raeco
LIBRARY AND EDUCATION SOLUTIONS

R-EX
RAECO DESIGN EXPERIENCE

TRAINING PROGRAM

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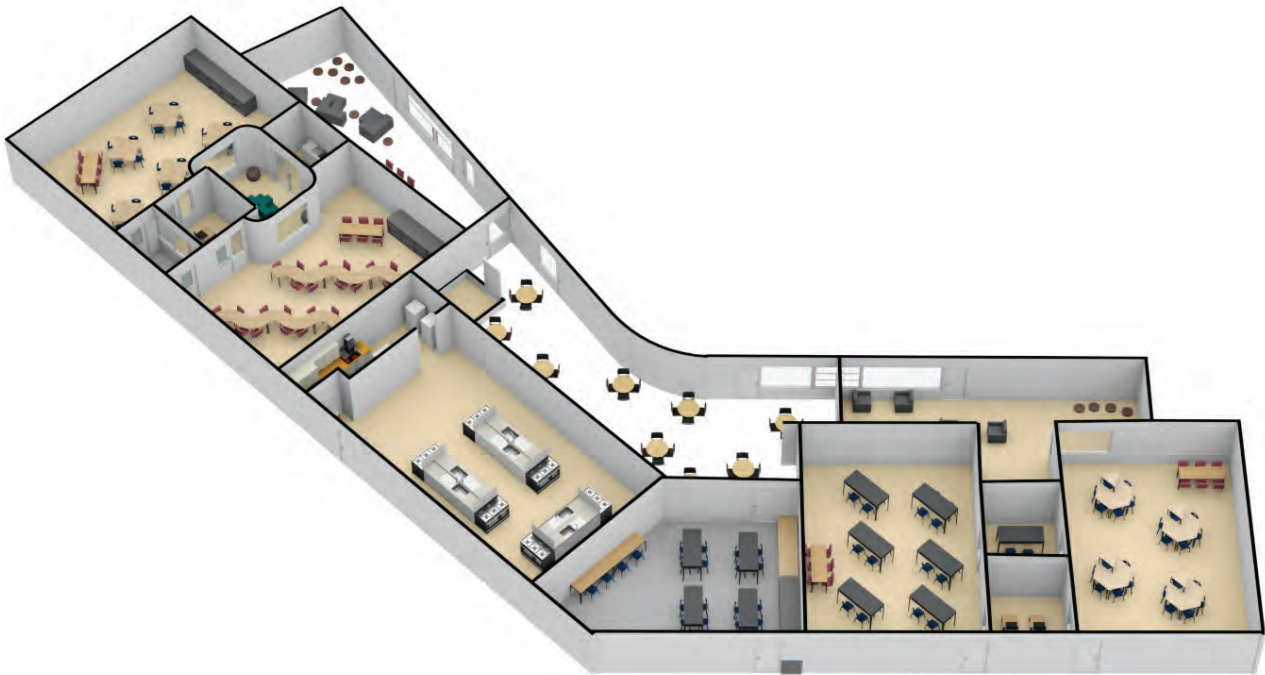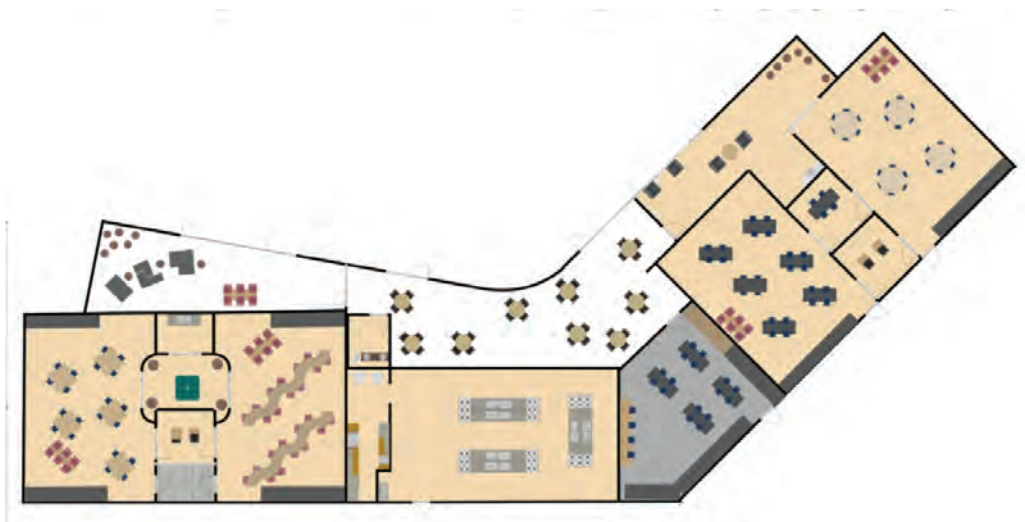
LIBRARY AND EDUCATION SOLUTIONS

CONTENTS

R-EX
RAECO DESIGN EXPERIENCE

WHAT IS IT?

Create complete design settings with award winning 3D floorplanner

Floorplanner gives customers a unique opportunity to see what products will look like in their own library or space before they buy.

The user friendly interface allows anyone to draw floor plans, design a dream interior project and view it in incredible real time 3D.

Bridge the online-offline gap by using floorplanner with customers during consultations or over the phone
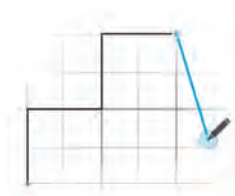
Draw Floor Plans

Create entire floor plans or single rooms in a matter of minutes

Decorate & Furnish

Let customers create designs and choose from our standard range of products

Share

Allows area managers and customers simultaneous access via the share feature

Product Manifest

Generate quick and easy product manifests based on floorplans with excel sheets.

Community

Create a community with staff and student involvement during the visualisation process

Multi Device

Added access and mobility with compatibility on tablet devices

R-EX
RAECO DESIGN EXPERIENCE

DESIGN PROCESS

1. START
Choose to create a new design or select from featured configurations, room templates, or your previously saved designs

2. PLAN
Plan lets you create the physical space in a 2D environment, be it a single class room or an entire library

3. BUILD
Build instantly converts your 2D plan into a 3D environment ready for the addition of structural specifications such as doors & windows etc.

