



3D BOOKCASE DESIGNER

USER GUIDE

Introduction

The **Reproduction Furniture 3D Bookcase Designer** offers you the unique opportunity of designing your own bookcase layouts in real time 3D. Combining state-of-the-art graphics with rich functionality and an intuitive user interface, the 3D Bookcase Designer is the ultimate in visual design tools.

Choosing Your Room Layout

First of all you must decide which type of room layout you have. The three options are as follows:

- **Single wall only.** You specify only the width of your wall.
- **Square/rectangular Room.** You specify the width and depth of the room.
- **Create my own room outline.** You create the room outline yourself using our visual room planner.

You should also specify the height of the room, by selecting one of the pre-defined values in the drop-down box or by ticking **Use Custom Height** and entering the required room height.

You can optionally include skirting boards in your room layout by ticking **Automatically add skirting boards** and setting the depth of the skirting boards.

You can switch between inches and mm at any time using the buttons at the top of the page. The limits for each of the above measurements are as follows:

- Single wall length and rectangular room width and depth must be between 48 in. (1219mm) and 1000 in. (25400mm)
- Room height must be between 72 in. (1828mm) and 200 in. (5080mm)
- Skirting board depth must be between 0.5 in. (12mm) and 4 in. (100mm)

Creating Your Own Room Outline

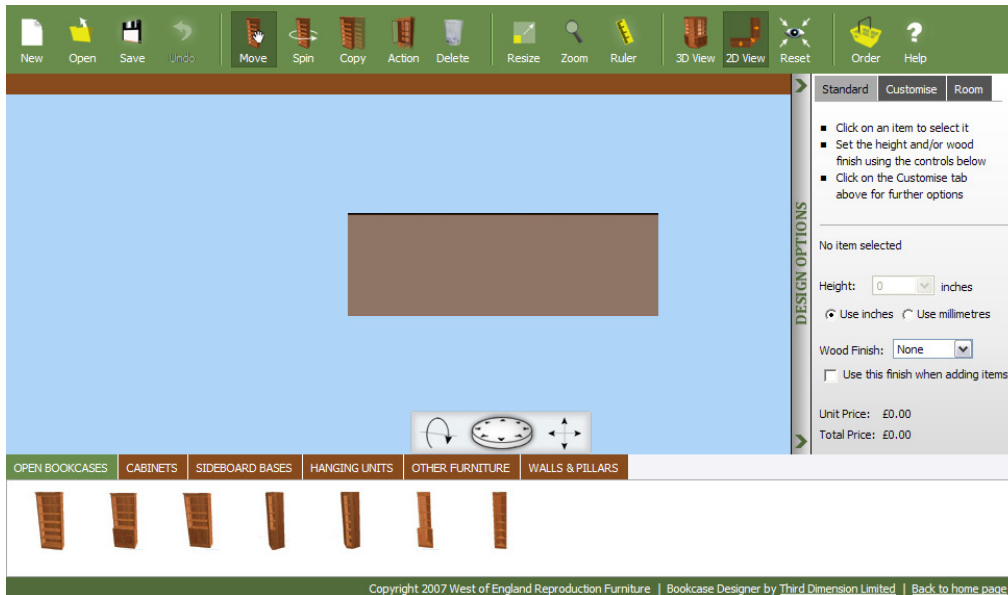
If you choose to create your own room outline you will be presented with an empty screen and a set of instructions on the right of the page.

- Click the mouse anywhere on the blue part of the screen to begin placing walls
- Click the mouse to create a new corner
- Hold down the **SHIFT** key as you move the mouse to draw straight walls
- Press the **Delete** key to remove the last created wall
- Press the **Esc** key to start your room outline from the beginning
- Join the end points of your outline or press **Enter** to complete the room outline

Once you have completed the room outline, the floor and ceiling are added automatically and you are ready to start adding bookcase and furniture items

User Interface

The user interface consists of an initially empty room along with a set of controls for adding items to the room, manipulating these items and moving around the room. These controls are grouped into a **Toolbox** at the top of the screen and a **Warehouse** at the bottom of the screen. There is also an optional instruction panel on the right which you can open and close by clicking on the **Design Options** bar.



Moving around the Room

You can move around the room using the cursor keys on the keyboard.

- Press and hold the up cursor to move forwards and the down cursor to move backwards.
- Press and hold the left cursor to turn left and the right cursor to turn right.
- With the **SHIFT** key held down, press and hold the up cursor to move up and the down cursor to move down.
- With the **SHIFT** key held down, press and hold the left cursor to slide left and the right cursor to slide right.
- With the **CTRL** key held down, press and hold the up cursor to tilt upwards and the down cursor to tilt downwards.

You can also use the **NavBar** in the centre of the screen just above the warehouse as follows: -

- Click and drag the centre control (with the mouse button held down) to move forwards/backwards and rotate left/right.
- Click and drag the right hand control to slide left/right and up/down
- Click and drag the left hand control to tilt up/down

When using the NavBar, the speed of movement or rotation increases as you drag the mouse further from the NavBar.

