Interior Design Tutorial

The Interior Design Tutorial picks up where the Roof Tutorial left off. The basic structure of the plan is complete, but the plan still needs lights, outlets, and fixtures to be a functional home. In addition, the interior could use some creature comforts such as furniture, wall coverings and moldings. You may want to save this tutorial using a new name to archive your previous work. In this tutorial, you will learn about:

- Controlling the Display of Objects
- Working with Library Objects
- Applying Room Moldings
- Applying Wall Coverings

Controlling the Display of Objects

Every object that you create in Home Designer Architectural exists on a layer that lets you control whether it displays in the current view as well as some aspects of its appearance. For example, the roof that was created in the House Design Tutorial will only be in the way in this tutorial, which discusses the plan's interior. To avoid this, the "Roof Planes" layer can be turned off in floor plan view. For more information, see "Layers" on page 80 of the Reference Manual.

To control the display of objects

1. First, select **File**> **Save As** and give this version of the plan a new name, such as "BeachHouse - Interior Tutorial"

2. Select **Tools> Display Options** or press the ~ key to open the **Display Options** dialog.

3. Press the letter R, find the "Roof Planes" layer and remove the check from the Display column. Turn off the display of "Windows, Labels" and "Doors, Labels", as well. Click OK.
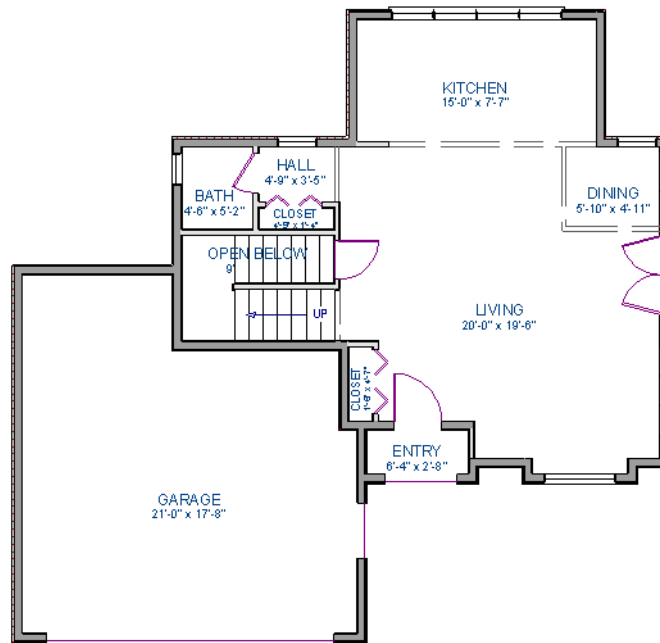
Floor 1 with the display of door and window labels and roof planes turned off

Working with Library Objects

Home Designer Architectural comes with a library that contains thousands of library objects that can be used in a plan. For more information about the library and library objects, see "The Library" on page 307 of the Reference Manual.

***To use the Library Search to locate a symbol and place it in the plan***

1. Move up to Floor 2 using the **Floor Up** ⌃ tool.

2. Select **View> Library Browser** 📖 or press Ctrl + L on your keyboard to open the Library Browser.

3. In the text field, type "bed" and notice that search results will display below as you type. All items with "bed" in any part of their search attributes are included, so in this example, the search results include a variety of items besides furniture.

4. To narrow the search results, click the **Search Filtering Options** 🔍 button, then

    • Check the box beside **Entire Word**.
    • Click the arrow beside **Type** then check the box beside **Furnishings (Interior)**. Now only items with the word "bed" in their attributes and are interior furnishing will be included in the search results.