4. FURNISH
Select from the standard range of Raeco products and families, and customise each product with a range of colour & material options to suit your project

5. DECORATE
Decorate enables you to customise the created space, such as wall colour, carpet choice etc. to match the customers vision

6. SHARE
Easily share your designs amongst customers, area managers and the Raeco internal team to spread your vision

7. EXPORTING
The exporting process creates a product list, clearly outlining each product used within the floorplan, its specifications, colour choices and quantities, ready for quoting

R-EX
RAECO DESIGN EXPERIENCE

TUTORIAL EXAMPLE

Create your first library space following our easy 7 step process

During this tutorial we will cover the design process from Planing right through to furnishing and decorating the space.

The example space presumes we have either a site measure or architectural measurements of the intended space.

The end result should look similar to the image viewed bellow.

SITE MEASURE

⚑ I. START

The start screen prompts use to 'Create New Design' as well as 'Sign In' typically we want to sign in prior to using the tool so that we can save our progress as we go.

SIGN IN

Start by clicking 'Sign In' and follow the prompts to either log in or register a new account. In order to save or share your designs you need to be signed in to your own account.
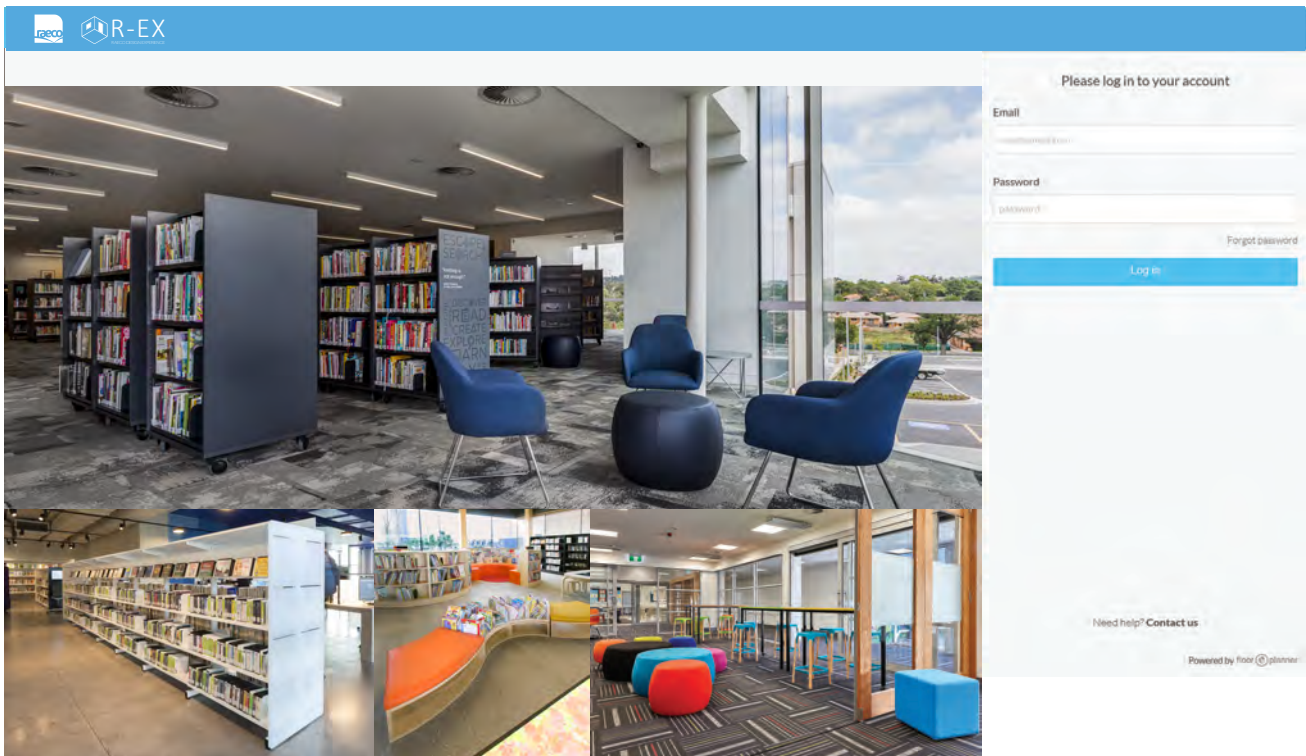
2. THE DASHBOARD

The Dashboard screen is like our home page where we can see all our projects, create new projects, export our projects and change all our personal information. This is also where we will log out of our profile.

You can see on the left we have the navigation bar followed by our profile overview. On the right we have our projects. As we make more projects we will be able to select each one and make changes as we see fit. We can also duplicate them to make different variations of each project.
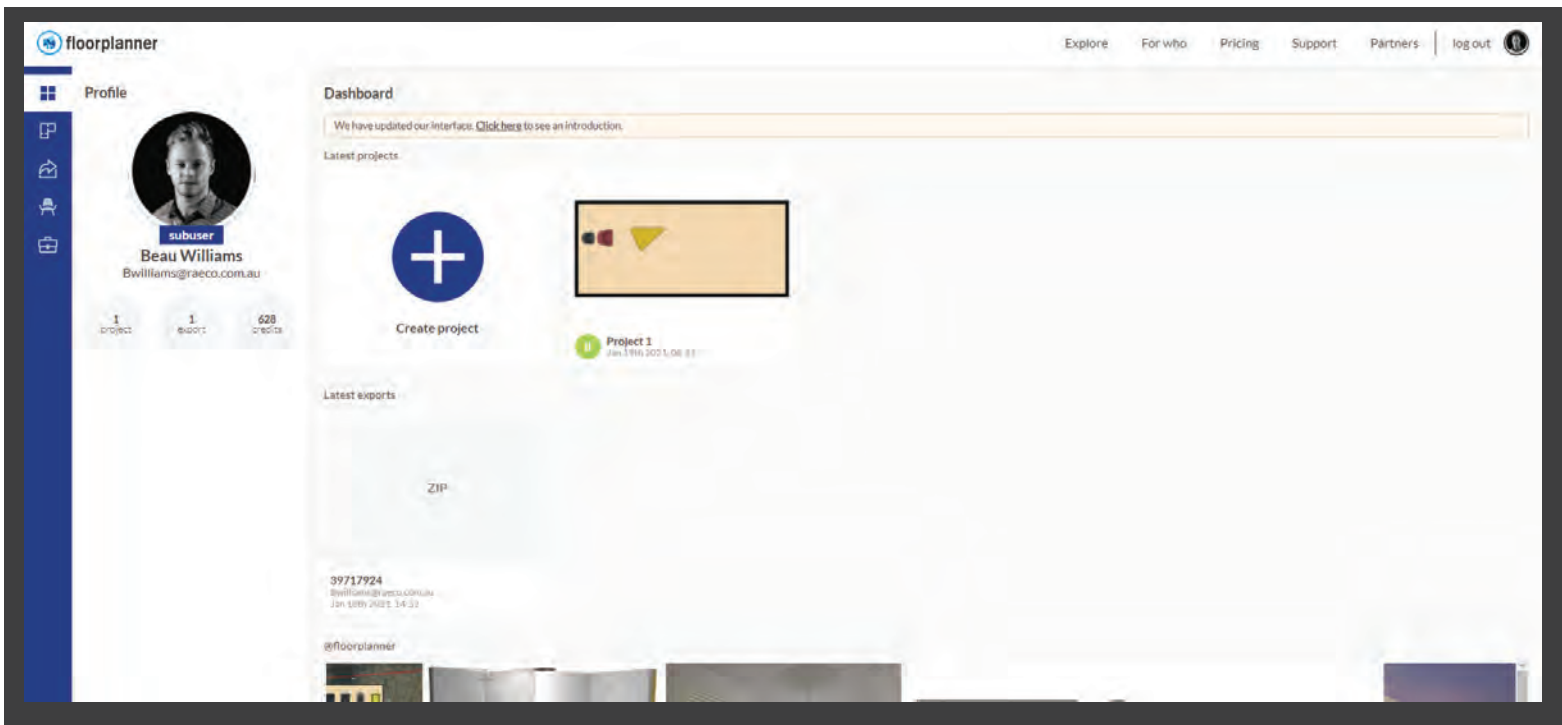
CREATE NEW DESIGN

