



More real than reality:  
Lighting mood and shadow cast while planning in 3D

Solar altitude, night light and weather:  
Atmosphere, realistically dense and genuine.

Creative presentations in your own style:  
Collages from plannings, pictures and photos.

Natural stones and mosaic:  
Place irregular tiles perfectly.

Premium Update 2012



# Editorial

This update got a load full – in the best sense: New functions at its finest. You will be thrilled. Thereof I am adamantly convinced and so is the entire development team.

Because now the high 3D photo quality in realtime already shows while planning with Premium. The shadows, the reflections and especially the sources of light have made a quantum leap. This means now you can add sunlight simulations to your plannings which actually represent a complete cycle of day and night – once through the entire 24 hours. Now even looming storm, fiery sunset or gentle sunrise is taking place in front of your windows!

Another highlight, especially when it comes to perfect pictures in your planning: Photo Tuning now convinces your clients with a photorealistic panorama view. Every user is able to control the 360 degree movement within the room, view angle and zoom by himself. This works in the internet and even when sending e-mail. Are you already curious? Then have a quick look at [www.visoft.de/panorama!](http://www.visoft.de/panorama)

And for the practinioners among you: after activating the new update you will define yourself how views are arranged and which size they will be printed. You can read more about the 17 functions that will support your planning even more effectively starting on page 6: News in Update.

The magazine part focuses on internal matters: ViSoft USA LLC, the new subsidiary in the US, the new phone number in Sindelfingen: +49 (0)7031 – 49 165 70, our new powerful sales woman in Italy, the ViSoft ISM in Prague and lots more.

Starting on page 27 you'll find information on how already introduced program features were improved. Reading material which you shouldn't be missing out on since it is actually helpful.

ViSoft is looking back on a successful business year, with delight and tranquility. And we are looking forward with energy, compassion and plans for the upcoming year and the next updating steps.

Successful planning and selling!

Yours truly



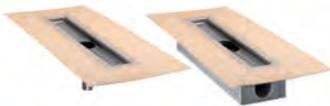
# Schlüter-Systems

## Innovationen für grenzenloses Duschvergnügen

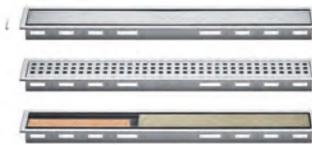
Wenn es um bodenebene Duschen geht, sollten Sie keine Kompromisse machen. Setzen Sie besser auf innovative Qualitätsprodukte „Made by Schlüter-Systems“. Denn so bekommen Sie ideal abgestimmte Systemkomponenten aus einer Hand.



Schlüter®-SHOWERPROFILE-S  
Gefällekeil



Schlüter®-KERDI-LINE  
Entwässerungsrinnen mit  
vertikalem oder horizontalem Ablauf



Schlüter®-KERDI-LINE  
Rost- / Rahmenkombinationen



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Gefälle- und Ausgleichsboards



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INNOVATIONEN MIT PROFIL

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# I What's new

## I.1 Individual print output with multiple views per page

The reactions during the Cersaie in Bologna have shown that a desire of many users has come to be real: Individual print output entirely convinces with powerful new ways of presenting personal plannings. You can present your plannings no matter what paper size you are using just the way you imagined.

### Free choice of presentation

In the ViSoft output module you can now assemble your printout yourself.

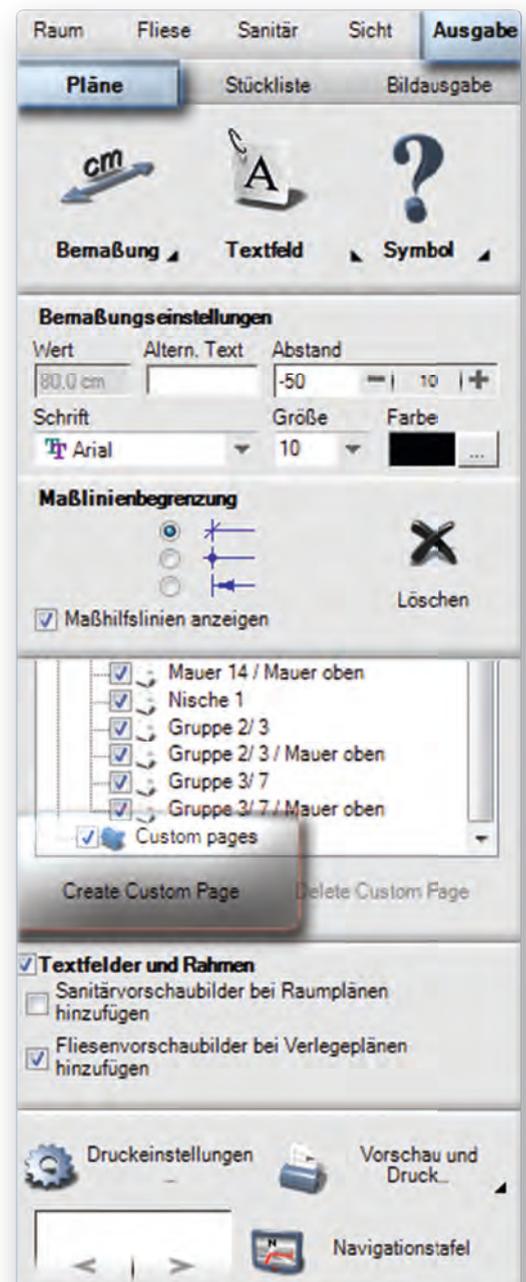
From now on the function 'individual output' will be provided for that purpose. Create individual output pages and define their content.

And that's how you do it: Click on the button 'create custom page' in the menu output plans.

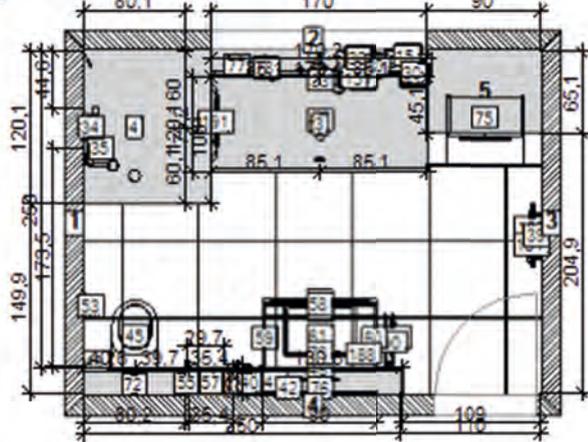
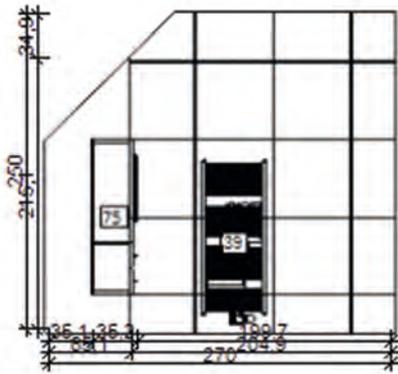
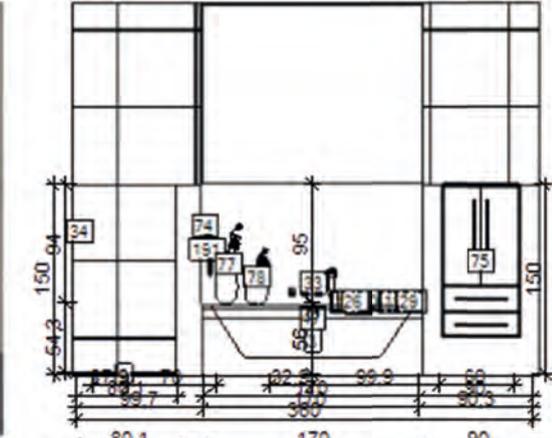
The program will provide you with a blank page which can be set independently from other pages.

You can define the page orientation as well as the measures of each element.

*The output menu within 'plans' from now on enables creativity to the point of true-to-size presentations.*



## Individual Output



Your planning and measuring: now with individual placement



*This is how your output pages could look as of version 2012-1. In this view we have abstained from true-to-size presentations to clearly show the flexibility.*



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Name:	
Strasse:	
Stadt:	
PLZ:	Friedrichs
Datum: 26.10.2011	Seite 0



# I.1b Construction of custom output pages

## Page settings per output page

ViSoft Premium now enables customized printsettings for every page of the individual output.

In these settings you can define format and orientation of the output page. It is possible for example to set A4 and A3 pages for different printers.

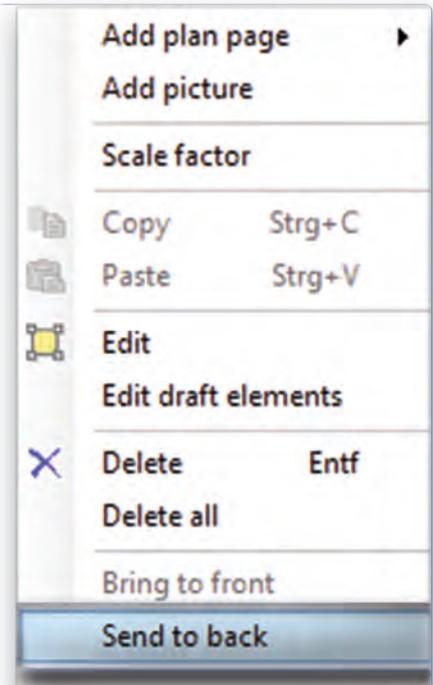
## Step by Step

After you have created an individual page you will find a new context menu on the blank page. Just right click and choose ,add plan' to import planning details.

Alternatively you can drag any existing plan view from the planning list.

## Dimensioning of elements

As seen in our example just add planning details to the output pages and then right click on one of the views to

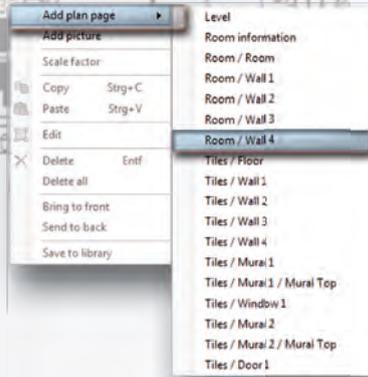


## Aligning elements

The various possibilities of presenting pictures, plans, textblocks and dimensioning is easily mastered due to the layer organisation. Right click and choose ,in the foreground/ in the background' and the object will be moved to the selected position.

adjust the scale. In case the required space exceeds the format of the output area an adequate number of pages is automatically added.