Adding Items to the Room

The **warehouse** at the bottom of the screen contains all of the items that can be added to the room. These are displayed as images, and their descriptions are shown in the tooltip as you move the mouse over them.

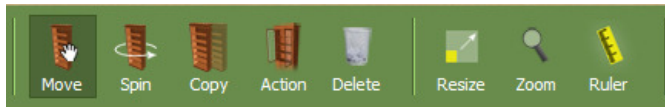


The warehouse is divided into six categories which can be viewed by clicking on their labels. The first four contain Reproduction Furniture Bookcase System items, the fifth contains other furniture that you can use to decorate your layout and the sixth and final category contains structural items such as walls and pillars. It is important to model any structural items in your room, as these will affect how many bookcase items can be added and how they are laid out.

You can add an item to the room by clicking on the image in the warehouse, moving the mouse into the 3D world and clicking to place the object once it is in position. You will notice that when you click on an image the item appears below the mouse cursor and follows the cursor until you click the mouse button a second time. You must ensure that you place the model in a valid position – an invalid position will be indicated by the model being semi-transparent.

Toolbox - Editing

The toolbox at the top of the display contains a set of buttons for editing items once they have been added to the room.



There are seven editing modes – **Move, Spin, Copy, Action, Delete, Resize, Zoom** and **Ruler** along with an **Undo** facility. As you move the mouse over the various items in your layout, the name, description and editing options for that item are shown in the panel below the toolbox.

A78 | 78" Bookcase Cabinet | Click & drag to move | Hold SHIFT to restrict axis | X:84.9213 in, Y:0 in, Z:28.9764 in

Move

In **Move** mode, you can move an item by clicking on it and dragging the mouse with the button held down. Holding down the **SHIFT** key while dragging an item restricts the axis of movement to the initial drag direction. Holding down the **CTRL** key while dragging an item moves the item up and down instead of horizontally, although only hanging units can be moved in this way. Note that when items are moved close to each other their corners snap together automatically, making alignment of items very straightforward. You can override this feature by holding down the **ALT** key while dragging an item.

You can move multiple items by clicking on each item to be moved with the **CTRL** key held down, just like selecting multiple files in Windows Explorer. Selected items are indicated by a black highlight. When you have completed your selection, click on one of the items and drag with the mouse button held down. Pressing the **Esc** key clears the current selection.

Spin

In **Spin** mode, you can click on an item to rotate it through a fixed angle. Use the left mouse button to rotate anti-clockwise and the right mouse button to rotate clockwise. You can return to Move mode at any time by double-clicking.

Copy

In **Copy** mode, you can click on an item to make an identical copy next to it. Or you can click and drag the item to be copied to place the copy manually. The copy is placed as soon as you release the mouse, provided it is not overlapping another item.

Action

In **Action** mode, you can click on items in the room to control individual behaviours. The following interactions are available:

- Cabinet doors. Click to open and close.
- Cabinet drawers. Click to open and close.
- Cabinet shelves. Click to switch books on and off

Delete

In **Delete** mode, you can click on an item to remove it from the room. Note that if you click and drag an item in this mode, the system will revert to Move mode.

Zoom

In **Zoom** mode, you can click on an item to centre it in the viewpoint. Use the left mouse button to zoom close to the object and the right mouse button to zoom away from it.

Ruler

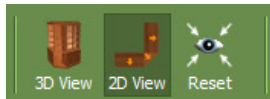
In **Ruler** mode, you can measure the distance between two points by clicking at the first point and dragging the mouse to the second point with the button held down. As you drag the mouse, a tape measure follows the mouse pointer and the measurement is displayed in the brown banner above the room layout. The tape measure snaps to the nearest 45° angle, but you can override this by holding down the **SHIFT** key as you move the mouse.

Undo

You can click on the **Undo** button to reverse up to 100 previous editing operations, including additions from the warehouse, movements, rotations, deletions, re-sizing and actions.

Toolbox – Views

The three buttons immediately to the right of the edit buttons allow you to control the view of the current garage layout.



2D View

Clicking on the 2D View icon changes the view to a 2-dimensional look-down. You can move this view using the cursor keys on the keyboard or the NavBar.

- Press and hold the up cursor to move forwards and the down cursor to move backwards.
- Press and hold the left cursor to move left and the right cursor to move right.
- With the SHIFT key held down, press and hold the up cursor to zoom in and the down cursor to zoom out.
- Click and drag the centre control on the NavBar to move forwards/backwards or left/right
- Click and drag the left hand control on the NavBar to zoom in/out

3D View

Clicking on the 3D View icon restores the standard 3-dimensional view. You can move this view using the cursor keys on the keyboard.

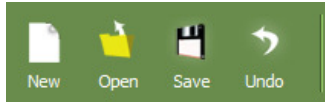
- Press and hold the up cursor to move forwards and the down cursor to move backwards.
- Press and hold the left cursor to turn left and the right cursor to turn right.
- With the SHIFT key held down, press and hold the up cursor to move up and the down cursor to move down.
- With the SHIFT key held down, press and hold the left cursor to slide left and the right cursor to slide right.
- With the CTRL key held down, press and hold the up cursor to tilt upwards and the down cursor to tilt downwards.

