

# Essential knowledge

## File Formats

**KOC** File format of 2D Design module. Once you save the file, the room structure, the position and size of the models as well as the corresponding id in the library will be saved. However, the models are not saved in this koc file. Only when you open the koc file will the system search models from the library according to the saved ID. If the corresponding models are found, they will be loaded according to the memorized position and size. If not, there will be a red wireframe showed on the position.

**MRS** File format of render module. You can save the room structure, models, the lighting attribute and the rendering setting in mrs files. While texture maps serving as extra reference objects are not saved in mrs files. When you open the mrs files, the system will search the preset route of the texture maps and the saved contents. If texture maps with the same names are found, they will be loaded as setting. If

not, the textured object will show corresponding color in pure.

**MOD** File format of models in 2D design models. Only when you had put the model mod into the library can you use them in 2D design module. You could download them from <http://www.interimodel.com>

**MRM** File format of models in render module. You can use it by dragging and drawing into the scene or by adding them into library beforehand. You could download them from <http://www.interimodel.com> , or you could also import models built by 3ds Max or CAD after converting them into MRM files.

**MRT** File format of Template. It covers the ceiling templates, the wall design, the material setting of the floor, the furniture and the light styles and relevant settings, the doors and windows, the styles of the decorative wood lines. The system will load the corresponding settings according to chosen MRT when converting from 2D design to render module.

## Operating Instruction

### Using the mouse

Most operations are confirmed by clicking the left button, for example: selecting from menu, selecting operation from the toolbar, selecting object, confirming the insert point of the furniture, and selecting products from the library. Usually, click means left click.

Further instructions for using of the mouse:

- a) Click the right button to end an operation.
- b) Click the right button to stop an operation that is in progress.
- c) Click the right button to show the personal menu of an object.
- d) Double click an object to move it.
- e) Drag the mouse to move in the workspace.
- f) Use the wheel to zoom in or zoom out.

### Highlight

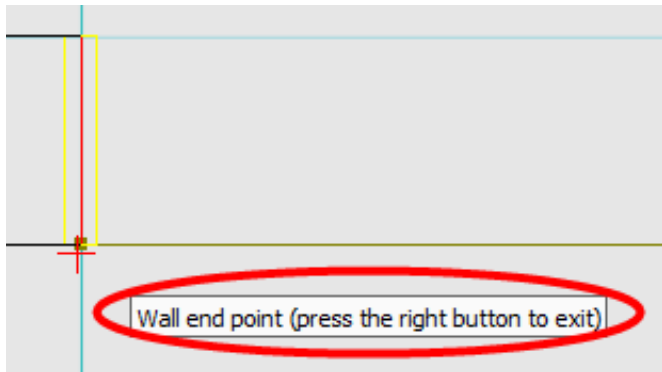
When you click an object, the object selected will be highlighted in green or yellow.

### Tips in the software

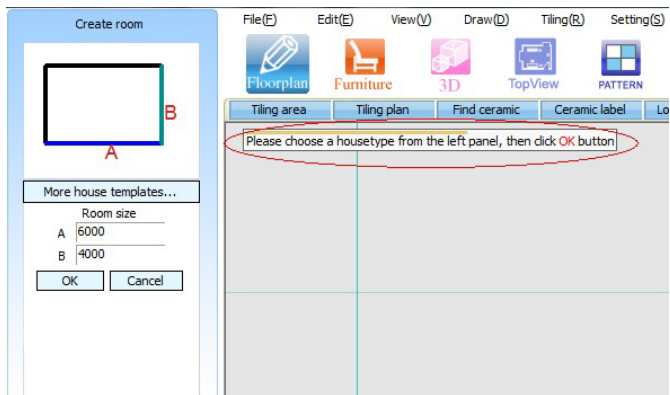
Please note that there is always a tip when you execute a command. The tips will help you to figure out the next step.

Tips might appear in two ways: one is moving along with the cursor, the other one is displayed on the top left area of the workplace.

1. When drawing a wall, you can see the following guideline.

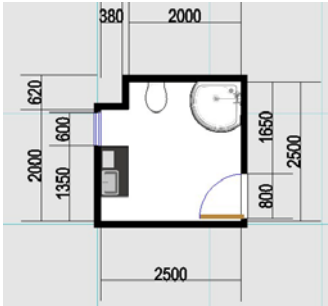


2. When you draw a room, you will find a guideline in the top left area of the workplace.



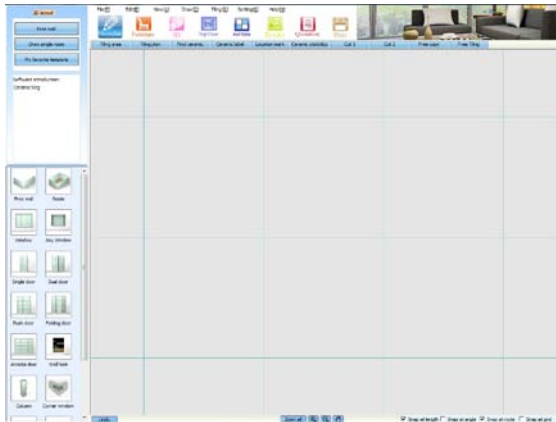
# Step by Step Tutorial

In this tutorial, you will learn how to create the following scene.

