Interior Design Tutorial

In the Interior Design Tutorial, we'll pick up where we left off in the House Design Tutorial. The shell and basic structure of our plan is complete, but a lot of interior finishing remains. Our plan still needs lights, outlets, and fixtures to be a functional home. In addition, the interior could use some creature comforts such as furniture, wall coverings and moldings. You may want to save this tutorial using a new name to archive your previous work. In this tutorial, you will learn about:

- Controlling the Display of Objects
- Working with Library Objects
- Applying Room Moldings
- Applying Wall Coverings

Controlling the Display of Objects

We have a roof on our plan, but in this tutorial we'll be working on the plan's interior, so we do not need the roof planes to show in floor plan view. As we learned in the previous tutorial when we turned off the display of attic walls, the display of objects is controlled in the **Layer Display Options** dialog. For more information about layers and using the **Layer Display Options** dialog, see "Layers" on page 101 of the Reference Manual.

To control the display of objects

1. First, let's make sure to select **File**> **Save As** 💾 and give this version of our plan a new name, such as "BeachHouse - Interior Tutorial"

2. Select **Tools> Display Settings> Display Options** ☑ (or press the ~ key) to open the **Layer Display Options** dialog.

3. Press the letter R, find the layer "Roof Planes" and remove the check from the Display column. While we're at it, let's also turn off the display of "Windows, Labels" and "Doors, Labels." Click OK.
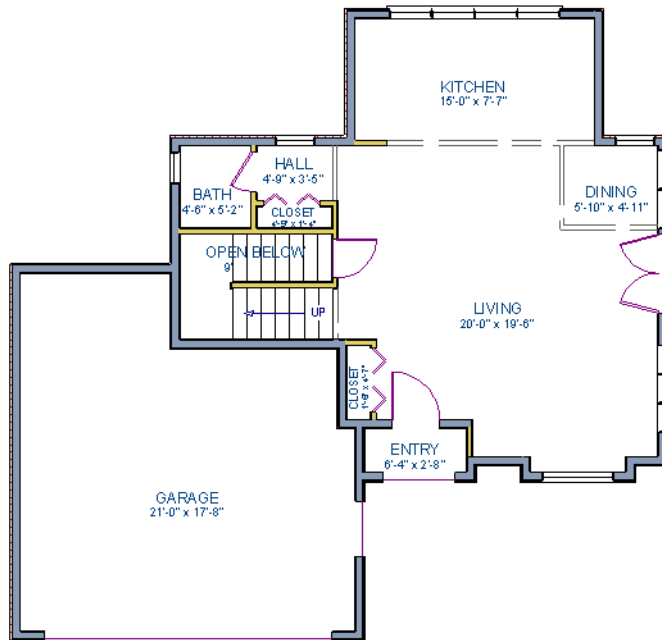
Floor 1 with the display of door and window labels and roof planes turned off

Working with Library Objects

Home Designer Pro comes with a library that contains thousands of library objects that can be used in a plan. For more information about the library and library objects, see "The Library" on page 603 of the Reference Manual.

