

TILEPLANNER

User Manual

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

Customized versions of the tool may have different characteristics and features which are not outlined below.

1. Project View Modes

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

- Layout (Floorplan)
- 3D
- 2D (wall front 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 1, red box).

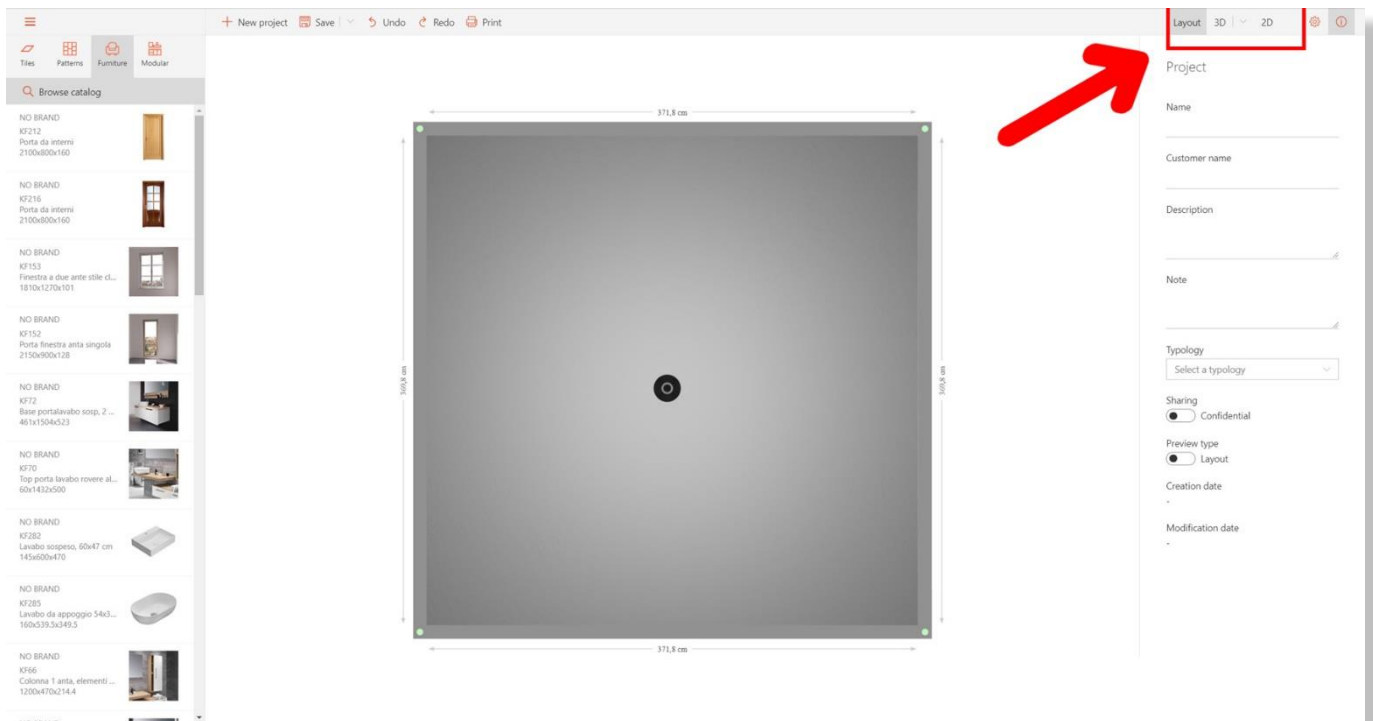


Figure 1: Switching between project view modes.

2. Modifying the Floorplan

When you open a new project, the default layout is a simple square room. You can modify this layout, 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 (top, bottom, left, right) and dragging it by using your mouse. You can click on any of the angles and move them with your mouse, as well. 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 4).
- 2- By clicking on the displayed dimension of any wall, you can change the length to an exact measurement by typing a new number in the popup box that appears. In this case, you can also specify which of part of the wall will remain fixed (red node for the left vertex and blue node for the right vertex), or choose to extend or shorten the wall evenly on both sides (Figure 2).