A red separation line shows the point of intersection between the output pages. At this point big plans can be assembled.



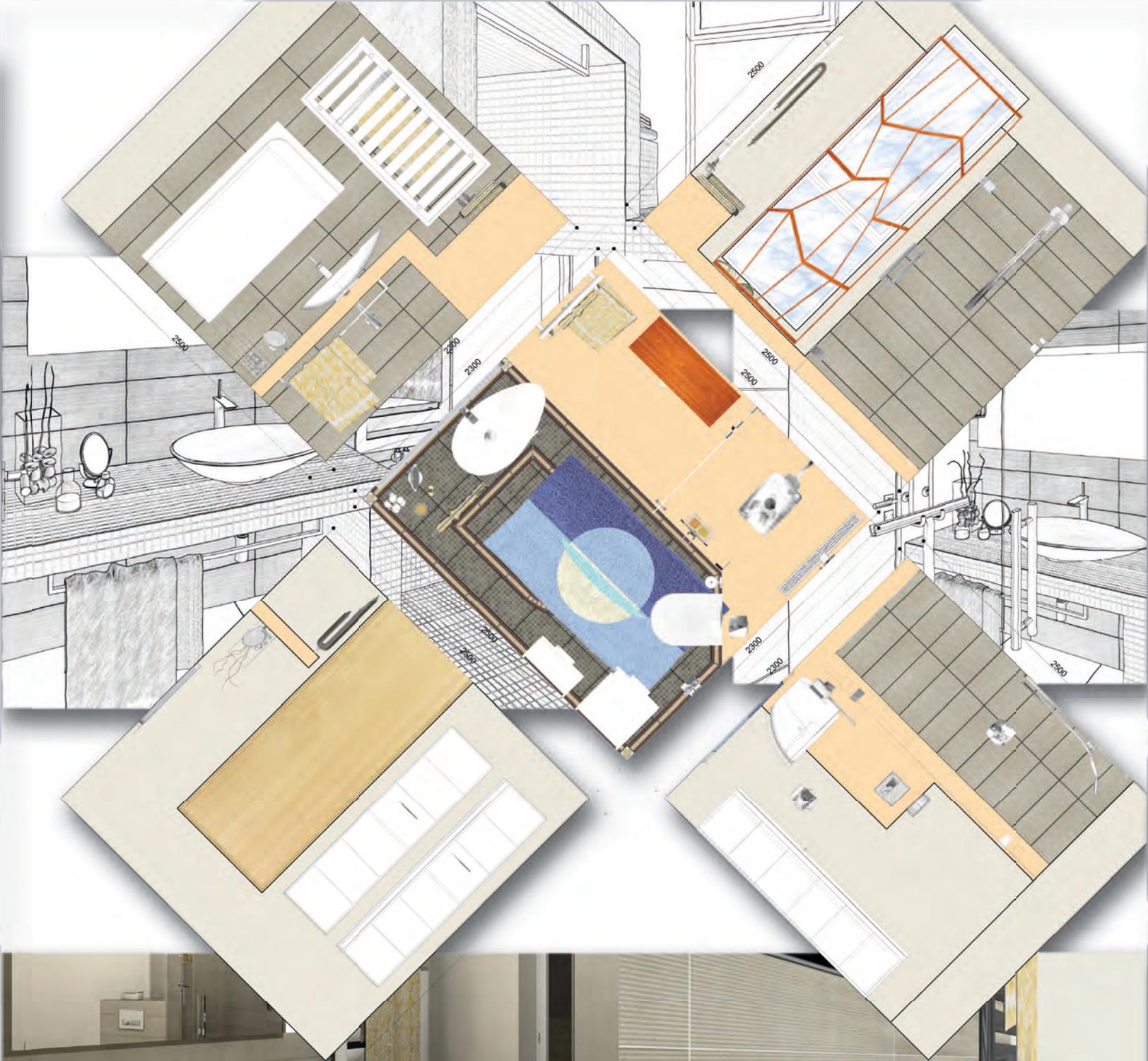
The Context menu in custom pages now makes it easy to group plans for custom views.





This work by Rainer Nissler shows how suitable the new output functions are for producing creative material collages. In this example the added pictures were first collectively selected, turned and complemented by an externally loaded picture (below).







## 1.2 Soft shadows, warm sunlight and new lighting modes

Many already have come to appreciate it: Since version 2010 ViSoft is continuously improving the 3D visualisation, especially the computation of light. Now we've managed to breakthrough!

The new version allows gently glowing sunsets with the push of a button, soft shadows and ambient light without tuning. And now even more: Phototuning experts are being rewarded with a new and fascinating feature: Turbo Tuning. More about that from point 1.9 on.

### Position of the sun

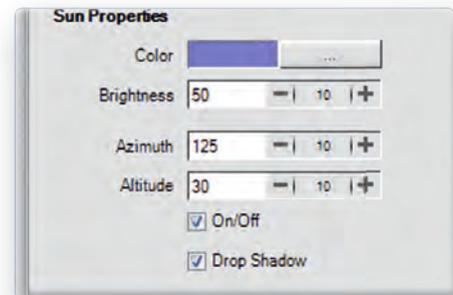
The lightfall of the most natural light- and heatsource is now easily regulated with View-Light.

First you choose daylight in the individual lighting mode (custom).

Activate the Lighting Region Sun & Sky from the Floor View and turn the lightsource sun on.

Now you have two possibilities for regulating the position of the sun: Pull the sun along its orbit (azimuth=horizontal angle) and reduce its altitude by moving the symbol closer to the centre.

Or else you can adjust the position of the sun in the input field in the menu on the right side.

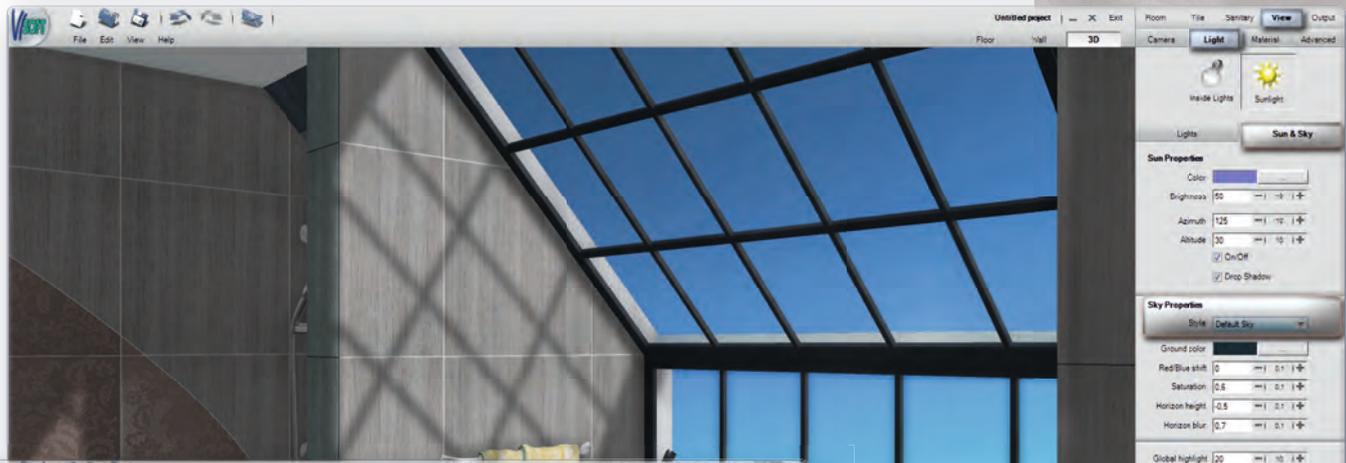
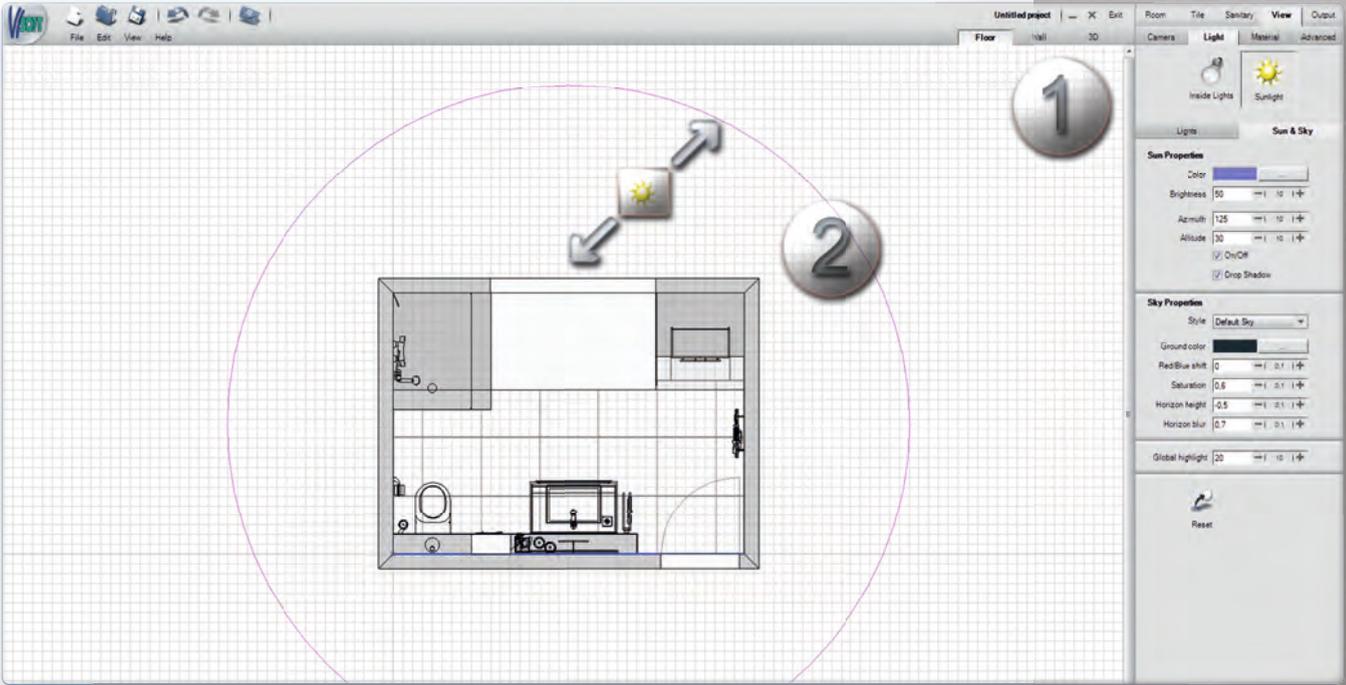


*Hint: you get the most emotional effect if you change to the 3D mode first, look out of the window and then move the cursor to red/blue shift in the sky input field. Move the mousewheel and marvel.*



*The new lighting modes enable the application of custom definitions. Lighting by the push of a button is now easy as child's play.*





*In control of the sun: with playful joy you can now add various atmospheres to projects.*





## 1.3 Interior lighting with shades and ambient light

There's now light without shadow  
So what's more obvious than simply improving the light adjustments?  
We have completely redeveloped the shadow computation and therefore competing with our own products. But don't worry, because phototuning is reaching a completely new dimension of realism. Look forward to this editions article 1.10.