Once we are signed in, we can begin the design process by clicking the 'Create Project' button.

create project
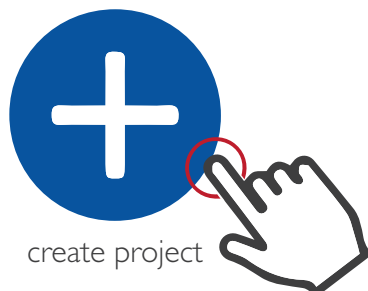
FILL OUT INFOMATION

We now need to fill out all information about the library

2. IMPORTING A FLOORPLAN

This function is used to load a floorplan so we can draw over the top or simply add in objects to see if they will fit the space.


BACKDROP

To load a backdrop or floorplan use an image file like a jpeg then follow the steps to scale the floorplan **(note the program will automatically scale the floorplan when we use the scale option shown here)** . We can change the transparnecy and rotate. We can also make the image appear on top or bellow our drawn items.
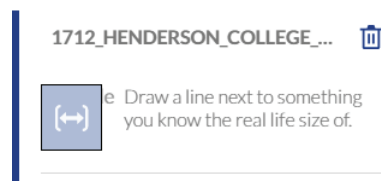

SCALLING THE BACKDROP

The program will promt you to draw a line where you know the dimention. Our wall on the left side is 10450mm long, we can then tpye in the value in (cm) and it will scale it up for us.
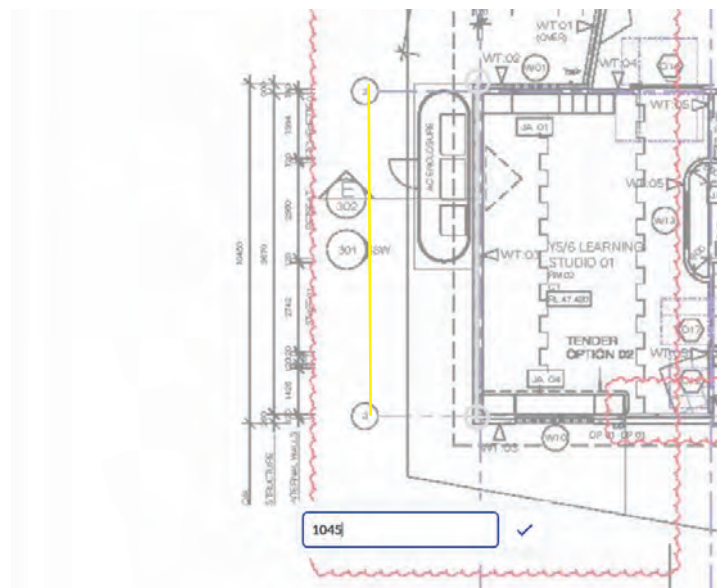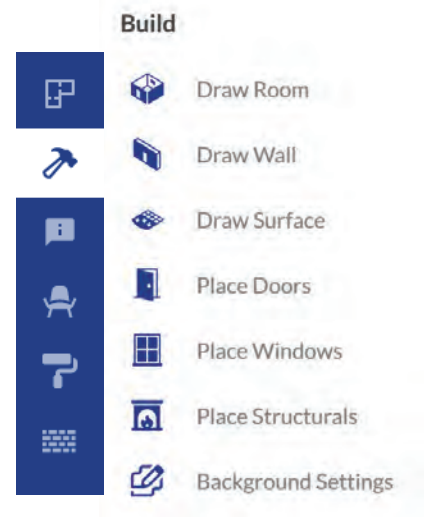
🔨 3. BUILD

The 'Build' design mode is the first phase of the
visualisation process. Here we can accurately create
areas that reflect the customers individual space.

SHOW KEYBOARD SHORTCUTS & NAVIGATION

The floorplanner program has a lot of hotkeys to streamline the users workflow.
Click the ⑦ icon down the bottom right to show the hotkeys. To **zoom** use the
scrool wheel on the mouse and to **pan** hold space then move the mouse.

These options, are all used for making our rooms.
We can make rooms, draw walls and place obtjects and
obstructions. We can place all kinds of objects like sinks,
freplaces, heaters, staircases and most importantly pillars.

For something like a pillar go to the place structures tab
and use the circular surface object.

🔨 3. BUILD

There are many ways to draw a room, we can use simply draw lines and basic shapes.
We can make curved rooms and multi level rooms. We can even draw over the top of an exisitng floorplan.
This will help when we have large complex floorplans becuase we can simplify the new floorplan and only show what we want to show.

DRAWING TOOLS

When drawing new rooms we can use two main features. We can draw lines to make a custom room or draw a square or rect room and place it right in the space.

To change the wall attributes we can adjust the thickness of the wall, the height and even raise the wall off the floor with the options shown here.

