

User Manual

My Home Designer v6.0

What is My Home Designer?

My Home Designer is a smart interior design tool developed for ordinary users. Its best feature is that it's easy to use, enabling anyone to design interiors. My Home Designer v6.0 V6 has a brand new 3d VR system as well as an online library with 10,000 3D models. Users can visualize their ideas based on free selection and comparison of various elements, like room structure, indoor item, texture, color and dimension. With simple click operations, users will get an impressive 3D rendering.

I Easy to use, learn how to make 3D interior design within 10 minutes.

By following the built-in video guide, you can learn the entire design process very easily.

I Create room based on your own house

Scan your house 2D floor plan and save as .jpg format, then insert draft into My Home Designer. After setting the correct scale, you can build walls based on your floor plan. The end result will be an accurate room structure representing your own home. In addition to creating your own structures you can choose from the various room templates will accelerate your work in room structuring.

I Add doors and windows

My Home Designer provides many door and window styles for your selection, like balcony doors, sliding doors, bay windows, corner windows etc

I Build different floor for each room

Large numbers of floor material available in the library.

I Modify 3D objects size

Change furniture size exactly according to your design requirement.

I Accurate dimension

My Home Designer can show you dimensions anywhere in your virtual space.

I Make notes

Notes will be helpful when you make 2D layout drawings.

I Automatic furniture quotation output

An automatic list will show you all items details and cost in your design.

I One click convert from 2D to 3D

Convert your 2D layout scene into 3D virtual reality. This can be done within 10 seconds. You will see how easy and fast it is to get a photo-realistic 3D rendering.

I Save 2D or 3D work

You can save your 2D layout and 3D rendering as .jpg format image file.

I Show your master design

Send your design work to friend to share your ideas with them, or upload your work to YFCAD user gallery.

I Online update

Get updates automatically online.

Installation

I Hardware requirement

Basic requirement:

OS	Windows 98 ME /2000 /XP
CUP	Pentium III or above
Memory	128M or above
Graphic card	True color graphic card
Hard disk space	100M

Note: XP operation system is recommended

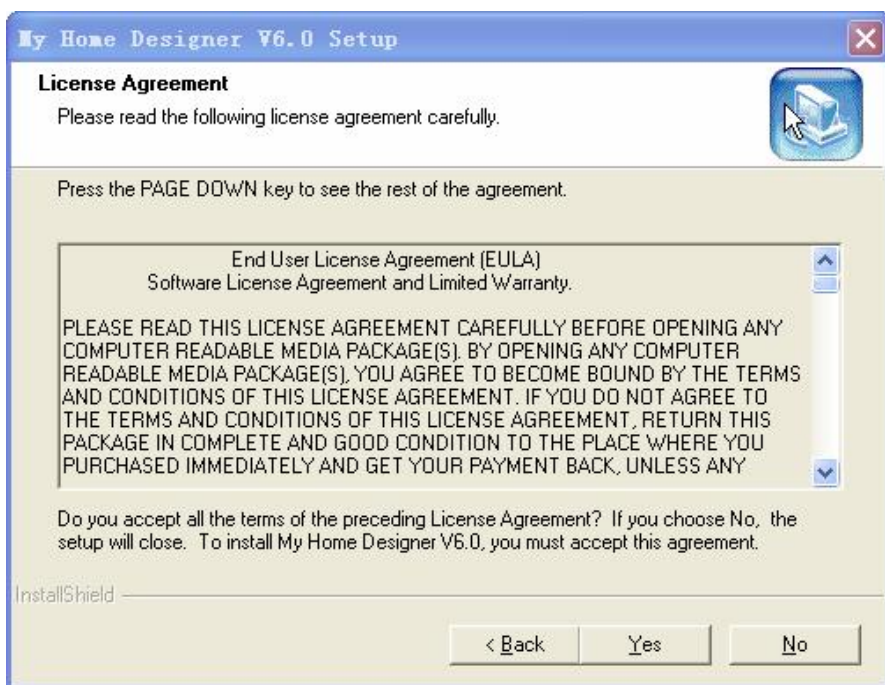
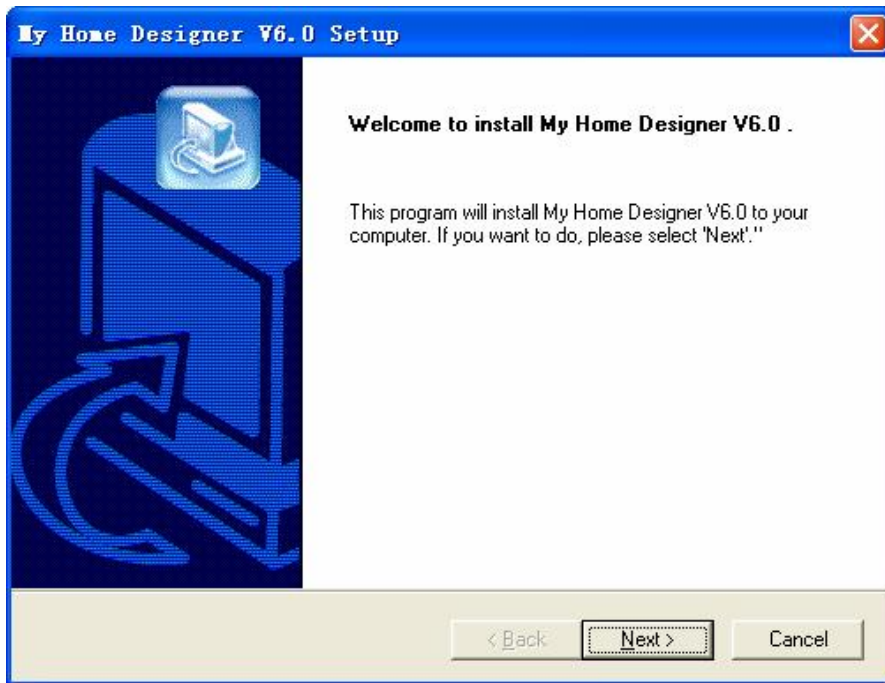
II Download link

Free trial version download link: http://www.yfcad.com/download/MHD6.0en_trial.zip