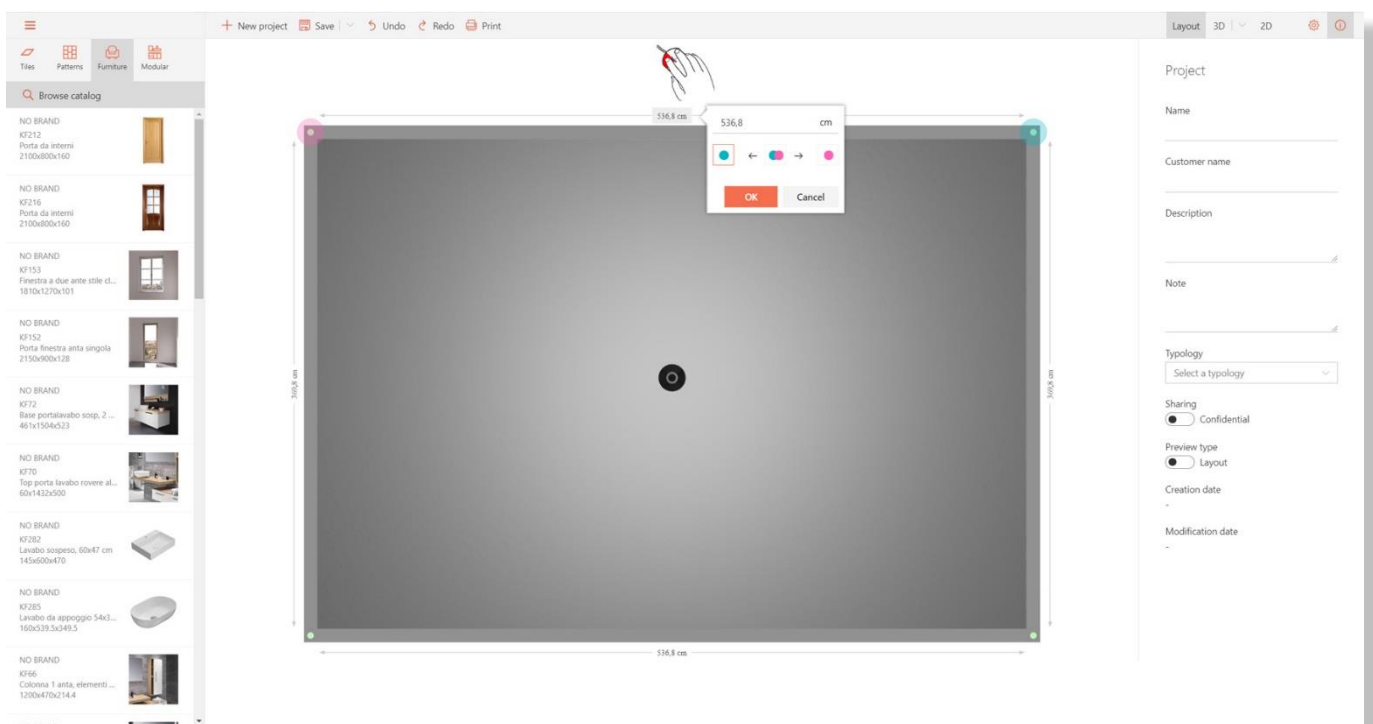


Figure 2 – Changing the dimensions of a wall.

- 3- When you click on a wall, a context menu appears which lets you perform the following functions (Figure 3):

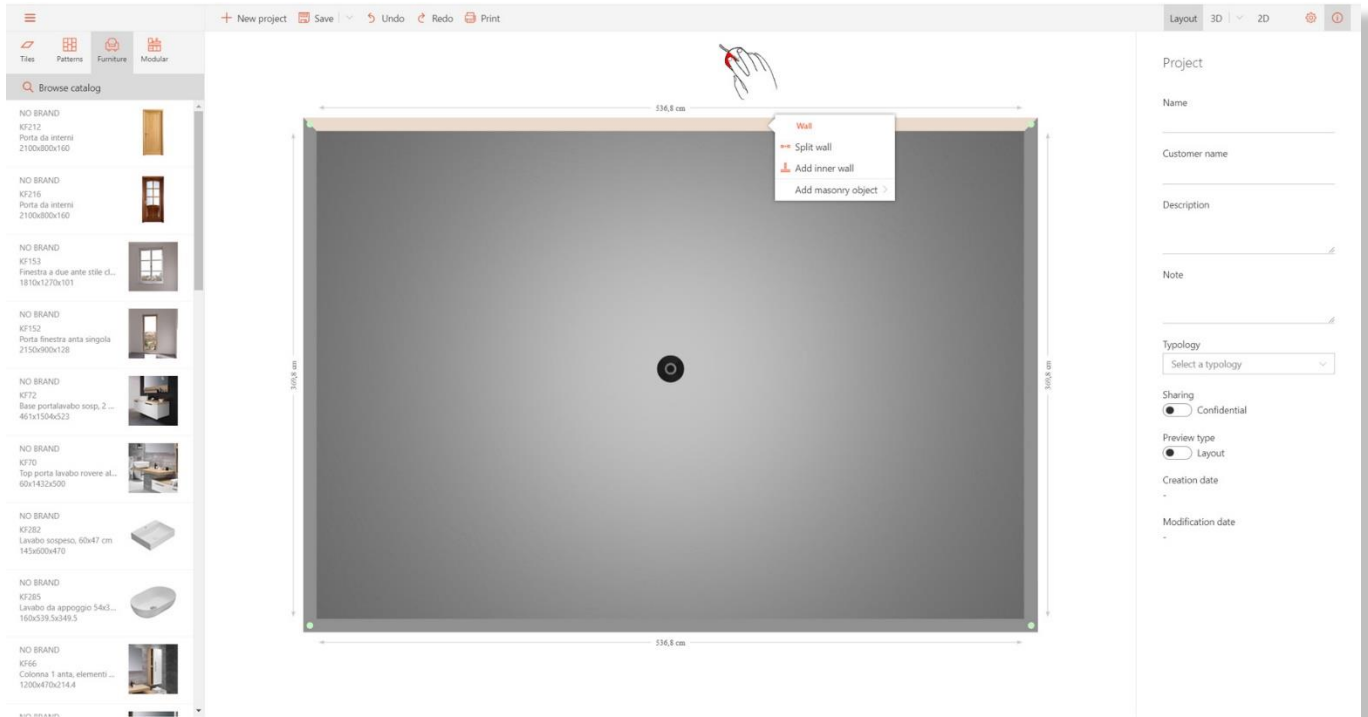


Figure 3 – Creating nodes, inner walls, and objects.

- Split wall → creates a new node that splits the wall into two smaller walls. Nodes can be moved as you wish by simply dragging the node along the wall.

It is important to note that, once a wall is divided in two, moving one of the two semi-walls perpendicularly will automatically create a new wall. 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 achieve the “L” shaped room seen in Figure 4.

- Add inner wall → Adds an interior wall to the room, which you can resize and move, as desired.
- 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.