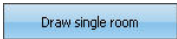


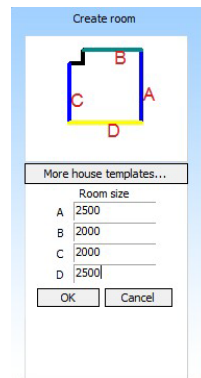
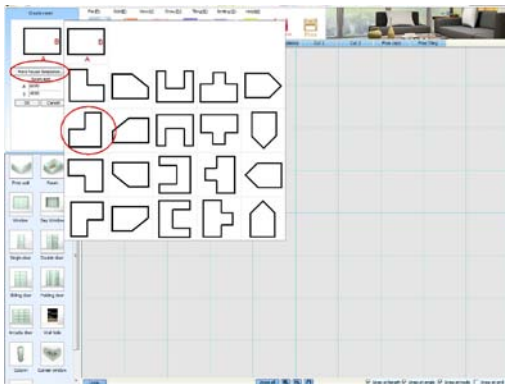
## Start program

Double click desktop icon to launch the program.



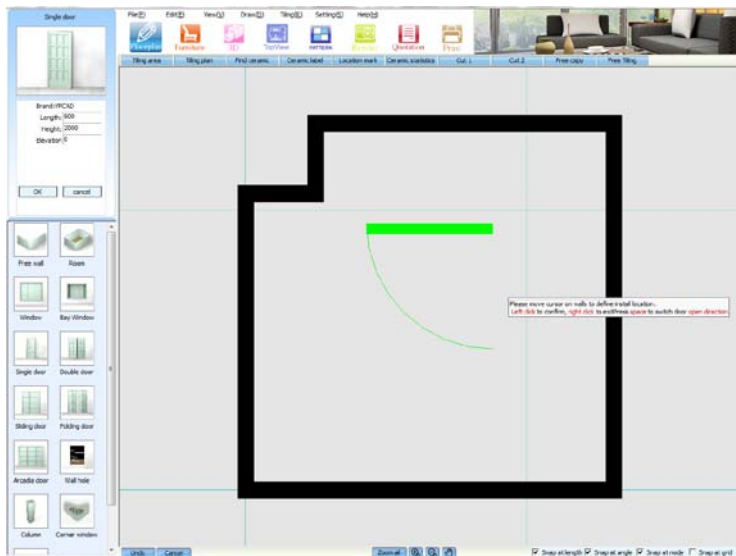
## Build Room Structure

1. Click  on the left navigation panel.
2. Click “More house templates...” and choose “L-shape”. Set the following dimension. A=2500, B=2000, C=2000, D=2500, then click OK.

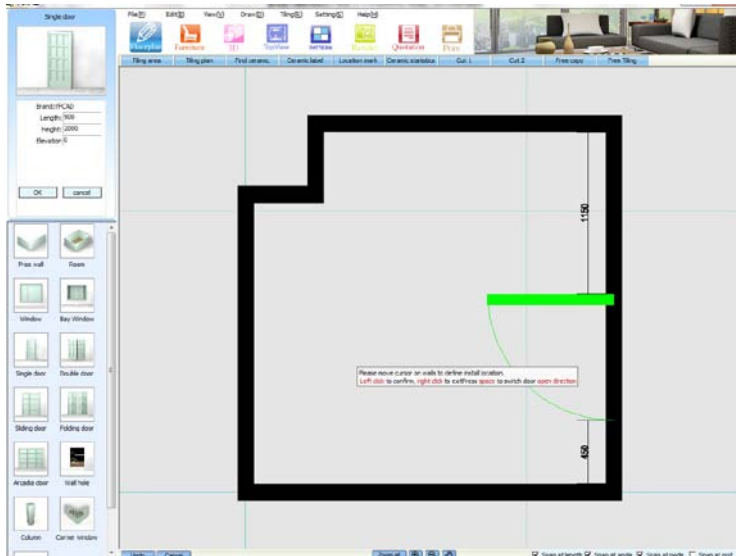


## Install door and window

1. Click “Single door” in the product library and input the size. Here we use the default size. Click “OK” to continue. A door icon is displayed in the workspace; it will follow your cursor to move. Now move your cursor to a wall and you will find that the door is automatically attached to the wall.