1: Draw from scratch using straight lines (use when making a partition)
2: Draw curved walls (can be done after a straight line is drawn)
3: Using a shape either square/rectangle and scalling (easiest option)
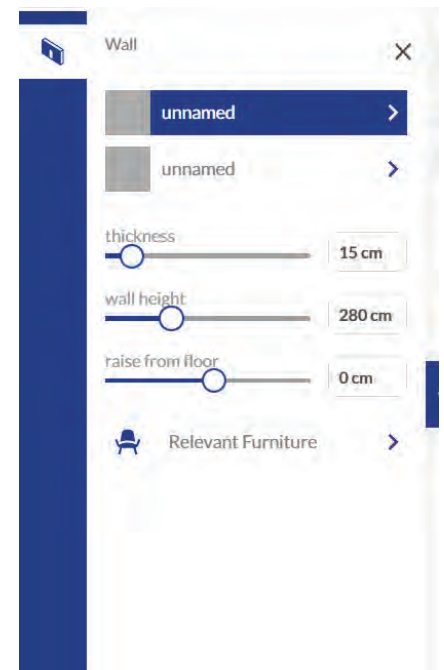
CHANGING ROOM DIMENTIONS

It's really important to know how to change the room/wall dimentions.
Once we have a line drawn we can change it's dimention next to it by double clicking the dimention (make sure you are working with the right dimention value (mm, cm, m) so that its to scale.
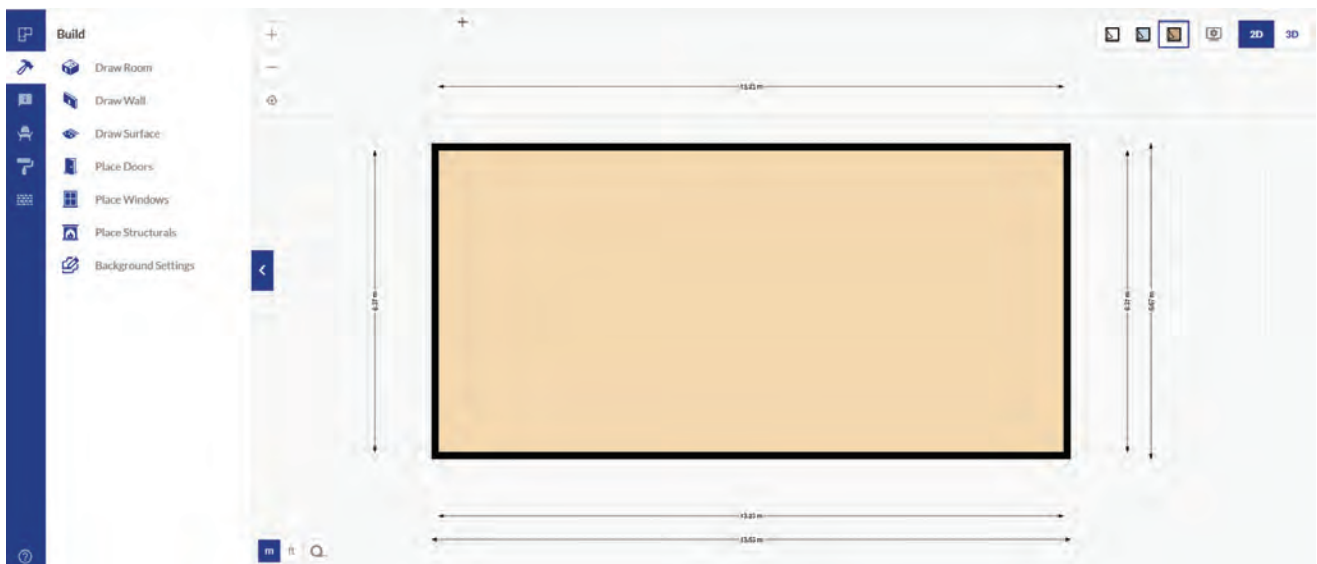
🔨 3. BUILD A CURVE

Building a curve can be achieved once a straight line is placed.
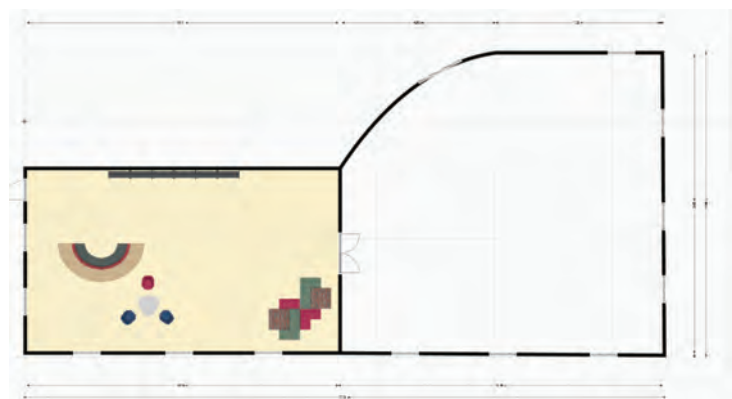Choose the two points that the wall will consist off then click on the line.

1: select the line

2: click curve icon

3: click and move the line for
desired curve shape and length

🔨 3. BUILD: DIMENTIONS

Adding dimentions to a floorplan is important as it can be used to plot out areas with furniture and shelving. We will go through a few ways to show dimentions bellow.

