

Landscaping Tutorial

This tutorial describes how to use Home Designer Essentials's Terrain Tools. In it, you will learn how to add elevation information to your terrain, how to create terrain features, and how to add plants and other objects from the library.

It is a good idea to become familiar with the Terrain Tools before beginning your own terrain project.

In this tutorial, you will learn about:

- Creating a Terrain Perimeter
- Adding a Driveway
- Adding Library Objects to Your Plan

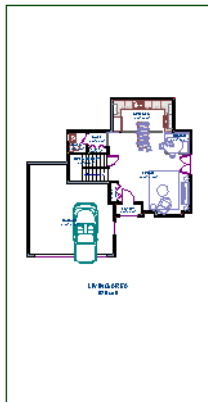
This tutorial continues from where the Materials Tutorial left off, so you may want to save this plan using a new name to archive your previous work.


Creating a Terrain Perimeter


The Terrain Perimeter is a closed polyline that defines the boundary of the terrain that generates in 3D views, and of the contour lines that generate in floor plan view. It can also be used to represent a lot boundary. See “Terrain Perimeter” on page 279 of the Reference Manual.

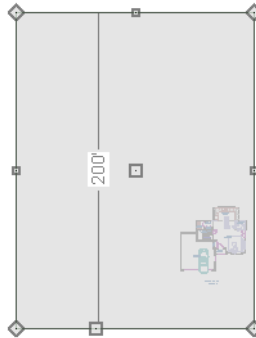
To create and resize a terrain perimeter

1. On Floor 1 of your plan, select **Terrain> Create Terrain Perimeter**  from the menu or click the corresponding toolbar button. See “Toolbar Arrangement” on page 67 of the Reference Manual.
 - If this menu option is not available in a given plan file, a terrain perimeter already exists.
2. Select **Window> Fill Window**  to fill the screen with the Terrain Perimeter.



3. Select **View> Temporary Dimensions**  and make sure temporary dimensions are turned on. When they are enabled, a checkmark displays at the bottom corner of the tool icon.
4. Select the Terrain Perimeter by clicking on either the left or right vertical edges. Notice the temporary dimension indicating that the selected edge of the Terrain Perimeter is 100 feet from the opposite edge.
5. Click on the temporary dimension and enter 150 feet using an apostrophe to denote feet (150'), then press **Enter**. The program will default to inches if no apostrophe is included. For more information about using dimensions to relocate objects, see “Moving Objects Using Dimensions” on page 376 of the Reference Manual.

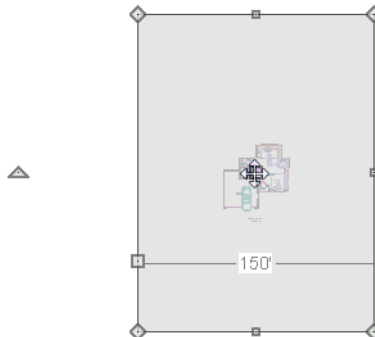
6. Select the top edge of the Terrain Perimeter and use the temporary dimension to position it 200 feet from the opposite edge using the same technique.
7. Click **Window> Fill Window**  to fill the screen with the Terrain Perimeter.





Your house may already be centered on the Terrain Perimeter. If it is not, you can move it.


To move the terrain perimeter

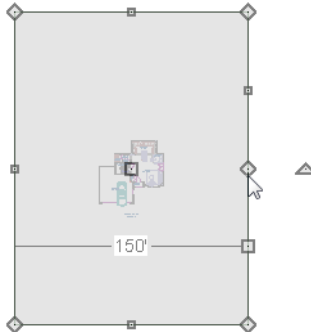
1. Select the Terrain Perimeter and place your pointer over the Move edit handle.
2. Move the Terrain Perimeter so that the house is centered.



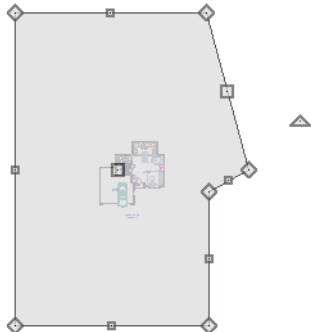
In addition to adjusting the size of your rectangular Terrain Perimeter, you can also use the **Change Line/Arc**  and **Break Line**  edit tools to modify its shape.


To edit the shape of the terrain perimeter


1. To place a break on the right segment of the Terrain Perimeter, creating a new corner edit handle at that location, and two separate edges on either side of that handle, use the **Break Line**  edit tool.