III Installation

- i Run "Setup.exe" file after download

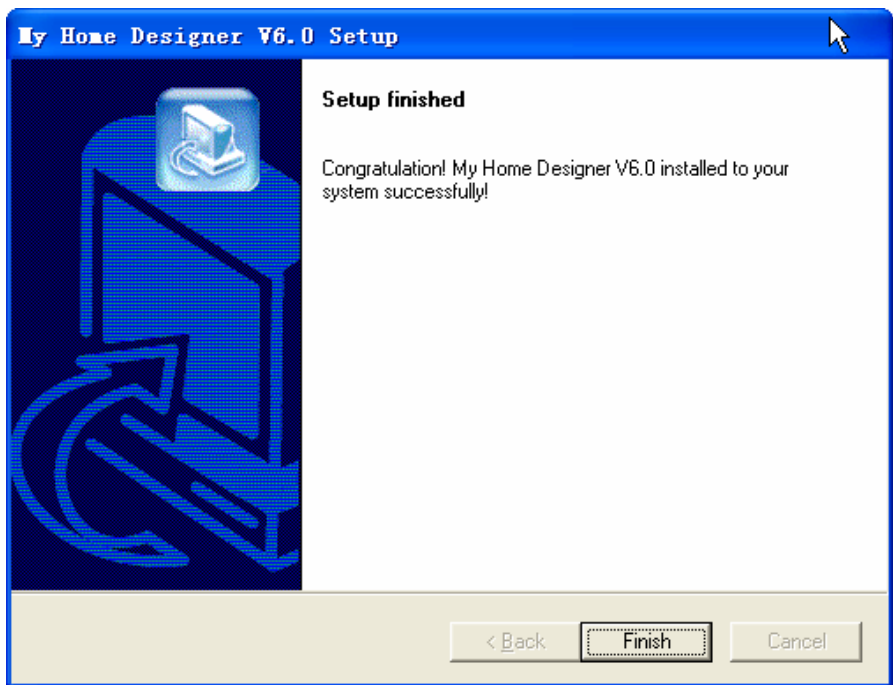


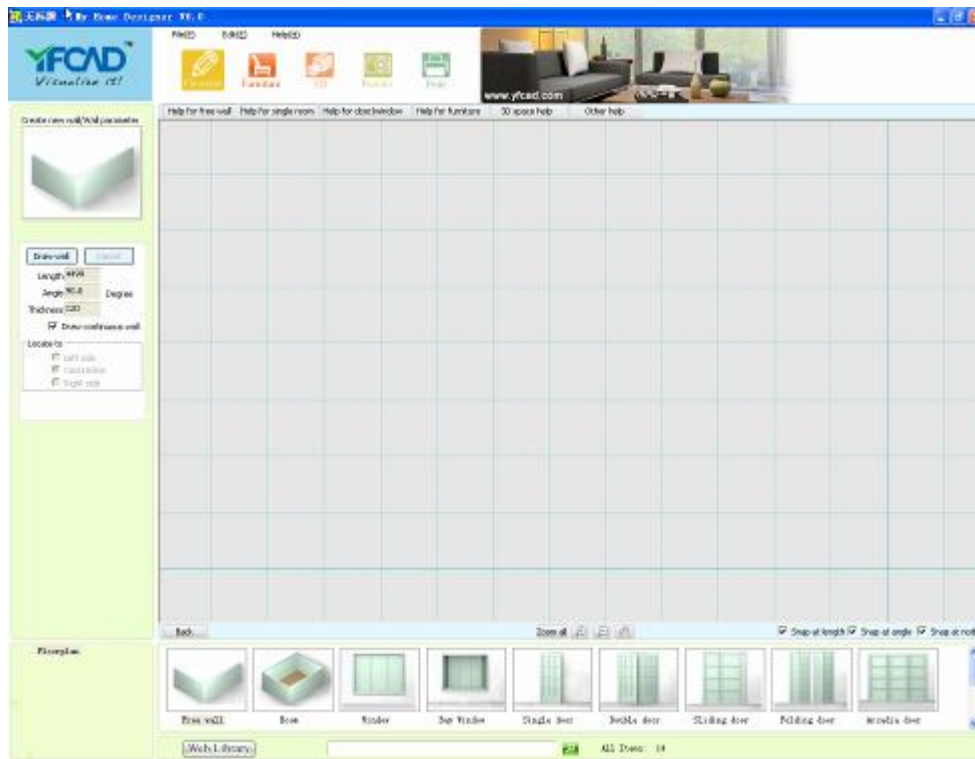


ii Select installation path, the default path is C:\MHD6



iii Installation finished, open My Home Designer V6.0

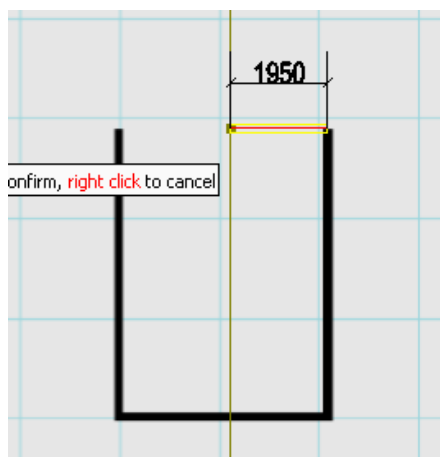
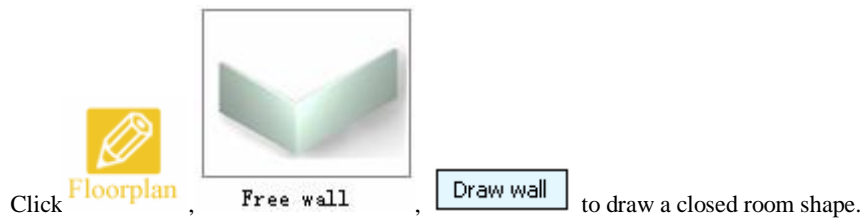




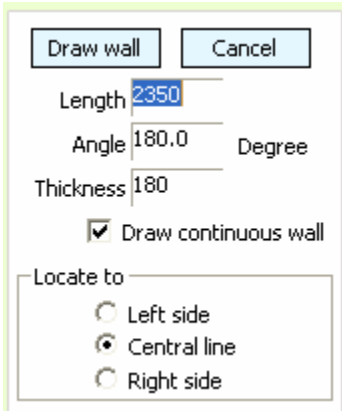
My Home Designer operations

I Build room structure

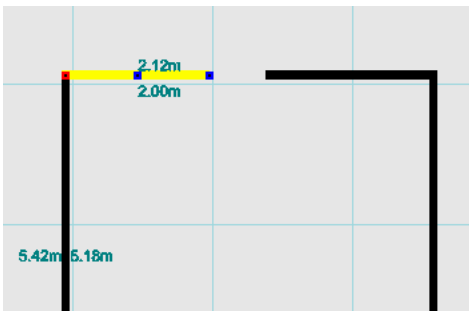
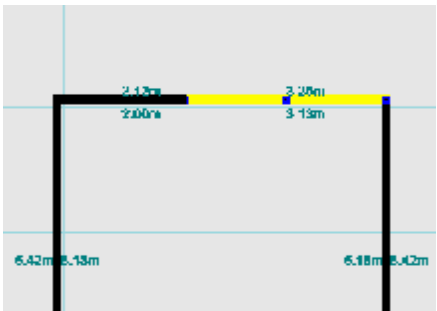
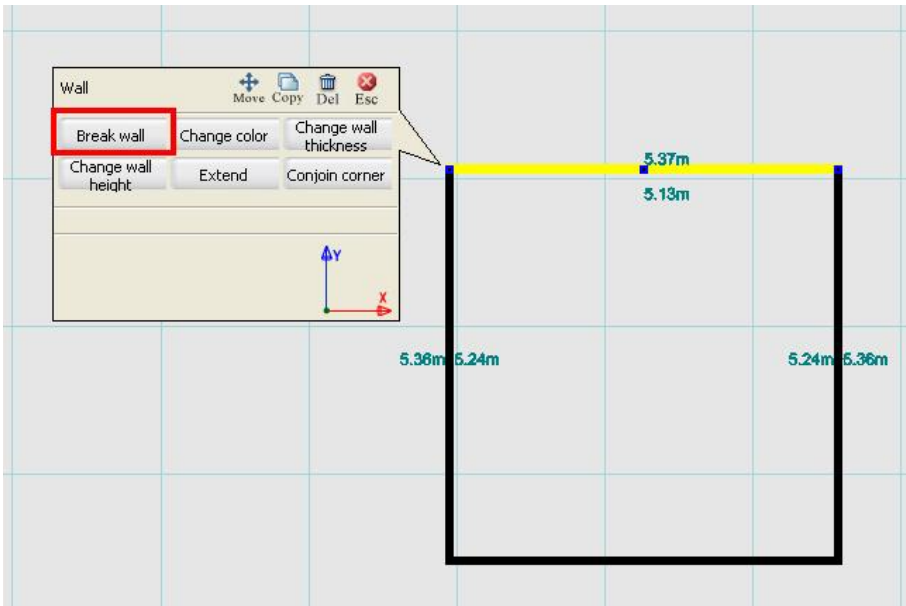
i Free wall