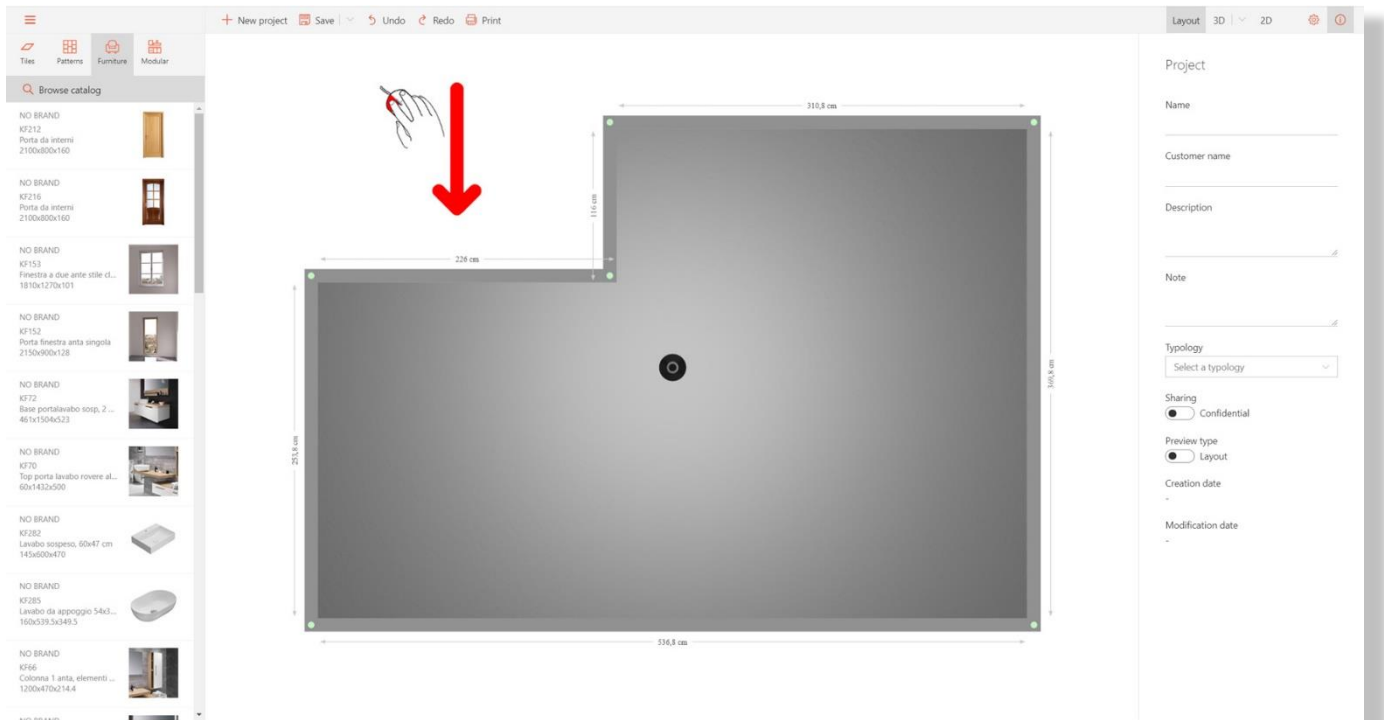


Figure 4 – After dividing a wall in two, drag the left semi-wall towards the bottom of the screen and a new vertical wall will be created automatically.

3. Adding furnishing items to your room

On the far-left side of the main toolbar, you can access the TilePlanner database (components menu), which gives you access to all of the items you can use when designing your room. There are four main categories (Figure 5):

- 1- Tiles
- 2- Patterns
- 3- Furniture
- 4- Modular Furniture

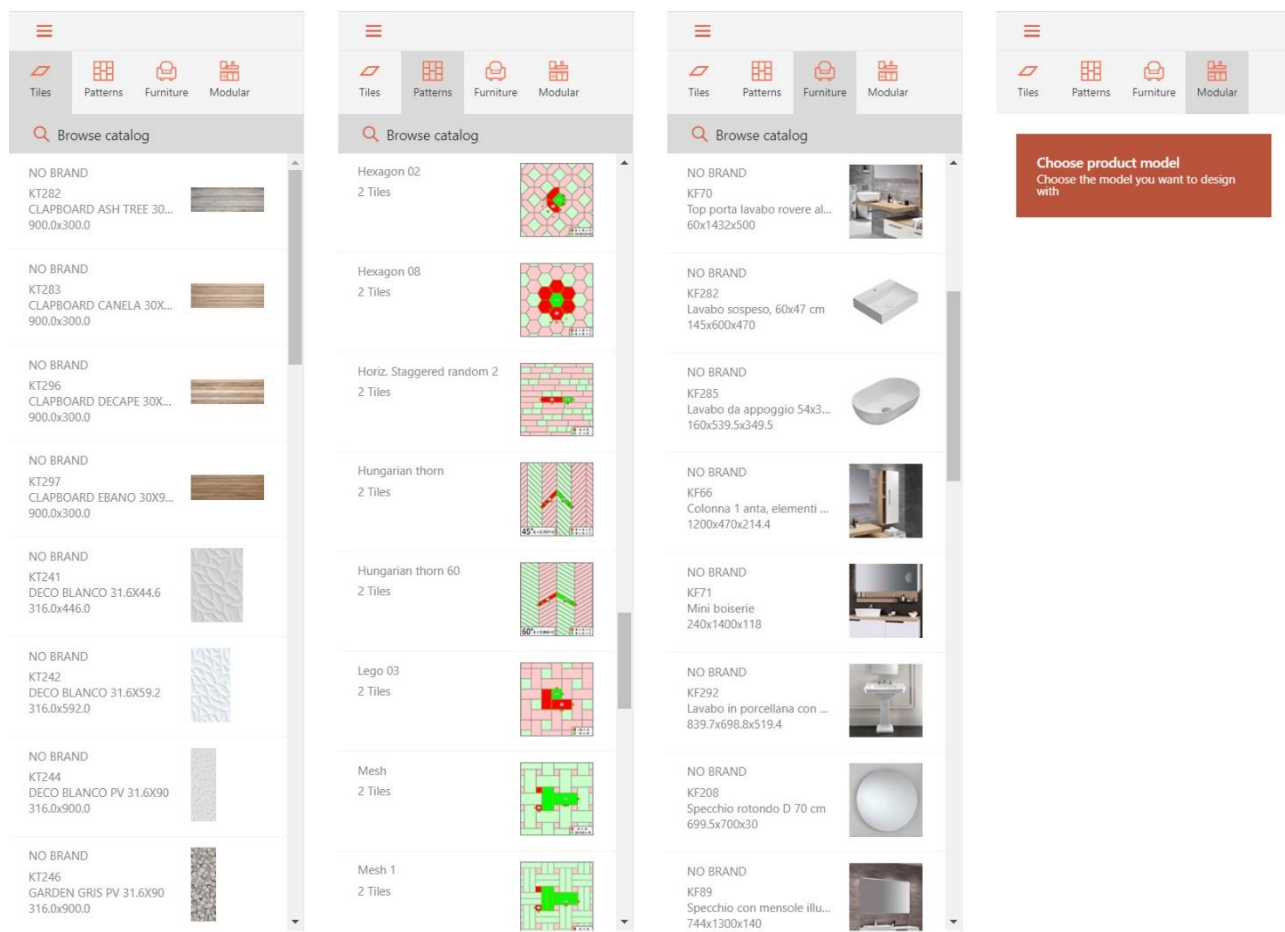
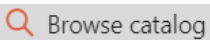



