



# CROSSVILLE DESIGN CENTER

## USER MANUAL

### ONLINE RESOURCES

Crossville Design Center:

<https://www.tileplanner.com/en/crossville/>

Maticad TilePlanner:

<https://www.maticad.com/us/tile-planner/>

<https://support.tileplanner.com/hc/en-us>



[https://www.youtube.com/watch?v=RDTUU9Sdc8k&ab\\_channel=MaticadMaticad](https://www.youtube.com/watch?v=RDTUU9Sdc8k&ab_channel=MaticadMaticad)

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## Introduction

TilePlanner is a web-application for room design, tile visualization, and modular furniture configuration. It offers high quality real-time previews of tiles, covering materials, and modular furnishing compositions in custom-designed layouts visualizable in 2D or 3D.

The goal of this document is to briefly illustrate the main characteristics and features of the online interior design tool, TilePlanner, available online at <https://www.tileplanner.com/en/maticad/>.

TilePlanner may have certain characteristics or features available which are not outlined below. Similarly, this document may contain information that does not apply to the version of TilePlanner you are using or the demo version available at the above cited website.

## Opening TilePlanner

### User Registration

Designing is available with or without registration. If you design without registering a user profile, you will not be able to save your project.

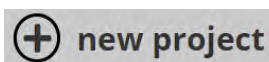
To register, you must click on *login* and then *register*. Fill out the form by inserting your name, address, email address, and password.

Once your user profile has been created, you will receive an email confirming your username. If you forget your password, please click on *Lost Password* on the login page to reset your password.

Registered users can save up to 3 projects.

To delete your user profile, please send a request to [sales@maticadusa.com](mailto:sales@maticadusa.com). Once your profile is deleted, you will not have access to any user data, saved projects, or information regarding your saved projects.

### Project Description and Settings



Once you have registered your user profile, you must login to start a new design project. Once you login, you will land on your project page from where you can click on the *New Project* button.

Launching a new project will take you to the main page of the application. You will see a blank workspace (Figure 2).

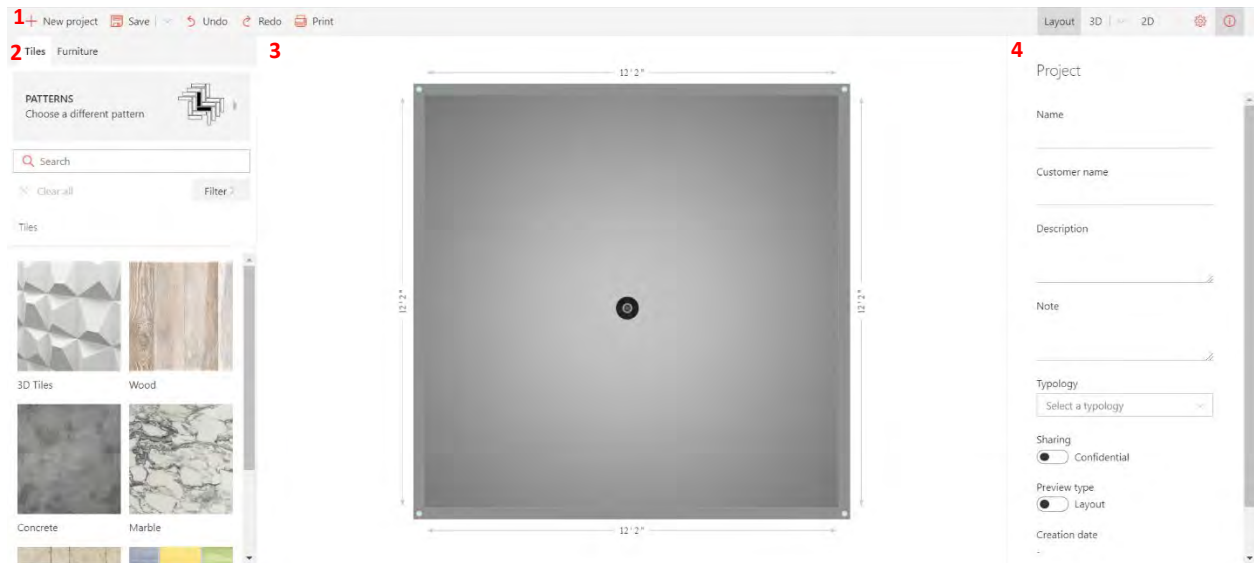


Figure 2: Blank project workspace showing the main toolbar (1), the components menu with product catalogs (2), the main workspace (3), and the project info menu (4)

On the right-hand side, you'll see a menu with project information. Here you can type the project name, customer name, description, notes, and select the type of room. This information will be useful if you save your project later.

Additionally, you can change a few settings by clicking the *Settings* button in the main toolbar. This will open options such as *Unit of Measure* and *3D Navigation Mode*, which controls how you move around when in the 3D view.

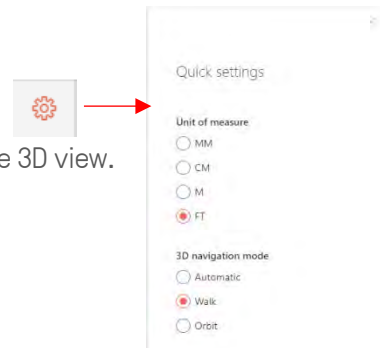


Figure 3: Quick settings menu

## Project View Modes

There are three different viewing modes in which users can view a design project in TilePlanner:

- Layout (Floorplan View)
- 3D (3D room view)
- 2D (frontal wall view)

Each of these view modes can be useful during different stages of the design process.

To switch from one view mode to another, click on the corresponding buttons located in the top right section of the main toolbar

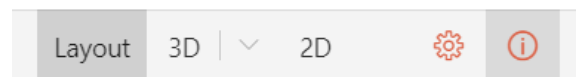


Figure 4: Switching between project view modes

# Designing in TilePlanner

## Changing Basic Room Size and Shape

When opening a new project, the default floorplan is a square room measuring 12'2" x 12'2". You can adjust this floorplan, changing the dimensions and the shape of the room in the following ways:

1. You can change the dimensions of the room by clicking on any wall and dragging it with your mouse.
2. Similarly, you can click on the displayed dimension of any wall and enter an exact measurement into the pop-up box that appears. In this case, it is important to specify which part of the wall will remain fixed (red node for the left vertex, blue node for the right vertex), or choose to extend or shorten the wall evenly on both sides by clicking the middle icon (Figure 5).
3. You can change the shape of the room by clicking on any of the angles and moving them with your mouse, as well.