5. Click on a bed in the search results list to select it for placement.
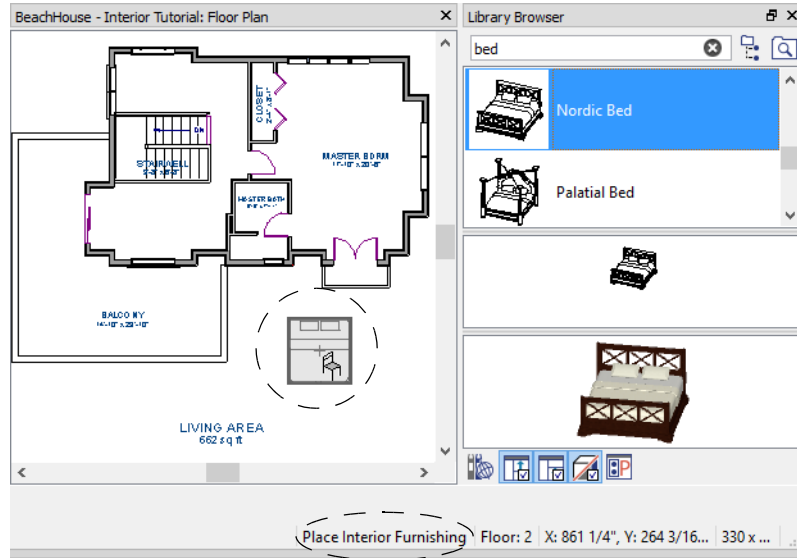
> 💡 When a library object is selected for placement the mouse pointer icon indicates the type of library object selected, a preview outline of the object follows your pointer as you move it, and basic information displays in the Status Bar at the bottom of the program window.

6. Click in the master bedroom to place the bed.

7. To see where the selected item is located in the Library Browser, right-click on it and select **Show in Browser** from the contextual menu.

8. To switch from a list of search results to the Library Browser tree view, click the **Browse** 🔲 button to the right of the text field.

Using the techniques described above, place fixtures in the bathrooms on Floors 1 and 2.

*Floor 1*   *Floor 2*
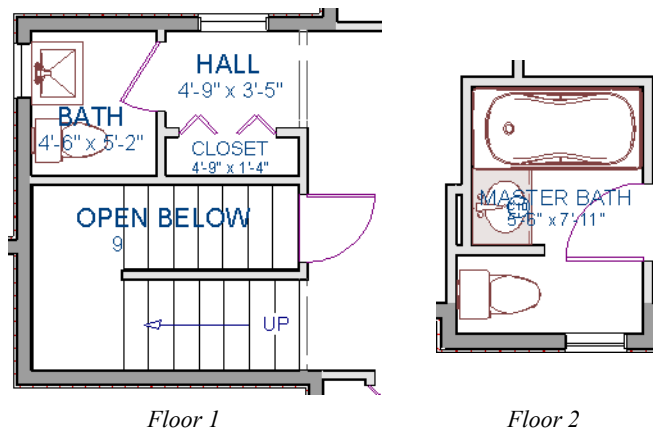
> 💡 If existing walls and/or other objects do not allow enough room for a library object to be placed, place the library object where there is enough room and move the object into place while holding down the **Ctrl** key on the keyboard.

Once a library object has been placed into a plan, it can be edited in a variety of ways.

To modify a symbol from the library

1. Click the **Select Objects** ⊠ button or press the Spacebar and click on the bed to select it. When selected, the bed displays ten edit handles. For more information, see "Editing Box-Based Objects" on page 97 of the Reference Manual.