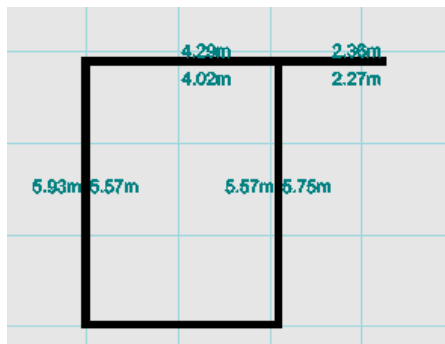
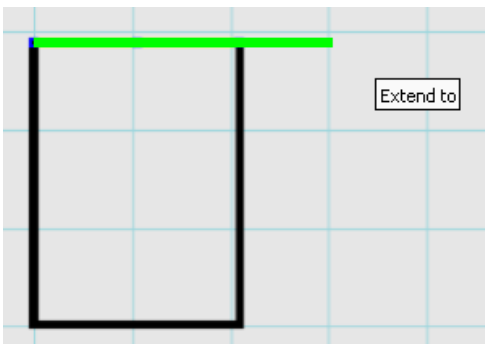
Type in dimensions to build wall with accurate length.



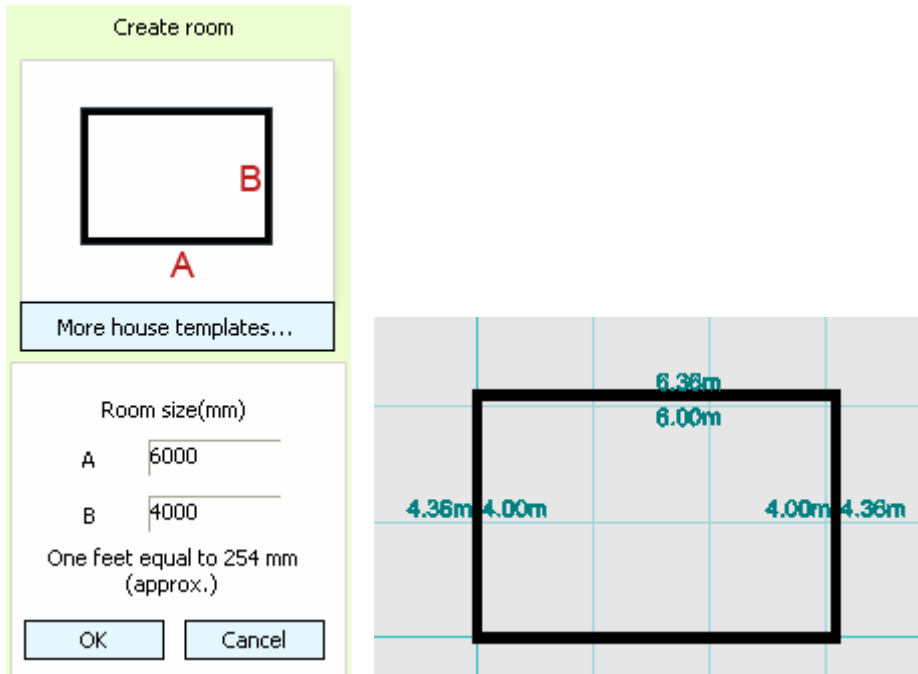
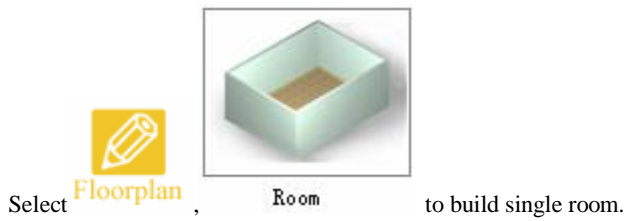
Use “break wall” function to divide wall. Drag blue point to relocate wall ends.



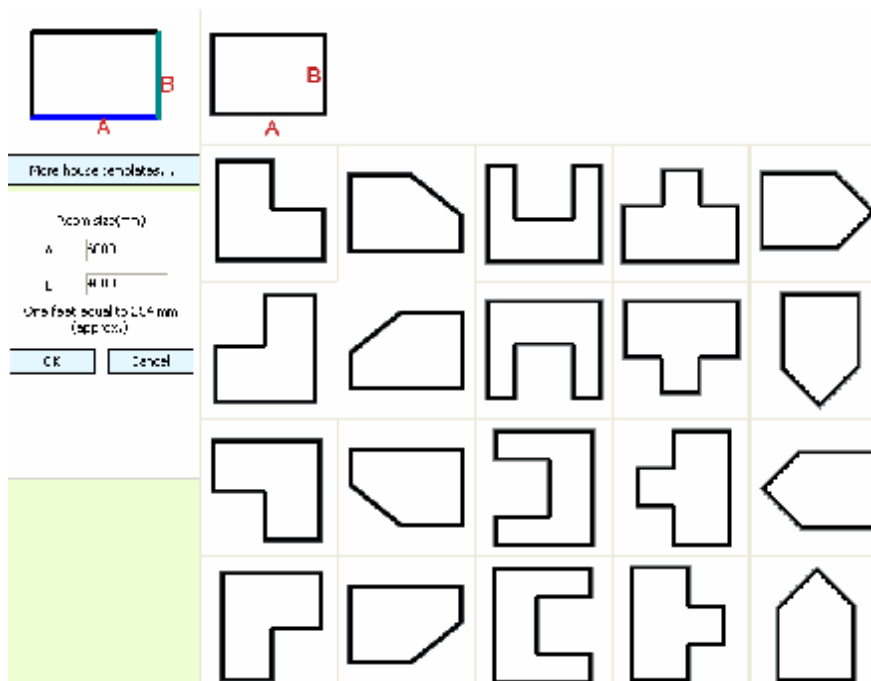
Use “extend wall” to extend wall length.



ii Single room

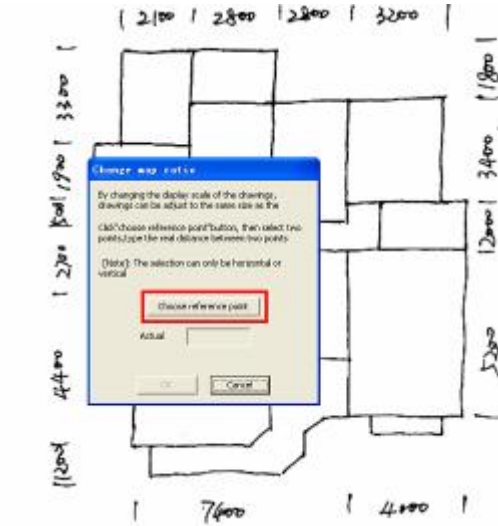


Click “more house templates” to select templates in library. Combine room structure with different templates.