SHOWING DIMENTIONS

The rex program can automatically show dimentions or they can be placed manually. To show dimentions click the box on the top right. To show interior dimentions (tick) the show interior dimentions box. These will show up on a image or pdf export. Change the size with the label scale slider.
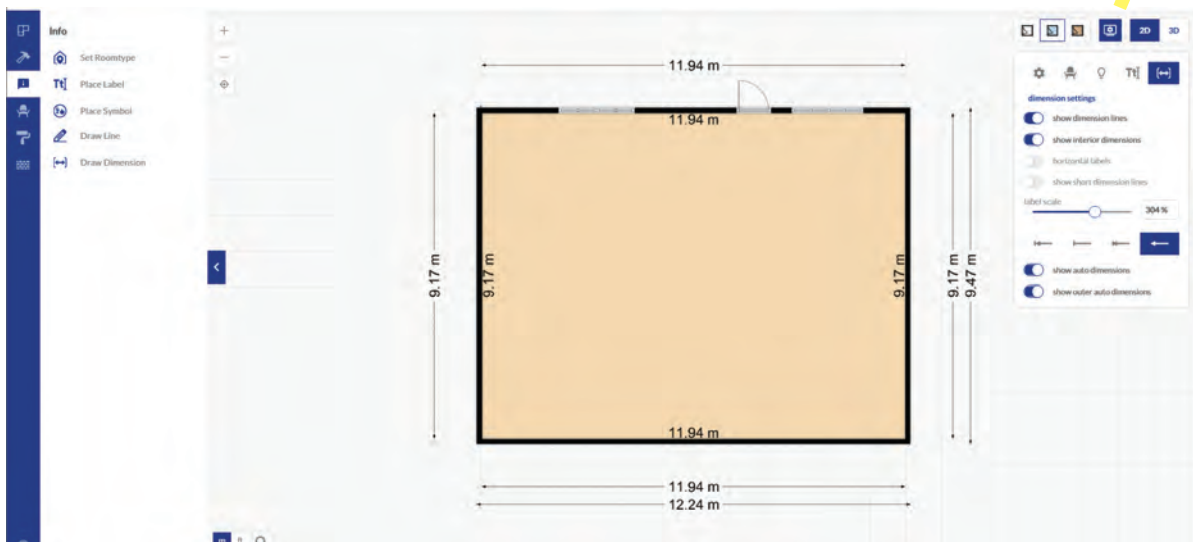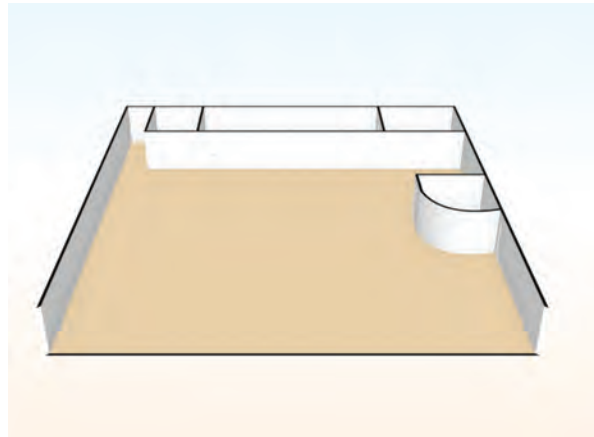

DRAW DIMENTIONS

Drawing dimentions is a useful tool to highlight an area where an interior dimention or wall dimention has no automated dimention via the show dimention tab.


DRAW ANYWHERE
OR TYPE VALUE
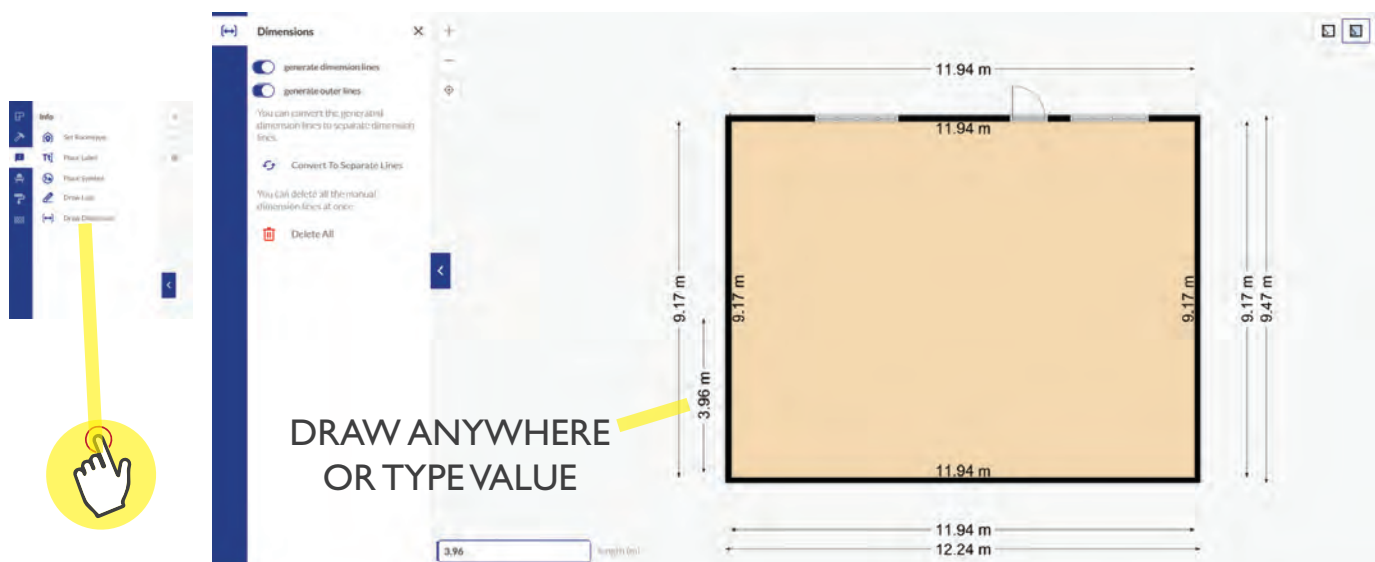
3. BUILD

Building can be done in 2D or 3D mode but it's reconmended to be done when in 2D mode for greater accuracy.


VIEW MODES

Some elements & fixtures such as doors and windows are easier to place in a 2D environment compared to the 3D Build environment. To easily switch between 2D | 3D & perspective, use the buttons located on the top left of the plan.
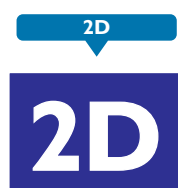
2D view displays the design as two-dimensional
2D mode is the easiest way to build a floorplan. Use the 2D mode for the general building then switch between 3D mode to view in 3D. The space bar can be used to pan around the page. and the scrool wheel to zoom.
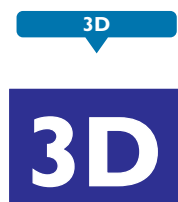
3D view displays the design as three-dimensional
When this mode is active you navigate by using the arrow keys to pan left, right, up and down. Alternatively you can also use your mouse, middle mouse click to rest the view, similar to 2D use the 'Right Mouse button' to click and hold to pan in any direction. Use the scroll wheel to zoom in and out.

Furthermore we can use some of the options in the drop down next to the 2D mode. We can turn on and off lots of things. Like the grid and the furniture.

🔨 3. BUILD

Placing objects should be done before adding any
funiture so that you know where the items will fit
and to avoid any obstructions.

PLACING FEATURES

When placing an object like a door or a window a dimention will pop up. This
shows how far the object is from the end of the wall and will change depending
on where you place it. You can delete an object by clicking on it and hitting the
trash can option.

Drag and drop features & fixtures from the available Building Elements feature
tree.