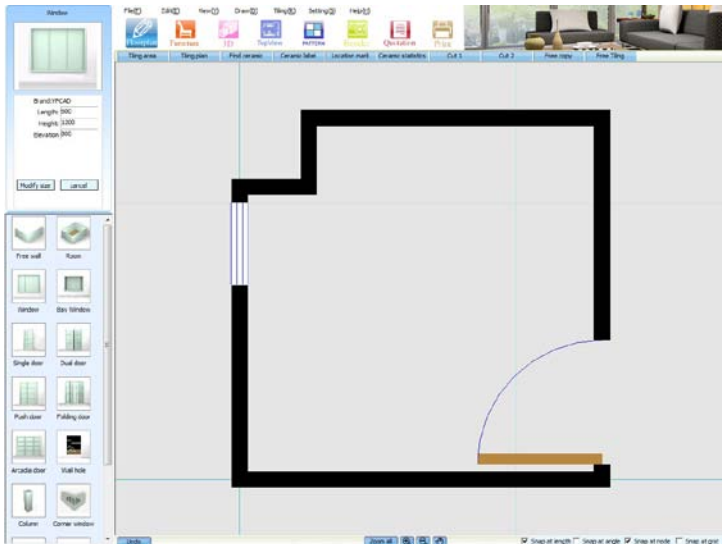


2. Move the door icon to either side of the wall to determine the direction of the door inside or outside the room. You can also move along the wall to change the door location. Press space bar to change the direction of the door to face either left or right.

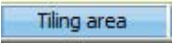
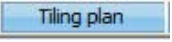


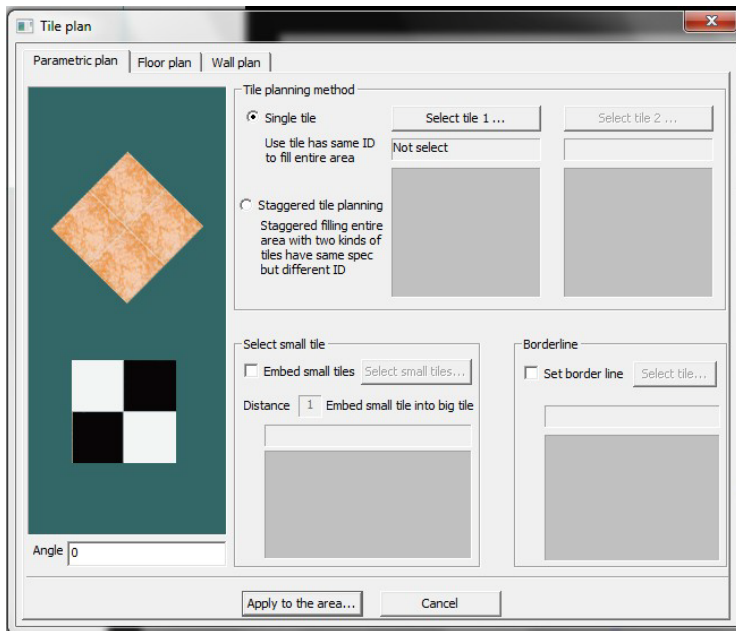
3. Left click to confirm the location. Click again to complete the insertion. Now, you have inserted a single door.

4. After installing the single door, choose the window shown in the product library. You can change the size (width, height, elevation) in the top area of the panel. Here we change its width to 600mm. Click "OK" and then left click to confirm the location.

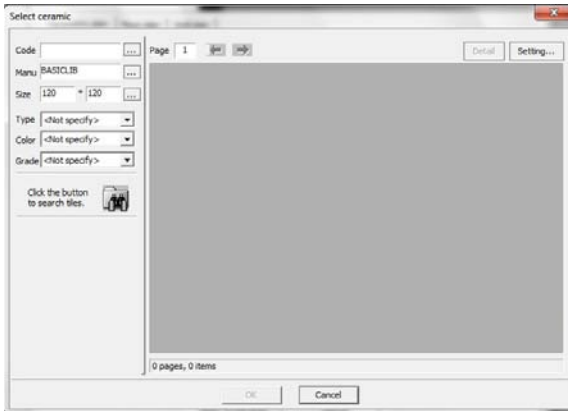



## Layout Ceramic Tiling

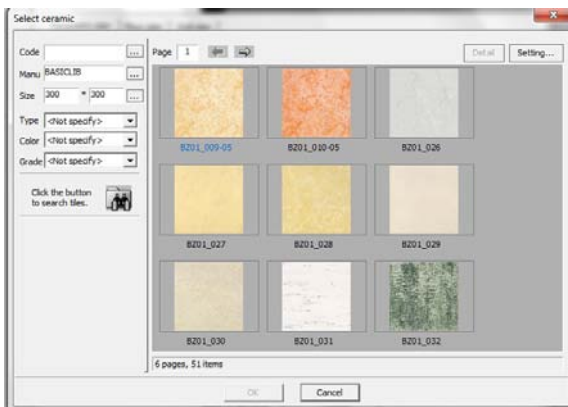
1. Click  to generate tiling area for the current room.
2. Click , the following dialogue box will pop up.



