



Q&A Document
Houseplan 1.0



Contents

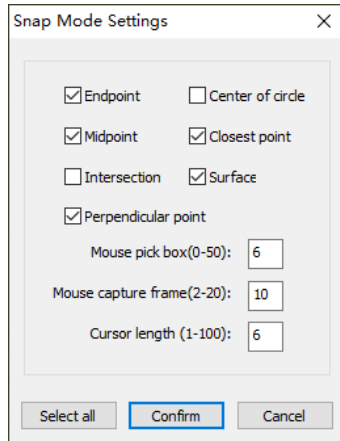
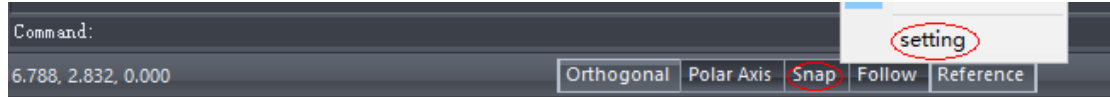
1. Functionality questions and answers.....	4
1.1. How to modify SNAP settings	4
1.2. How to set shortcut commands	4
1.3. How to bound the designed interior entities to the building	5
1.4. How to modify the Sloped Roof	5
1.5. How to draw lines along Z axis.....	6
1.6. How to align 3D entities quickly	7
1.7. How to add human entity that can walk along the specified animation path.....	7
1.8. How to make all the added entities displayed, such as adding street lights but not be displayed after zooming out.....	8
1.9. How to Plant Trees Along the Road by one click	8
1.10. How to add multiple video paths in a scene.....	9
1.11. Does Houseplan 1.0 has ability to draw an inclined wall or object.....	10
1.12. Does Houseplan 1.0 has ability to draw a flue/chimney.....	10
1.13. Does Houseplan 1.0 has ability to draw a stair to a pre-determined landing height with ceiling cut-out.....	10
1.14. Can Houseplan 1.0 draw a boundary line(s) around a block of land.....	11
1.15. Can Houseplan 1.0 draw (basic or minimal) contour lines on said block	11
1.16. Does Houseplan 1.0 includes some landscapes tools – paths, driveways, road, garden-beds & plants	12
1.17. How to draw a 2D plan in Houseplan 1.0 and 3D	12
1.18. 3D landscape tools in Architecture in 3D	12
1.19. Can Houseplan 1.0 allow setting sunshine location coordinates and desired time.....	12
1.20. How to export videos?	13
1.21. Rendering process of Houseplan 1.0.....	13
1.22. How to edit materials in Houseplan 1.0?.....	14
1.23. When the chamfer is small, will there be a straight chamfer instead of a circular chamfer	15
1.24. Does Houseplan 1.0 allow outputting 2D layout with annotations	15
1.25. Does Houseplan 1.0 support section view	15
1.26. Is it possible to build on slopes (hillsides)	16
1.27. How to adjust rendering parameters	16
1.28. How to adjust the height and position of the sun	17
1.29. How to add and modify the light.....	18
1.30. How to use VR to view the models	19
1.31. Why the materials of windows are automatically changed when I switch the environment to night mode.....	20
2. Compatibility questions and answers.....	21
2.1. How to import models made by other formats to Houseplan 1.0	21
2.2. How to export the model made by Houseplan 1.0 to Lumion and display the rendering results correctly in Lumion.....	22
2.3. How to import DWG underlay	22

2.4. Can I export models to DWG format? And what is the result of exporting the 3D model to DWG drawing with Houseplan 1.0	24
2.5. How to import textures	24
2.6. How to import models into the Entities Gallery	25
2.7. Why after importing data with the original coordinates, the model is displayed in mid-air, and the scene is gray.	26
2.8. Does Houseplan 1.0 support uploading personal work like models and textures, and be available to share them with users around the world.....	26
2.9. Is their animation available as 3ds Max of water etc?	26
2.10. Does Houseplan 1.0 support import animation objects	27
2.11. Does Houseplan 1.0 support BIM information	27
2.12. Does Houseplan 1.0 support IFC format	27
2.13. Does Houseplan 1.0 support Importing .rvt files	28
2.14. Does Houseplan 1.0 support importing Point Cloud data	28
2.15. Can Houseplan 1.0 import a PNG with a transparent background, and can adjust the background color, transparency, etc. after painting the PNG to the entity.....	28
2.16. Can Houseplan 1.0 import high-resolution materials, the texture will not be repeated after importing	29
2.17. What is the maximum supported pixel texture image import	30
2.18. Whether the imported 3D model can be zoomed in or out, if zoomed in and out and exploded, the surface will return to the original size.....	30
2.19. Does Houseplan 1.0 support import Google map or other map data.....	30
2.20. Is it available to import PDF files	30
2.21. Why the .fbx model that I exported from 3Ds MAX can't display the material	30
3. Market questions and answers.....	31
3.1. What's the difference between Houseplan 1.0 and other Architecture software.....	31
3.2. Is Houseplan 1.0 an alternative to SketchUp	32

1. Functionality questions and answers

1.1. How to modify SNAP settings

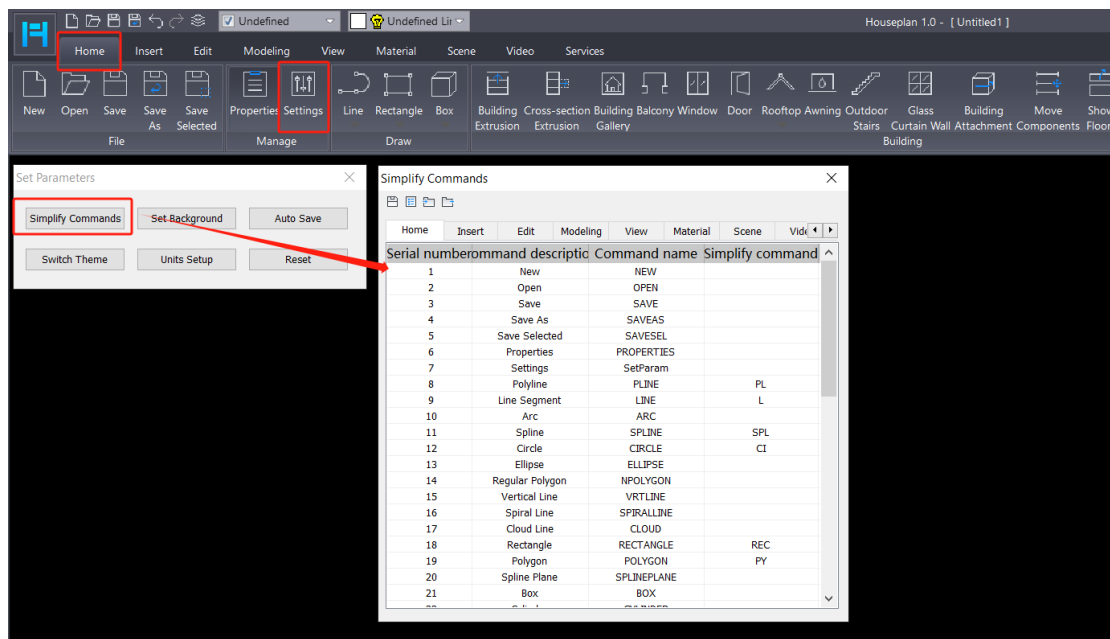
ANSWER: Click on the Snap button at the right bottom of the workspace to enable/disable snap, and right-click on the button and select the 'setting' option to modify settings of the Snap feature.



Here you can set the snap type, cursor size and the size of the snap frame.