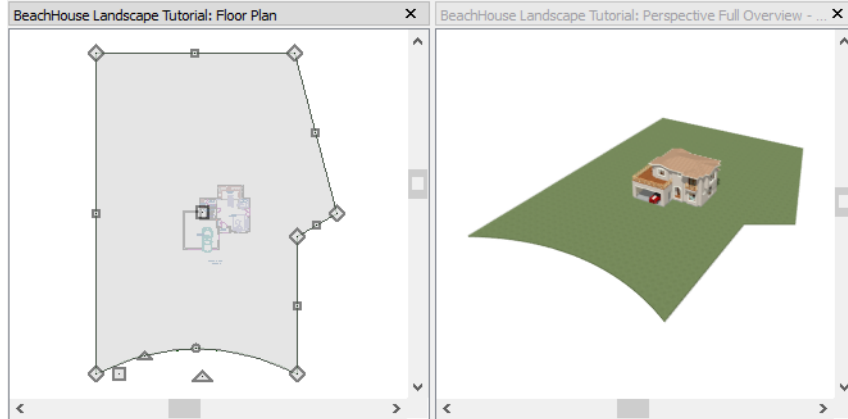


2. You can then use the new edit handles to adjust the size and shape of the Terrain Perimeter. For more information, see “Editing Closed-Polyline Based Objects” on page 93 of the Reference Manual.



3. Select the bottom edge of the Terrain Perimeter, and click the **Change Line/Arc**  edit button, and notice that this segment changes in to an Arc, which can then be modified using its edit handles. For more information on modifying arcs, see “Editing Arc Based Objects” on page 88 of the Reference Manual.
4. Changes to the shape of the Terrain Perimeter can be seen in 3D views as well as in floor plan view.

- To tile floor plan view and a camera view, select **Window> Tile Vertically** .
- When a 3D view is active, press the I key or the O key to move the camera In or Out.





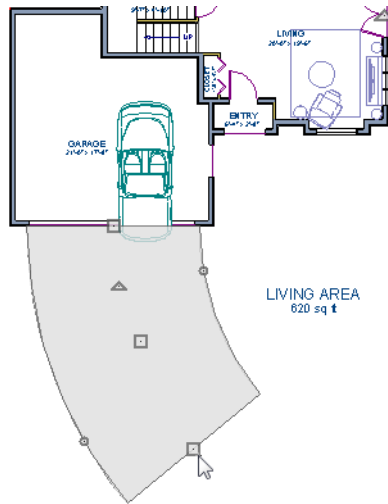
While you can work with two views tiled, you may see slower performance when you do. To avoid this, simply close a 3D view when you are done viewing or working in it.

Adding a Driveway

A driveway can now be added to the plan.









To add a driveway to the plan

1. Select **File> Close** to return to floor plan view. You should still be on Floor 1.
2. Click the **Fill Window**  button to fill your screen with the Terrain Perimeter.
3. Select **Terrain> Road and Sidewalk> Driveway Area**  then click and drag to draw a driveway.



Once drawn, you can edit the driveway's shape using its edit tools.

To edit the driveway's shape




1. Click the **Select Objects**  button, then click on the driveway to select it.
2. Click the **Break Line**  edit button, then click along any edge of the driveway to place a new corner edit handle at that location. The edge that you clicked on becomes divided into two edges that join at the new handle.
3. Continue adding breaks to create as many edges as you wish. Click the **Select Objects** button when you are finished.
4. With the **Select Objects**  tool active, click and drag any of the edit handles that display along the edges of the driveway to adjust its shape and size as needed.
5. If you would like to change a straight edge into a curved edge, click on that edge to select it and click the **Change Line/Arc**  edit button.
6. To change a curved edge back into a straight edge, select it and click the **Change Line/Arc**  edit button once more.
7. Next, draw a **Terrain> Road and Sidewalk> Straight Sidewalk**  to complete the design.
8. Finally, take a look at your plan in a **Perspective Full Overview**  to see the results. Select **3D> Final View**  to smooth surface edges and improve the quality of the view.

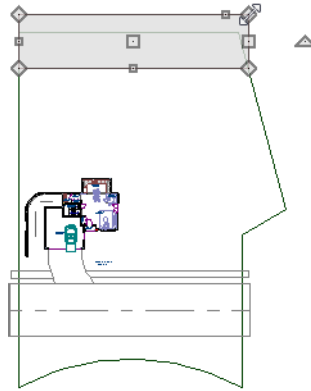





Adding Terrain Features

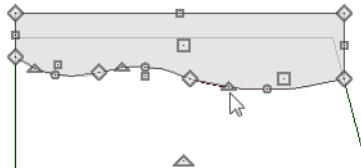
A beach, a water line, and a pathway to the house can be created using Terrain Features. For more information, see “Terrain Feature Tools” on page 280 of the Reference Manual.