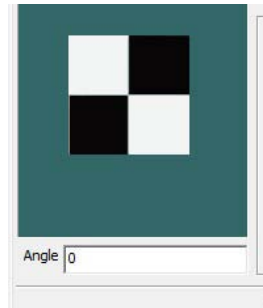
- Click "Select tile 1", the following dialogue box will pop up.



- Find ceramic tile according to its specification (by manufacturer, or size, color, etc), and then click 

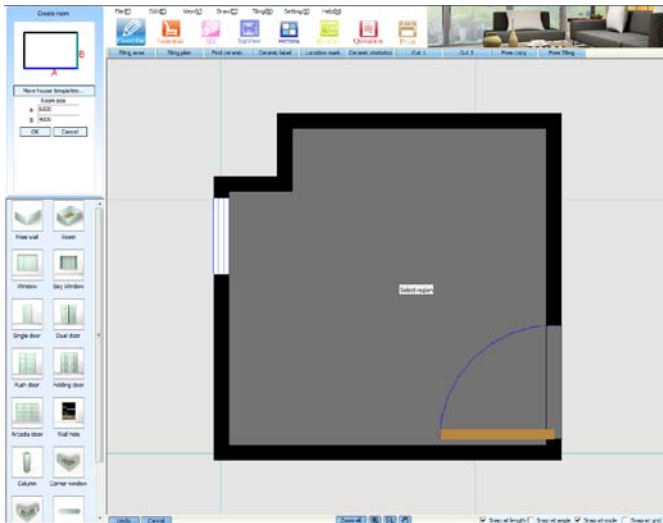


5. Choose target tile from the library, and double click to confirm. It will return to the dialogue as before. If you want to rotate the layout of the tiles, you may set the angle in the left bottom box.




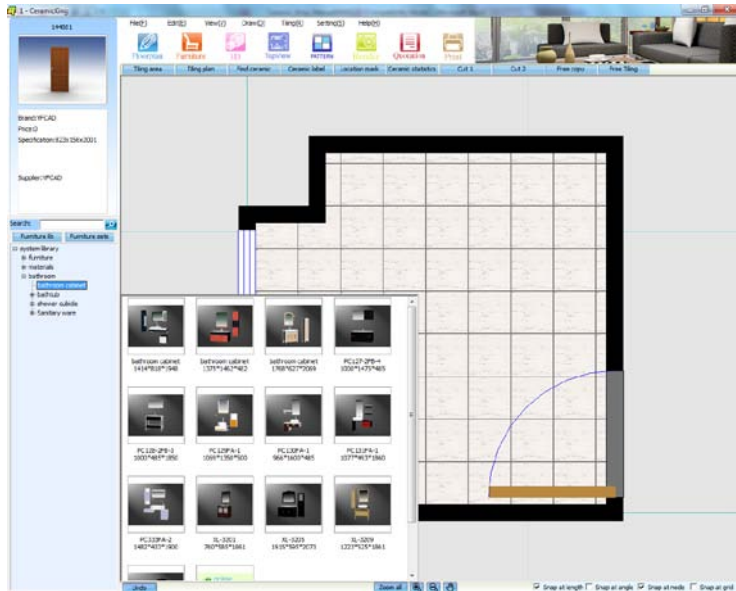
Apply to the area...

After that, click **Apply to the area...**, and left click inside the tiling area, a tip “select the base point” pops up, now slightly move the cursor to a corner of the room and single click on it. The tiling design of the floor is finished.