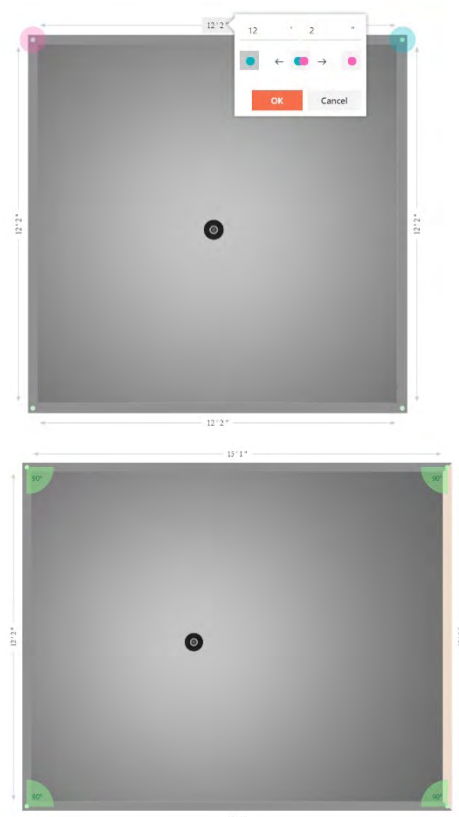


Figure 5: Changing wall size

Whenever you move a wall, the angles attached to the wall that is moving, as well as those that may change based on this movement, are highlighted (Figure 5).

## Further Modification of Floorplan (Adding Walls, Changing Shape)

You can further customize your floorplan by adding internal walls and/or platforms, or by moving your walls. When you click on an existing wall, a pop-up menu will appear letting you choose one of the following actions (Figure 7):

1. Split wall: this action creates a new node that splits the existing wall into two smaller walls. Nodes can be moved as you wish by simply dragging the node along the wall. This action is useful for creating custom shape rooms.

Once a wall is divided into two separate walls, moving one of the two semi-walls perpendicularly will automatically create a new wall connecting the two walls. For example, starting with the default square layout from before, if you split the top horizontal wall in two and then drag one of the semi-walls towards the bottom of the screen, you will automatically have an "L" shaped room (Figure 6).

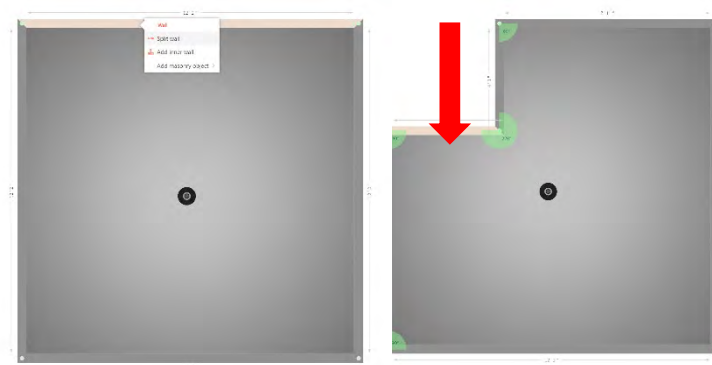


Figure 6: Splitting walls and changing room shape

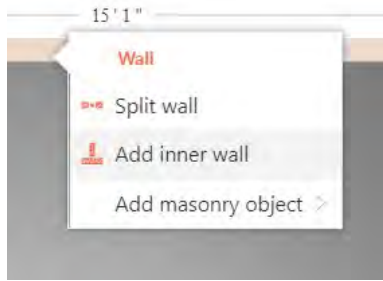


Figure 7: Modifying walls

2. Add inner wall: Adds an interior wall to the room, which you can resize and move as desired.
3. Add masonry object: Creates a masonry object, either a “small wall” or a “platform,” and adds it to the room. Each type of object can be moved around the interior of the room and, using the commands available in the menu on the right side of the page, you can change the size and other properties of the object.

Lastly, it is possible to change wall height by clicking on any wall in the 3D view and using the appropriate box in the right side menu.