1.2. How to set shortcut commands

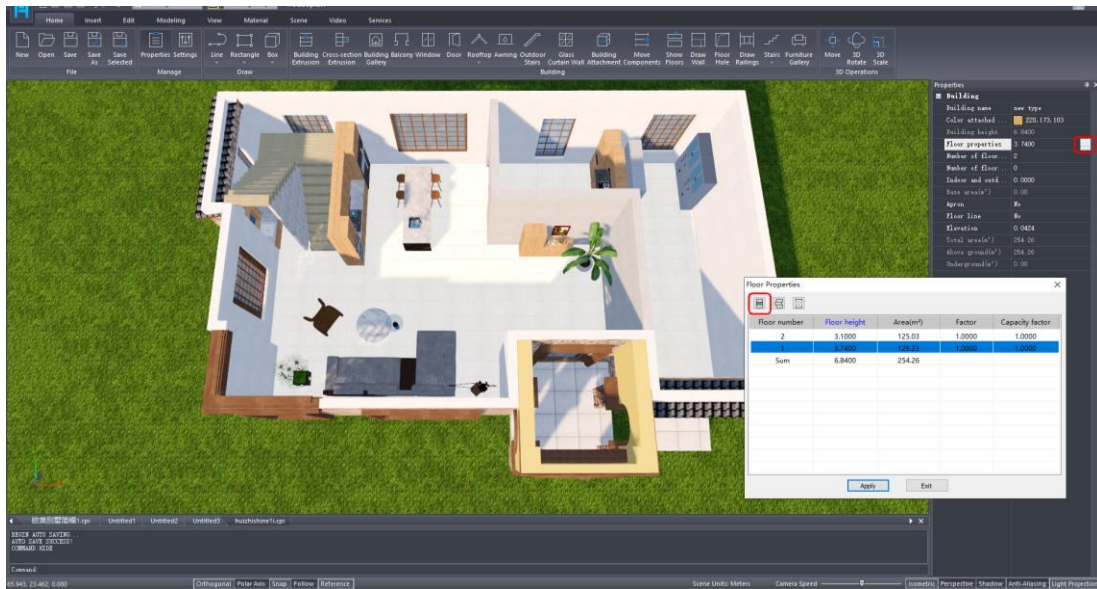
ANSWER: Go to Home – Manage – Settings, click the 'Simplify Command' button, and set command shortcut.




1.3. How to bound the designed interior entities to the building

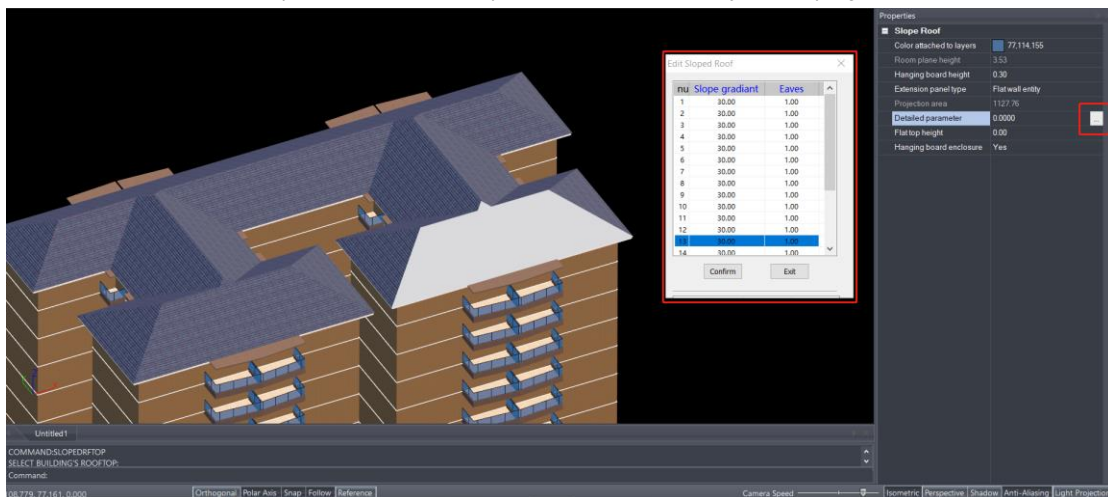
Note: if you don't bind the entities to the building floor, the entities can't be selected or hidden together with the building, and the entities may appear at the height you showed before if you use the Show Floor command to open another floor.


ANSWER: Click the  button next to the "Floor properties" option in the Properties window, select the floor to be bound in the pop-up "Floor Properties" dialog box, and click "Define floor" button to bind all the interior entities (don't need to select all of them) to the corresponding floor.
If press the SHIFT key, you can bind the interior entities to the multiple floors you select.

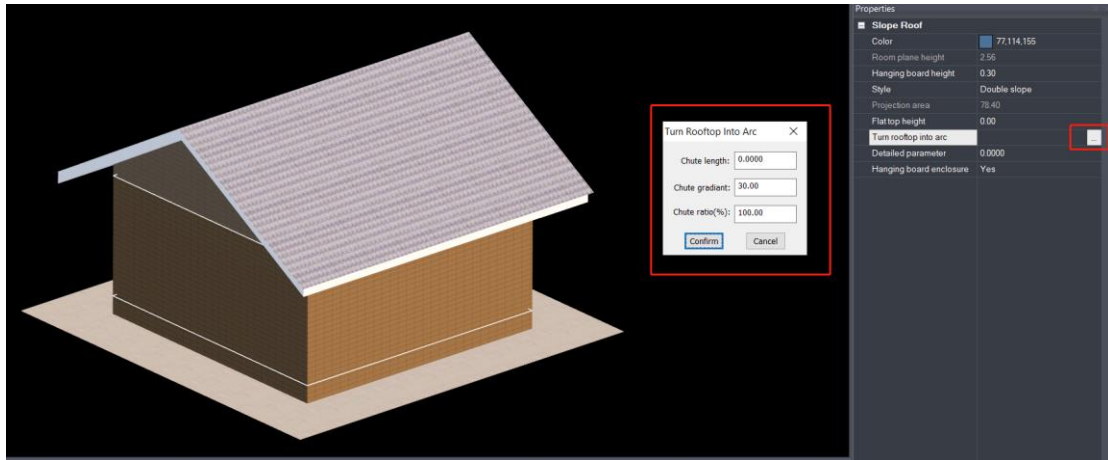


1.4. How to modify the Sloped Roof

ANSWER: Select the sloping roof that needs to be modified, double-click on the sloped roof, or click the  button beside the "Detailed parameter" in the Properties window to modify the slope gradient and eaves.

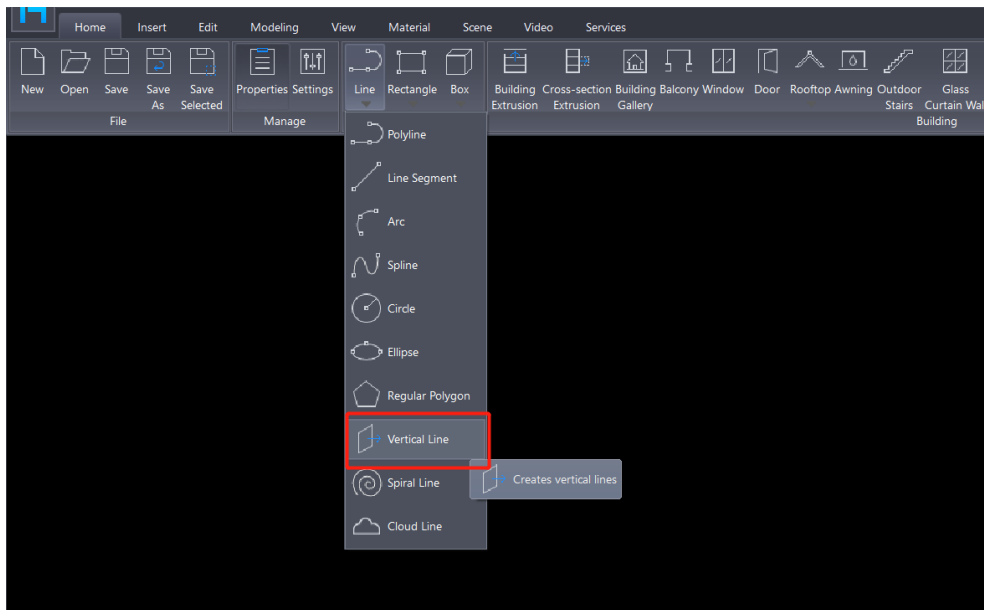


If you need to modify chute length, chute gradient, chute ratio of a double slope roof, click the  button beside the "Turn rooftop into arc" in the Properties window.