To create a beach

1. Close the overview and return to floor plan view.
2. Select **Window> Fill Window**  then select **Window> Zoom Out**  to give us some working space outside the Terrain Perimeter.
3. Select **Terrain> Feature> Rectangular Feature**  and draw a Terrain Feature that extends to the boundaries of the Terrain Perimeter.




4. Select the Terrain Feature and click the **Open Object**  edit button to open the **Terrain Feature Specification** dialog.
 - On the **GENERAL** panel, the **Height** should be at 0 inches.
 - On the **MATERIALS** panel, select the Terrain Feature component in the tree list. Click the **Select Material** button and choose a sand material from the Landscaping folder.
 - Click **OK** to close the **Select Library Object** dialog then click **OK** to close the **Terrain Feature Specification** dialog and return to floor plan view.
5. With the Terrain Feature still selected, use the **Break Line**  edit tool to place two breaks in the front of the rectangular feature.
6. Next, select one of the segments you have created, and click the **Change Line/Arc**  edit tool, and use the triangular edit handle to adjust the shape of the curved segment, and repeat this procedure for the remaining front segments of the Terrain Feature, as in the image below.

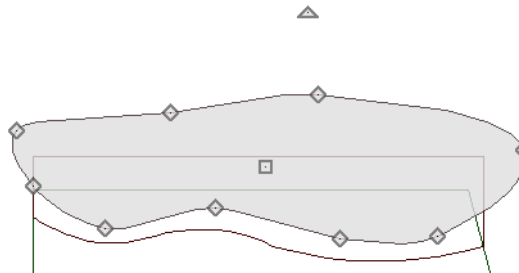




7. Take a look at the new beach in a **Perspective Full Overview** . Notice that only the portion of the Terrain Feature that is included within the Terrain Perimeter is modeled.

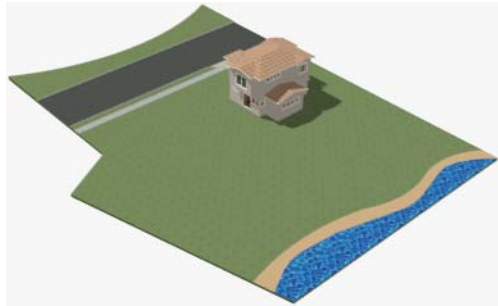


To create a body of water

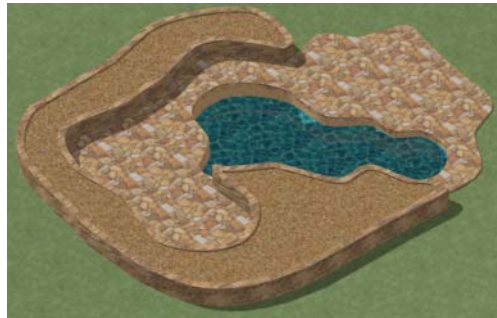
1. Return to floor plan view, select **Terrain > Round Pond**  and draw another spline feature, within the existing beach Terrain Feature and resize it similar to the following image:





2. Select the pond and click the **Open Object**  edit button. On the **GENERAL** panel of the **Terrain Feature Specification** dialog, raise the **Height** to 1 inch. This will position the water material above the beach.
3. Click OK and take a look in a **Perspective Full Overview** .



4. Using the techniques described above, you can create nearly any type of landscaping features that you might want, such as raised garden beds, landscaping walls, stone patios and ponds.





To add fencing and a gate

1. Select **Build**> **Fencing**> **Straight Fencing**  then click and drag to create a basic fence.
2. If the Library Browser is not open, select **View**> **Library Browser**  to open it.
3. In the Core Catalogs, browse to **Architectural**> **Fences & Railings**> **Picket Gate**, and click on the fence at the location you want to add the gate.

Adding Library Objects to Your Plan

The library contains many objects that can be added to a landscaping plan such as plant images, exterior fixtures, and outdoor furniture. There are two ways to find objects in the library: by browsing and by searching. For more information about library objects, see “The Library” on page 301 of the Reference Manual.

To browse the Plants library category

1. If the Library Browser is not open, select **View> Library Browser**  to open it.
2. In the Core Catalogs, browse to Plants> Trees> Deciduous.
3. Note the many tree species to choose from. Many of these folders contain subfolders with different varieties of that species.
4. The Exteriors catalog contains a selection of landscaping, deck and patio accessories, outdoor furniture, and other objects that you can place in your plan.
5. When you have finished your landscaping design, create a **Camera**  view to see the results.