To use the Library Search feature to locate a symbol and place it in the plan

1. Move up to Floor 2 using the **Floor Up** ◠ tool.

2. Select **Library> Library Browser** [icon] (or press Ctrl + L on your keyboard) to open the Library Browser.

3. Click the **Turn on search filtering options** [icon] button, then check **Match entire word**.

4. In the text field, type "bed" and notice that search results will display below as you type.

5. Click on a bed in the search results list to select it for placement.
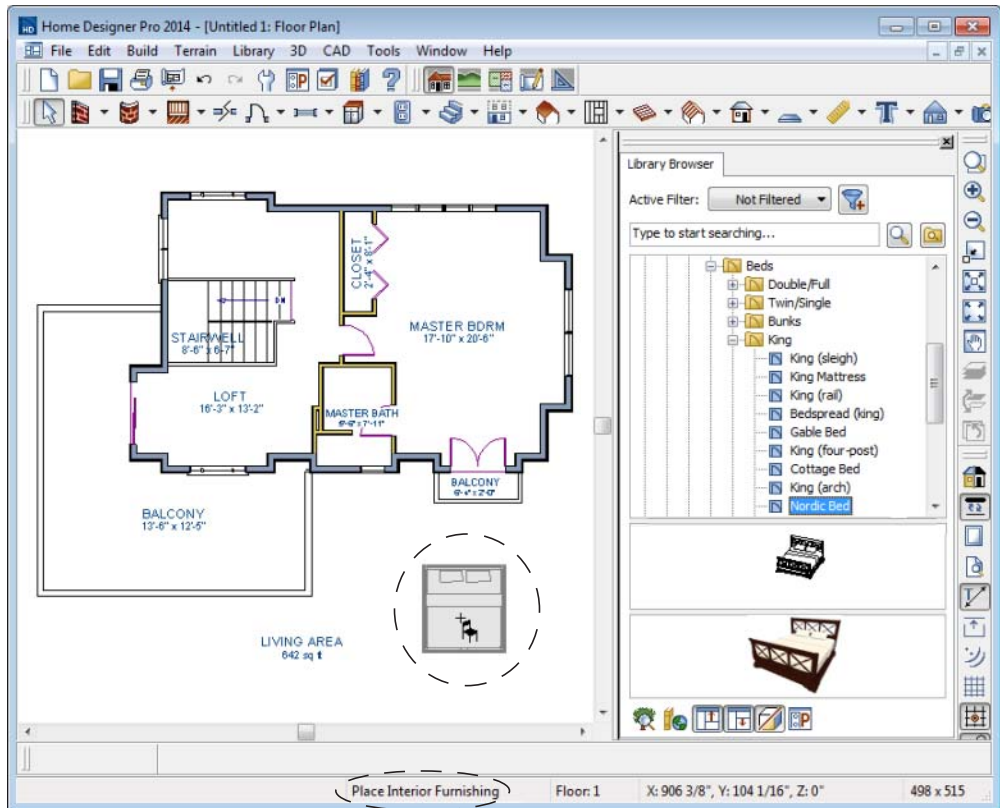

> [icon] When a library object is selected for placement the mouse pointer icon indicates the type of library object selected, a preview outline of the object displays in floor plan view, and basic information displays in the Status Bar at the bottom of the program window.

6. Click in the master bedroom to place the bed.

Library objects can be selected and edited using the mouse. They can also be opened for specification, a method that offers the most complete editing capabilities. See "Symbol Object Specification Dialogs" on page 627 of the Reference Manual.

To use library search to place a furniture symbol

1. Click the **Select Objects** ⟨⟩ button (or press the Spacebar) and click on the bed to select it. When selected, the bed displays edit handles. For more information, see "Editing Box-Based Objects" on page 141 of the Reference Manual.

Resize edit handles

Extend edit handles

Move edit handle
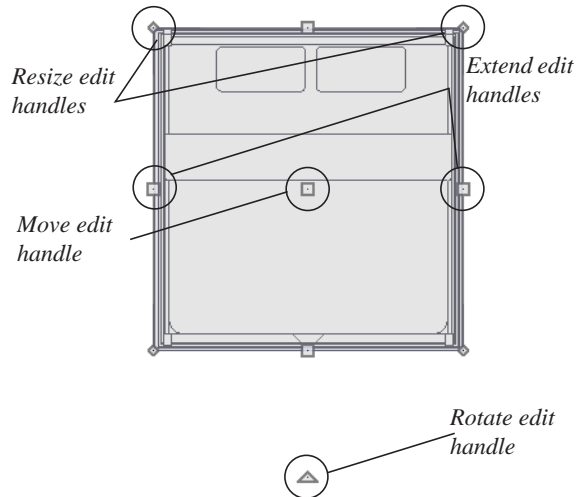
Rotate edit handle

2. Use the Rotate edit handle to rotate the bed.
3. Use the Move edit handle to move the bed up against the right wall.

CLOSET
2'-4" x 8'-1"

MASTER BDRM
17'-10" x 20'-6"

MASTER BATH
5'-6" x 7'-11"
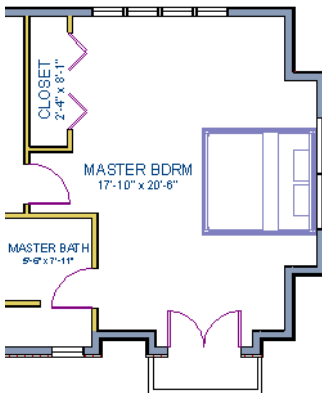
4. You can modify the materials for the bed by using the **Select Objects** ⟨⟩ button tool to select the bed, and click on the **Open Object** ⫿ edit button to open the **Furniture Specification** dialog.