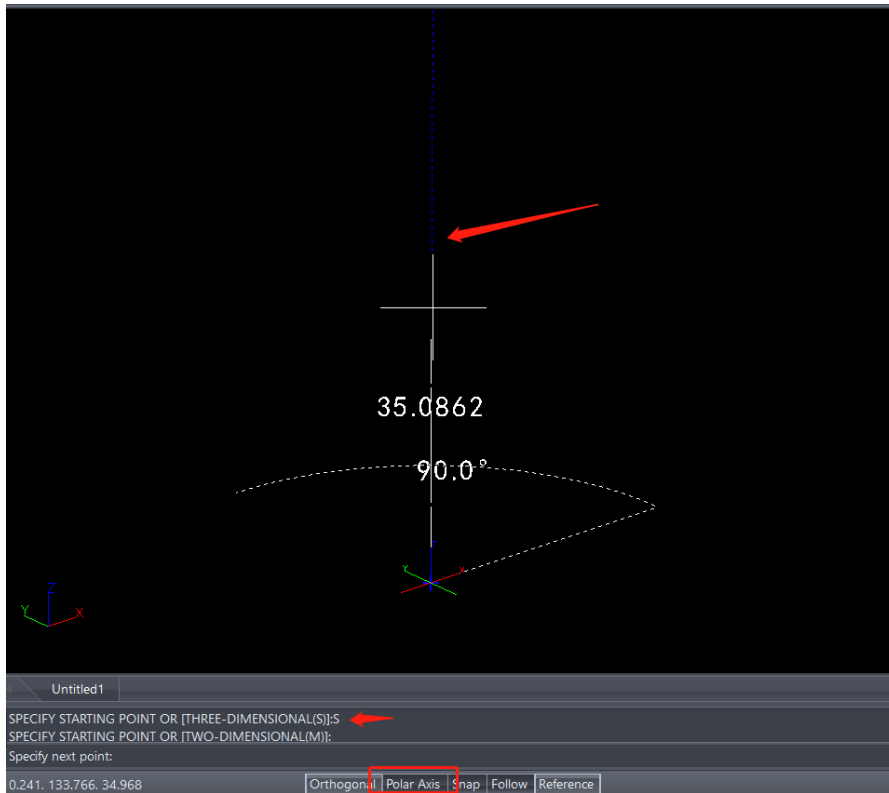


1.5. How to draw lines along Z axis

ANSWER: If you only need to draw lines in the direction of the Z axis, you can select the Vertical line command by click on Home – Draw – Line button and draw it directly.

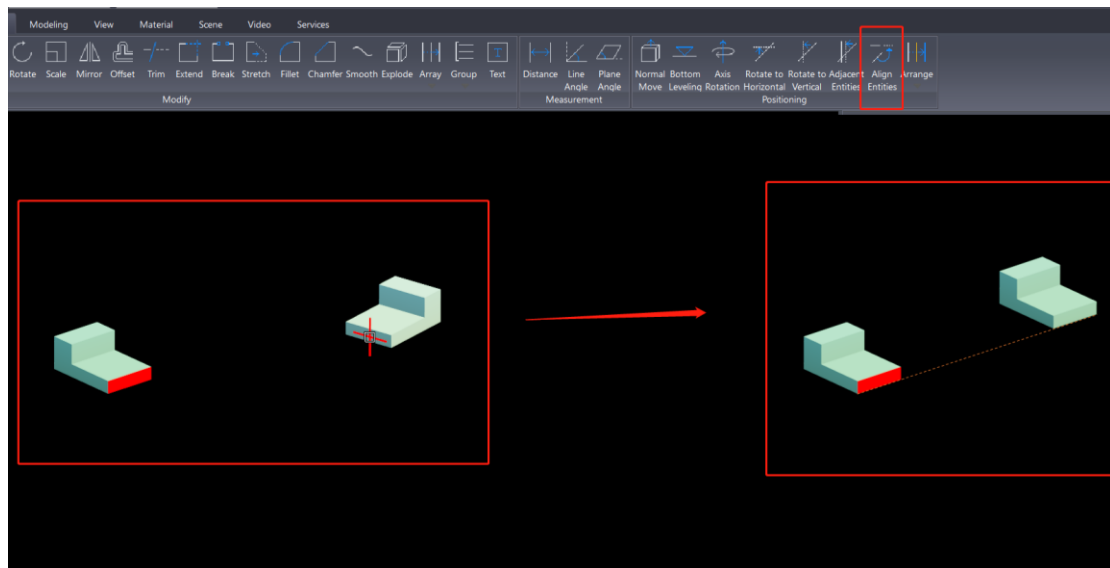


If you draw with the Polyline command, you can input S in the command line prompt and draw along the blue reference line.



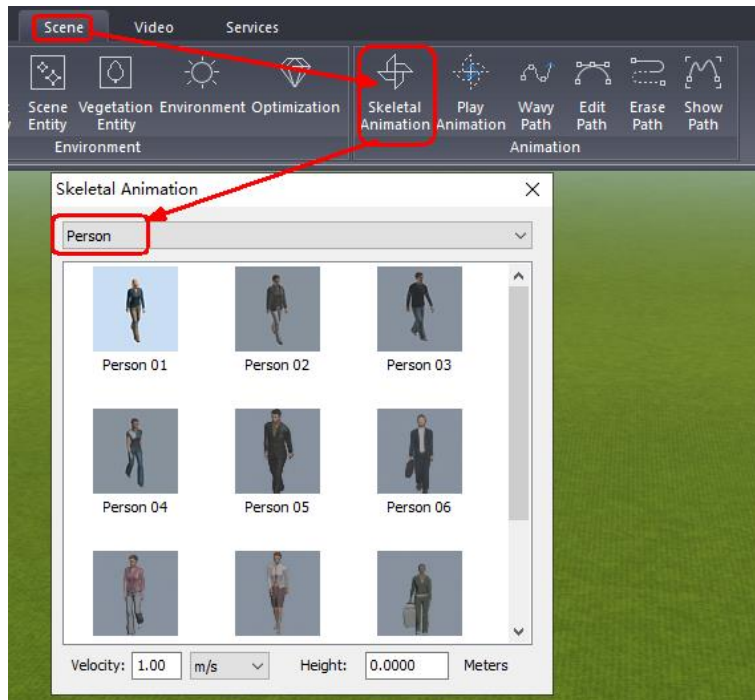
1.6. How to align 3D entities quickly

ANSWER: Use the Align Entities command in the Edit – Positioning panel, follow the command prompt instructions by first selecting a face or edge of entity 1 as a reference. Then, choose a face or edge of entity 2 to align it with entity 1.



1.7. How to add human entity that can walk along the specified animation path.

ANSWER: Click the Skeletal Animation tool in Scene – Animation panel, and select the person item in the drop down list, and select the human entity at the proper place in your scene.

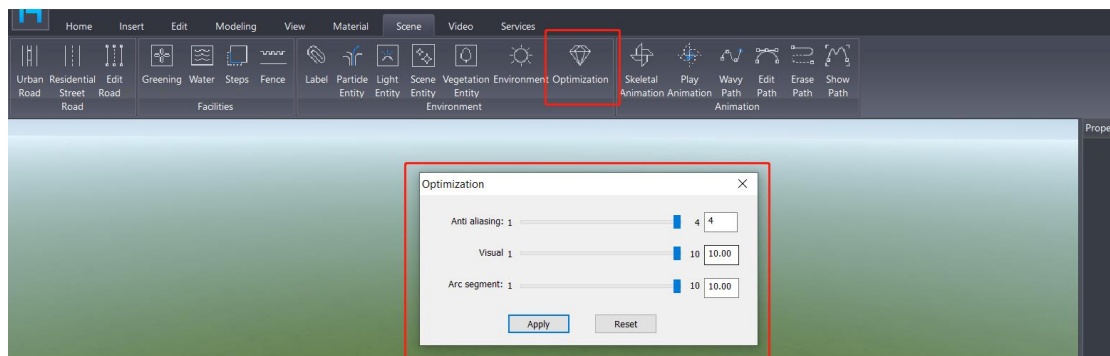


To enable or disable the motion state of an entity, simply click on 'Play Animation'. The 'Wavy path' function allows you to define the movement path for the entity.