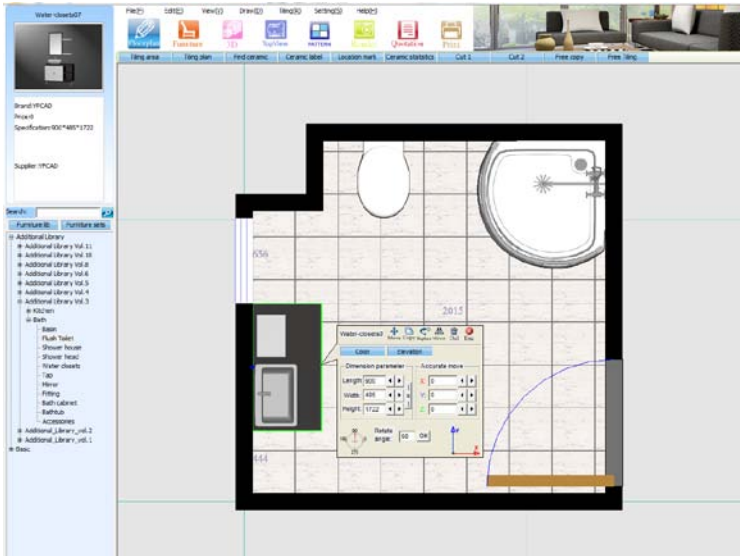
## Furniture Layout

1. Click  on the top navigation panel, then double click “System library” in the product library, or alternately click the “+”. (Tips: If there is a “+” before the item, please click “+” to unfold it.)



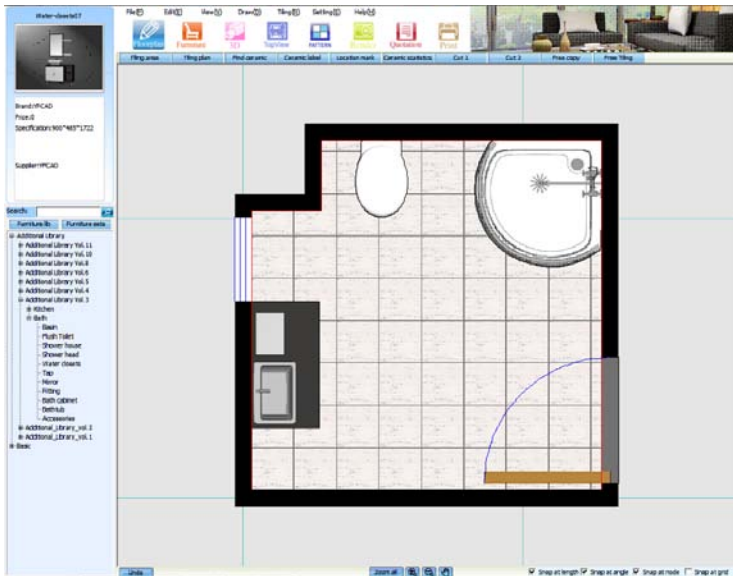


4. After all the objects are inserted, click on an object to open a pop-up dialogue box. It will assist you with any further modifications. You can also view detailed information in the left navigation panel.

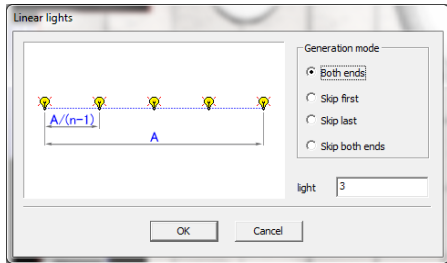


## Ceiling and Ceiling Lights

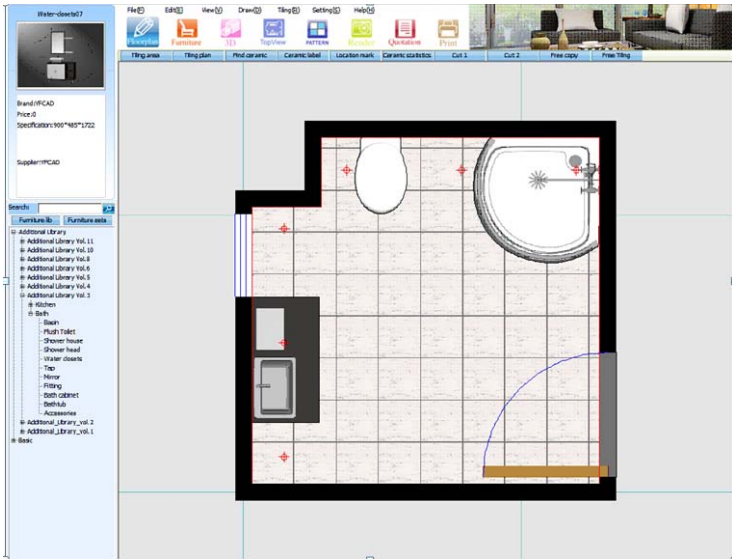
1. Click “Draw” → “Auto ceiling” in the menu bar. Then left click inside the room. You can set the elevation in the pop-up dialogue box which is by default set to 2800. After that, click OK to generate the ceiling for the whole room.



- To set the ceiling lights, click “Draw” → “Linear spotlights” in the menu bar. Click the first point as the start point. Then click another point as the end point. In the



popup dialogue, enter 3 as the quantity. There are 4 generation modes. Here we use the default. Click “OK” to confirm.