DRAG AND DROP ON THE WALL

4. FURNISH

Select from the standard range of Raeco products
and families, and customise each product with a range
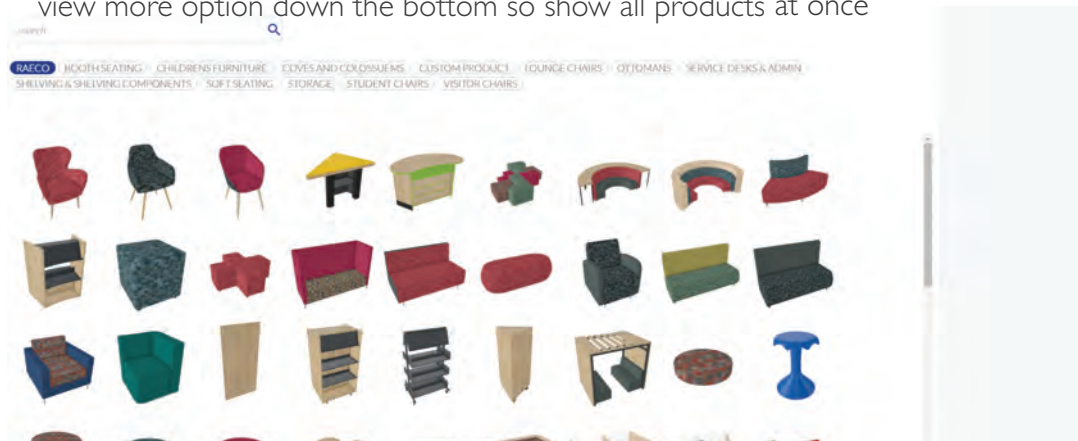of colour & material options to suit your project

PLACING FURNITURE

Products can be found within appropriate sub
groups for easy navigation. Locate the desired
product and click and drag from from the product
menu, onto the floorplan (1,2)

2D

SHOW ALL PRODUCTS

Searching a product by name is the fastest way to find a product but if you want click the
view more option down the bottom so show all products at once

4. FURNISH

Select from the standard range of Raeco products and
families, and customise each product with a range of
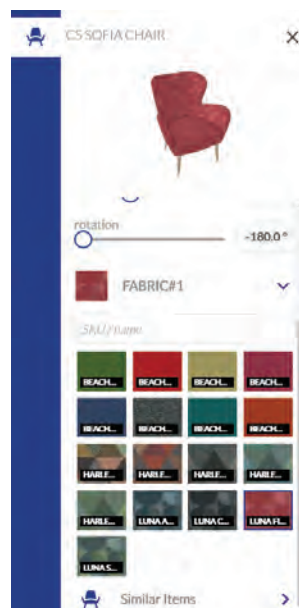colour & material options to suit your project

ROTATING FURNITURE

Rotating products is easy with the inbuilt rotate tool. Select
the desired product with the left mouse button, then click
and hold on the ⟳ icon to rotate 90° each time. To have
more play use the blue handles and pull.

FURNITURE VARIATIONS

Many of the furniture options available in R-EX have
a range of standard colour & material options. Left
mouse click on a desired object to view its available
variations in the product tree located on the left.

4. FURNISH

Select from the standard range of Raeco products and families, and customise each product with a range of colour & material options to suit your project

DUPLICATING PRODUCTS

You can easily duplicate products that you have already populated within the floorplan, rather than having to configure multiple items individually. This is useful for angles / variations and acts like copy/paste. The 'Duplicate' button can be found across the bottom toolbar menu.
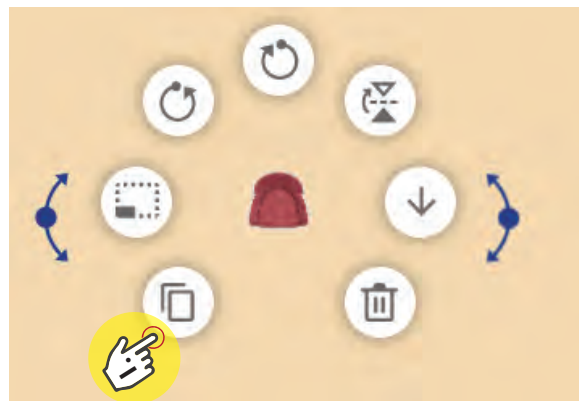
DELETING PRODUCTS

Whether its a change of mind or a miss-click, products can be removed from the floorplan with ease, simply select a product and press the 'Delete' key on your keyboard or click the 'Delete' button from the bottom toolbar menu.

4. FURNISH

Select from the standard range of Raeco products and families, and customise each product with a range of colour & material options to suit your project

GROUPING PRODUCTS

Products can be grouped together to create your own configurations, making moving & rotating of large assemblies easier. Proceed to select all the products you wish to have included in this group by starting with one and holding the **CTRL**.
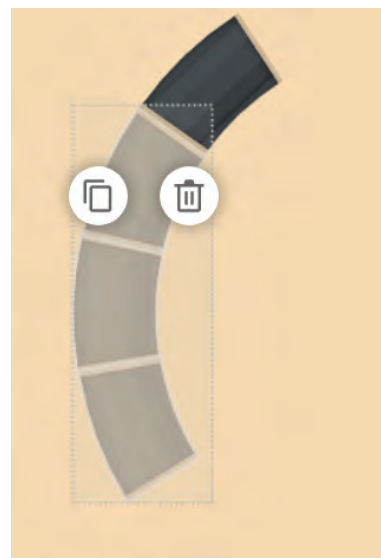
UNDO / REDO

It is easy to Undo, you can either use the two arrows located on the top right of the interface. Or use CTRL Z

5. DECORATE

Decorate enables you to customise the created space, such as wall colour, carpet choice etc. to match the physical space as well as the customers complete vision

DECORATE

Similar to the Build & Furnish phases, in decorate, we can select colours and materials to apply to the physical building such as Floors, Facades and Walls. Navigate to the material or colour of your choice, 'Left Mouse Click' once on the material and then again on the areas you wish to decorate

In 2D mode simply drag and drop a swatch on a item or structure. It will automatically update in realtime.
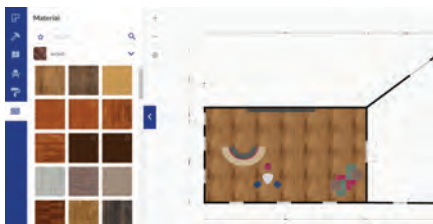
5. CAMERAS

Using the camera's in floorplanner are very helpful to understand the space in 3D and create fast renders.

CAMERA SETTINGS

Their are two main camera modes, free mode and eye level mode. Using the free mode gives full play and will show a more birds eye perspective.

The eye level mode acts as a person's perspective and lets us get really low and close to our objects and rooms. Use the arrows keys for easy nagivation.