Please note that only entities with a skeleton can undergo changes in body movement. Such skeletons are typically created using software like 3ds Max or Maya.

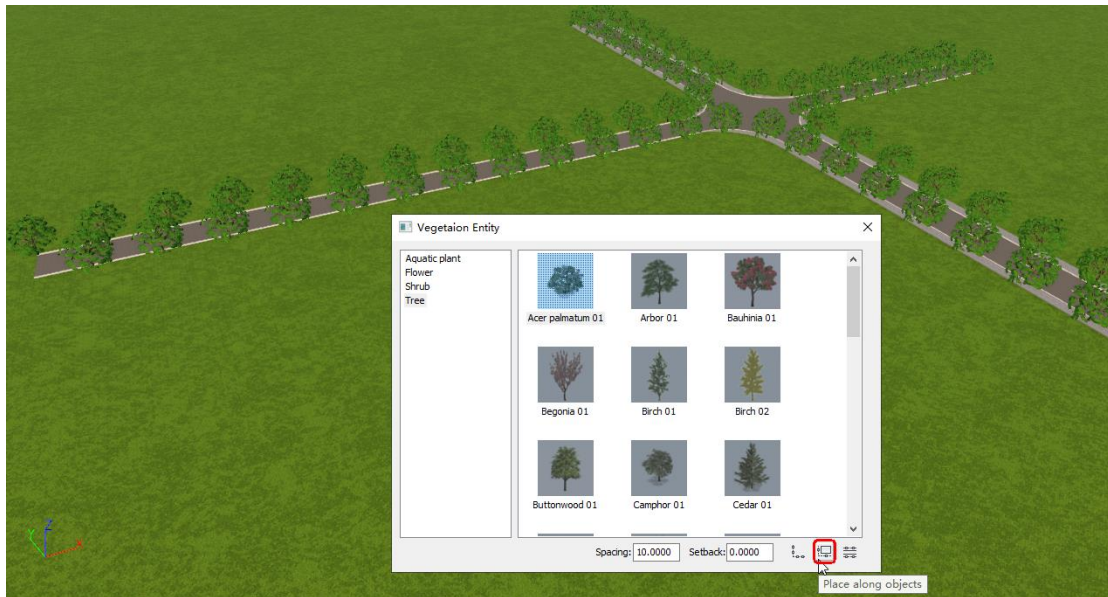
1.8. How to make all the added entities displayed, such as adding street lights but not be displayed after zooming out

ANSWER: Adjust the Visual balance value in "Scene/Optimization" to the maximum.

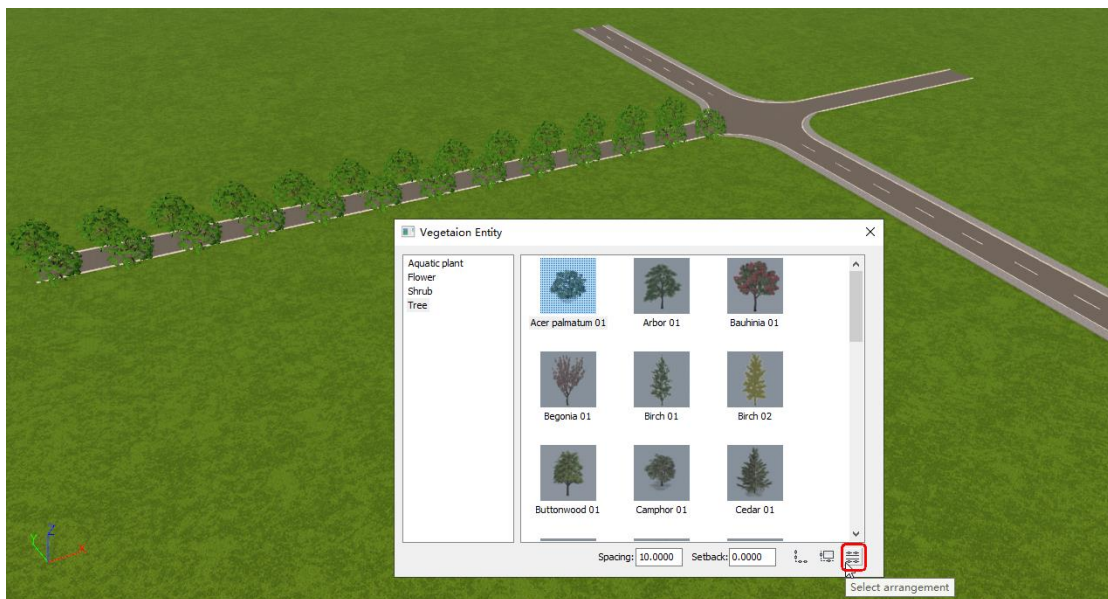


1.9. How to Plant Trees Along the Road by one click

ANSWER: Select the Vegetation Entity tool in the Scene - Environment panel, select the tree to be planted, and then click the "Place along objects" button, select the road, and quickly plant trees along both sides of the road.

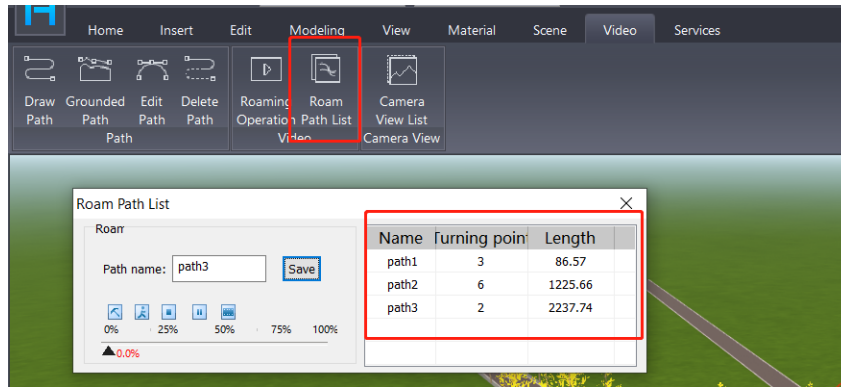


Or click the "Select arrangement" button and follow the command line prompts to select a road or enter Z and select a residential street to add trees.



1.10. How to add multiple video paths in a scene

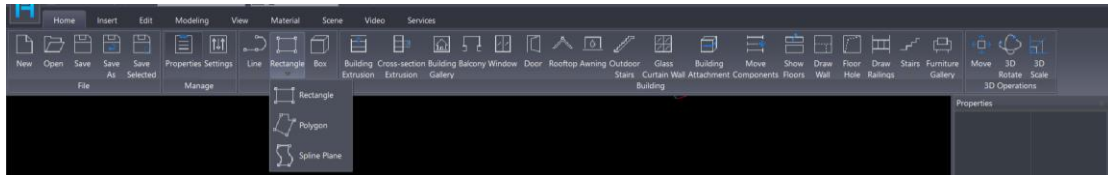
ANSWER: After setting the video path, save the path with the Roam Path List tool, execute the Delete Path tool to delete the path, then click the Draw Path tool to draw a new path, and then save it, and so on.



1.11. Does Houseplan 1.0 has ability to draw an inclined wall or object

ANSWER: Yes, Houseplan 1.0 supports drawing inclined wall or object.

It is convenient to draw an inclined plane with the Polygon command, rotate it and extrude it to a wall or box and edit its shape. Or you can draw with tools in the Advanced Modeling window.



1.12. Does Houseplan 1.0 has ability to draw a flue/chimney

ANSWER: Usually we draw the flue/chimney with tools in the Advanced Modeling window, or we just insert a 3D flue model into the scene.