Figure 5 – The four sections of the components menu.

Although hidden from view by default, there is also a search and filter menu to help you browse the database, which can be opened on the far-left side of the screen (Figure 6). This toolbar has useful filters and a search function to help you browse available tiles, patterns, and furnishing items.

To visualize this toolbar, click on the button: 

You can hide this toolbar by clicking on the back arrow: 

You can show/hide the main components menu by clicking on the button: 

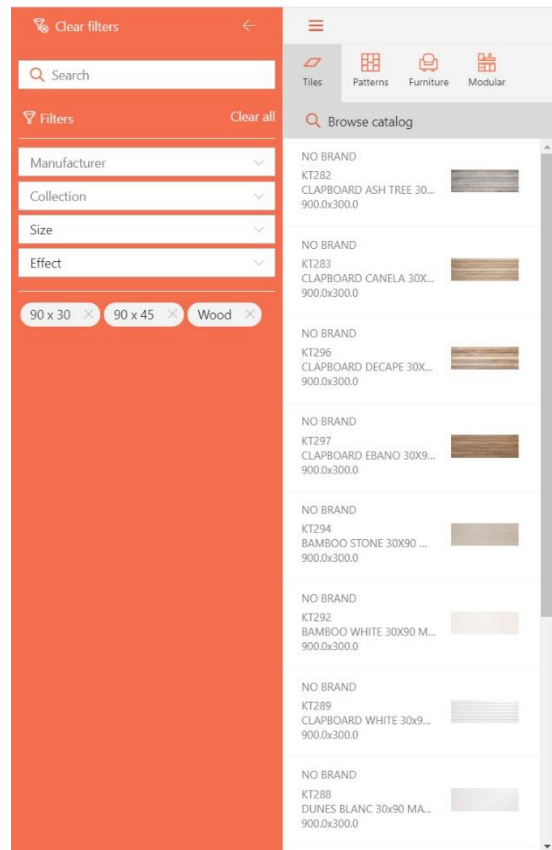


Figure 6 – Components menu with product catalog (in grey) and search toolbar with filters (in orange)

Once the proper filters are applied when searching for a specific product or material, the items shown in the components menu are automatically updated to reflect the active filters.

The list of active filters is visible below the dropdown menus. In Figure 6, for example, the manufacturer “Portobello” and the collection “Atelier” were selected; each active filter can be deleted by simply clicking on the relative “x” next to the filter.

You can also write the name of a specific product, collection, or manufacturer directly into the search bar to quickly find the item you are looking for.

Once you find the item you need from the database using filters and/or the search bar, you can drag & drop the item from the components menu into your project; simply click the item you need and drag it into the interior of your room using your mouse (Figure 7).