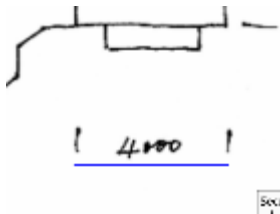


iii Draw room structure based on 2D floor plan

Click “insert image” under “edit” menu, choose a .jpg format floor plan.



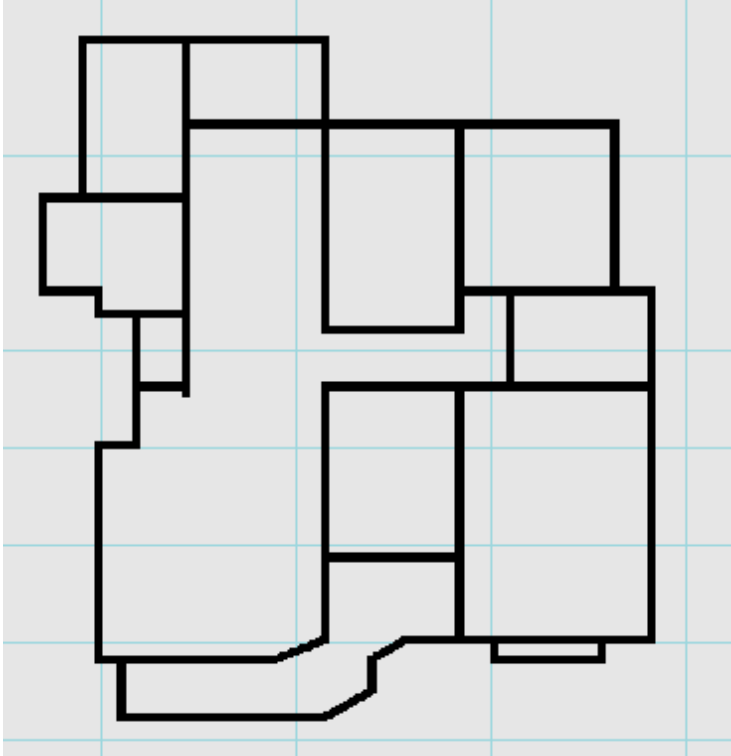
Click “choose reference points”



Draw a line with two points which marked with dimension.

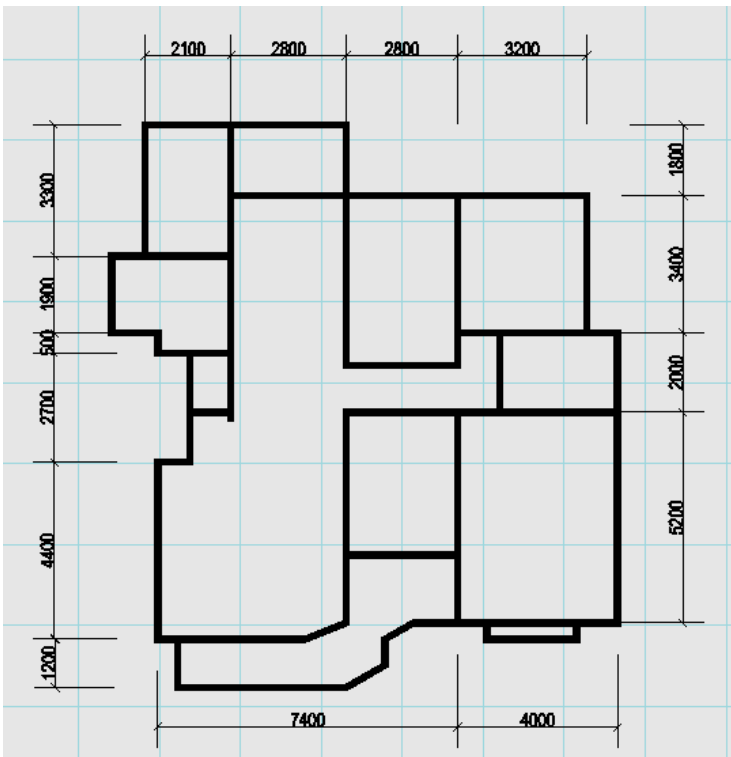


Type in length of line, the scale is the same as floor plan. Use “free wall” to draw wall based on draft.



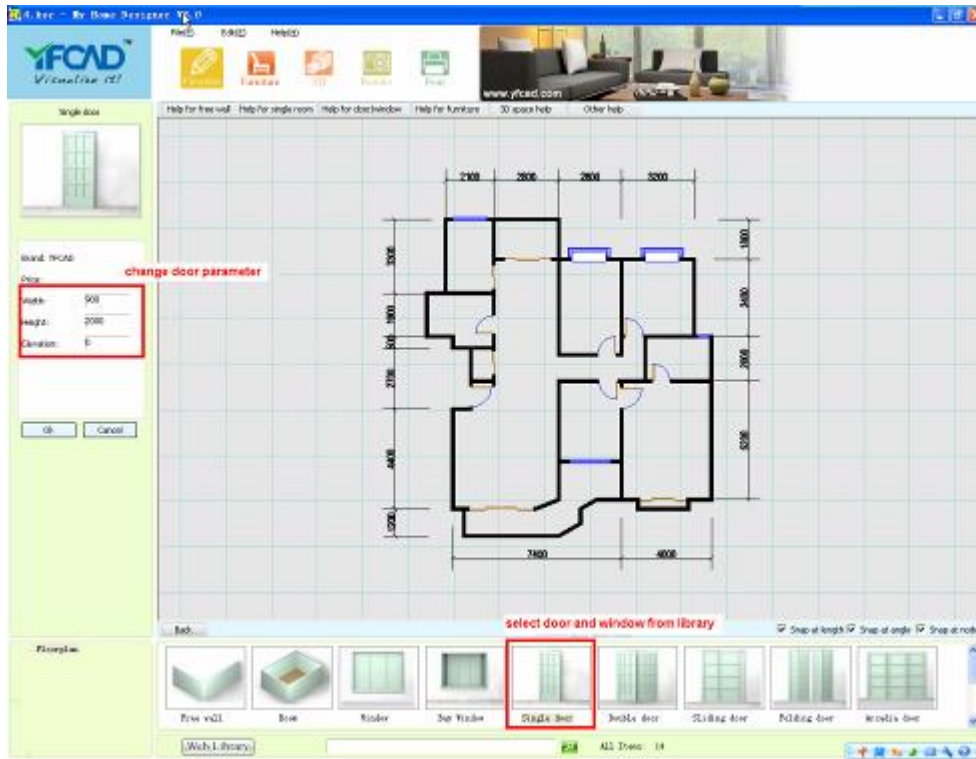
iv Room dimension

Click “line dimension” under “edit” menu to add dimension for each room.