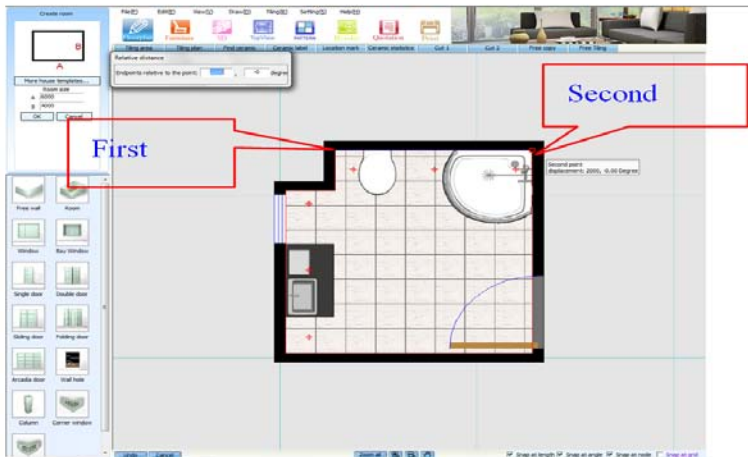


The red spots shown in the workplace are the ceiling lights.

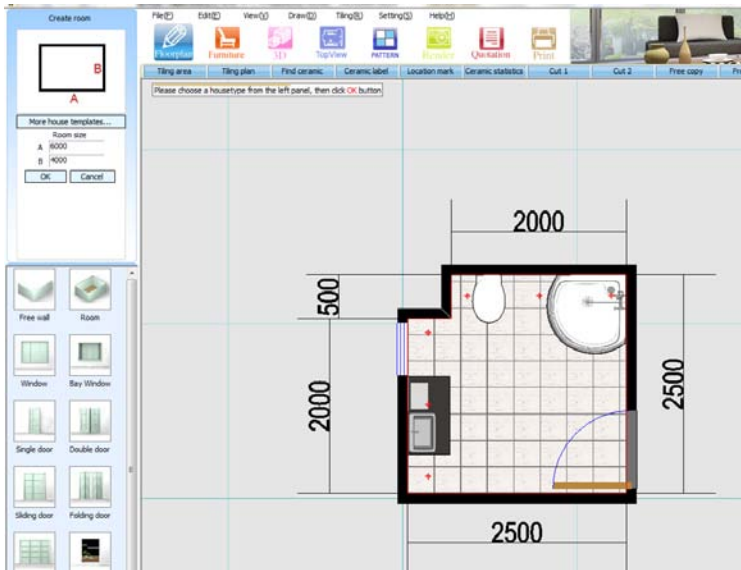
## Dimension

1. Click “Draw” → “Line dimension” or “Parallel dimension” in the menu bar. Now let’s get the dimensions of Wall C. Click on one end of the wall and then click on the other end. Move cursor along the direction perpendicular to the wall and left click to decide the location.

**Tip: The system will automatically get the end point of the wall. If it doesn’t, activate the node snap function.**



2. You can also obtain the dimensions for the other walls since the command is still active until you right click the mouse.