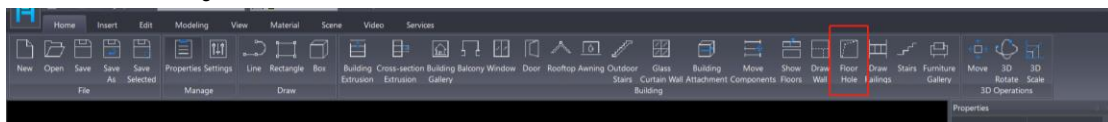
For more information about advanced modeling tools, please check the YouTube videos below:

https://www.youtube.com/watch?v=R8mv_vlidik&t=54s

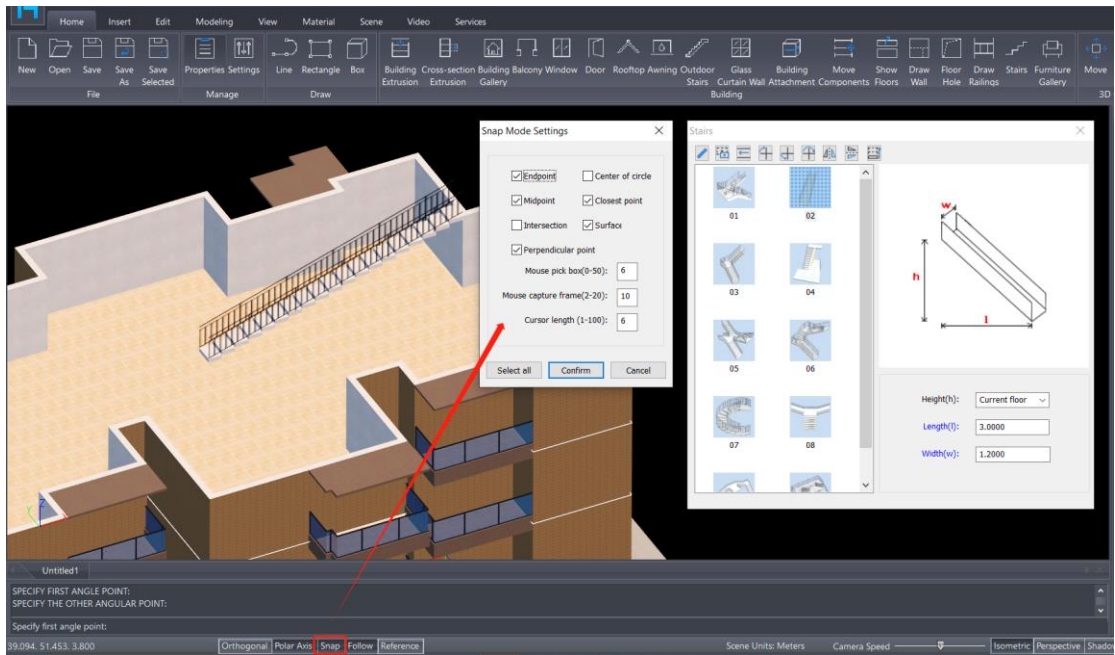
<https://www.youtube.com/watch?v=DNs3fLGAfIM&t=13s>

1.13. Does Houseplan 1.0 has ability to draw a stair to a pre-determined landing height with ceiling cut-out

ANSWER: Yes, Houseplan 1.0 allows drawing stairs to a specific height. We use the Floor Hole command to draw holes in ceilings.

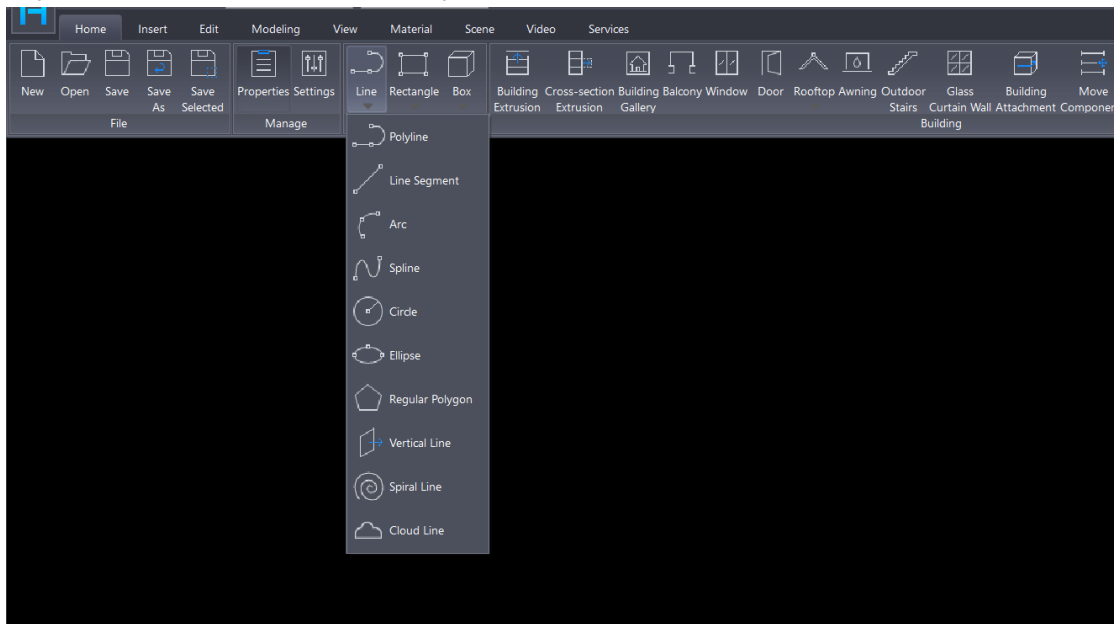


And use the Stairs tool to add stairs with specific heights.



1.14. Can Houseplan 1.0 draw a boundary line(s) around a block of land

ANSWER: Yes, Houseplan 1.0 supports drawing a boundary line around a block of land. You can use the 2D Polyline or Spline tools to draw the boundary lines.

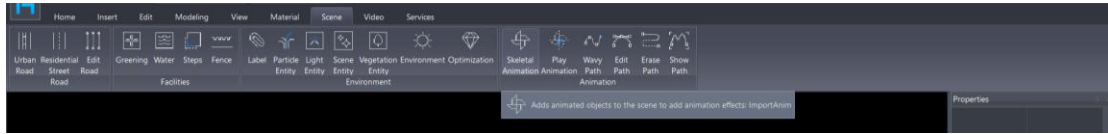


1.15. Can Houseplan 1.0 draw (basic or minimal) contour lines on said block

ANSWER: Houseplan 1.0 currently doesn't support drawing contour lines. However, Houseplan 1.0's technical capabilities are robust, and the development team is open to expanding the platform's functionality based on market feedback. After gathering sufficient user input, the team will assess the demand and make a decision on whether to incorporate this feature into Houseplan 1.0 in the future.

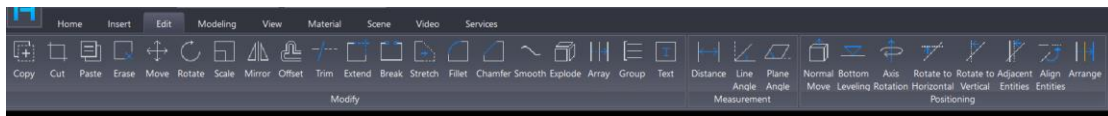
1.16. Does Houseplan 1.0 includes some landscapes tools - paths, driveways, road, garden-beds & plants

ANSWER: Most landscape tools are in the Scene menu. You can also import your own 3D models from your equipment.