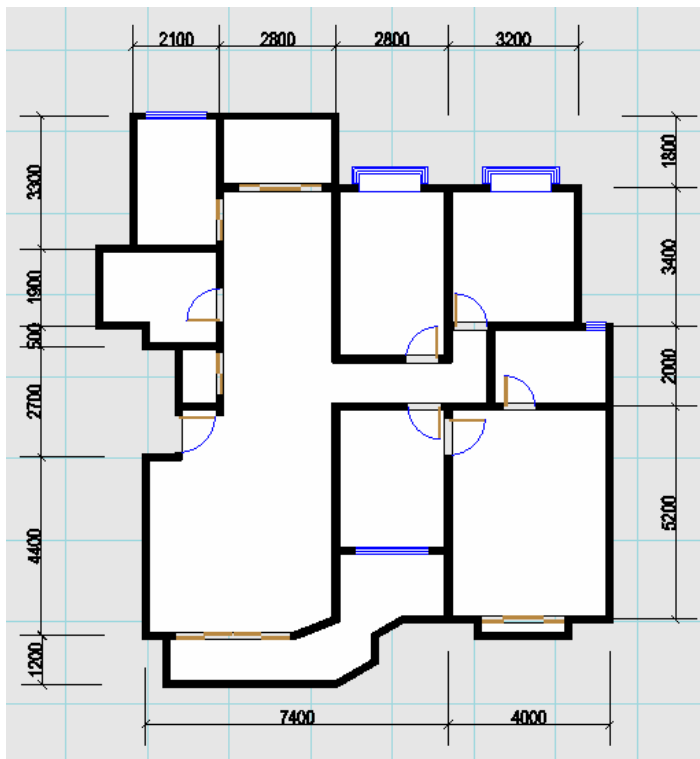


v Add doors and windows

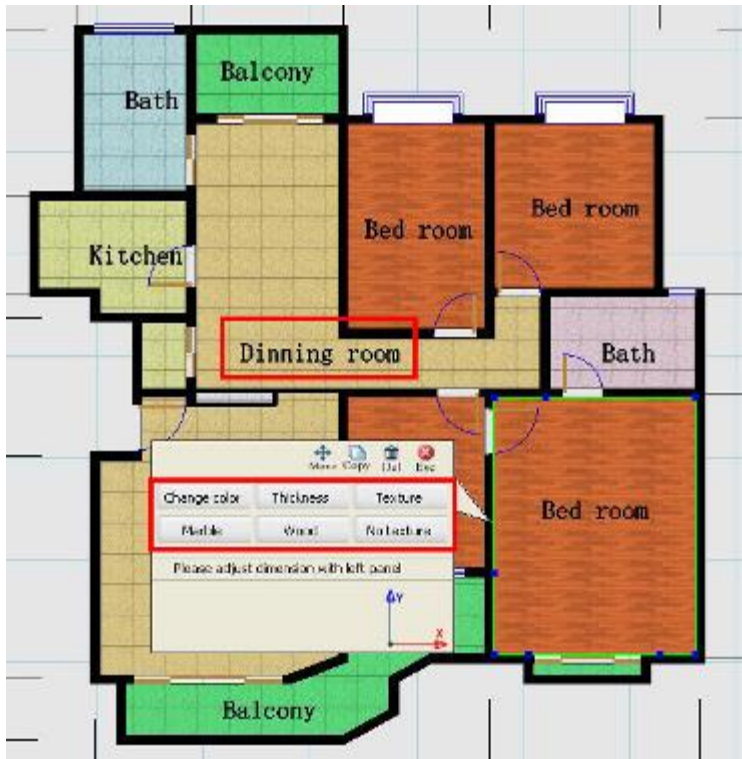
Select door and window from library, click in the wall to install.



Click "floor" under "edit" menu to create floor.



Click on floor, and then modify floor material and color. Select "text" under "edit" menu to note.

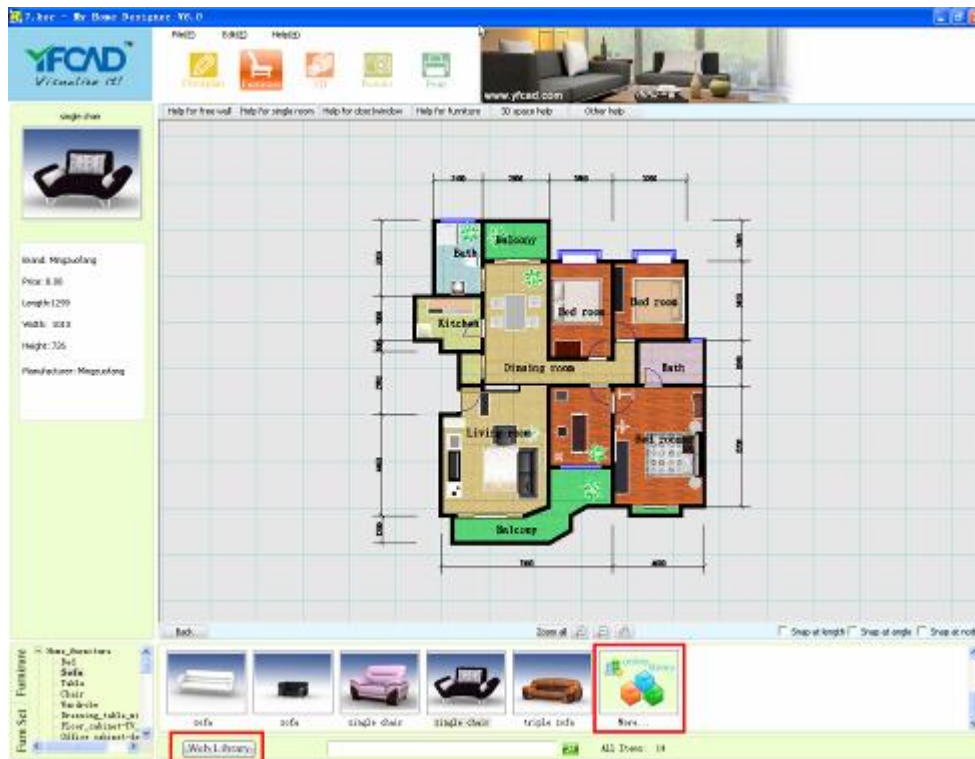


II 2D layout

i How to layout furniture?