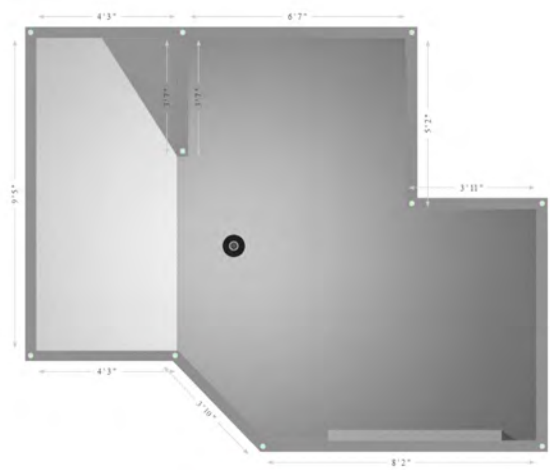


Figure 8: Custom floor plan in 2D view

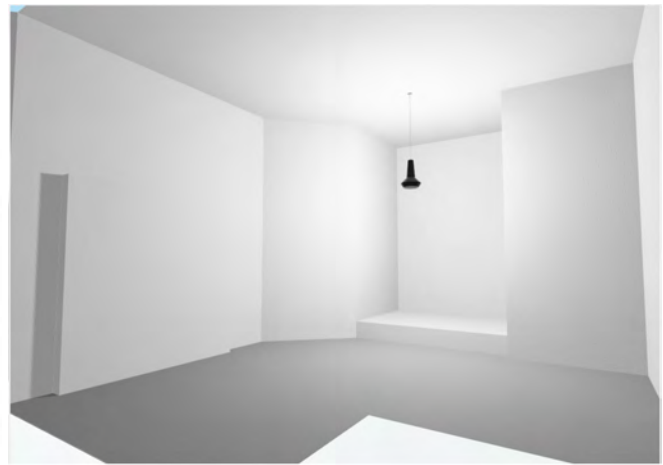


Figure 9: Custom floor plan in 3D view

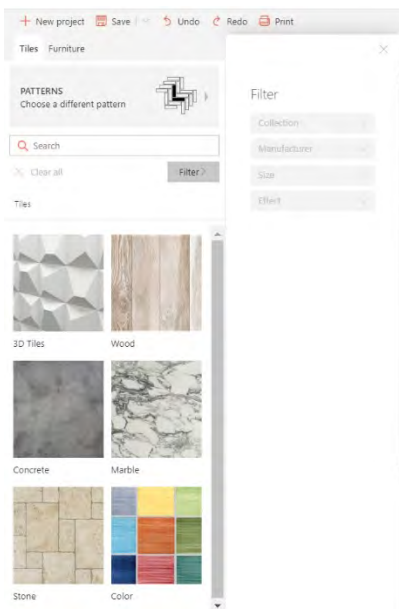


Figure 10: Components menu with access to product catalogs

## Product Catalogs

On the far-left side of the main toolbar, you can access the tile and furniture catalogs (also referred to as the components menu), which gives you access to all the items you can use when designing rooms.

There is a search bar which allows you to search for specific items and, although hidden from view by default, there is also a filter menu to help you browse the items available.

When using the search bar or the filter menu to find a specific product, the items shown in the components menu will automatically be updated to reflect active filters.

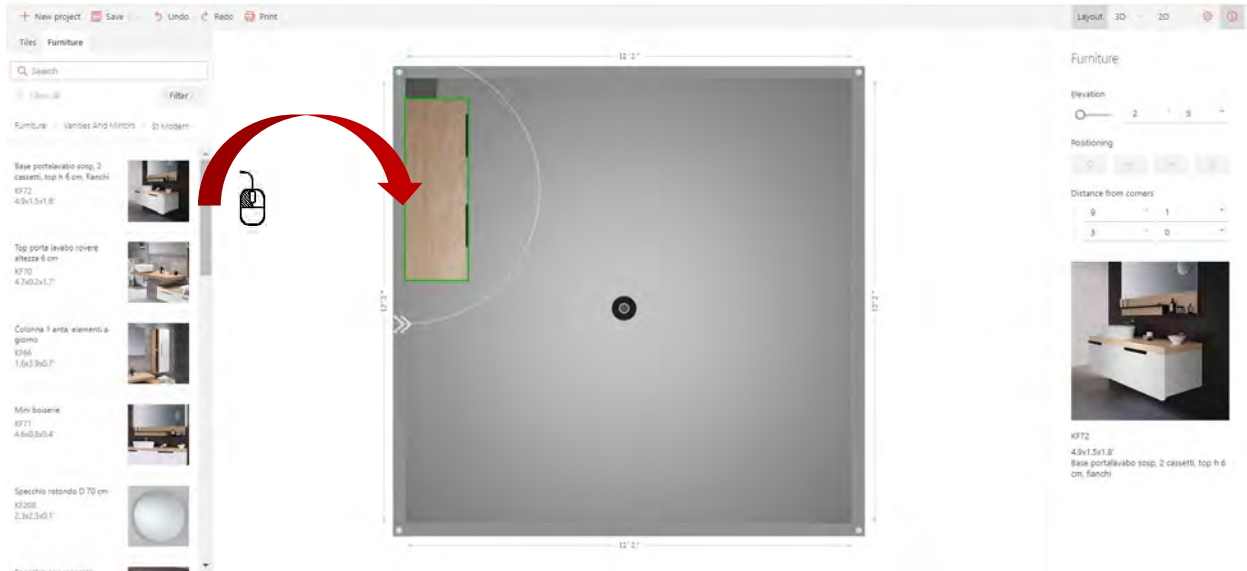
To clear active filters or search terms, hit the *Clear all* button which will reset the components menu to include all items.



# Furniture

## Adding Furniture to your Room

Once you find an item that you want to use in your room, simply click on the item and drag it from the components window into your room using your mouse (Figure 11).



*Figure 11: Adding furniture to your scene. Drag selected items and drop them into the room*

Once the item has been loaded into the workspace (items may take a few seconds to load, depending on the speed of your internet connection), it can be positioned wherever you like within the project. You can reposition an item at any time by simply clicking on it and dragging it to the desired spot. You can also use the positioning arrows, located in the menu on the right side of the page for a more precise operation.

Additionally, you can rotate an item by using the arrows that appear around the item when it is highlighted.

When an item is selected, it will be highlighted in green and information relative to the item will be visible in the menu on the right side of the page. You can also use this menu to change parameters such as elevation, position, and distance from the corners.

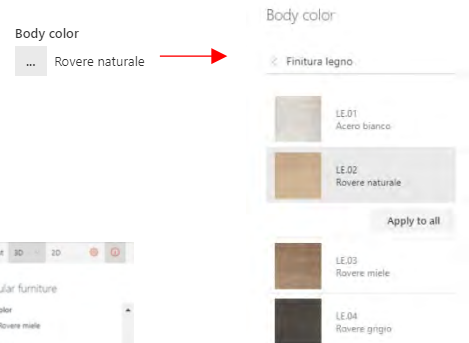
To eliminate an item from your project, simply click on the item and select “delete” from the pop-up menu that appears.

## Modular Furniture

Certain 3D items available in TilePlanner are modular and configurable, meaning they can be customized and assembled as desired by the user, following manufacturer specific guidelines. Modular pieces can be found, for example, in the kitchen, or with certain bathroom vanities.

Customizable areas for each modular furnishing item are available in the right-hand menu that appears when an item is selected. Each of these configurable parts of an item has a number of variants available. Users can select between variants to create the desired composition.