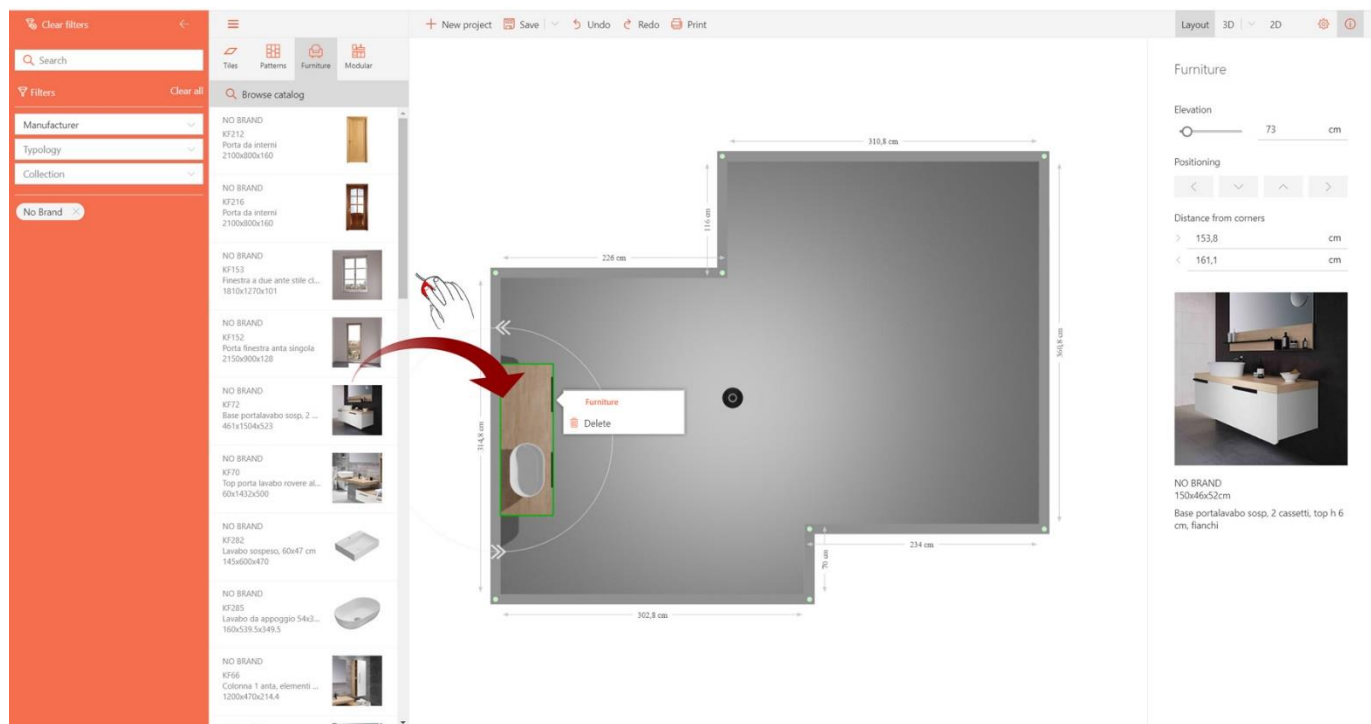


Figure 7 – Placing and positioning objects in the project with drag & drop.

Once an 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 a project. You can reposition an item by simply clicking it and dragging it to the desired spot, or you can use the positioning arrows 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 selected (Figure 7).

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 corners.

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

4. Tiling

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

If the tile you select is dragged onto the floor (Figure 8), then it will be applied to the entire floor. This is the easiest and fastest way to lay your floor with a material. In Paragraph 6, you will learn how to use smart patterns to easily lay tile with more complex patterns.

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 a number of 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

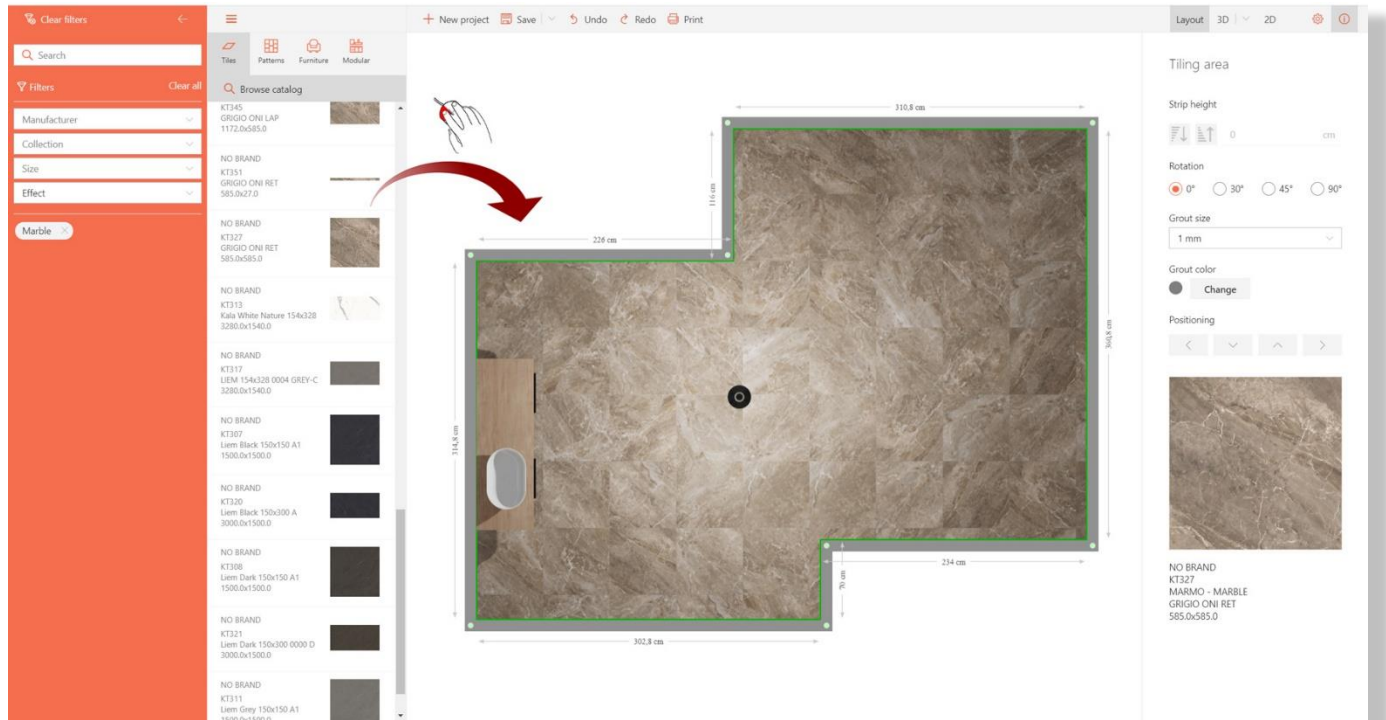


Figure 8 – Tiling the floor of your project

NOTE: 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.

If an element is dragged onto a **wall** (Figure 9), then only one horizontal strip, starting from the bottom of the wall, will be tiled. In this case, the righthand toolbar will show the same commands as before and will now add:

- Strip height: easily increase or decrease the number of rows of tiles in this horizontal strip. You can also specify an exact height of the strip; in this case, the tiles will be cut precisely to achieve this height.