We can also play with the camera settings and remove certain walls, shadows cielings ect. To change the lighting move the cicle icon at the bottom. To save a camera click the save camera up the top middle of the interface.

Free Mode

Eye Level Mode

Settings
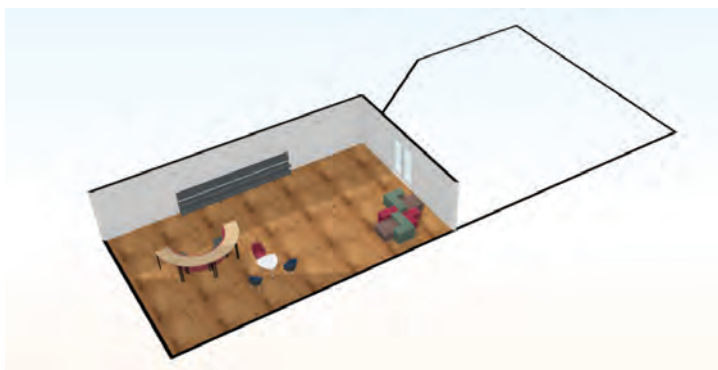
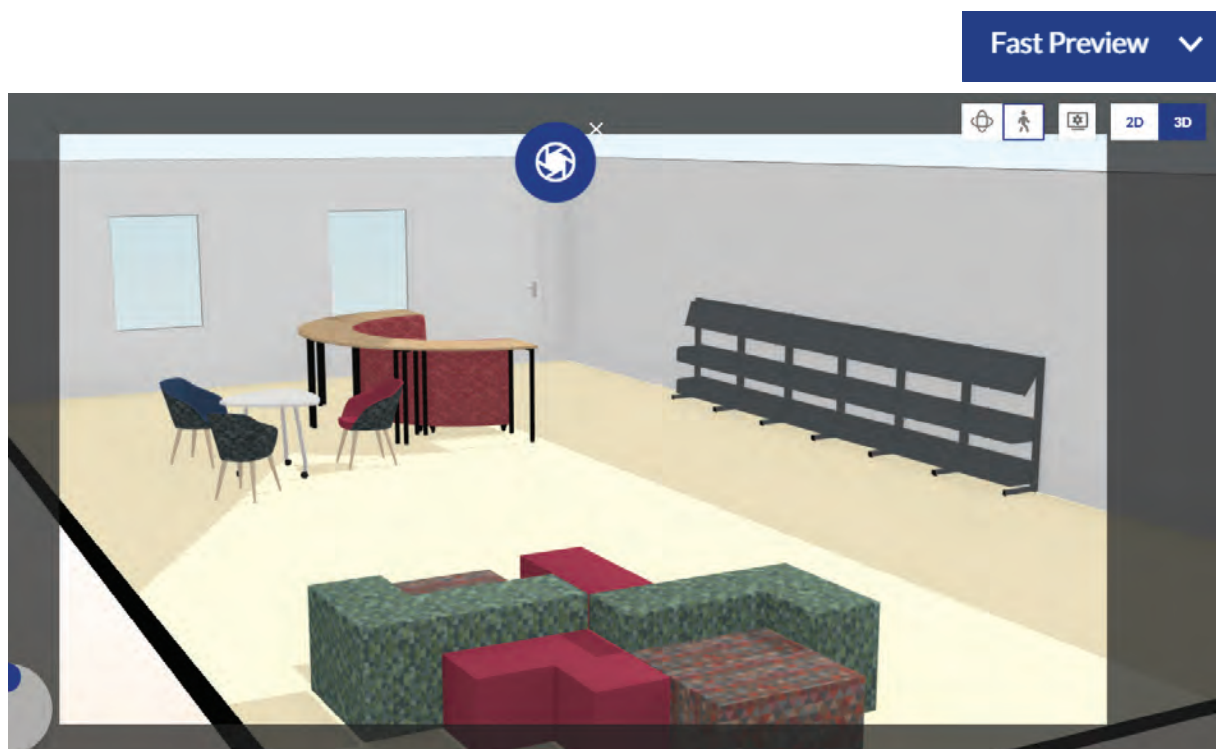
Click and drag to move the lighting direction.

6. FINALISE

Easily share your designs amongst customers, area managers and the Raeco internal team to spread your vision

IMAGE CAPTURE

Image capture lets us save images which will then be saved to our dashboard. We can use different levels of image captures all the way from a basic image render to a photorealisic render. A photorealistic render can only be used at a certain project level and will be processed on a server.

6. SHARE

Easily share your designs amongst customers, area managers and the Raeco internal team to spread your vision

SAVE DESIGN

We can easily save our design by clicking the 'Save Design' button (1) it then prompts us to title our project, which can be edited later. 'Save Design As...' button (2) allows us to duplicate entire floorplans for future use