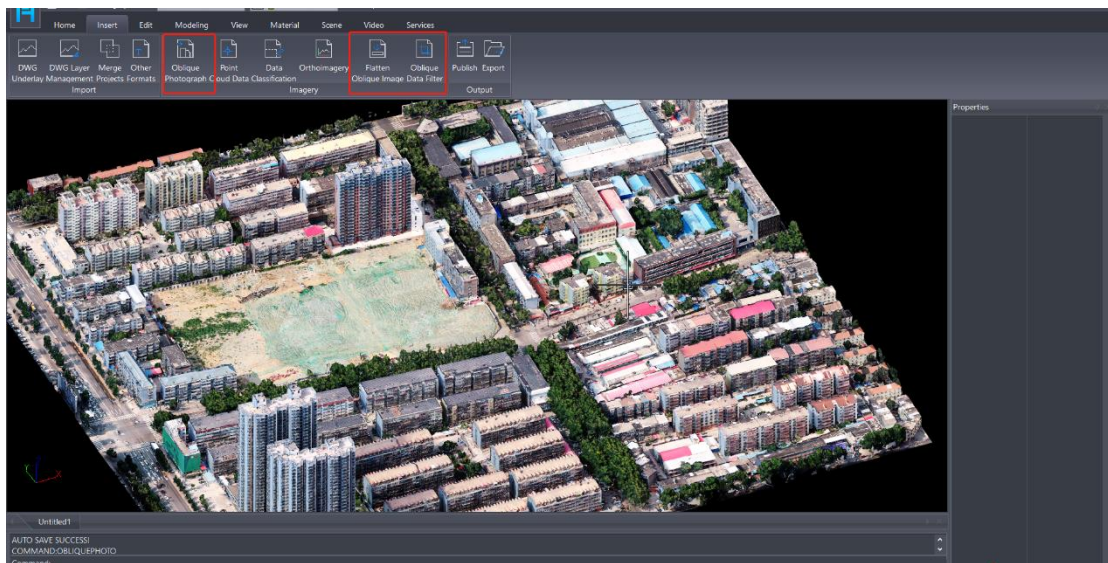
1.17. How to draw a 2D plan in Houseplan 1.0 and 3D

ANSWER: You can use the line, polyline, Spline and other 2D tools, as well as the 2D Edit tools under the Edit menu to draw a basic 2D drawing.



1.18. 3D landscape tools in Architecture in 3D

ANSWER: You can insert oblique photography and flatten part of it with the Flatten oblique image tool. You can also import the .dem file, but currently, it cannot be edited.

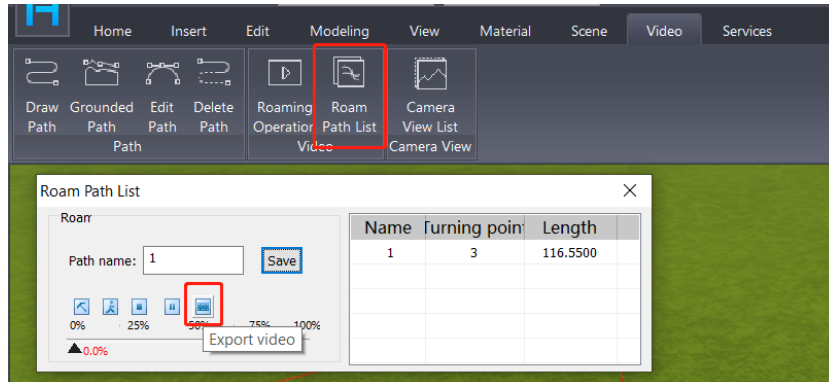


1.19. Can Houseplan 1.0 allow setting sunshine location coordinates and desired time

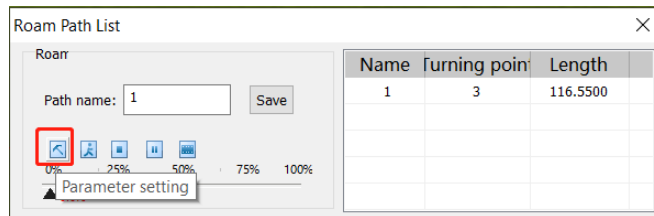
ANSWER: No, Houseplan 1.0 does not currently support setting the sunshine location coordinates and desired time. As a newly released product in the global market, this feature is not yet available. However, Houseplan 1.0's technical capabilities are robust, and the development team is open to expanding the platform's functionality based on market feedback. After gathering sufficient user input, the team will assess the demand and make a decision on whether to incorporate this feature into Houseplan 1.0 in the future.

1.20. How to export videos?

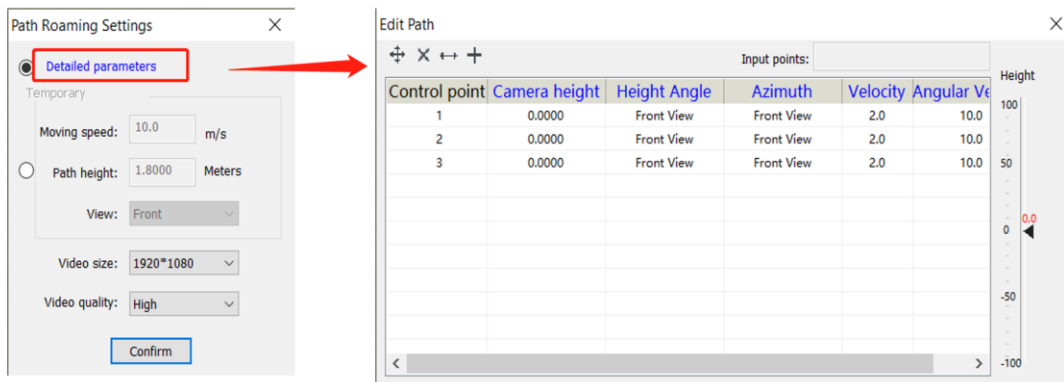
ANSWER: To export videos, click on the **Roam Path List** tool, click the Export Video button.



You can make settings to the video export by clicking on the Parameter Setting button.



Click the blue “Detailed parameters” option to make adjustments to the target point. In the resulting Edit Path dialog box, you can double-click on the blue title, which will automatically apply the changes you made to all the values within the column.



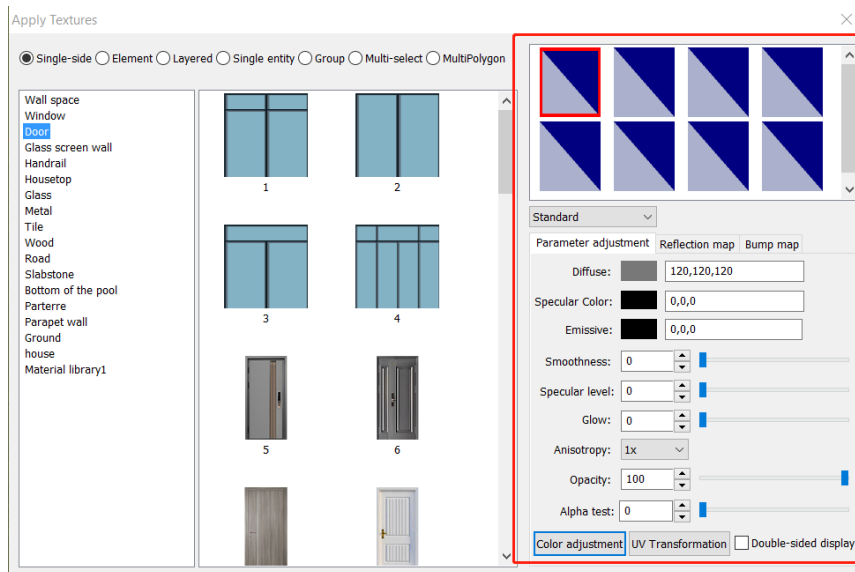
At the bottom of the Path Roaming Settings dialog box, you can modify temporary moving speed, view height, view direction of the video, and choose video size and quality.

1.21. Rendering process of Houseplan 1.0

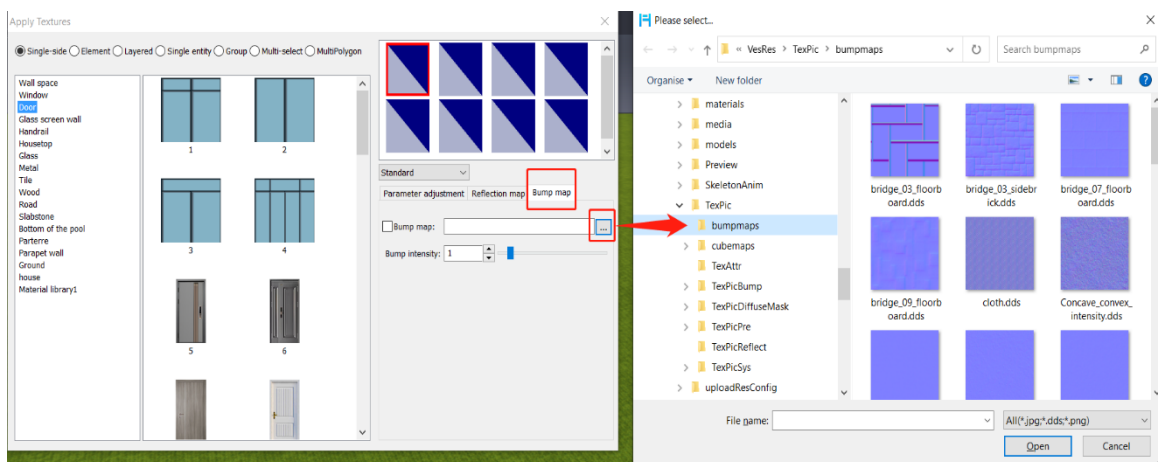
ANSWER: Houseplan 1.0 does not involve a separate rendering process since it operates as a real-time rendering software. This means that the elements we add to the scene are immediately visible as outputs without the need for any additional rendering steps.