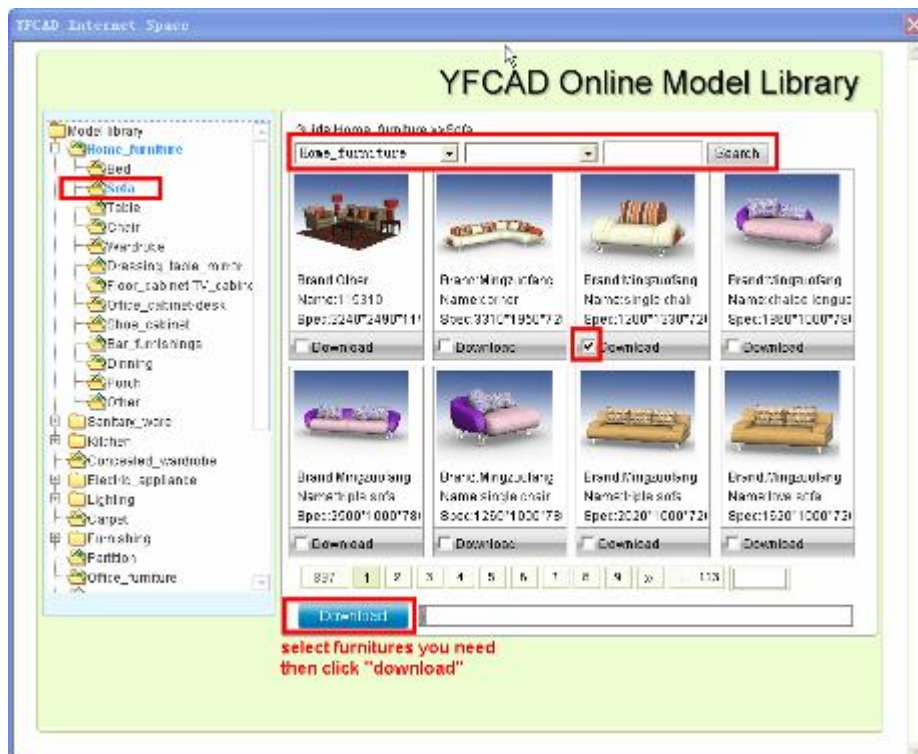
- a, Select furniture category in library.
- b, Left click on furniture.
- c, Drag furniture to target location, left click again to confirm (you can use spacebar to rotate).



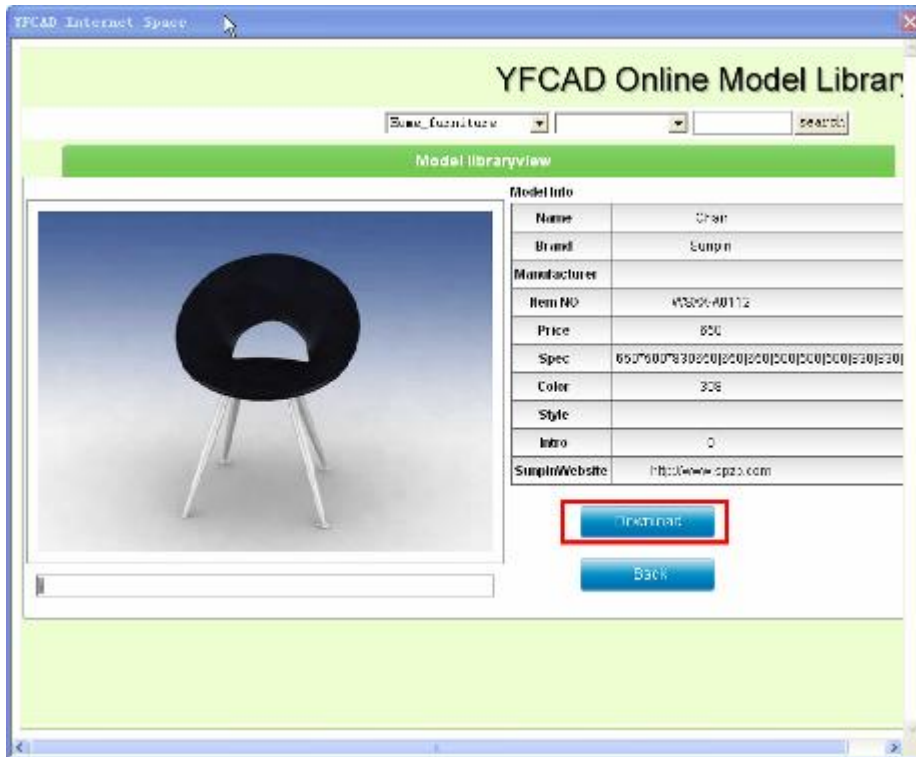


Download:

Tick models you need then click “download”.

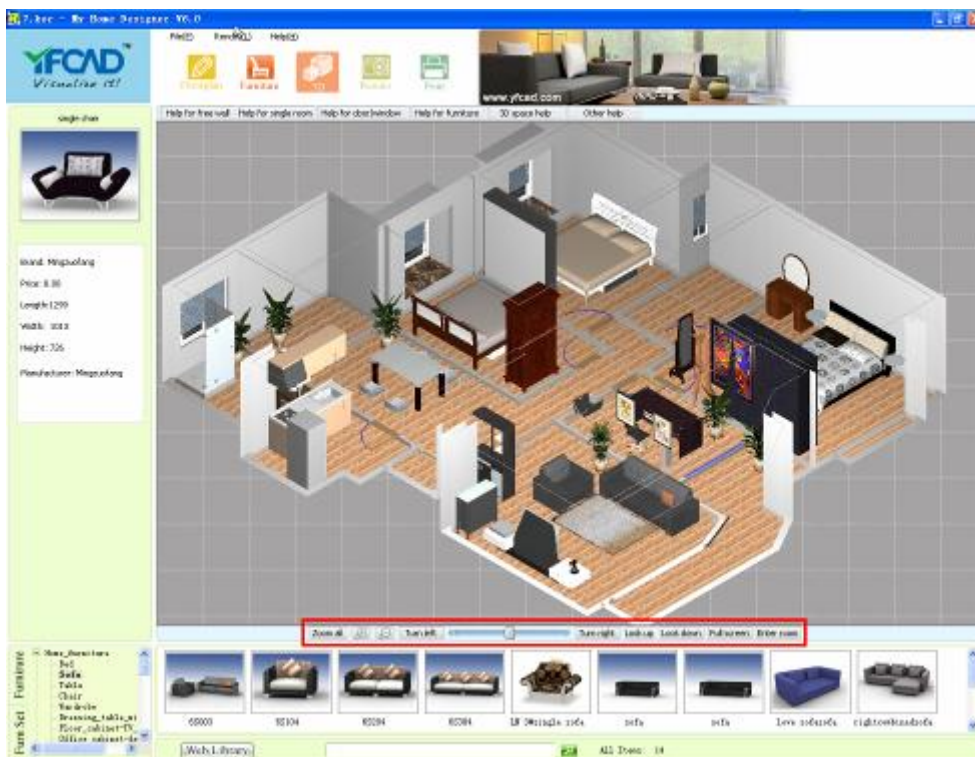


Click model picture to check model spec in detail.