### Menu extension

As before the sun options you can get to the button in the menu View–Light. Use button Inside lighting to adjust inner lights.

### Applying light sources

Mounting additional sources of light or adjusting existing lamps is done in logical sequence as seen in the picture on the right. After placing a light adjust the values for color, radius and lightness in the menu.

### Casting shadows

From now on you can gain a significant improvement of the 3D output by the use of soft shadows. Every active or newly added lightsource is now casting shadows in the basic settings. Playfully add new light sources and watch

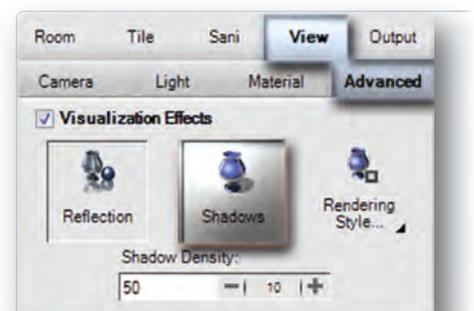
the effect in 3D and the result of shadow activity by turning the shadow cast on and off.

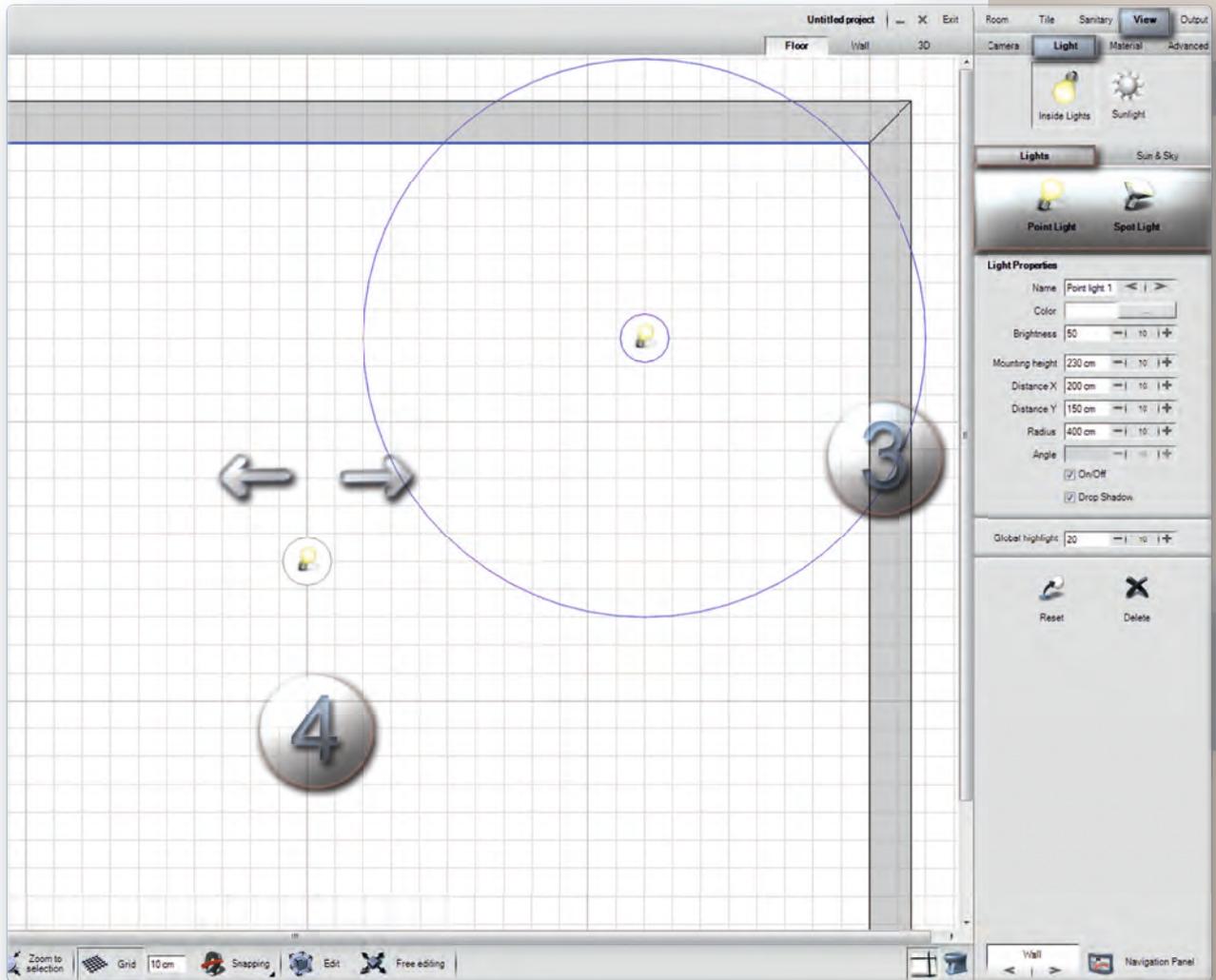
### Shadow density

Adjusting shadow density on the other hand is done in the menu View–Extended.



Now you can adjust lights and save settings for interior- and environment lighting.





The procedure of adding new light sources is always the same: Select a point light (omni) or directional light (spot) and move it to an adequate position or simply turn on existing light sources.





## 1.4 Visible light cones in 3D

### Show light cone

We have significantly simplified the adjustment of light sources within the room by showing the radiuses schematically. Activate this function by right clicking within the 3D planning view.

Choose ,3D options'- 'High-light selection', then light sources and light radiuses will be shown.

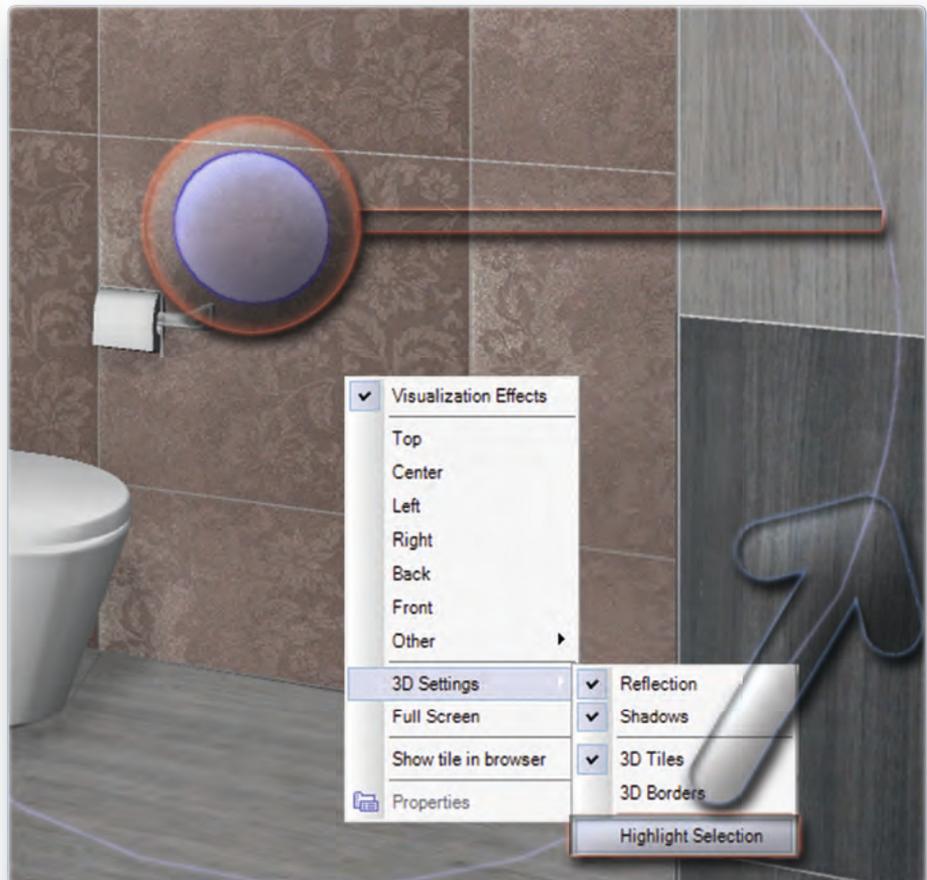
### Adjusting light sources

Adjusting light sources is done after selection by left clicking in the menu on the right side.

*Hint: Turn off all light sources in the Floor View to adjust in particular spotlights more easily. Even more easy it'll be if you set all lamps in a glaring color e.g. pink while you are in the designing phase.*



The initial light adjustments are once again done in the menu View-Light.