Reset View

Clicking on the reset view icon restores the current view (2D or 3D) to its starting position and orientation.

Toolbox – File Operations

The three buttons at the top left of the toolbox allow you to **load** and **save** the room layout and to start a **new** layout.



Load

Clicking on the load button displays a file selector, from which you can choose the name of the layout file to load. You should look for files with a **.r3d** extension. Loading a new file will remove the current layout and clear the undo buffer.

Save

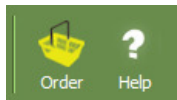
Clicking on the save button displays a file selector, from which you can choose the name of the file to save as your current layout. Files are saved with a **.r3d** extension.

New

Clicking on the new button clears the current layout and reverts the room size to the original size that you selected. A warning is displayed before the layout is cleared.

Toolbox – Options

The two buttons at the bottom right of the toolbox allow you to access help and add the items in the garage to your online shopping basket.



Order

Clicking on the Order button displays a list of the items in your room layout. All bookcase system items are shown with any bespoke options indicated and a price for each item. The total price is shown at the bottom of the list. You have two options at this point, represented by the links below the list. You can either return to your room layout to add or edit items, or proceed to the Shopping Basket.

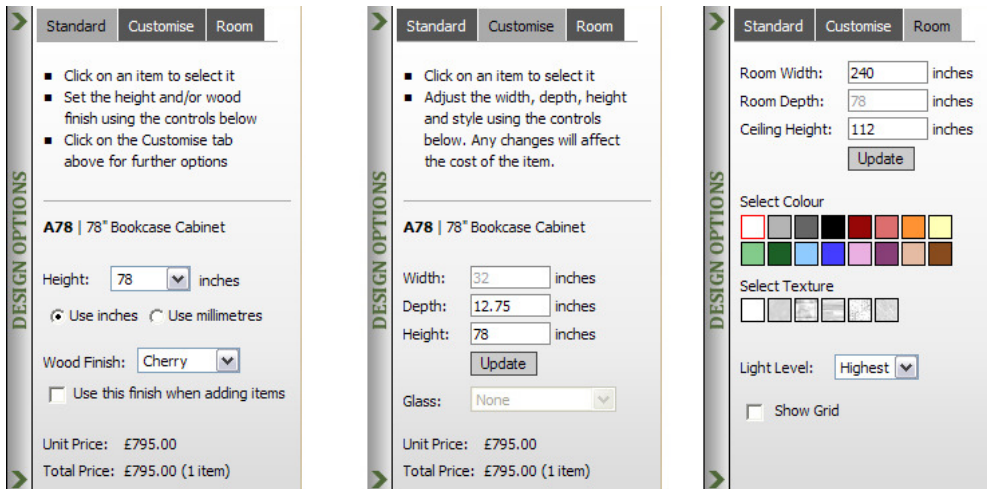
Note: You can return from the Shopping Basket to your room layout, provided you have cookies enabled in your internet browser. It is a good idea to save your layout manually (by clicking on the **Save** button) before proceeding to the Shopping Basket.

Help

Clicking on the help button displays this User Guide.

Changing the Size & Appearance of Units

The great advantage of the Bookcase Systems range is that items are available in a range of sizes and with a range of options for the wood finish and glass panels. You can customize those aspects of each item that are changeable using the **Design Options** panel to the right of your room layout.



To customize an item, ensure that you are in **Move** mode and click on the item to select it. Make sure that the **Standard** tab at the top of the Design Options panel is selected. The item name and short description are then shown in the right hand panel about halfway down.

The item may be available in a range of fixed heights. If so, you can select a height from the drop down, using the buttons below to switch the display between inches and millimeters. Bear in mind that tall bookcases require a certain amount of clearance (1.5 in.) between the top of the bookcase and the ceiling, so additional height options may become available if you increase the ceiling height (see **Changing the Room Size**).

You can also change the **wood finish** by selecting the required finish from the drop down list. By ticking the adjacent box you can ensure that this finish is applied automatically to new items that you drag and drop from the warehouse.

If you wish to specify a height between two of the options in the drop down, or wish to alter the width or depth of the unit, you can do this by clicking the **Customise** tag at the top of the Design Options panel and manually entering the width, depth and height. Each value will be enabled only if the unit can be altered in that direction. When you have set the correct dimensions, click the **Update** button to change the unit size.

If your unit contains any glass, you can set the type of glass used by selecting the required option from the drop down list.

Note that the unit and total prices are adjusted automatically as you change the unit size and appearance.

Changing the Room Size

If you have selected a single wall or square/rectangular room configuration, you can set the room size from the **Room** tab of the Design Options panel. Note that if you have selected the single wall option then only the room width and height can be changed. All structural items (i.e. walls and pillars) are adjusted automatically to extend to the full ceiling height.

You can also use the controls with the **Room** tab to colour and texture the walls, floor, ceiling, structural items and certain furniture items, and to set the light level within the room. To change colour or texture, click on the required colour or texture block in the palette then click on the surface in the room that you wish to apply the colour/texture to. To change light level, select the required level from the drop down list.