5. Next, select the Materials tab, and select the element of the object you want to apply a new material to, such as the Bedspread.
6. Click on the **Library Material** button to display the Select Library Object dialog, which allows you to browse materials available in the Library to apply as the bedspread. For the purposes of our example, we will choose a light brown fabric.
7. Repeat this process for any of the other materials on the bed you may want to adjust, then click **OK** to apply the changes which will be visible when you create a camera view.

Now we'll place some fixtures. If you cannot find what you're looking for, the **Library Search** feature can help.

To use library search to place a fixture symbol

1. Select **Library> Library Browser** 📚 to open the **Library Browser**.
2. Type "toilet" into the search field at the top of the browser window. As you type, search results display in the Directory pane.
3. Select the Standard toilet from the search results.
4. Click in the master bathroom to place the toilet.
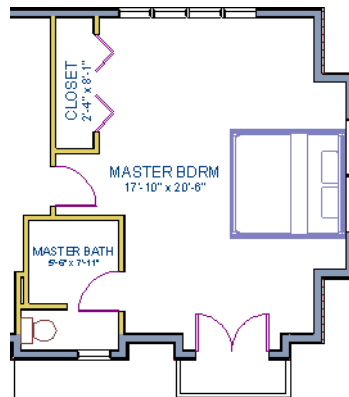
If there are multiple library objects in a plan that are similar, they can be replaced at the same time using the **Replace From Library** 📚 edit button.
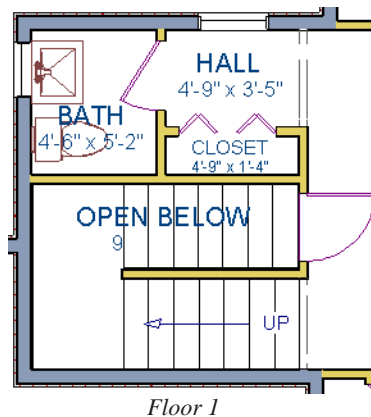
To replace a library object

1. While the **Select Objects** ⬛ tool is active, click on the toilet in floor plan view to select it.

2. Click the **Replace From Library** 📚 edit button to open the **Replace From Library** dialog.
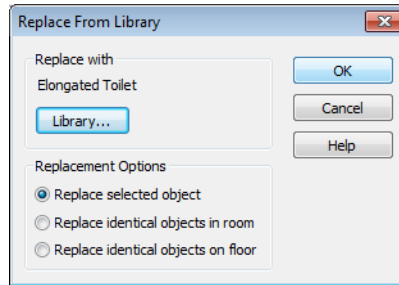
3. Click the **Library** button to select an item from the library to replace the standard toilet.
4. Select the Elongated toilet and click **OK** to return to the **Replace From Library** dialog.
5. Select **Replace Selected Object** and click **OK**.
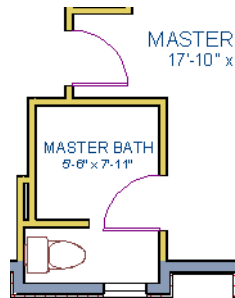
Using the tools and techniques learned so far, place fixtures and furniture in both bathrooms on Floor 2 and Floor 1.

Floor 1

Floor 2

> If existing walls and/or other objects do not allow enough room for a library object to be placed, place the library object where there is enough room and move the object into place while holding down the **Ctrl** key on the keyboard.

Applying Room Moldings

In Home Designer Pro, you can specify base, crown and chair rail moldings for any room. We'll start by applying a crown molding in the master bedroom, and then we'll add a chair rail to the dining room.