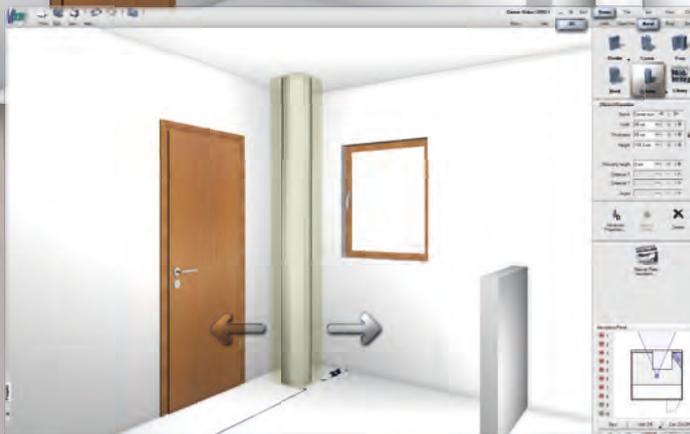
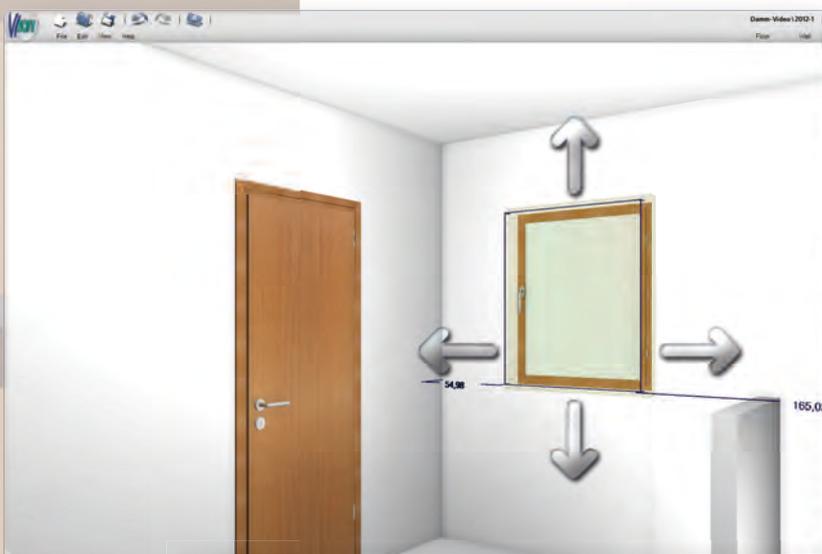
## 1.5 Places walls, doors and windows in the 3D view

### Working easefully

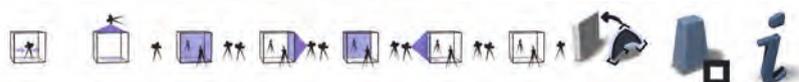
We enhanced interactivity once again and yet work is going more easefully. To place walls and roomports you won't have to leave the 3D view anymore. Forget about the key combination F12 which used to enable you to easily switch between 2d and 3D view. It's quite simple: just stay within the 3D view and select a design element in the menu Room-Door/

Window or Room-Wall. Afterwards the object sticks to the mouse cursor just like when placing sanitary objects. The only exceptions are free murals and free dividing murals. Those cannot be placed in 3D.

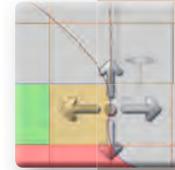
*Hint: Predefine element sizes for recurring murals in the program settings, then adjusting becomes obsolete and you keep the overview in 3D.*



*Especially when planning a reconstruction creative imaginativeness is enhanced by placing design objects in 3D.*



## 1.6 Variable grid origin



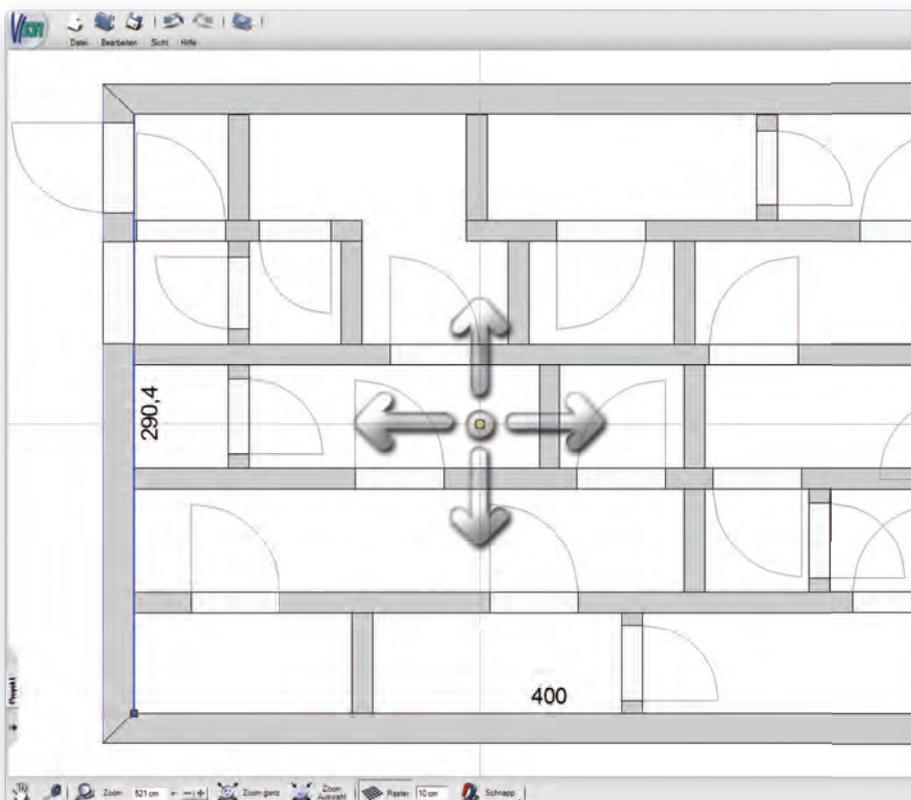
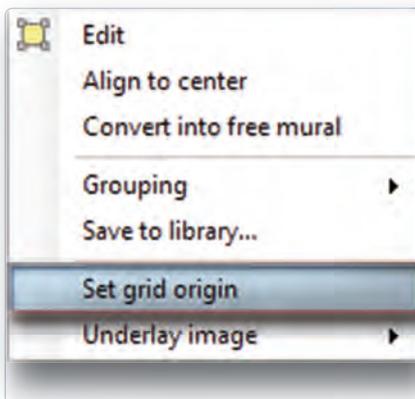
### Selecting waypoints

Another useful function assists the planner in constructing a maze as well as planning with tiles.

It's now possible to infinitely move the background grid of the room- and tile planning in the floor and as well as in the wall area. With a right click in the according area you'll get the function 'Set grid origin'.

If you activate the snap to object edges the starting point will glide along the object edges.

With a Double click or Enter you finish editing and are able to use the new starting point.





# 1.7 New interlocking method

## Work with irregular tiles

Wellness for the eye: beautiful bricks, interlocking tiles, pebble stones with a transparent background.

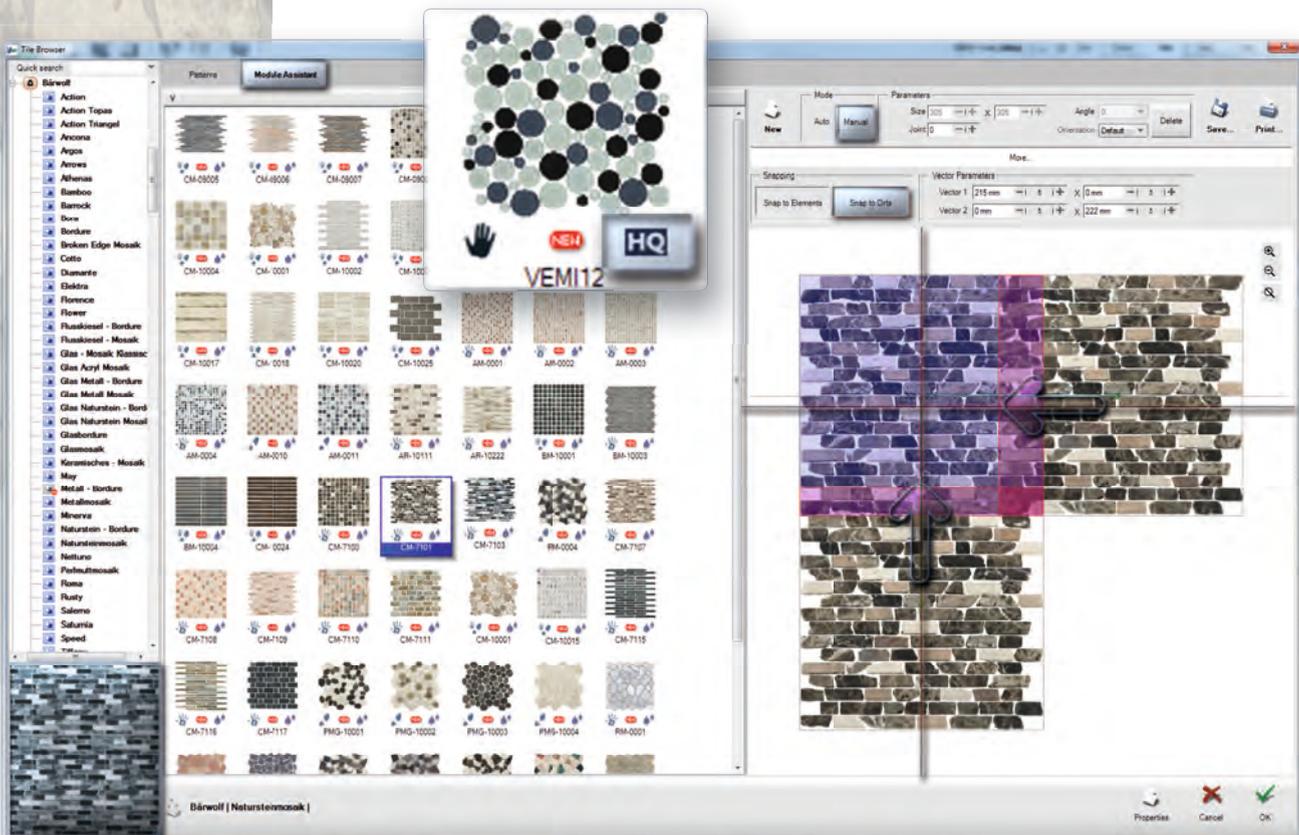
All that is no problem with the extensions in the module assistant. The method is called 'interlocking' which means tiles interlock with each other without gaps.