To change a customizable area, simply click on the button below the area. In the menu that appears, click a variant to change the selected item, or click *Apply to all* to change the option for the entire modular furnishing model in the scene.



*Figure 11: Customizing cabinet color by selecting an option from the right-hand menu*



*Figure 12: Two kitchens with modular furnishing customization with cabinet door, cabinet pull, and finish*



# Tiling

## 3D Tile Preview with TileInspector

TileInspector is a high-quality 3D visualizer for individual tile products. TileInspector lets you view tiles in high-quality 3D, interacting with them (rotating, zooming in and out), and evaluating reflection, surface texture, and finishing as seen in the high-resolution digital recreation of the product within the tool.

If TileInspector is available, you will see the button *Interactive 3D View* available alongside the product information of any tile. To launch TileInspector, simply click on this button (Figure 13).

If this button does not appear alongside a selected product, TileInspector is not available.



Figure 13: Launching Tile Inspector with the “Interactive 3D view” button

TileInspector will open in a pop-up window (Figure 14). You can rotate the tile by holding down your left mouse button, pan the image by holding down your right mouse button, and zoom in/out by using your mouse wheel.

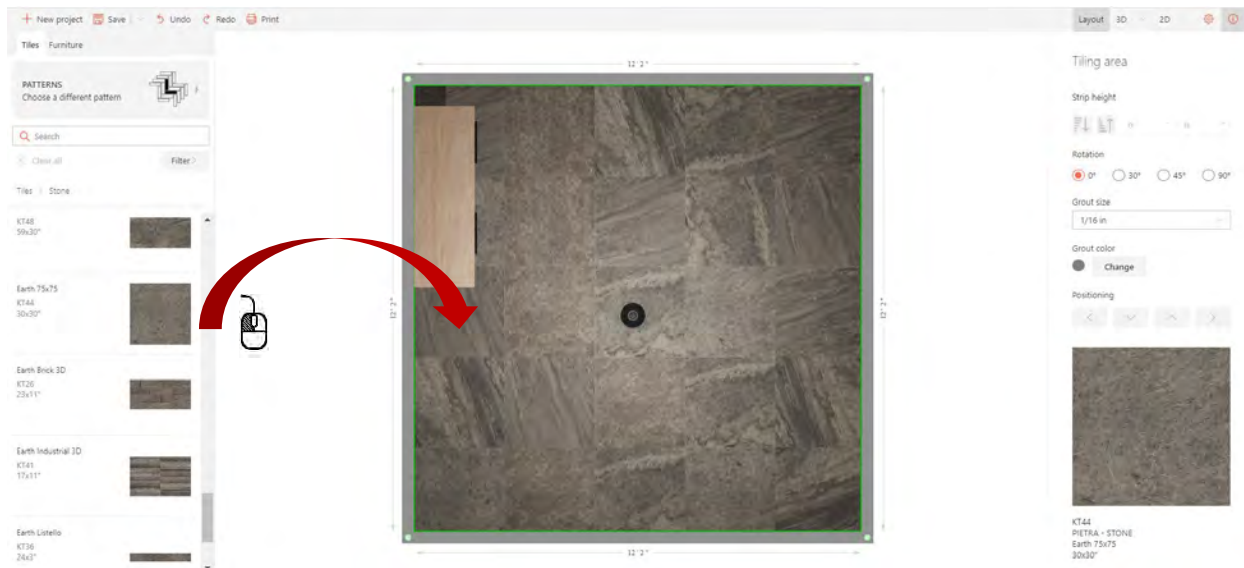


Figure 14: 3D view of tile with Tile Inspector

## Tiling the Floor

Just like for furniture, to place and position a tile within your project, simply drag & drop an item into your project.

If the tile you select is dragged onto the floor, then it will be applied to the entire floor in a simple straight-lay pattern (Figure 15). This is the easiest and fastest way to lay your floor with a material. Complex tiling patterns are available within TilePlanner and will be discussed in detail below.



*Figure 15: Dragging a tile onto the floor of a project*

When you select a tile or a material, the menu on the right side of the page will contain information and details about the product that you selected. In addition, there are several commands available in this menu to help you customize tiling:

- Rotate tiles (0, 30, 45, 90 degrees)
- Grout size and color
- Horizontal and vertical position of the installation starting point

## Tiles with Multiple Faces

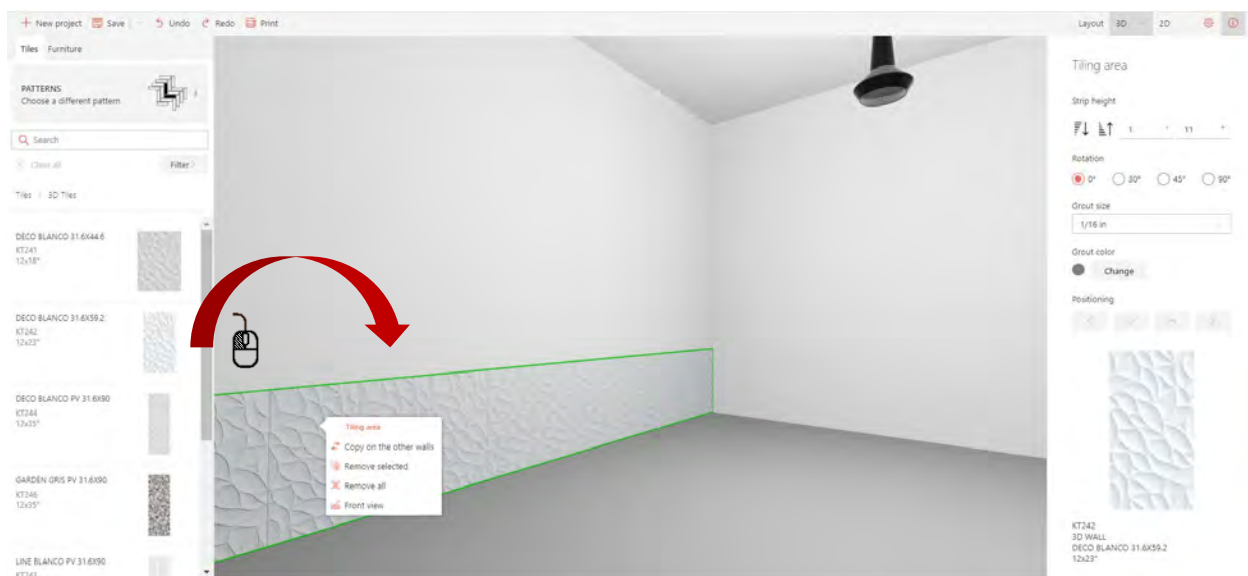
TilePlanner can easily manage tiles with multiple faces. The N faces of the tile will be randomly distributed on the surface (for both floors and walls), which allows for a realistic graphic representation of the surface. A critical prerequisite for this realistic rendering is the presence of multiple images of the product in the TilePlanner database, which need to be supplied to Maticad by the manufacturer of the product.