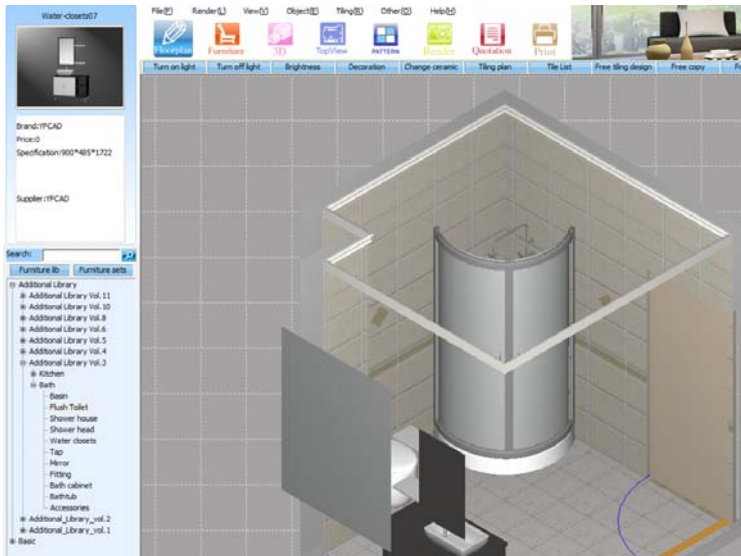



## Enter 3D View

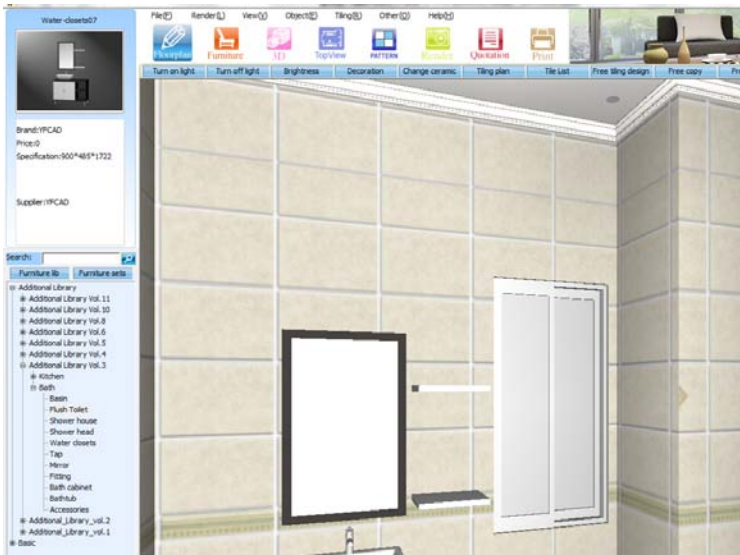
1. Click  on the navigation panel. Now you need to select a template from the popup template window. Choose the style you prefer and left click on the picture.



2. The system sets will convert to 3D automatically.



- Click  to navigate inside the room.



## Navigate in 3D

Hold down left click and drag the mouse to move the view. You can now navigate around the room to see how the interior looks. Alternatively, you can adjust the view by using the buttons on the auxiliary toolbar.



## Layout Product in 3D

1. You can also add some decoration products in 3D. Choose some fittings like soap and gargle holder.



Soap-holder02  
142\*114\*46



Soap-holder03  
153\*137\*74



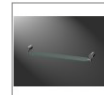
Towel-holder  
68\*53\*69



Gargle-glass-holder03  
139\*123\*195



Gargle-glass-holder04  
80\*141\*100




Glass-shelf01  
669\*112\*69

2. Use this method to add decorations to other objects.




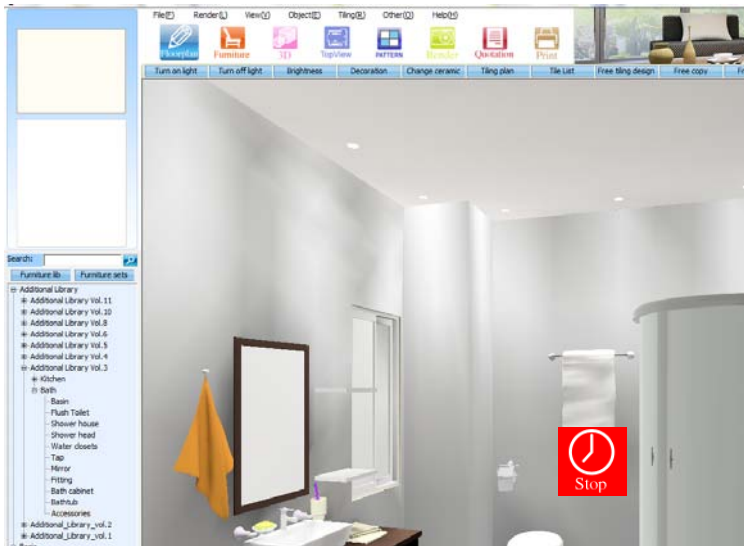
## Wall Tiling


Warm tips: you can use “Tiling plan” to do wall tiling for some simple tiling. You may also use “Parametric tiling” to do so. While if you prefer to make some complicated personal design to each wall, you can use “Free design” to tile them.

1. Single click on “Free design” under “Tiling” menu.
2. Click on the target wall, and the interface will switch from 3D to 2D. It resembles the floor tiling, in which you can divide the tiling region, and tile them separately. For the detailed method, you can refer to the following chapters of this manual. Once you finish the design of one wall, single click on the icon  in the navigation panel.

## Render

1. Click the button  at the bottom left area of the workplace.
2. The system will start calculating the lighting inside the room, and data will be shown at the bottom. (Tips: Please click before you carry out other operations.)




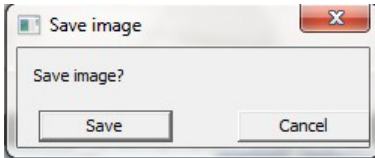
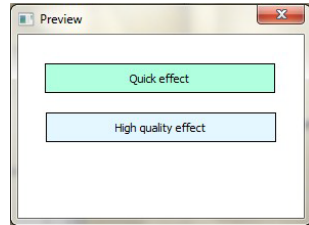
3. The system will keep on calculating until you click  or when the error is almost zero. A longer calculation time will create a more realistic image. It is recommended that you stop the calculation when the error goes below 1%.