And that's how it's done: Open the module assistant in the menu Tiles-Place and

start a new module by clicking 'New'.

Tile data with transparent background is required for use of module-tiling. Our data- and integration department is currently importing plenty of series e.g. from our partner Bärwolf, so it'll be possible to produce impressively realistic results.

*You can recognize all textures which are with high resolution or were imported with a special texture by the HQ\_ICON.*



## 1.8 Special textures for a more realistic presentation

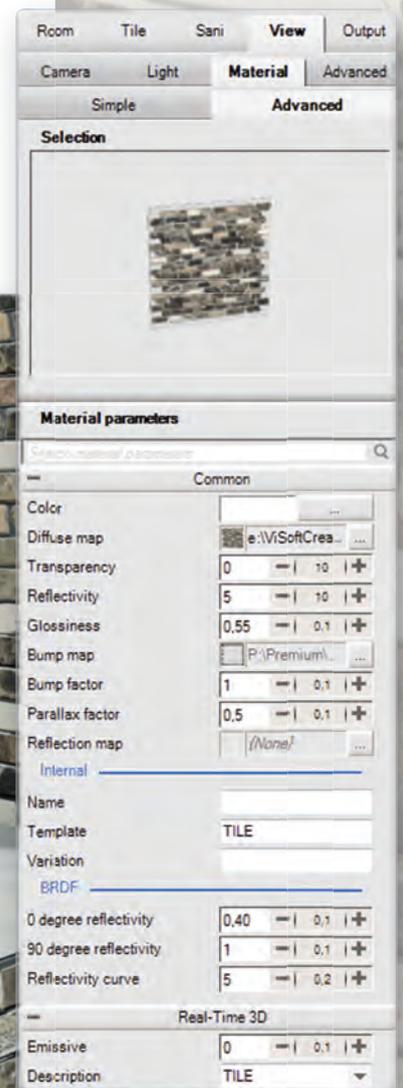
### Almost tangible structures

If you are seeking to produce a perfect presentation with almost tangible structures it's not only possible to use already integrated tiles from e.g. Bärwolf but produce custom picture data as well and add it with the extended material assistant. Producing own bump-maps and reflection-maps is not difficult: just keep in mind that white areas stand for accentuation and black areas for lowering of details and areas.

The pictures are integrated in the menu View–Material–Extended in the tab General.

*The white picture on the right shows a well done Bump-Map, as can be seen in the result below.*

*Hint: Simply use Paint by Microsoft to produce custom data (Windows Accessories) or the free GIMP from the internet.*

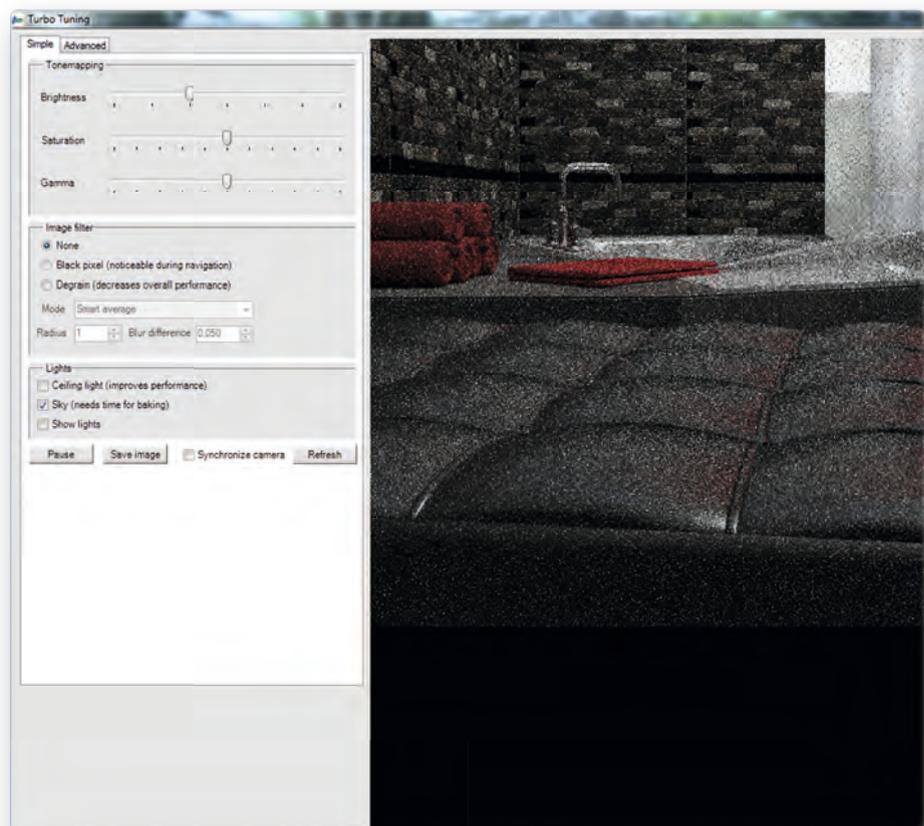




## 1.9 Photo Tuning: Fast rendering

Users of Photo Tuning can rejoice about a very special kind of highlight: Fast rendering.

This new way of computing pictures is using the graphic board and is computing atmospheric pictures much faster than Photo Tuning and not in the usual way; but have a look for yourself:



*Turbo Tuning first starts with a cloud of pixels which evolves into an atmospheric pictures. Even though computing time for a perfect picture is similar to the computing time in Photo Tuning projects can be composed faster this way.*

### Fast exposure

Especially project exposure is eased by fast rendering since the picture atmosphere is made visible after only a few seconds.

You'll find the new function right next to Photo Tuning in the menu View—Extended and Output—Picture Print. Wait

a few seconds after release until the basic options are processed to be rewarded with a fast preview in high quality.

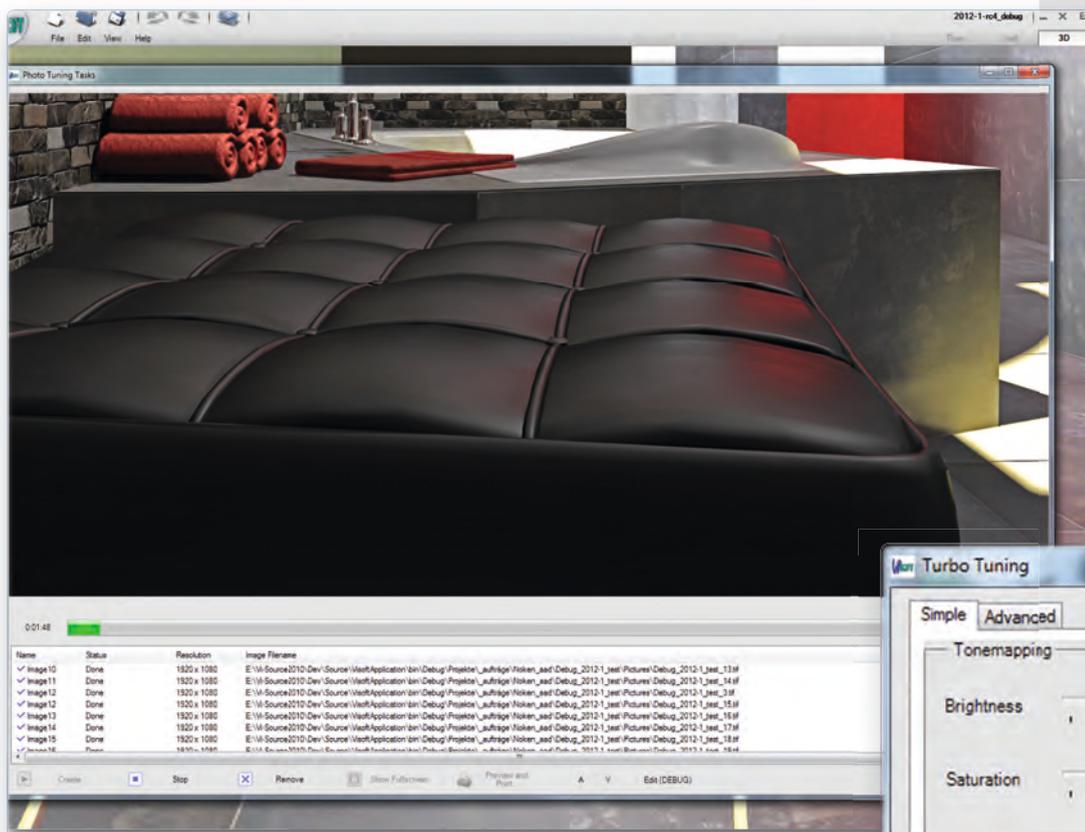
*CPU, GPU, C3PO. Sounds strange to you? Don't worry, here's a short explanation: CPU means processor. GPU means graphic processor. GPU computing is the turbo for the CPU computing, thus Turbo Tuning, since more then 500 arithmetic logical function come to use, unlike the 4-8 functions in a regular processor. This significantly speeds up computing.*





Use the advantage of fast graphic computing already when setting lights. Then the final rendering with Photo Tuning can be done perfectly in the first run.

