

# **Basic Tutorials Series:**

## Adding Objects

**RenoWorks Support Team**

**Document #HWPR00007**

# 1 Adding Objects

## What are Objects?

In the previous step you added products to your masked layers, now it's time to add objects to your project if you choose. **Objects are things like windows, doors, shutters, vents and such.** Objects are located in the following tabs: Walls, Appliances, Windows, Doors, Add-ons, and Landscaping.

Objects function a bit differently than the product profiles applied to your layers. Unlike layers, objects can be copied and pasted, and moved as many times as required by clicking and dragging. By default, they also are added to the top of your project layer stack, not the bottom like new layers are.

If you already have shutters or a door on your project, and you simply want to change the color, you can mask the area as a paint accent layer and create your own color. If however you have a specific object in mind that you would like to apply, read on!

## How to Add Objects to a Project

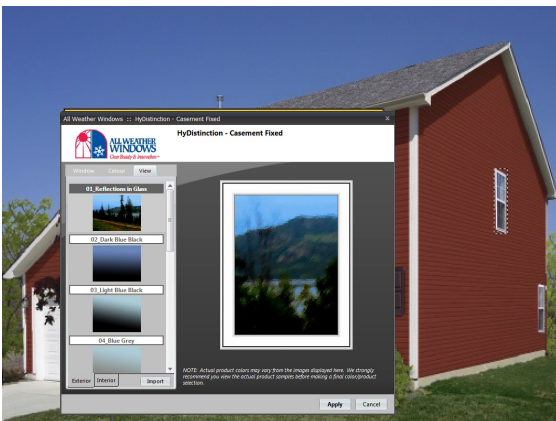
1. **Find an object you wish to apply**
  - a. Click on one of object tabs at the top of the screen (either Walls, Appliances, Windows, Doors, Add-ons, or Landscaping).
  - b. Scroll through the Products list on the left hand side of the ribbon bar to see the list of your objects, organized by category
  - c. Click on one of the brands to view the product choices from that brand
  - d. When you find an object you wish to apply, click **once** on the object in the product bar. For the purpose of this tutorial I will be adding a window, however these directions apply to all objects.
2. **Navigate to where you would like the window in your project**
  - a. Move your mouse over your project window. When you do this, you should see that your cursor is now in the shape of a **cross hair**. This means that the program is ready to apply the window to your project.
    - i. If you DO NOT see a plus sign, click once on an object in the product bar.
  - b. Navigate to where you would like the object placed on your project as in Example 1A



Example 1A



Example 1B



Example 1C

- i. The location doesn't have to be exact as objects can always be moved

**3. Draw the size of the window**

- a. Click on the top left hand side of where you want the window to appear and hold your mouse button down
- b. While maintaining pressure on your mouse button, Drag your mouse diagonally down to the bottom right hand corner of the window
- c. When the box is the correct size, release the pressure on your mouse button as in Example 1B
- d. A product configuration panel will now appear

**4. Choose your object preferences/settings in the product configurator**

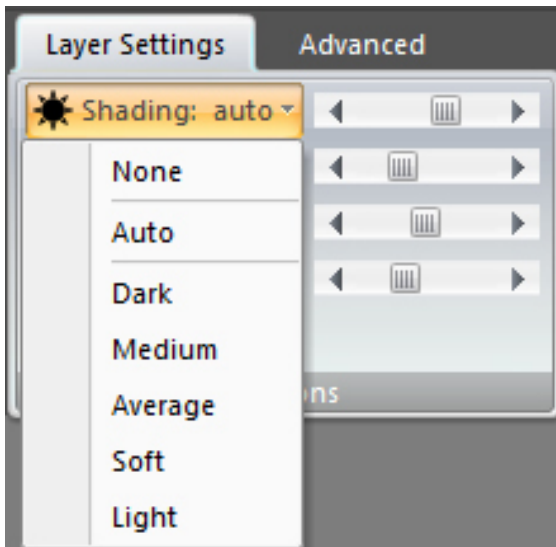
- a. Select the options that appeal to you on the first tab as in Example 1C
- b. Click on the next tab in the configurator, and select the options that appeal to you.
- c. Once you are finished modifying your window preferences, click “Apply”
- d. Your window will now be applied to your project.

**5. Adjust the size of your window in one of two ways**

- a. **One:** Keeping the object in proportion by dragging a corner.
  - i. With the object **active** (a black and white dotted box will be around it) move your mouse cursor over one corner of the window.
  - ii. When the mouse turns into a line with arrow heads at both ends, click and drag



Example 1D



Example 1E

the window to the correct size for your project.