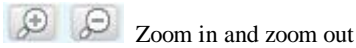
III 3D Virtual Reality

i 3D perspective view



Button introduction:

Zoom all Automatically center view to an appropriate size.



Zoom in and zoom out



Change camera angle horizontally. You can

click buttons or drag orientation bar to control.



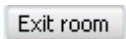
Change view angle vertically.



Full-screen view.



Enter room to walk through in 3D, and check all items in more detail more realistically.



Go back to 3D perspective view.

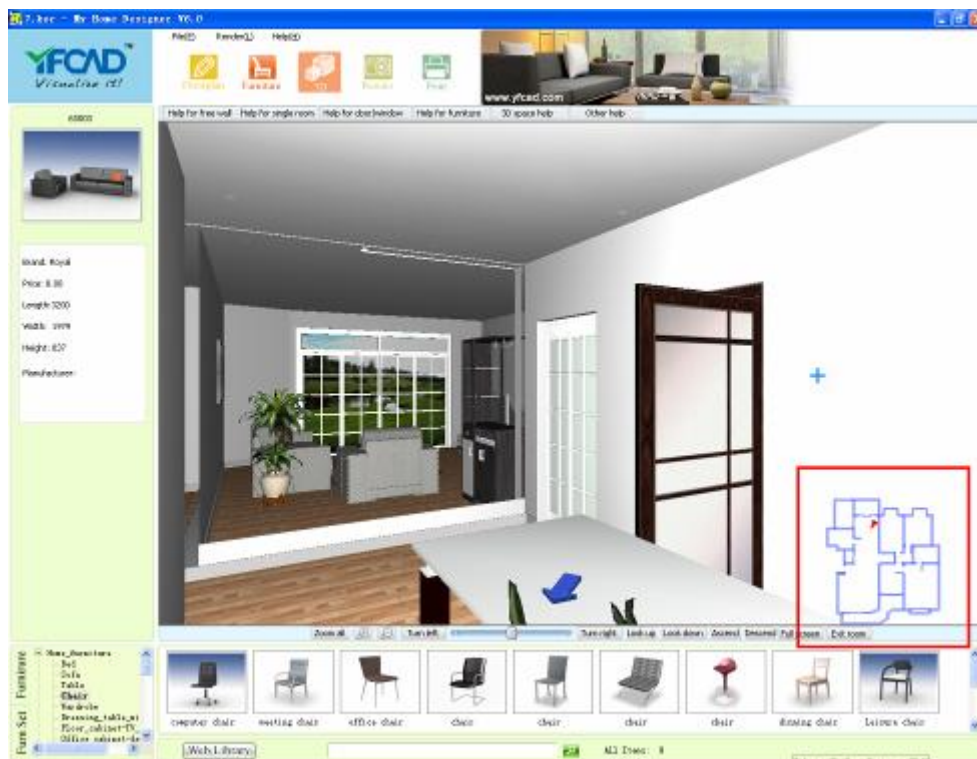
ii 3D walk through

Hold left mouse button, drag cursor toward your destination.

Click buttons on orientation toolbar to change your view angle.



Click on mini map to set camera at any location.



iii Object edit t

Object editing in 3D is similar to that of 2D, but more functions are enabled like object surface edit, you can change an object's material easily. There are eight main texture categories in the library: ceramic tile, mosaic,

floor material, wall paper, paint, fabric, wood and marble.

Size edit: type in new dimension or click triangles to change dimension

Position edit: a, adjust X, Y and Z axis. b, double click furniture to drag. c, hold left mouse button to drag.

Rotate: type in rotation angle or click on orientation dial to change angle.

Material edit:

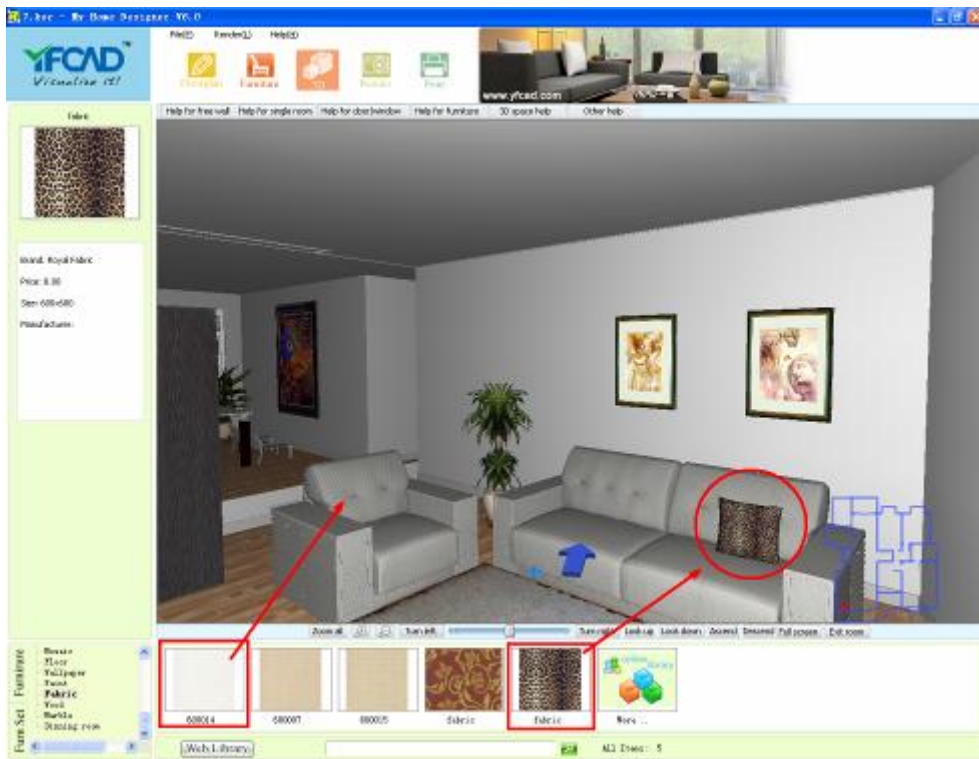
Change color: click on object, set color in popup window.

Change texture: click on an object, choose new texture from texture library. You can download more textures from online library.

Copy material: click “copy material” then click different object surface to apply the same material.



Choose texture from library: select texture from library then click on target surface to apply.