SHARE BY EMAIL

Sharing our designs with others is simple! click the 'Share by Email' button (3) and then fill in the required fields. This will send a live link of your design to your desired receiver.
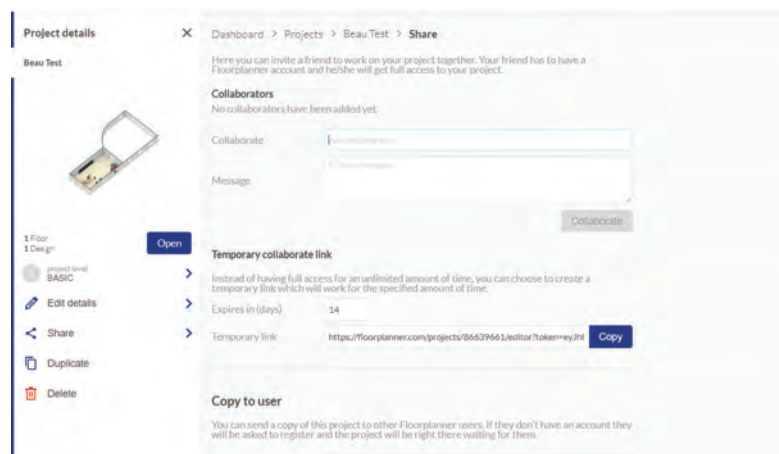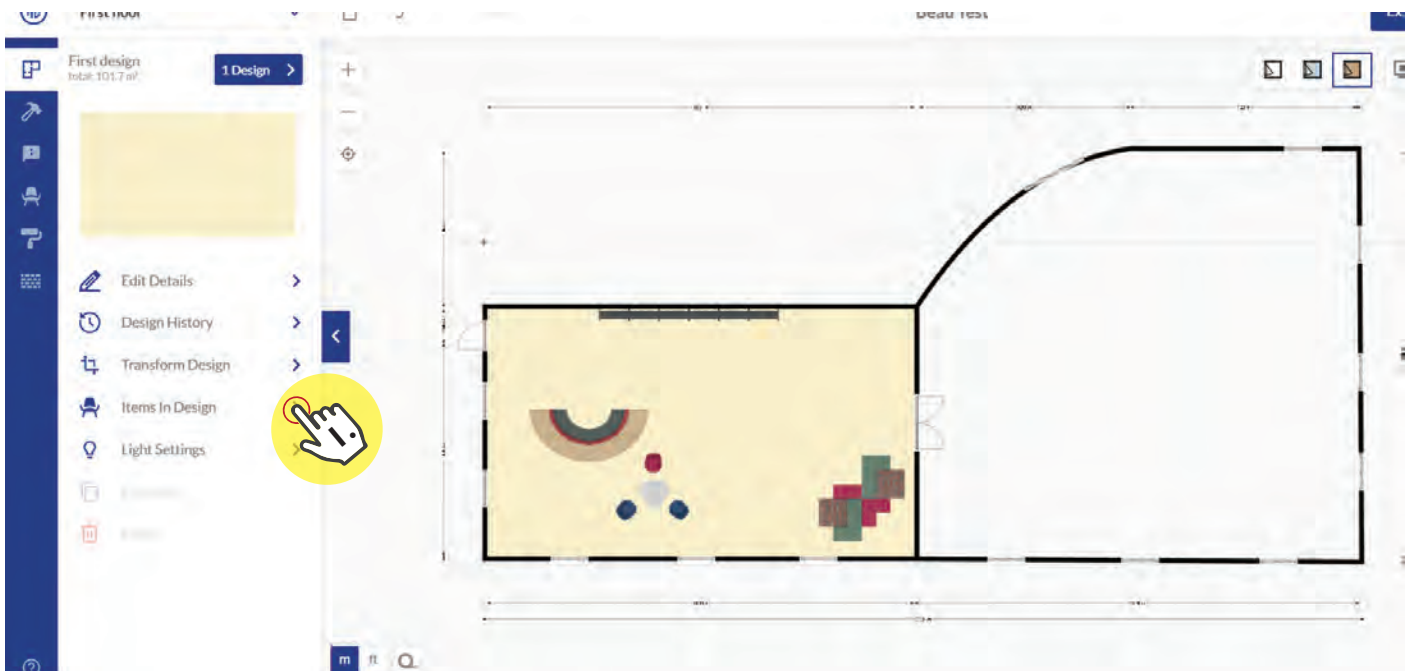
OPEN SAVED DESIGNS

To open a saved design use the dashboard and click on the project thumbnail. Then click on the blue open button.

7. EXPORT PRODUCT LIST

This option creates product manifests
outlining each product used within the floorplan, its
parent code, colour choices and quantities, ready
for quoting purpose.

ADD TO CART

Once we have generated a floorplan, we can proceed to the
download product list. Click the items in design button on the
project interface. Then proceed to click the download product list on
the next button to export a exel ready spread sheet.

7. EXPORTING A PROJECT

We can export our project as a JEPG or a PDF file
for viewing purposes. To do so we can do this
from the share tool.
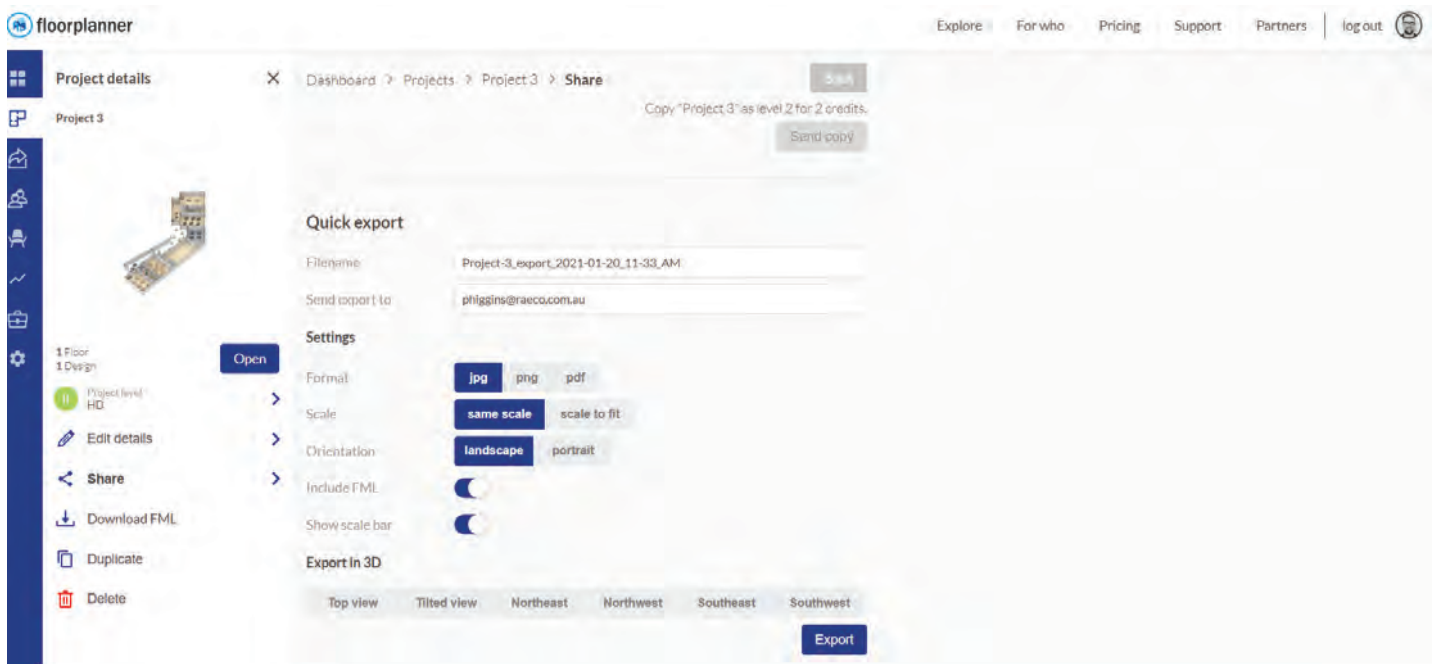
These files can be shared to an email. We can also
change the view using the options at the bottom.

FOR MORE HELP

To watch an indepth video on the floorplanner tool
go to this link: https://youtu.be/eIq3bV4HJuU

end of presentation