## Tiling Walls

When a product is dragged onto a wall, it will be applied in one horizontal strip, starting from the bottom of the wall (Figure 16). The right-hand toolbar will show the same commands as before (Rotate, Grout size/color, horizontal and vertical position of installation starting point) but will now add:

- Strip height: increases or decreases the number of rows of tile in a horizontal strip. You can also use this feature to specify an exact height of a strip; in this case, tiles will be cut precisely to achieve the desired height.

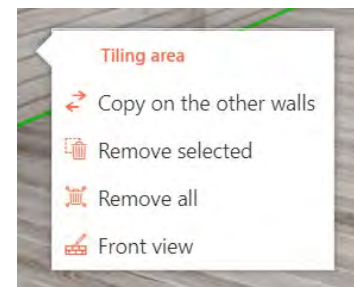
Dragging another tile onto the same wall will create a new horizontal strip above the previous one.



*Figure 16: Tiling walls within a project*

Clicking on any of the strips on the wall will cause a pop-up menu to appear (Figure 17). From this menu, it is possible to perform the following actions:

- Copy the tiling of the selected wall to all walls of the room
- Delete the selected strip (highlighted in green)
- Delete all tiling from wall
- Switch to 2D view mode (with frontal view of the wall)



*Figure 17: Pop-up menu for tiling walls*

With horizontal strips, it is easy to create accent strips or borders on your wall.



*Figure 18: Example of horizontal strips to create trim and borders*

## Vertical Tiling

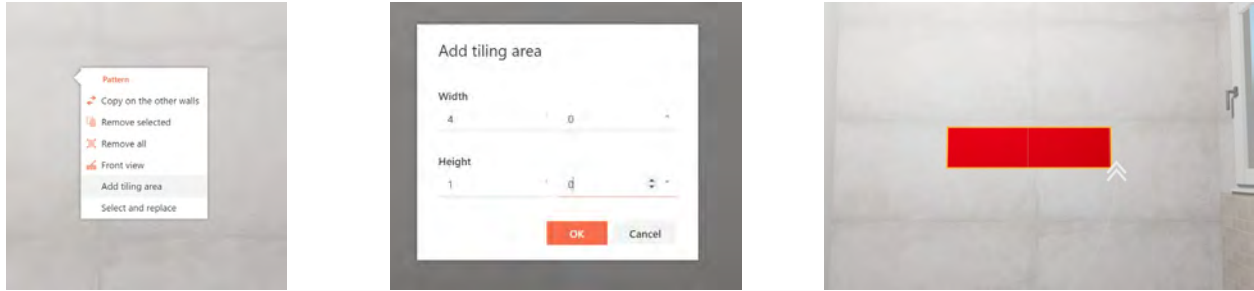
In order to create vertical tiling patterns, you must divide a wall into different sections (Figure 19). This can be achieved by splitting the wall, as explained in the section “Further Modification of Floorplan”. This allows you to tile each section of the wall individually, as desired.



*Figure 19: Creating vertical tiling strips by dividing a wall into separate sections*

## Tiling Areas & Accent Areas

On any given surface, you have the option to create a rectangular tiling area. To add a tiling area, click on the surface and select “Add tiling area”. Set the width and height of the tiling area:



*Figure 20: Creating a tiling area on a wall*



The tiling area can then be tiled like a regular surface with all the standard features (rotate, customize grout, change position, change laying pattern, etc.)

It is also possible to create a 3D tiling area by building a platform or small wall, as mentioned in the “Further Modification of Floorplan” section.

To create a 3D tiling area on your floor, for example, first create a platform with the desired dimensions and place it within your project. Next, change the height of the platform to the desired value (you may want to switch from ft. to mm. as your unit of measure momentarily in order to set a height with more precision (see “Project Description and Settings” for information on how to change unit of measure).

You can use the same method to create accent areas on walls.



*Figure 21: Example of tiling areas within a TilePlanner project*

## Changing Single Tiles

It is also possible to change individual tiles on a given surface. Click on the desired surface and select “Select and replace”. Select the tile(s) you want to replace and drag the new tile into the selected area. The new tile must have the same size as the existing tile.