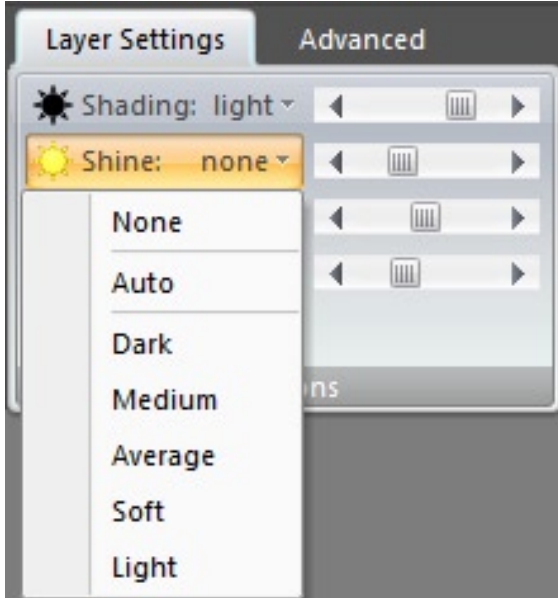
- b. **Two:** Skewing the proportion of the window by adjusting the width and height separately
  - i. With the window active (a black and white dotted box will be around it) move your mouse cursor over the middle of one edge of the window.
  - ii. When the mouse turns into a line with arrow heads at both ends, click and drag the window to the correct size for your project. This method will NOT keep the proportion of the object.

**6. Change the shading of your window**

- a. *For more detailed instructions on how to change the shading please view Tutorial #9 “Shading”*
- b. Select the window you would like to work on with your “**Select**” tool (located in the **Tools Tab**)
- c. Go to the **Layers Palette** on the right hand side of the screen.
- d. Click on the **Layer Settings Tab**
- e. Click on the **Shading drop down box** and select one of the preset shading options listed as in Example 1E at right
- f. If none of the preset shading options work for your window, you can refine the shading level by clicking on the ends of the shading arrow.

**7. Change the shine of your product**

- a. *For more detailed instructions on how to change the shine please view Tutorial #10 “Shine”*



Example 1F

- b. Select the layer you would like to work on with your “Select” tool (located in the **Tools Tab**)
- c. Go to the **Layers Palette** on the right hand side of the screen.
- d. Click on the **Layer Settings Tab**
- e. Click on the **Shine drop down box** and select one of the shine options listed as in Example 1F
- f. If none of the preset shine options work for your project, you can refine the shine level by clicking on the ends of the shine arrow

**8. Change the perspective of your product**

- a. *For more detailed instructions on how to set perspective please view Tutorial #8 “Perspective”*
- b. Select the layer you would like to work on with your “Select” tool (located in the **Tools Tab**)
- c. Click on the **Tools Tab**
- d. Click on “**Perspective**”
- e. A red box will appear around your layer
- f. Drag each corner of this rectangular box to match the shape of your layer.
- g. Once you have finished dragging all four corners, click “**Apply**”
- h. Notice the change in the window orientation on your layer as in Example 1G at right. If the product still does not look correct repeat steps d-f until you have it.



Example 1G



**REMEMBER:** *Perspective will take some practice. If you are in doubt as to what angle the product should be at, look at the original photo. Try to match all the angles as best you can for the most realistic result.*





*Example 1H*

For more detailed instructions and information about the concepts presented in this tutorial, please view the following companion tutorials:

- ◆ For more detailed information on **Perspective** please view **Tutorial #8 “Perspective”**
- ◆ For more detailed information on **Shading** please view **Tutorial #9 “Shading”**
- ◆ For more detailed information on **Shine** please view **Tutorial #10 “Shine”**



Example 1I



Example 1J



Example 1K

## How to Copy Objects

While layers cannot be copied, objects can. This means you can replicate multiple objects quickly. To do this:

1. **Select the window you want to copy using the selector arrow**
  - a. Click on the **Tools Tab**
  - b. Click on the **“Select” Tool**
  - c. Click on the window you want to copy
2. **Copy the window**
  - a. Click on the **“Clone”** button in the Tools Tab
  - b. A new window will appear partially overtop of the current window you just copied
3. **Click and drag the new window into place**
  - a. With the selector arrow still highlighted click and hold on the window
  - b. Drag the window to the desired location
  - c. Release the mouse button when the window is in place
4. **Adjust the size, perspective and shading of the window as necessary**
  - a. Refer to steps 6-8 on the previous pages for detailed instructions



*NOTE: Your copied window will retain the settings of the window you copied it from. For example: if the original window has grey trim and rectangular grilles, the copied window will also have these features. After copying however, if you want to make design changes, you must change the settings of each window individually as the objects are not permanently linked.*