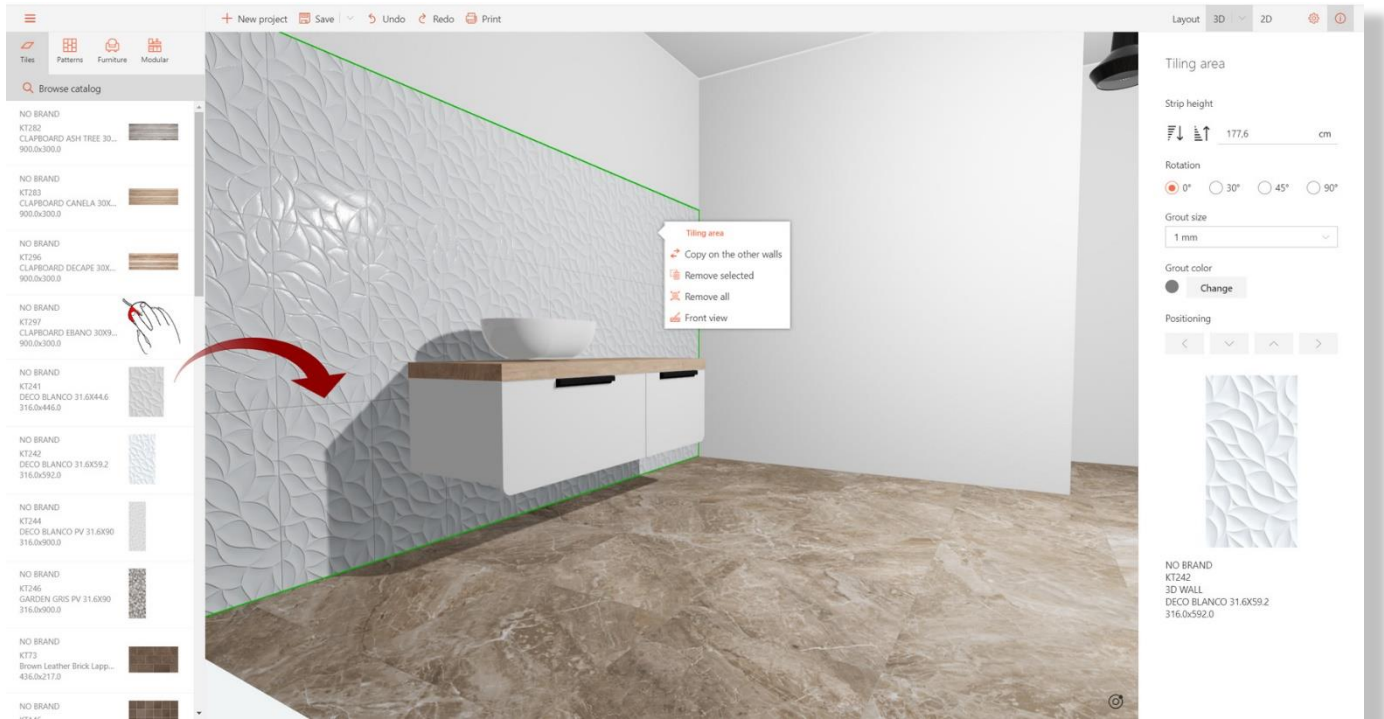






Figure 9 – Tiling the walls of your project

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

By clicking on any of the strips on the wall, a pop-up menu will appear. From this menu, it is possible to perform the following actions (Figure 9):

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

5. Vertical Tiling

In order to create vertical tiling patterns, you must divide the wall into different sections (by splitting the wall as explained in Paragraph 1) and then tile each section of the wall individually, as desired.

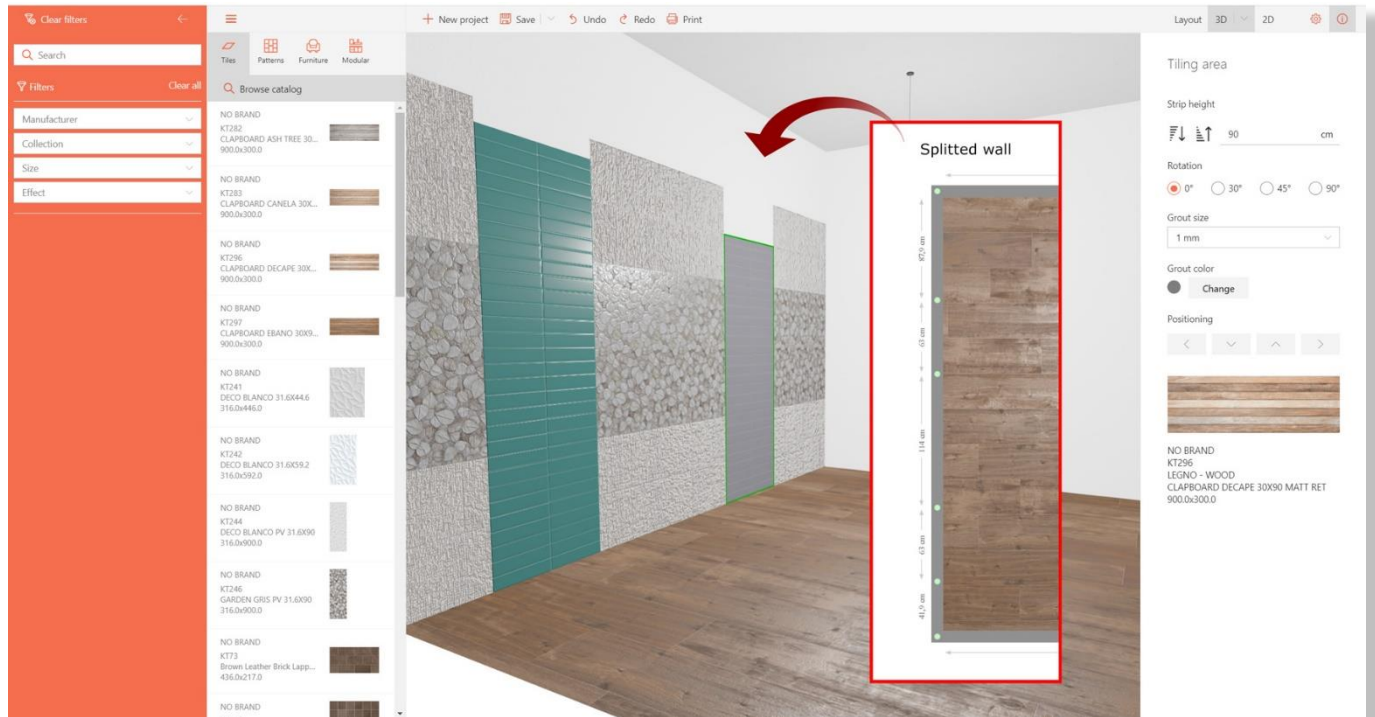


Figure 10 – Vertical tiling by dividing the wall into different sections

6. Smart Laying Patterns

Hundreds of smart laying patterns are available within TilePlanner, which make creating complex tiling designs a quick and easy process.