To add crown molding

Now let's take a look at our master bedroom in a 3D view. See "To create a camera view" on page 46 for information about using the **Full Camera** tool.

1. With the camera view of the bedroom still active, click the **Select Objects** button or press the Spacebar, then click in a blank space on the floor of the room to select it.
2. Click the **Open Object** edit button to open the **Room Specification** dialog for the master bedroom.
3. On the Moldings tab:
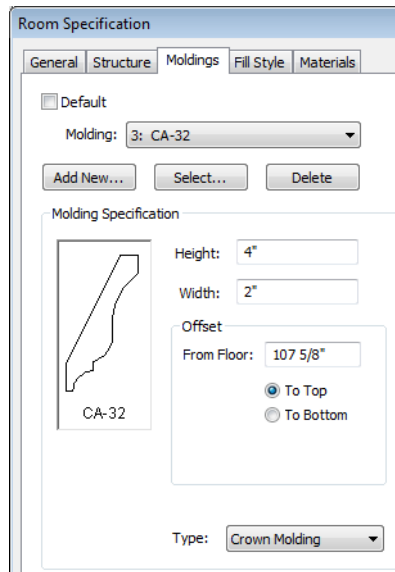
- Uncheck **Default**, and then click the **Add New** button.
- In the **Select Library Object** dialog, you can either search or browse to find a crown molding that suits your needs. When you find one, select it and click OK. For more information, see "Select Library Object Dialog" on page 622 of the Reference Manual.
- If you wish, you can specify the **Height** and **Width** of the selected molding. In this tutorial, a Height of 4 inches is specified.
- Select "Crown Molding" from the **Type** drop-down list and notice that the From Floor value is equal to the room's Finished Ceiling Height on the Structure tab.
- Click OK to close the **Room Specification** dialog.

Chair rail moldings can be applied to a room in the same manner. Base moldings are already applied in most room types by default, but can be edited, removed or added here, as well.

To add chair rail

1. With the camera view of the bedroom still active, click the **Select Objects** button or press the Spacebar, then click in a blank space on the floor of the room to select it.

2. Click the **Open Object** edit button to open the **Room Specification** dialog for the master bedroom.

3. On the Moldings tab of the **Room Specification** dialog:
    • Click the **Add New** button, and select a chair rail profile.
    • Specify a **Height** of 2" and set the **From Floor** value to 32" inches.
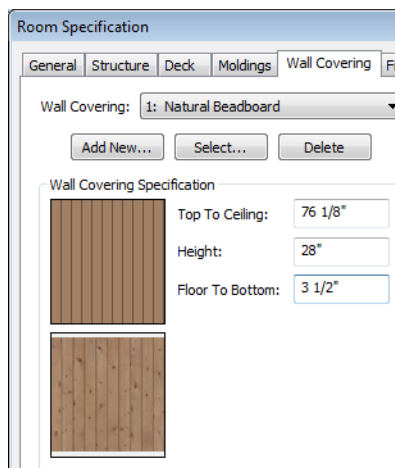   • Click OK.

Applying Wall Coverings

Now we'll apply a wall covering to the master bedroom. Wall coverings can be used in addition to a wall's surface material to create accents like wallpaper borders or wainscoting. For more information about wall coverings, see "Wall Materials" on page 193 of the Reference Manual.

To apply a wall covering

1. Select the master bedroom and click the **Open Object** ⬜ edit button.
2. On the Wall Covering tab of the **Room Specification** dialog, click the **Add New** button to open the **Select Library Object** dialog.
3. Browse to an appropriate material for your wall covering, and click **OK**. For the purposes of our example, a Natural Beadboard material is used.
4. Change the **Height** to 28 inches, and change the **Floor to Bottom** value to 3 1/2 inches to allow for the distance between the base and chair rail moldings.

5. Click **OK** to close the **Room Specification** dialog.

> Additional wall covering materials can be found in the Manufacturer libraries.

6. When you have finished, you may want to **Save** 💾 your work.

📕If you would like, you can continue adding interior elements from the Library Browser before continuing to work on this plan in the Kitchen and Bath tutorial.