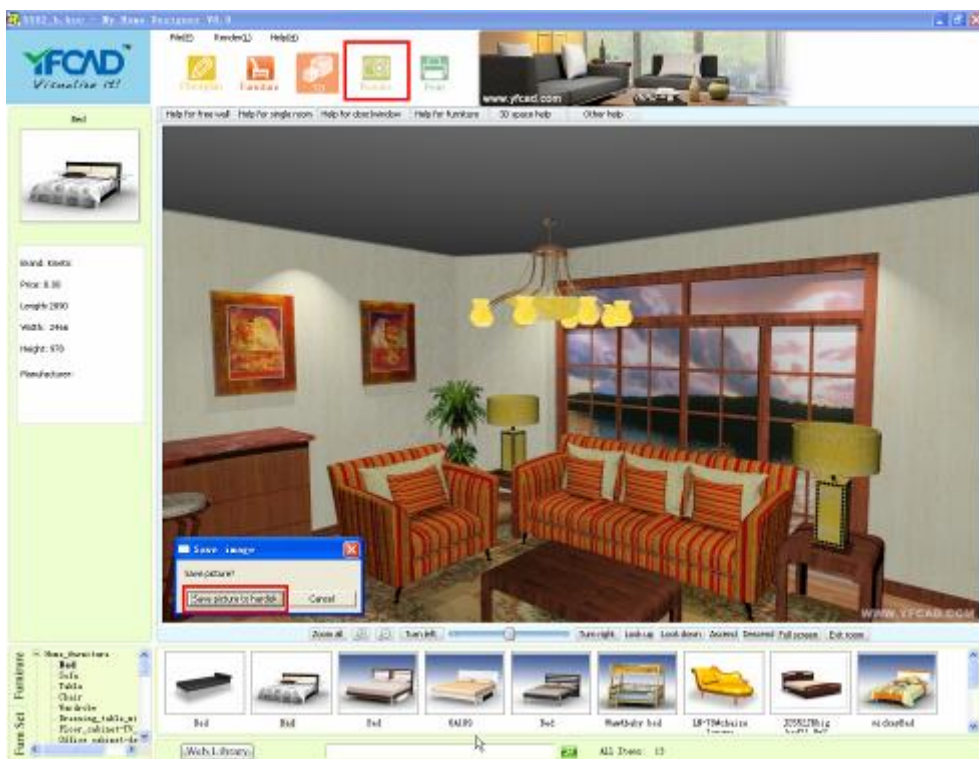


iv Render



Render

Click **Render** after you finished your design work. System will calculate light automatically to get the final photo-realistic rendering. You can save as .jpg format file if you like this design.





IV Save & print

Save: Click “save” under “file” menu to save, you can save the following results:

2D floor plan

2D layout plan

3D bird view

3D rendering

Print: Click “print” under “file” menu to print.



V Other advanced operations

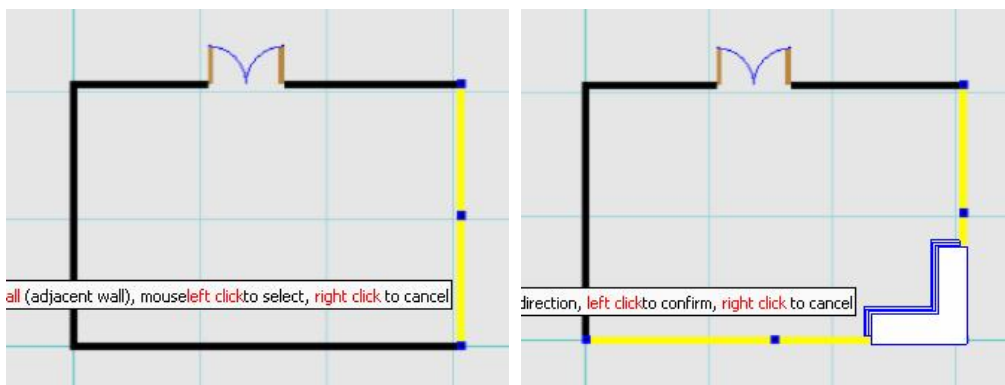
i How to install bay window?

Select bay window in library

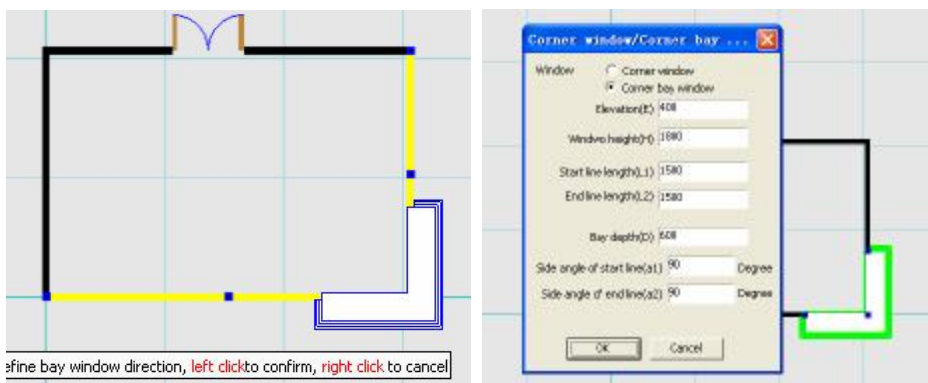


Corner bay window

Select the two walls in which you want to install bay window, the bay window will be generated automatically.

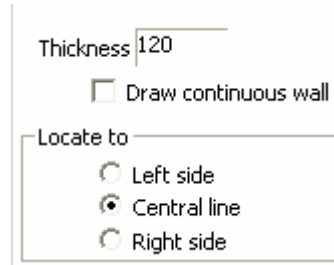
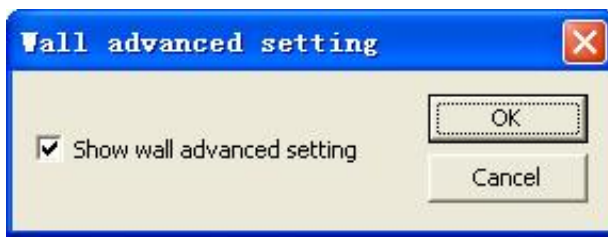


Choose window open direction, left click to confirm. After installing the bay window, you can click on it to modify parameter.



ii Advanced setting for "free wall" .

Click "advanced setting" under "edit" menu, tick "show wall advanced setting". Now some advanced settings of "free wall" such as "draw continuous wall" are enabled.



iii Quotation

Click “quotation” under “edit” menu, a product list with all data included product specification and price will be generated, you can print or save this list.

By Home Designer V1.0 Quotation									
Date:		2008-8-8		Quotation Scheme					
No.	Picture	Name	Type	Material	Brand	Size	Quantity	Unit Price	Total Price
1		Bed	104205	Electric		2008*2000*970	1	¥	0
2		64100	64100	Repa2		1900 * 2200 * 980	1	¥	0
3		Bed	34101	Repa2		1970*2100*1010	1	¥	0
4		65003	65003	Repa2		2000 * 1970 * 937	1	¥	0
5		Chair	700700A	Electric	Electric	510*600*800	4	¥	2040
6		6 door wardrobe	10-020	Steel	Black	2200*600*2400	1	¥	0
7		60703	60703	Repa2		1900 * 1000 * 2100	1	¥	0
8		W-C-0004	W-C-0004	Other		1100*600*2100	1	¥	0
9		335573Washing machine	LS17003	3-70-00	Landford	600*600*1000	1	¥	0
10		RT30 Refrigerator	RT30	Electric	Sincrostar	1800*600*1600	1	¥	0

iv Unit setting

Click “unit setting” under “edit” menu to change unit between Metric system and English unit.