Resize edit handles

Extend edit handles

Move edit handle
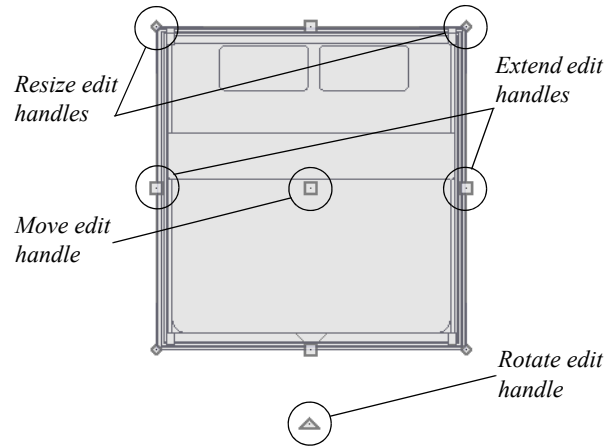
Rotate edit handle

2. Use the Rotate edit handle to rotate the bed.
3. Use the Move edit handle to move the bed up against the right wall.
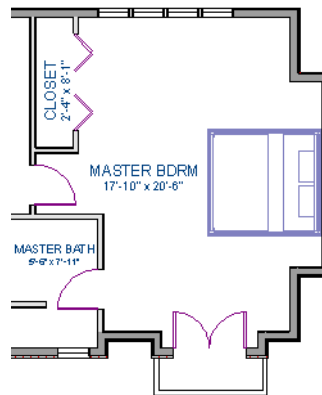
4. You can modify the materials for the bed by using the **Select Objects** ⊠ button tool to select the bed, and clicking the **Open Object** ⬜ edit button to open the **Furniture Specification** dialog. See "Symbol Object Specification Dialogs" on page 321 of the Reference Manual.
5. On the MATERIALS panel, select the component of the object that you want to apply a new material to: for example, the Bedspread.
6. Click the **Select Material** button to open the **Select Material** dialog, where you can search or browse the Library to find and apply a new material to the bedspread portion of the bed. Here, a light brown fabric is used.
7. Repeat this process for any of the other materials on the bed you may want to adjust, then click **OK** to apply the changes which will be visible when you create a camera view.

> 💡 You can also apply materials to objects in 3D views using the Material Painter tool. To learn more, see Using the Material Painter in the Materials Tutorial.

You can replace a library object in your plan with a different item from the library using the **Replace From Library** edit button. This can be particularly helpful if you have multiple copies of the same object throughout the plan, as you might with a fixture like a sink or toilet, and would like to replace them all at once.

To replace a library object

1.   While the **Select Objects** tool is active, click on the bed to select it.

2.   Click the **Replace From Library** edit button to open the **Replace From Library** dialog.
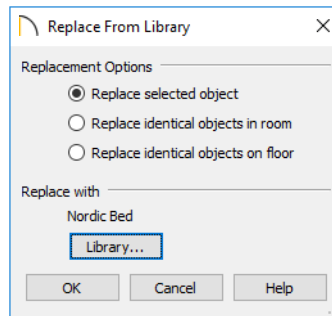
3.   Select one of the **Replacement Options** to replace the current object only, all identical objects in the room, or all identical objects on the current floor.

4.   Click the **Library** button to select a replacement item from the library.

5.   Click **OK** to return to the **Replace From Library** dialog, then click **OK** once more.

Applying Room Moldings

In Home Designer Architectural, you can specify base, crown and chair rail moldings for any room. The library contains a selection of molding profiles For more information, see "Trim Tools" on page 301 of the Reference Manual.

To add crown molding to a room

Moldings can be added in floor plan or any camera view. So that you can see the results more quickly, begin by creating a camera view of the master bedroom. See "To create a camera view" on page 30 for information about using the **Full Camera** tool.

1.   Click the **Select Objects** button or press the Spacebar, then click in a blank space on the floor of the room to select it.