As described in Paragraph 4, if we drag a tile onto a surface without first having selected a laying pattern, the tile will be laid one after another in a straight lay pattern, which is the default pattern.

We can choose a smart laying pattern from the components menu on the left side of the page by clicking on the “Patterns” tab. These patterns are organized by the number of tiles that compose the geometry of the pattern.

In the bottom right corner of each pattern preview, the type of tiles that can be used to fill the pattern are indicated; the tiles needed depend on the geometric properties and restrictions of the selected pattern.

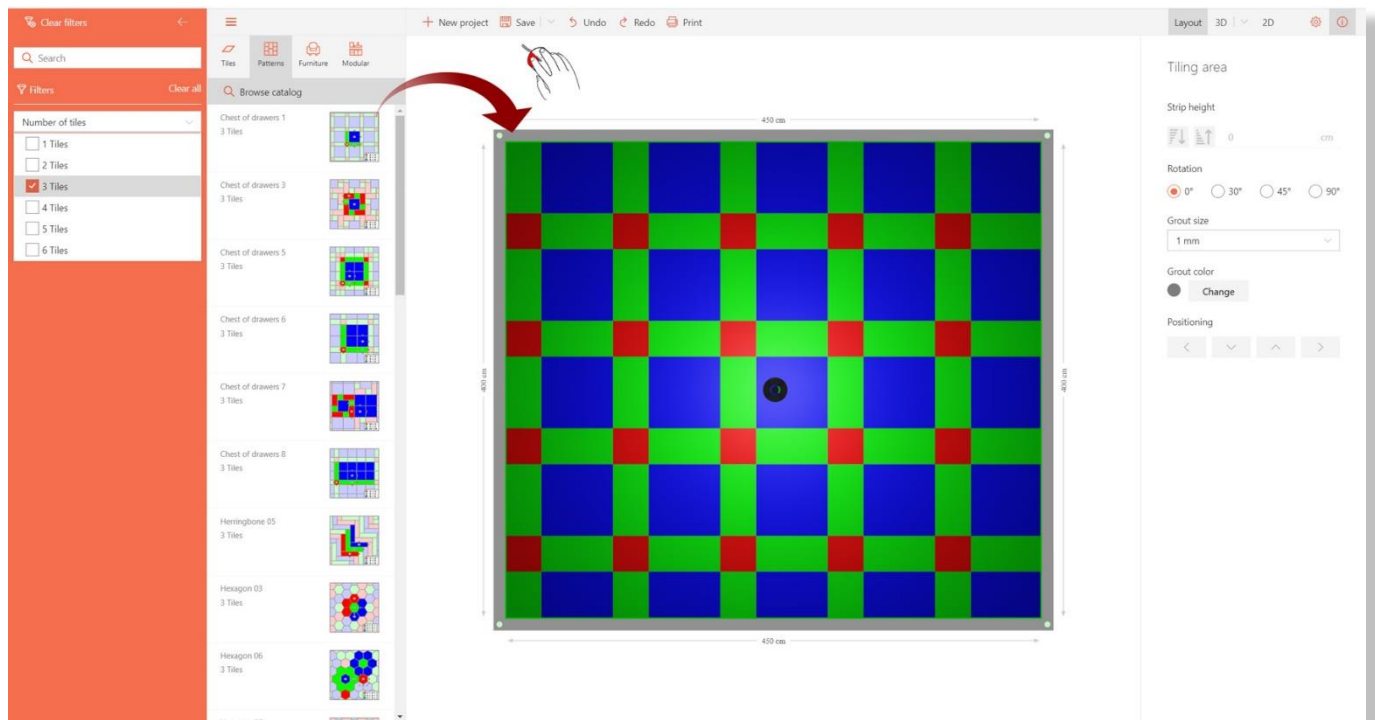


Figure 11 – Choosing a laying pattern

Once the desired pattern is selected, the following steps must be taken to lay the tiles on the surface:

1. Position the laying pattern on the desired surface by dragging it onto the surface.

In the example shown in Figure 11, the geometric pattern calls for the use of three tiles: two square tiles and one rectangular tile. These tiles must be chosen following precise geometric guidelines: in this case, the rectangular tile must have its long side equal to the side length of the large square tile and its short side equal to the side length of the small square tile.

2. Search the database for the tiles that you want to use to fill this laying pattern.
3. When you select a tile, it must be dragged onto the corresponding area in the pattern. For example, in the example shown in Figure 11, the large square tile selected should be dragged into any of the blue sections of the pattern. Once the tile is dropped into one of these colored areas, all corresponding sections of the pattern will be filled (Figure 12). The pattern will automatically adapt to the size of the selected tile.