1.22. How to edit materials in Houseplan 1.0?

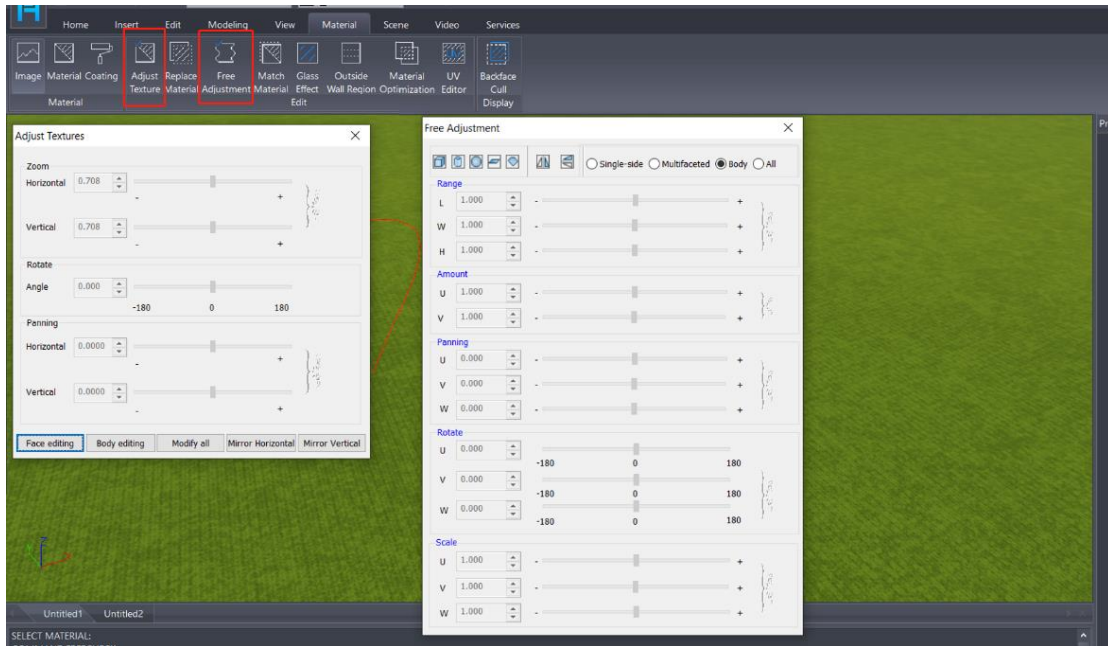
ANSWER: To modify the materials in the scene, we can access the material panel and make adjustments to the highlight color, glossiness, and highlight level using the parameter panel located on the right.



For textured materials, in addition to adjusting their properties, we can apply a bump effect through the bump map panel to enhance their realism.

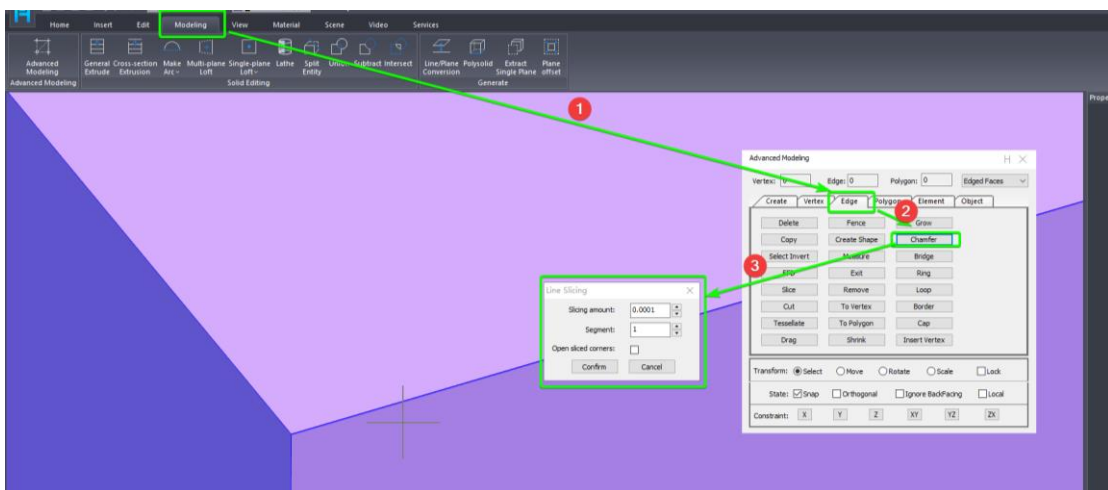


Furthermore, the size of the material texture can be adjusted using functions like texture adjustment or free adjustment to cater to different requirements and situations.



1.23. When the chamfer is small, will there be a straight chamfer instead of a circular chamfer

ANSWER: No, the smallest chamfer size can be supported is 0.1mm.



1.24. Does Houseplan 1.0 allow outputting 2D layout with annotations

ANSWER: Houseplan 1.0 allows outputting 2D images and DWG drawings but doesn't allow making annotations in the scene, nor outputting 2D layout with annotations.

1.25. Does Houseplan 1.0 support section view

ANSWER: No, Houseplan 1.0 does not currently support section view. However, Houseplan 1.0's technical capabilities are robust, and the development team is open to expanding the platform's functionality based on market feedback. After gathering sufficient user input, the team will assess the demand and make a decision on whether to incorporate this feature into Houseplan 1.0 in the future.

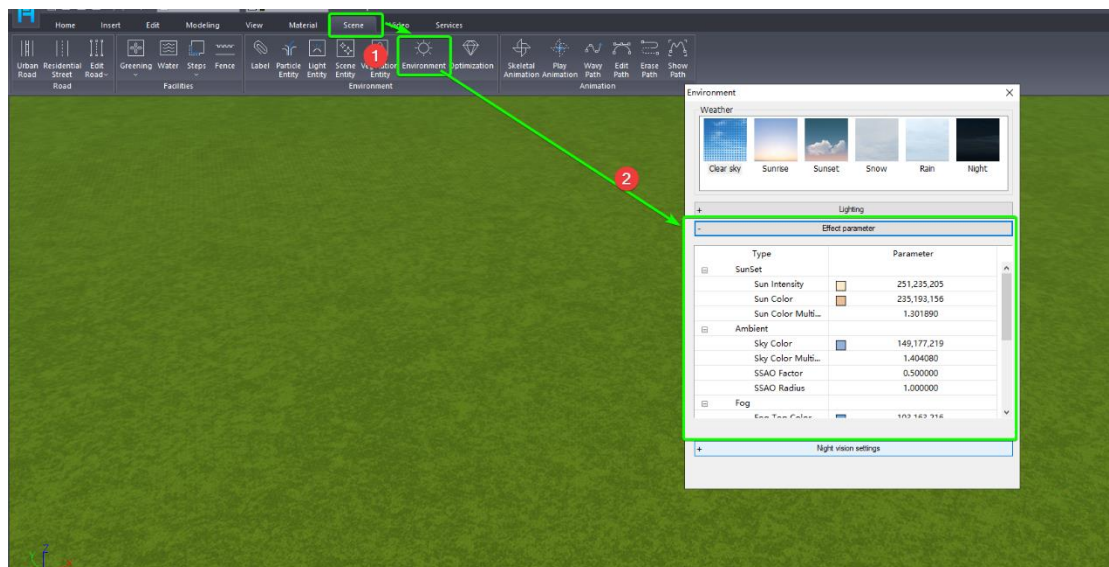
1.26. Is it possible to build on slopes (hillsides)