4. After you stop the calculation, you can click **Brightness**, a dialogue box will appear for you to adjust the brightness. Hold down left click and adjust the slider bar. Click “OK” after you get the desired effect.

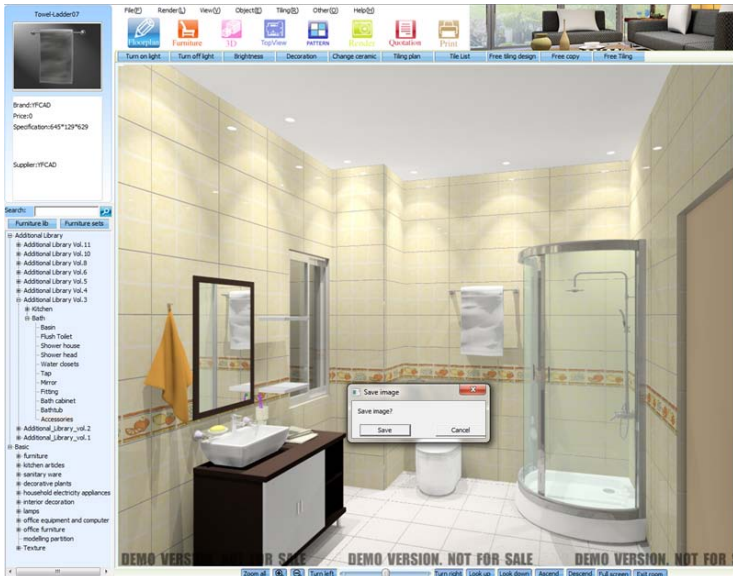


## Save Image


1. Click the button  **Render** at the top navigation panel. Select the desired effect in the pop-up dialogue.

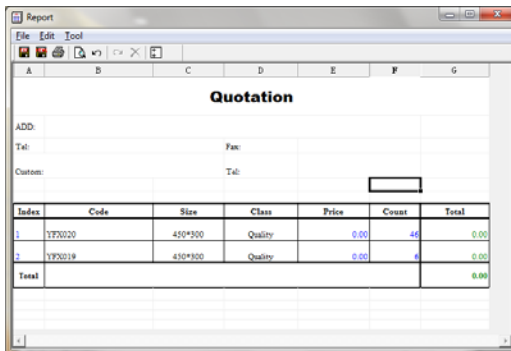
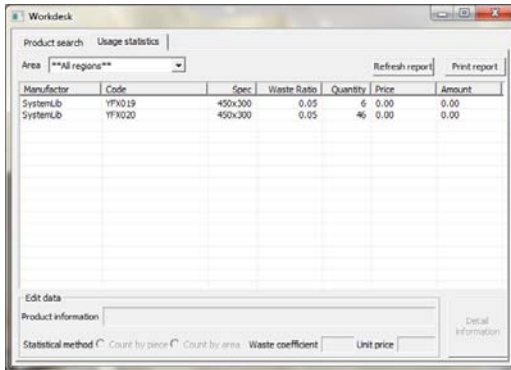


2. Try the “Quick effect” first. After the system generates the photo, a pop-up dialogue will guide you to save it in hard disk drive.



## Quotation

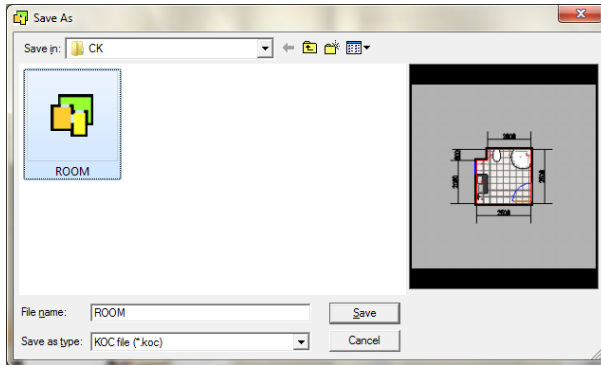
Click  on the top navigation panel. The system will generate a price list of the ceramic tiles in the scene. Click “Print report”.



To save the price list, click “File” in the menu bar and select “Export html”. In the popup dialogue, choose the path and enter the name, then click “Save”.

## Save File

Click “File” → “Save” or “Save as” in menu bar. Select the destination folder and type in the file name. Click “OK” to save the file.



If you are able to create a photo-realistic image similar to the given example, congratulations! You have now mastered the basic functions of Ceramic King. To learn the more detailed functions of Ceramic King, please refer to the user manual and training DVD.