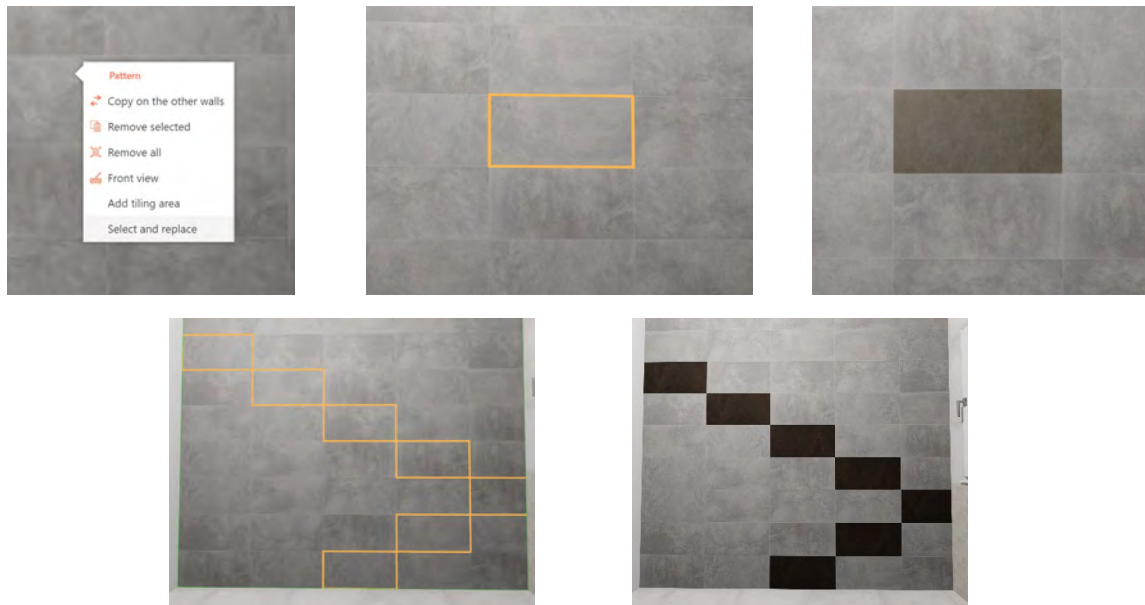


Figure 22: Swapping out a selection of tiles on a wall

## Wall Color

To change the color of a wall, simply click on the wall. In the right-hand menu, a button will appear called *Material type* (Figure 23). Click on the three dots, and then select from the list of colors available.

Click on the color once to apply it to the selected wall or select *Apply to all* to apply it to your entire room (Figure 24).

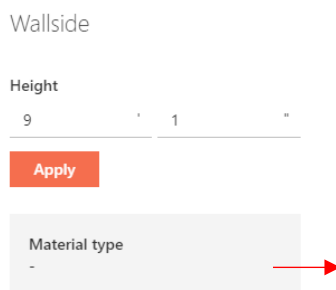


Figure 23: Right side wall menu with wall height control and button to access wall color options

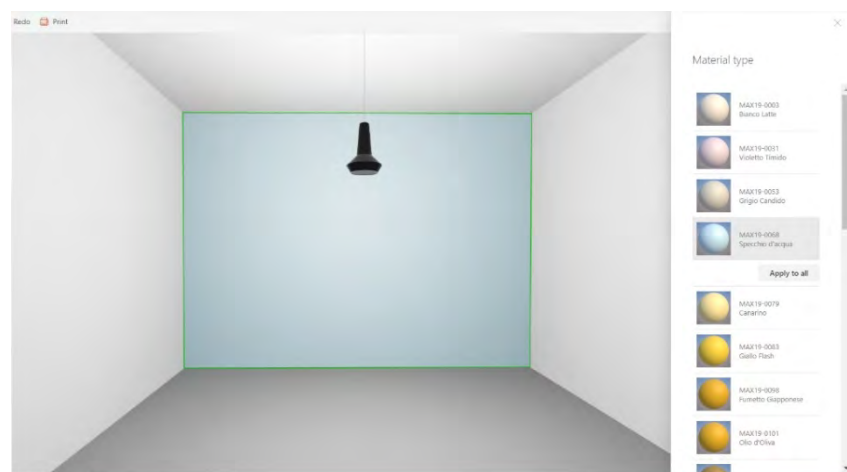


Figure 24: Changing wall color



Figure 25: Example scene with vertical tiling area, platform imitating throw rug, and gray walls

## Laying Patterns

Hundreds of smart laying patterns are available within TilePlanner which make creating complex tiling designs a fast and simple process.

As described in the “Tiling” section, dragging a tile onto a surface without first having selected a laying pattern will apply the tile to the surface in a straight lay pattern, i.e. the default laying pattern within the application.

We can, however, choose a smart laying pattern from the components menu by clicking on the *Patterns* button in the *Tiles* tab (Figure 26).



Figure 26: Accessing pattern menu

Patterns are organized by the number of SKUs that compose the geometry of the pattern. We can filter patterns by number of SKUs by clicking on the *Filter* button available below the search bar.

In the bottom right corner of each pattern preview, the type of tiles that can be used to fill the pattern are indicated; tiles available for each pattern will be restricted by the geometric properties of that pattern.

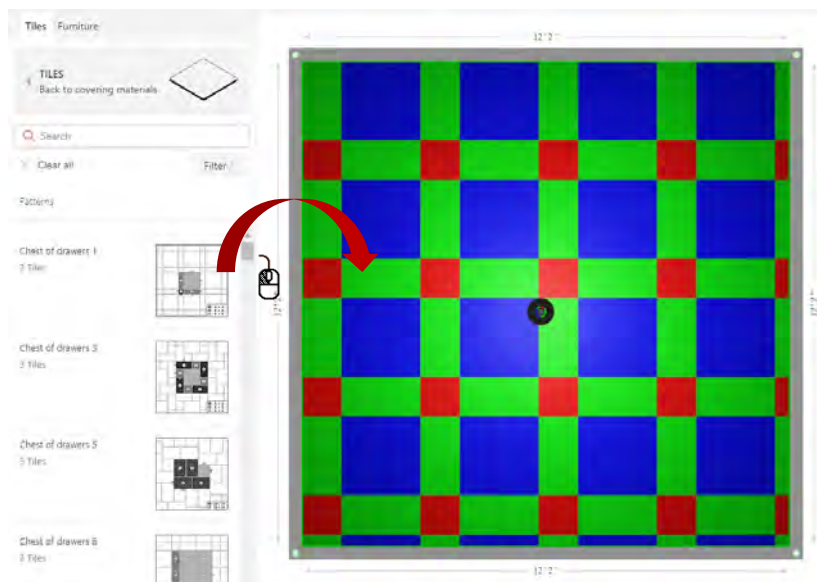
All patterns in the application are smart patterns, meaning they are dynamic and responsive, changing based on the size of the tile that is inserted into the pattern.

## Using Smart Patterns when Tiling

After you select the pattern that you want to use in the design, simply drag it onto the surface where you want to lay the tile.

The geometric pattern shown in Figure 28 calls for the use of three tiles: two square tiles and one rectangular tile.