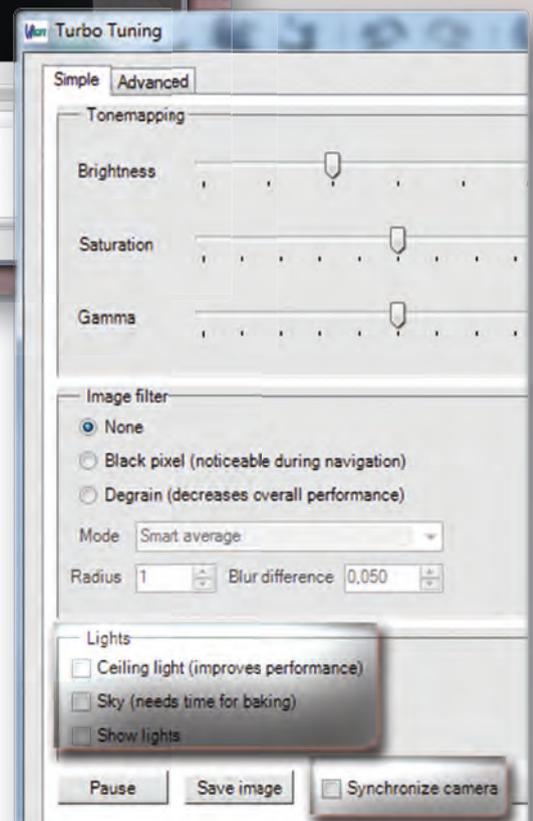
Use ceiling lights if you don't place great value on realistic reflections but want to speed up computing of interiors instead.



With a fast computer it's even possible to use Turbo Tuning and Photo Tuning side by side. The direct comparison clearly shows the different moods created by the two program modules.

If the function 'Synchronize camera' is activated any change of camera position in the 3D view will be rendered live.

The button in the area Light will effect quality and speed.





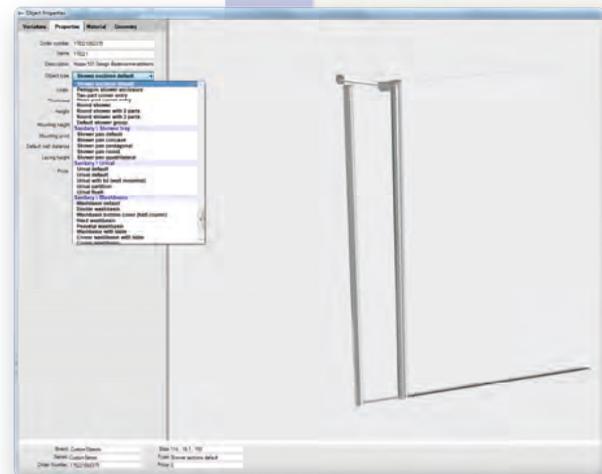
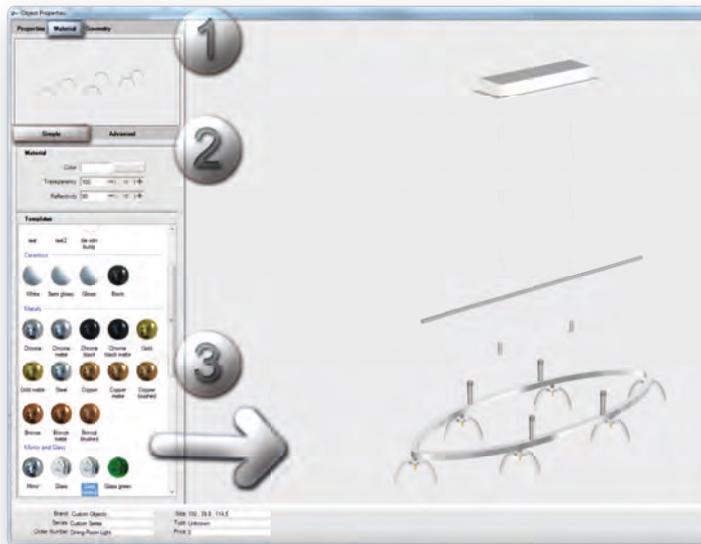


## Material management for any object

As of now materials can be applied permanently to each object. Choose the object in the material tab and subsequently one of the predefined

Mirror for example shower cabins if an installation assembly is missing and permanently save this version.

Even mounting height, mural distances, prizes and object types can be adjusted freely.

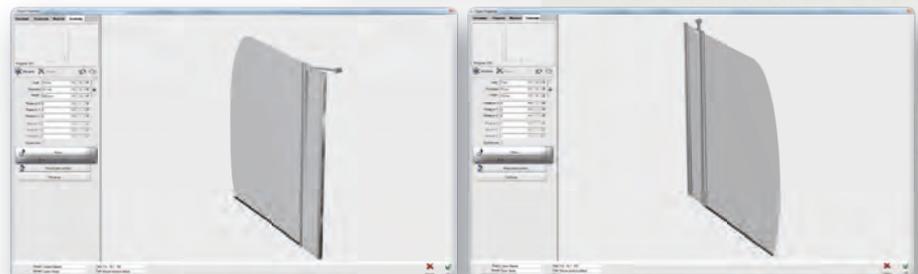
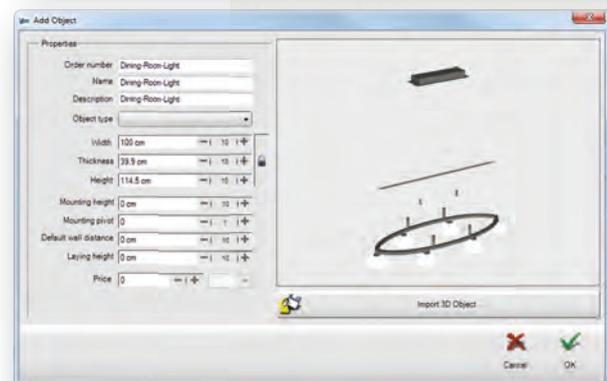


materials. The program will save all changes of the database.

*The new database functions enable comprehensive adjustments of any 3D objects.*

## Mirror and transform 3D objects

In the tabs Properties and Object geometry size and alignment can be changed by the push of a button.



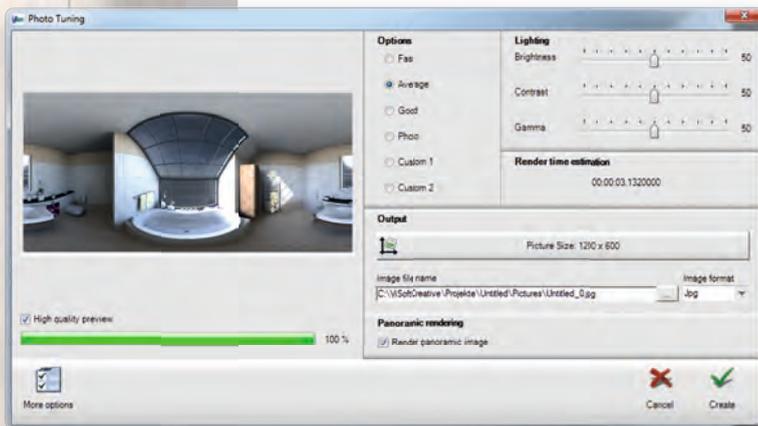


## 1.11 Panorama View

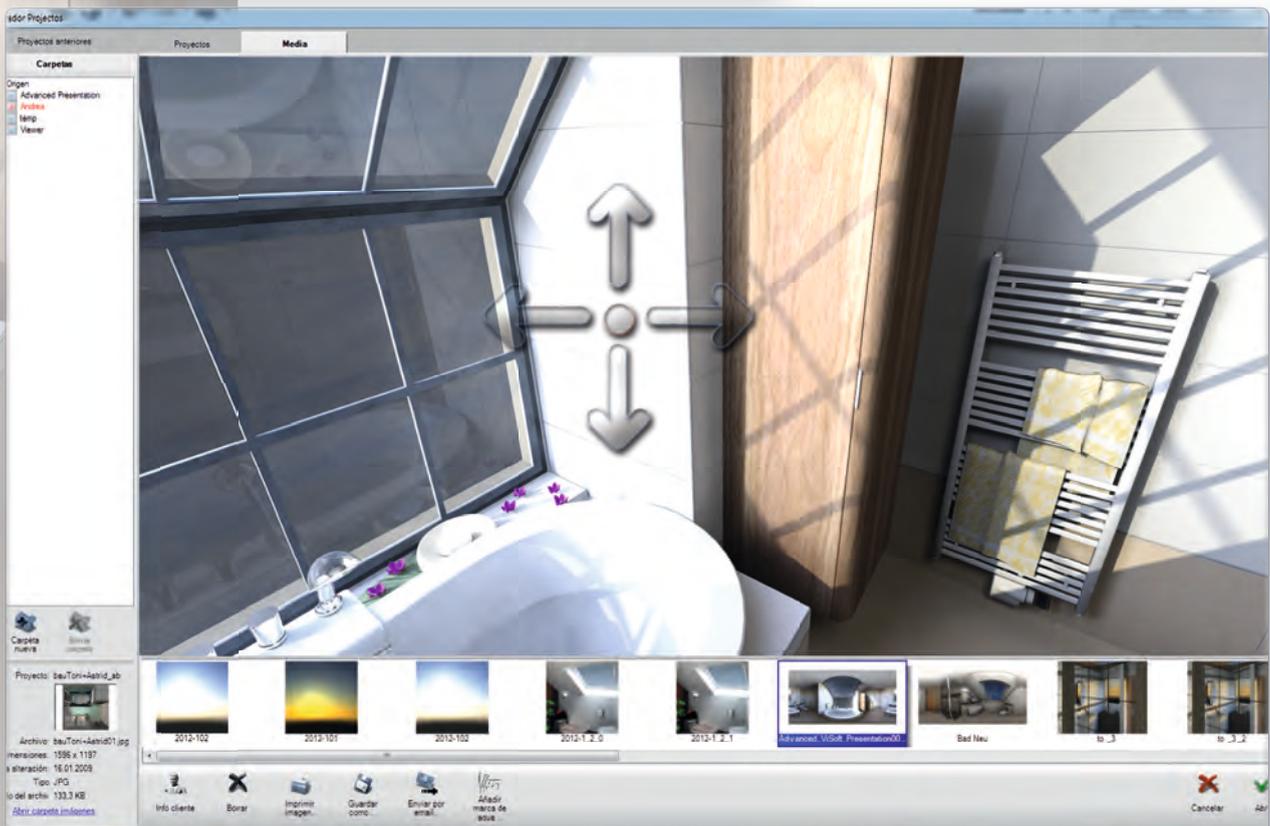
### View from the center

From now on completely integrated in the media browser: Panoramas generated with Photo Tuning are now being

shown in the media browser. All it takes is to start the media browser through output-picture print and have a look at the pictures. Panoramas are automatically display cubically.