2.   Click the **Open Object** edit button to open the **Room Specification** dialog for the master bedroom.

3.   On the MOLDINGS panel:
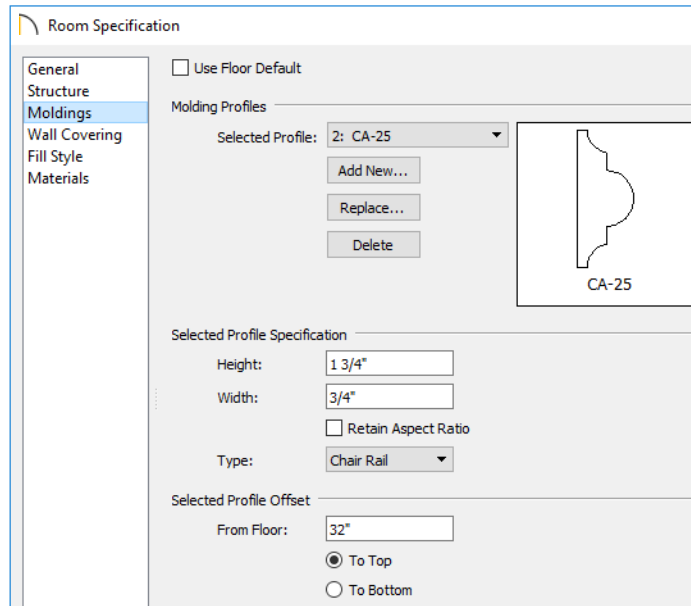
- Uncheck **Use Floor Default**, and then click the **Add New** button.
- In the **Select Library Object** dialog, either search or browse to find a chair rail profile that you like. When you find one, select it and click **OK**. For more information, see "Select Library Object Dialog" on page 318 of the Reference Manual.
- If you wish, you can specify the **Height** and **Width** of the selected molding.
- Select "Chair Rail" from the **Type** drop-down list.
- Notice that the **From Floor** value equals the room's Finished Ceiling Height on the STRUCTURE panel. Set this value to 32" inches.
- Click OK to close the **Room Specification** dialog.

Crown moldings can be applied to a room in the same manner. Base moldings are already applied in most room types by default, but can be edited, removed or added here, as well.


When you have finished, remember to **Save** your work.

Applying Wall Coverings

Wall coverings can be used in addition to a wall's surface material to create accents like wallpaper borders or wainscoting. For more information about wall coverings, see "Wall Materials" on page 131 of the Reference Manual.

To apply a wall covering

1. Select the master bedroom and click the **Open Object** ▮ edit button to open the **Room Specification** dialog.
2. On the WALL COVERING panel:
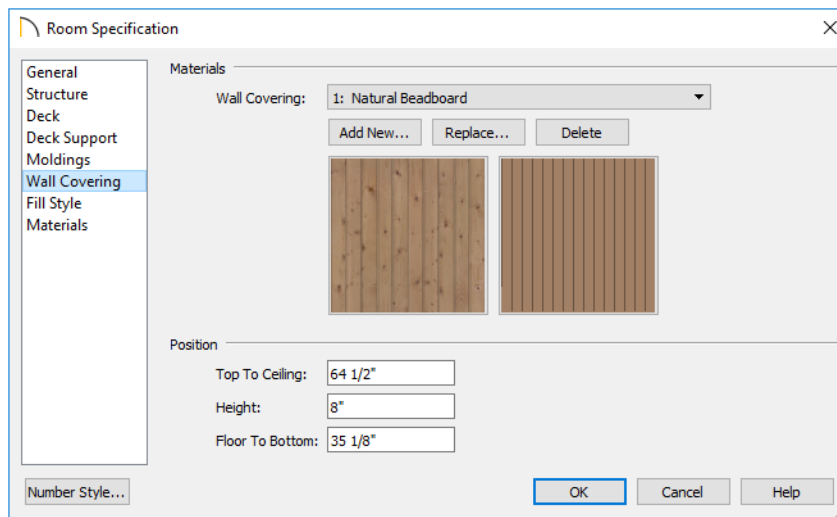
- Click the **Add New** button to open the **Select Material** dialog.
- Select an appropriate material for your wall covering, and click **OK**. In this example, a Natural Beadboard material is used.
- Change the **Height** to 28 inches, and change the **Floor to Bottom** value to 3 1/2 inches to allow for the distance between the base and chair rail moldings.
- Click **OK** to close the **Room Specification** dialog.

> 💡 Additional wall covering materials can be downloaded into the Manufacturer Catalogs. See "Downloading Library Content" on page 312 of the Reference Manual.