In this case, these tiles must be chosen following precise geometric guidelines: the long side of the rectangular tile must equal the side length of the large square and the short side of the rectangular tile must equal the side length of the small square.



*Figure 28: Dragging a pattern onto the floor of a project*

After your pattern is positioned on the desired surface, find the tiles that you want to use with this pattern.

Select the tile you want to use and drag it onto the corresponding area in the pattern. In Figure 28, a large square tile should be dragged onto any of the blue sections of the pattern. Once you drop this tile into the colored area, all the corresponding sections of the pattern will be filled, and the pattern will automatically adapt to the size of the selected tile (Figure 29).

Continue filling the remaining colors with the tiles selected, keeping in mind the geometric constraints of the selected pattern.



*Figure 27: Picking a smart pattern from the pattern menu*



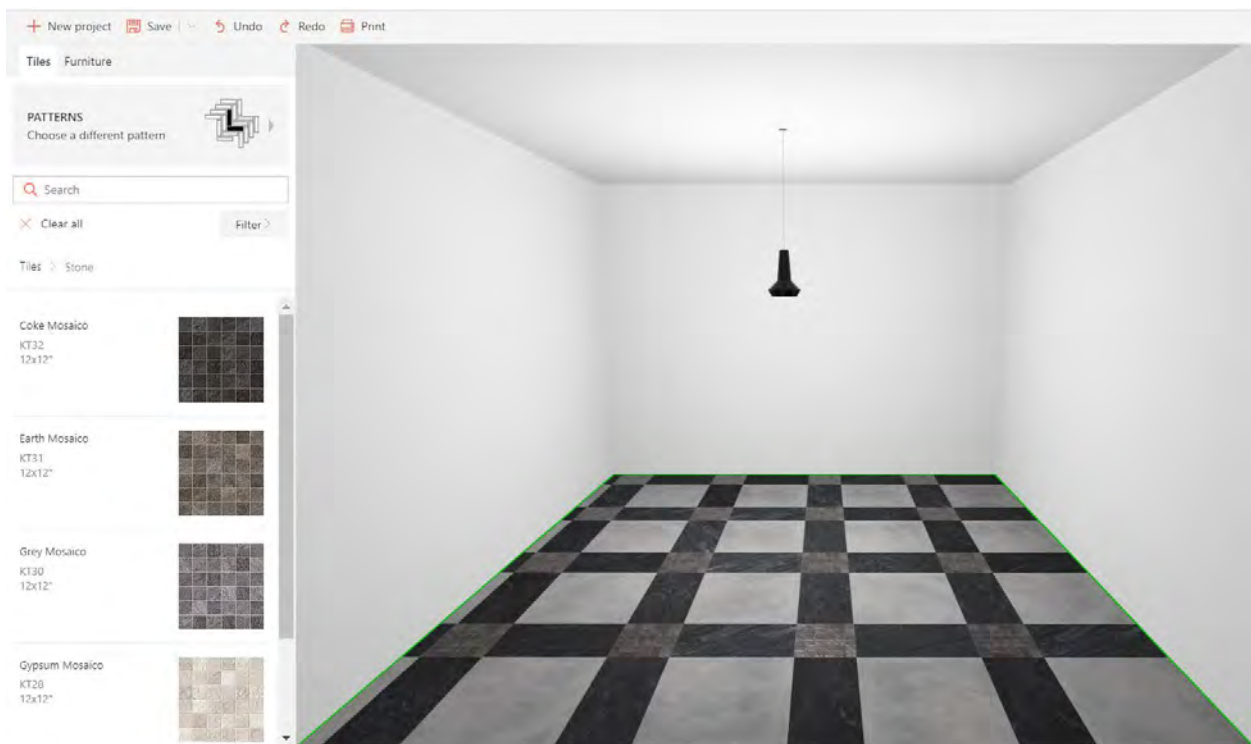
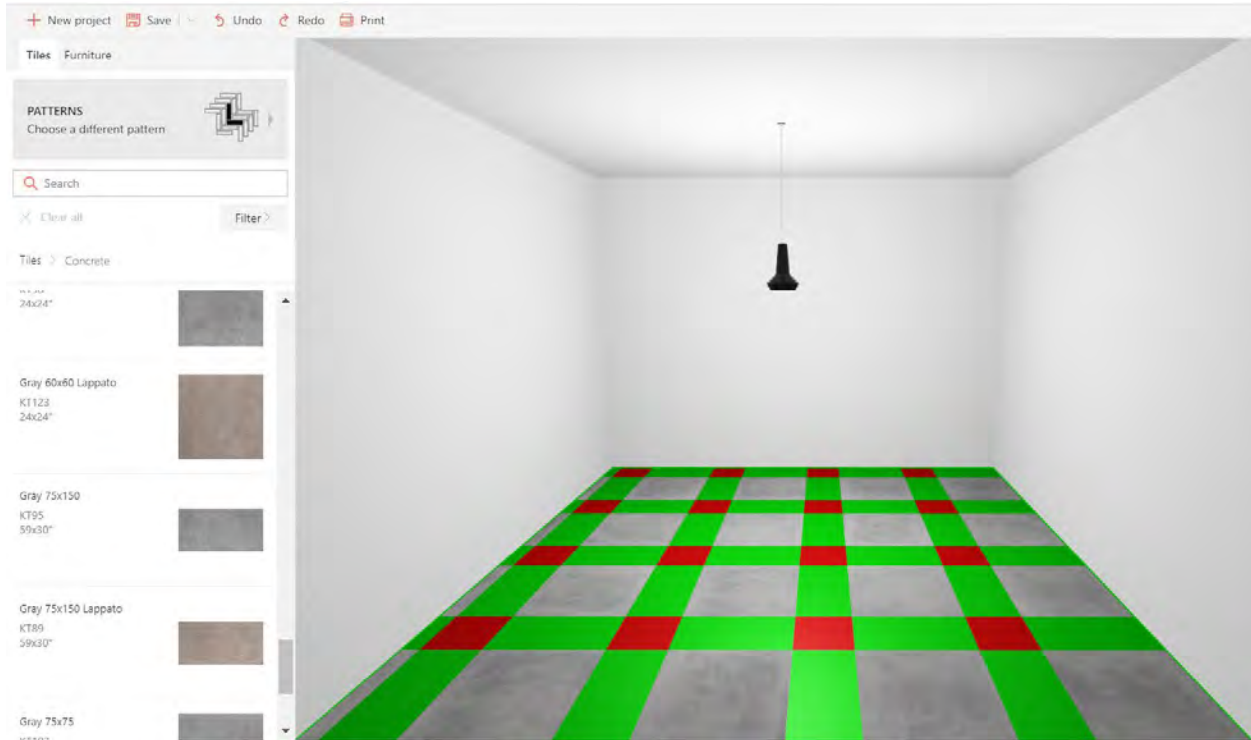