*Panoramas can now be opened directly from the media browser and virtually experienced.*



# 2 Now even better

## 2.1 Extended basket functions

We stay true to our principles and listen to your request regarding improvements of already established functions. Baskets are for many an essential aid because using them provides a clear overview and saves time.

### Setting up new baskets

Baskets provide fast access to favored articles and make choosing tiles easier. You can add new baskets by right clicking the tab 'Projects' on the left bottom screen.

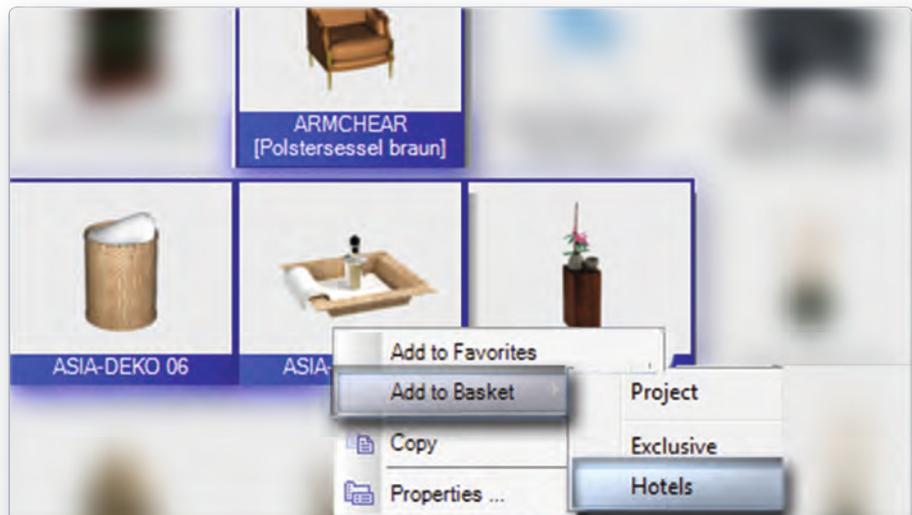
The baskets differ in the availability of their content in a new project – baskets which are called 'Project' are solely available in the current project. In new projects you'll always find an empty basket.

Despite that objects in a newly set up basket are avail-

able in all projects. With this new version you can transfer objects to the baskets by right-clicking not only within the 3D view but also from the several browsers.

*Hint: Select multiple objects by holding down the ctrl-key and jointly transfer them in the basket. Right clicking in the 3D view moves all objects into the active basket.*

Baskets make the life of the ViSoft planner much easier. Use the benefits of working with favorites and save even more time by filling up basket directly from your favorites. Instead of selecting a basket first, use the new and faster way of the context menu.





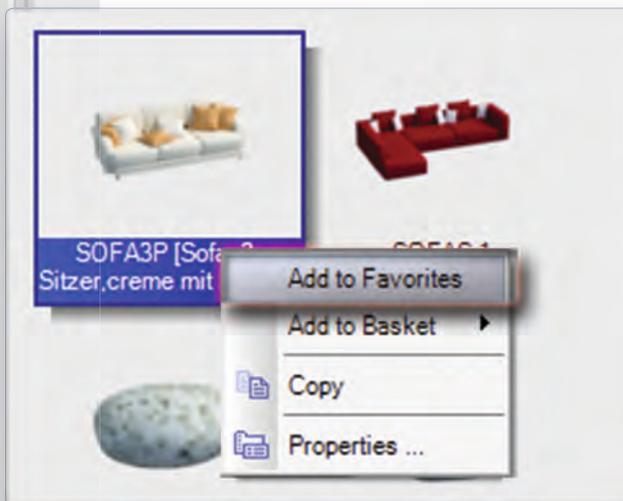
## 2.2 Quick search and managing favorites in the sanitary browser

### Better overview in the sanitary browser

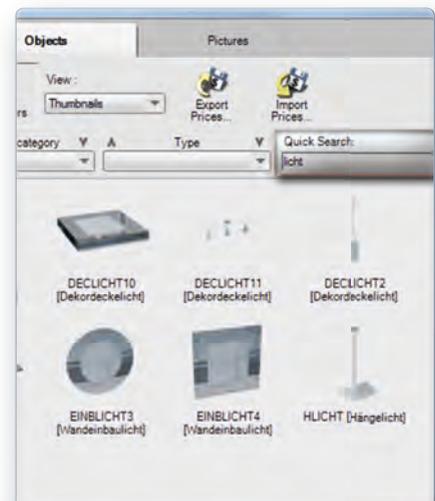
A useful function of the tile browser is now also available in the 3D object browser. Managing your favorites saves

### Quick search for objects

The 3D object browser was additionally enhanced by a new field for quickly searching objects. The search



*Favorites and quick search: Two functions which perfectly match, for quickly composing product catalogues.*



a lot of time when searching for sanitary- and decorative articles.

Find this function in the sanitary browser's context menu. Right click on one or more objects and add them to the favorites.

function can be reached from the selection window as well as the overview of favorites.

Unlike the common search with the search assistant you are now a few clicks faster.



## 2.3 Improvement of planning views

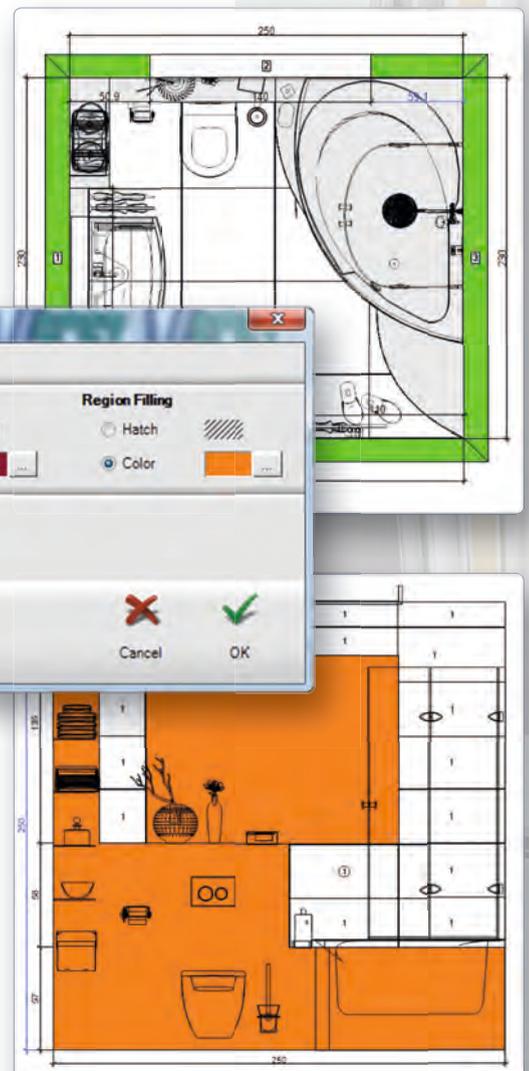
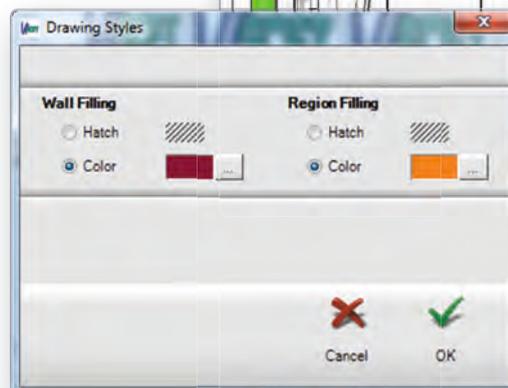
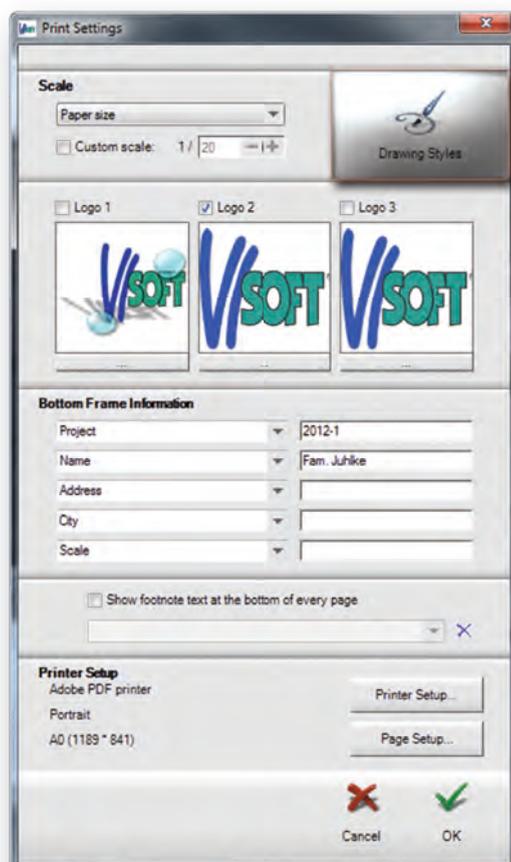


### Influencing fillings

ViSoft is steadily improving the output of your projects. This is also going into the presentation of walls and areas in your projects. We have added the button 'Drawing styles' in the printing options to provide a better overview of the output of comprehensive plannings.

There you will find a new window in which you can define the color of exterior walls and the deposit of areas.

So you are able to keep track of even extensive project plannings. Additionally you can draw the attention of executing craftsmen to special areas by highlighting them.