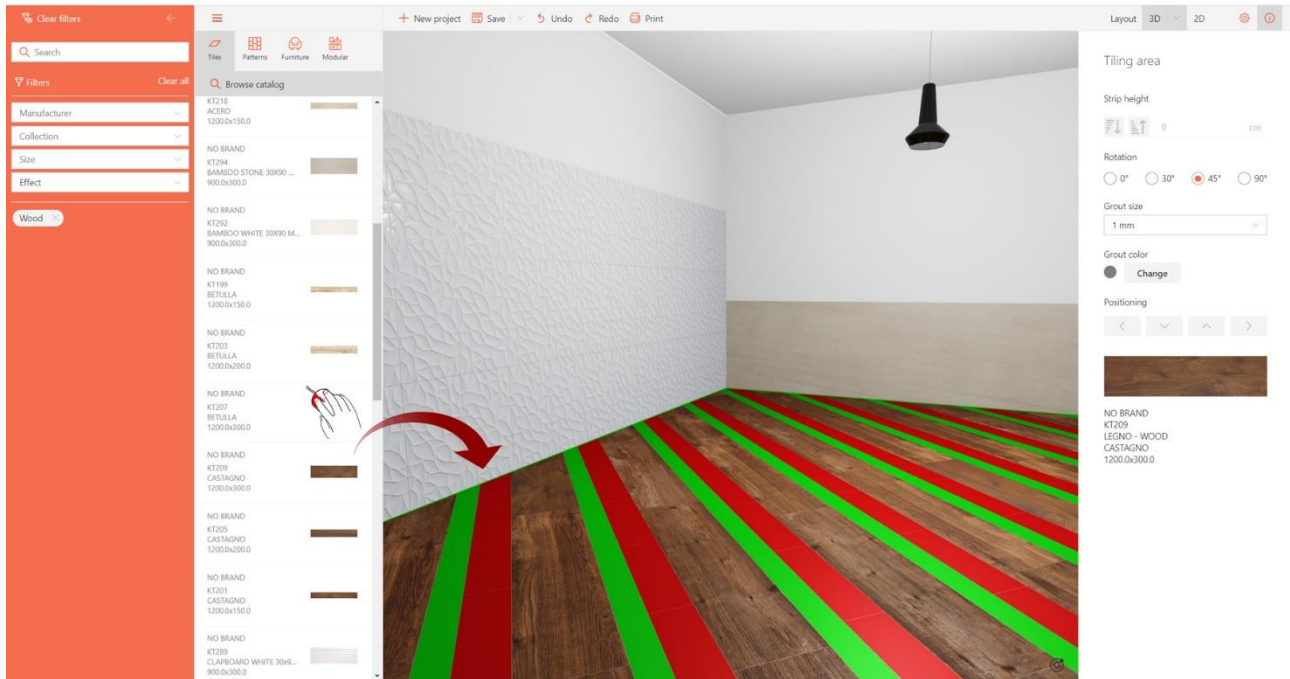


Figure 12 – Placing a tile into a smart laying pattern

7. Tiling areas/rugs

The current version of TilePlanner does not have a dedicated feature to create tiling areas and/or rugs. It is, however, possible to recreate the same effect by building a platform, introduced in Paragraph 2.

To create a tiling area on your floor, first create a platform with the desired dimensions and place it within your project. Next, change the height of the platform to a very small value (for example, 1mm). Then, tile the platform with any tile or smart laying pattern desired.

You can use the same method to create tiling areas on walls (for example accent tiles, boxes, etc.) by creating a very thin small wall and positioning it onto your wall as desired.

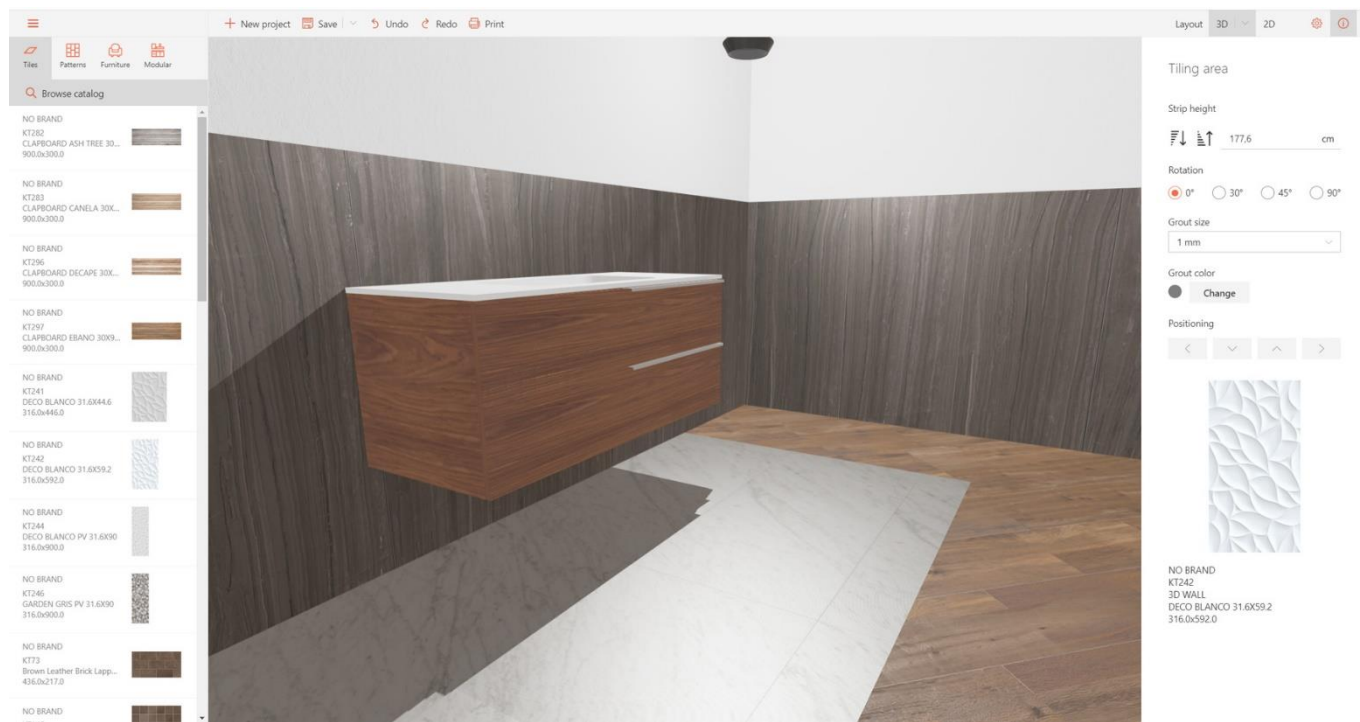


Figure 13 – Creating a tiling area under a hanging vanity by using a very thin platform