Figure 29: Filling a smart pattern with selected tiles. It is important to take geometric constraints of a selected pattern into consideration when selecting tiles

## Saving and Printing your Project

Once you are done with a design project, you can save your project to continue working on it at a later time or print a summary of your project with project images and details.

To save a project, make sure you have inserted a project name, customer name, and room type (see “Project Description and Settings” section).

Click *Save* once to save your project with the current project name. Click on *Save As* to save a separate version of your project with a new name. To save multiple versions of the same project, simply continue to use *Save As* to change the name of your project, for example: Bathroom v1, Bathroom v2, Bathroom v3, etc.

Your saved projects will be available, along with project templates made available to all users, in the *Your Projects* section of your user profile.

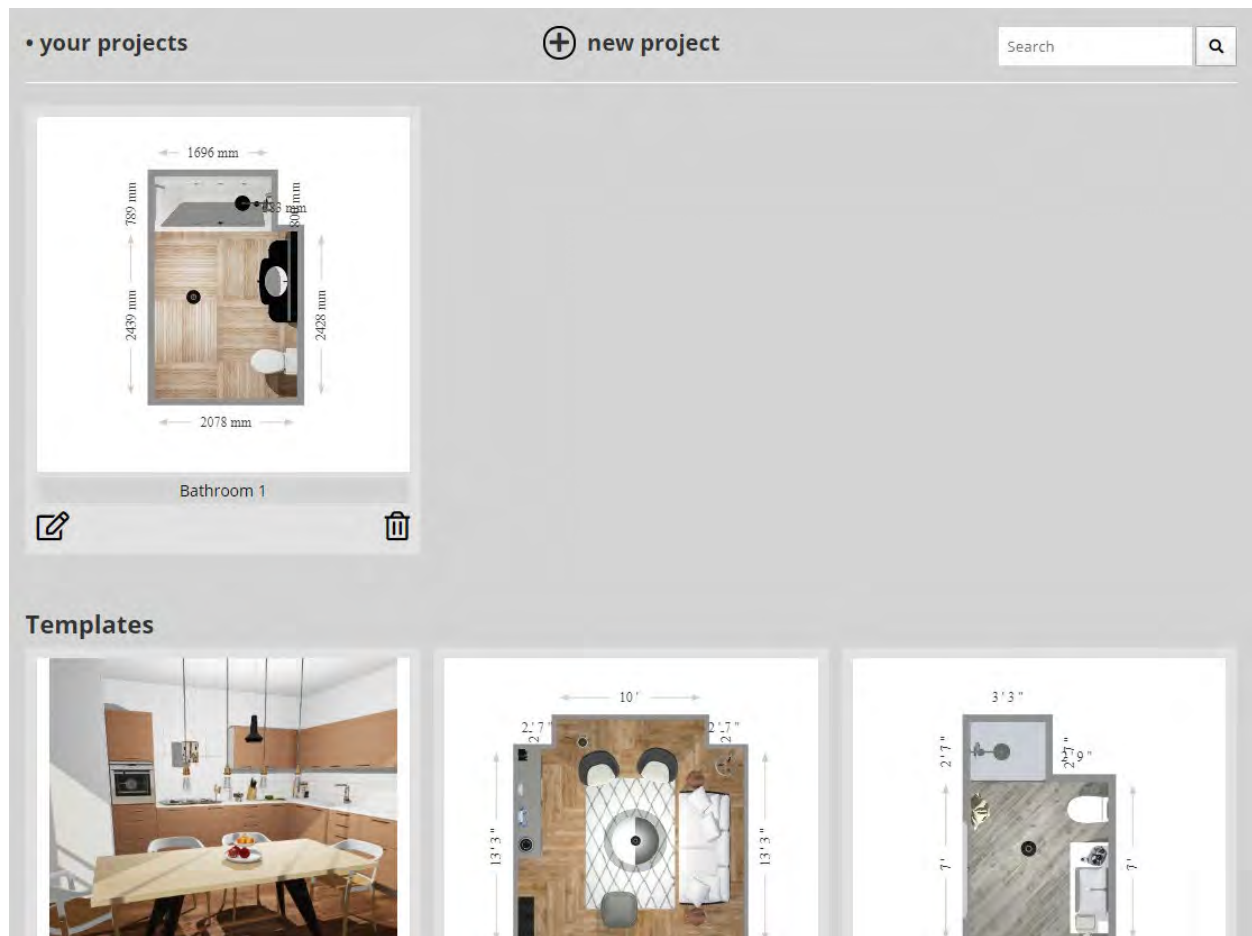


Figure 30: My Projects page connected to your TilePlanner user profile. Saved projects can be viewed and opened here, as well as public template projects

To print a project summary, simply click *Print* and a PDF summary of your project will be generated. This will include your floorplan, a 3D image of your room (a screenshot of your current 3D view) and 2D wall views for each wall. It will also include a material list with product information and quantity. You can choose which of these sections to include in your project printout.



Project name:  
Customer name:

Creation date: **2/3/2020, 12:48 PM**



*Figure 31: Final screenshot of project printout*

## Questions?

If you have questions regarding the use of TilePlanner, please contact your site administrator or the Maticad sales team at [sales@maticadusa.com](mailto:sales@maticadusa.com).