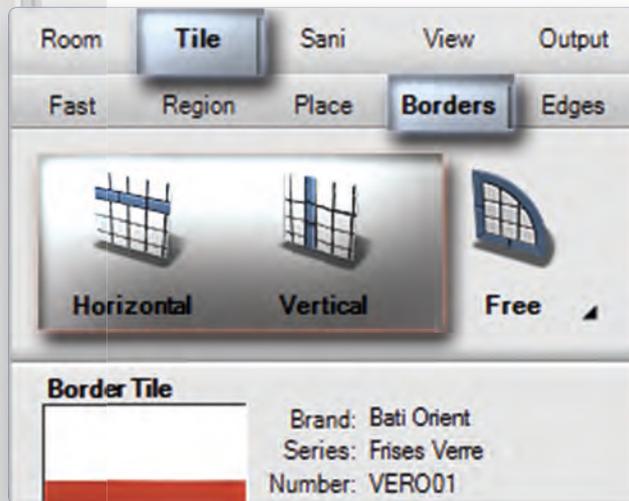




## 2.4 Improvement of aligning vertical bordures

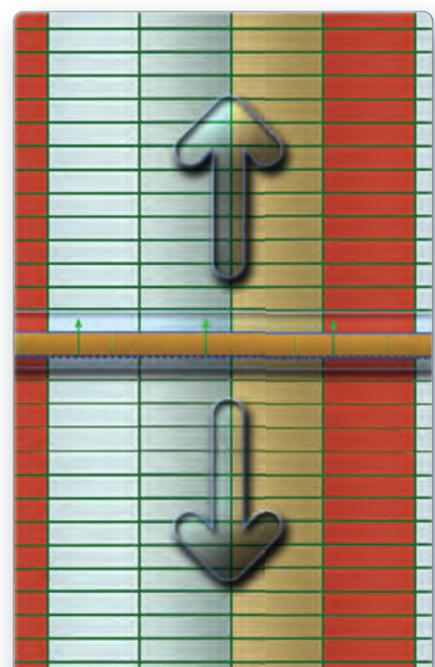
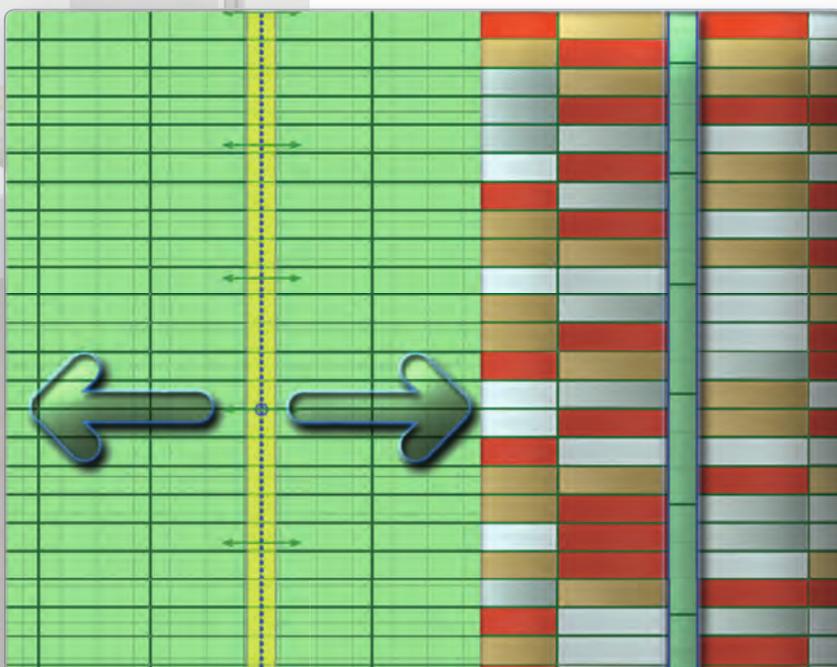
### Made to measure bordures

The unobtrusive assistant makes planning easier by offering to move the adjacent tiles either in only one direction or starting in the center in both directions, depending on the mouse position.



*Bordures perfectly fit in existing areas with the extended assistant.*

Vertical and horizontal bordures now lead to a displacement of existing areas.



## 2.5 Consecutive movement of starting point

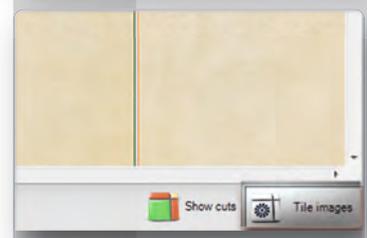
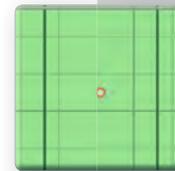
### Variation of starting point

A small change with a great impact: So far it took plenty of clicks to adjust the starting point in the menu tiles - place tiles. From now on just click and hold the mouse button on the move starting point. The tiles in the selected area will move in the indicated direction.

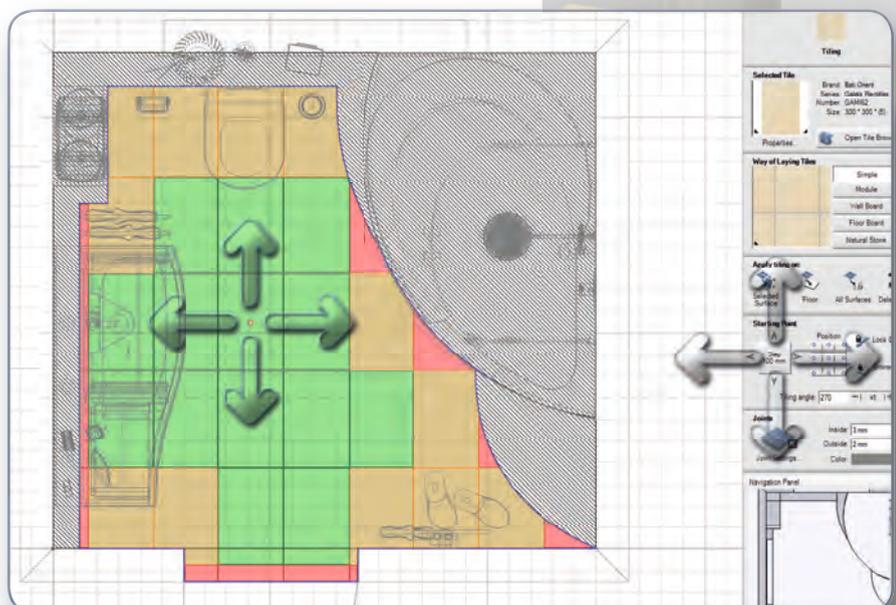
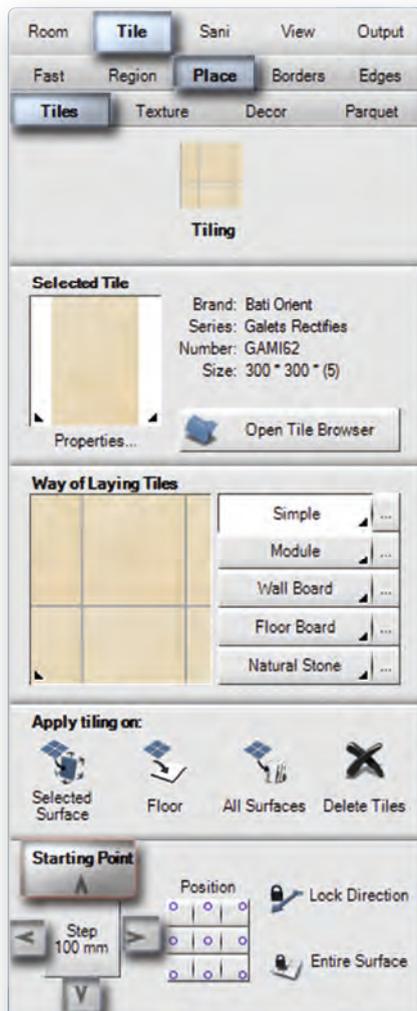
the starting point: Do you know the red point which shows up on tiled areas and which symbolizes the starting point of tiling?

Click and hold this point while moving the mouse and the tiles will move along the surface as well.

*Hint: Actively involve the customer in the consultation by switching between the view mode 'tile cut' or respectively 'tile pictures' – should the tiles be placed according to optical or rather economical points of view? ViSoft makes the decision more easy.*



You have the choice: show the tile cut or the tile pictures?



So far it has been quite tedious to move the starting point, especially when the red point for dynamically moving the tiling was ignored.



## 2.6 Quick material adjusting of doors and windows

### Material quick

ViSoft offers many possibilities to adjust doors and windows to real conditions of local premises.

Even though libraries are comprehensive, recurring frames must be adjusted according to customers' color preferences.

We have developed a quite easy solution to this: The key Standard Material within the door- and window construction assistant changes all components of one element with one click on the desired material.

Custom adjustments are made easier and a lot of time is saved.

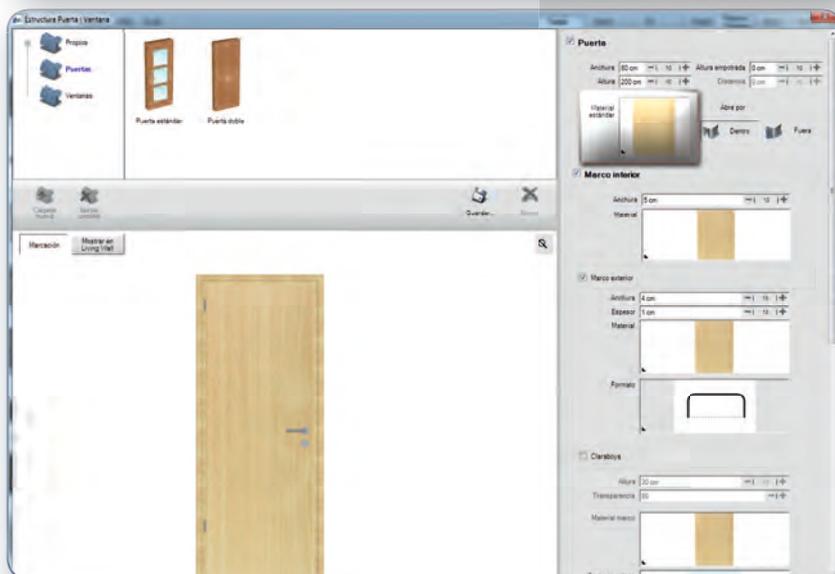
#### ViSoft-Tipp

*Get used to saving material-combinations of newly constructed doors and windows within the library, so you will save even more planning time in the future and have the rich fund of ready material-combinations at hand.*

#### ViSoft-Profi-Tipp

*New types of wood were added*

*to the material-library which can directly be used on doors and frames. Just select the particular part of an element in the 3D-view and assign the new material attribute.*



*The diversity of material adjustments for doors and windows can be quite time consuming. The key for standard material countervails that: done with one click!*

