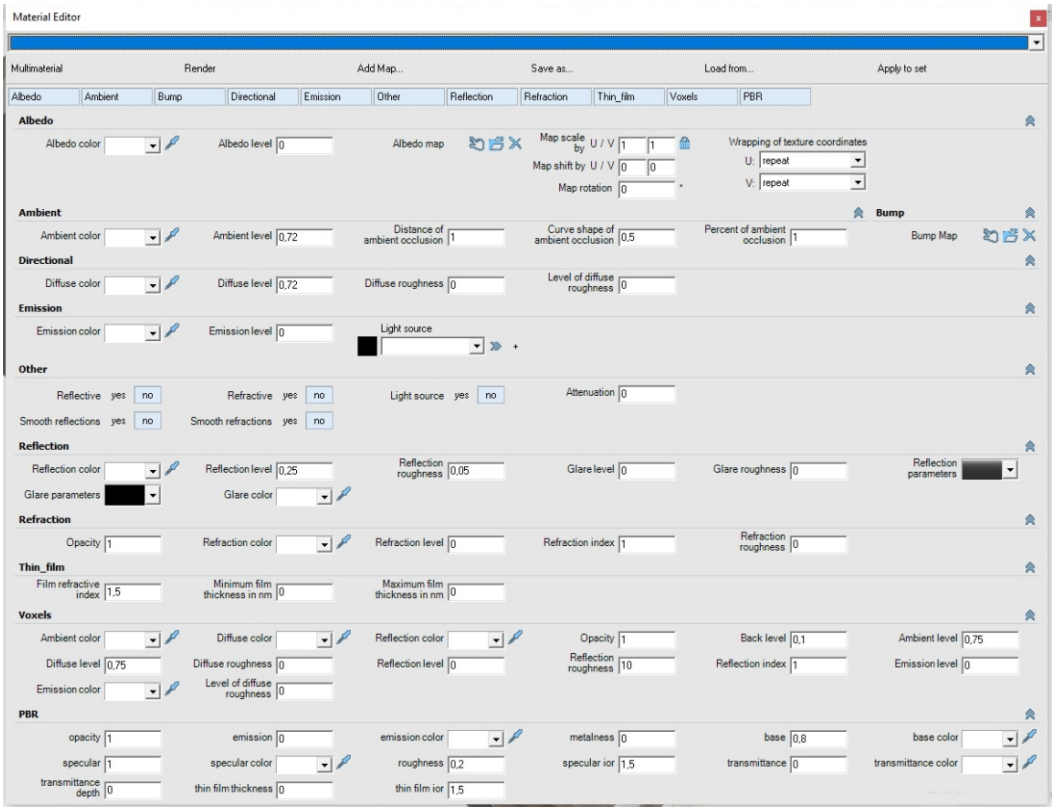



Choose a suitable group of materials and apply any basic material to it (Jasmine for grouts, White Plastic for paint, Walnut for wood etc.). Press "->" to edit properties. Click to "...." Near the **Texture** field and upload the image you found.



The texture in **Vertex** section is ready, repeat the action for the section **Pixel.**
The texture is successfully added.
If you want to save the created texture to the library of materials, go to the 3D mode.
Make the right click to the desired texture, then go to **Edit Material.** Press to **Save as** and save it to the **Materials** folder.

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