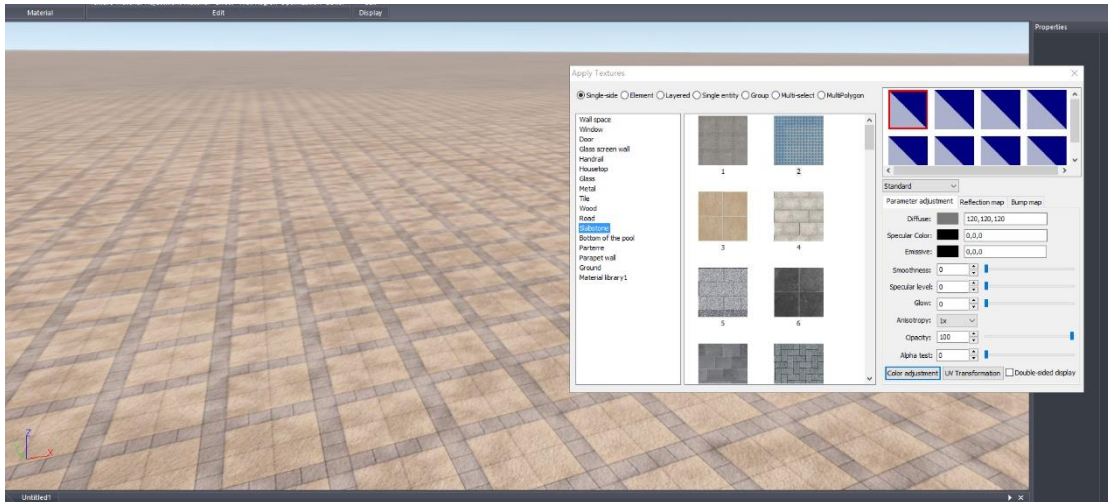
ANSWER: Yes. You can use the Advanced Modeling feature. The Houseplan 1.0 Tutorials Video **Create a villa with Advanced Modeling tools** in our YouTube channel shows how to build a house on the hillside.



1.27. How to adjust rendering parameters

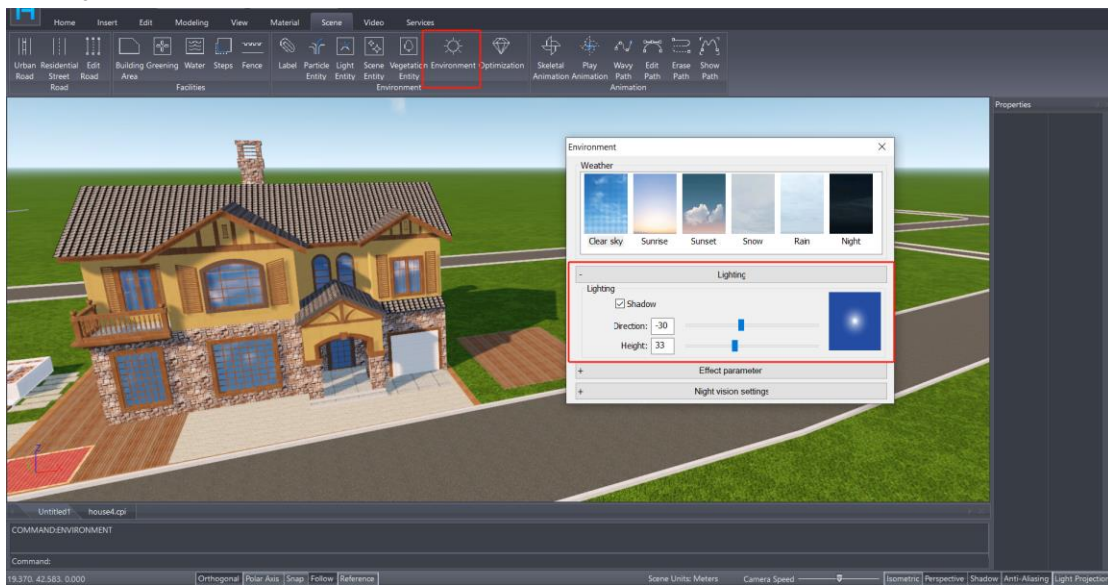
ANSWER: Houseplan 1.0 refers to "Hyperrealist Rendering," a cutting-edge technology that enables real-time rendering in a highly realistic manner. With Houseplan 1.0, users no longer need to manually configure rendering parameters, as the system handles them automatically. However, for those seeking to customize rendering values, adjustments to environment parameters are possible. The "Effect parameter list" within the Environment feature allows users to modify aspects such as weather and lighting. Additionally, the Material tool presents an option to directly replace textures of the ground.



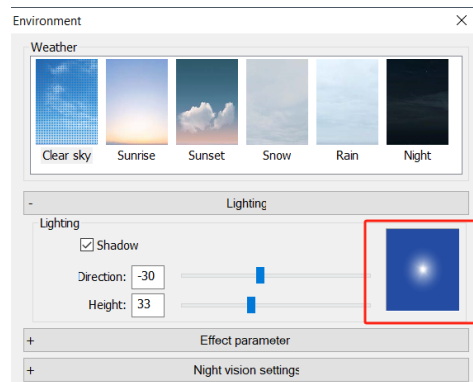


1.28. How to adjust the height and position of the sun

ANSWER: Open the Environment window under the Scene menu. Click the Light button to adjust the direction and height of the sun.



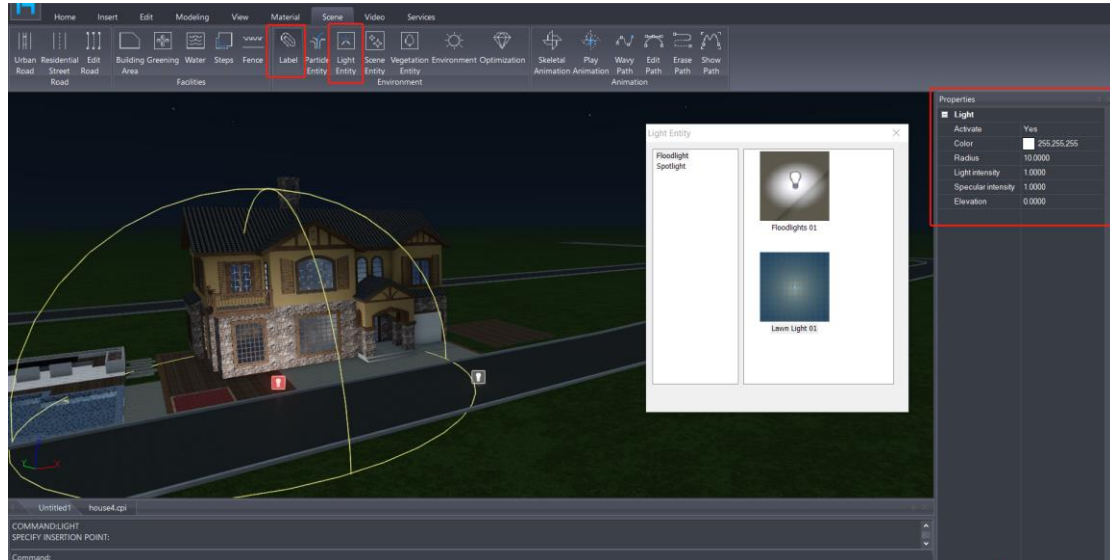
By clicking this image button, you can immediately find the sun.



1.29. How to add and modify the light

ANSWER: Enable the Label feature under the Scene menu. Click the Light Entity feature to open the gallery and add the light you need.

If you want to modify it, you can click on the light icon in the scene and modify the parameters in the Properties window.



Parameters For Floodlight:

- Activate: light switch.
- Color: adjust the color of the light.
- Radius: Enter parameters to adjust the effective range of the light.
- Light intensity: adjust the light intensity. The larger the value, the brighter it is.
- Specular intensity: Adjust the highlight intensity of the object being illuminated. The higher the intensity, the brighter it will be.
- Elevation: The height of the light from the ground.

Parameters For Spotlight:

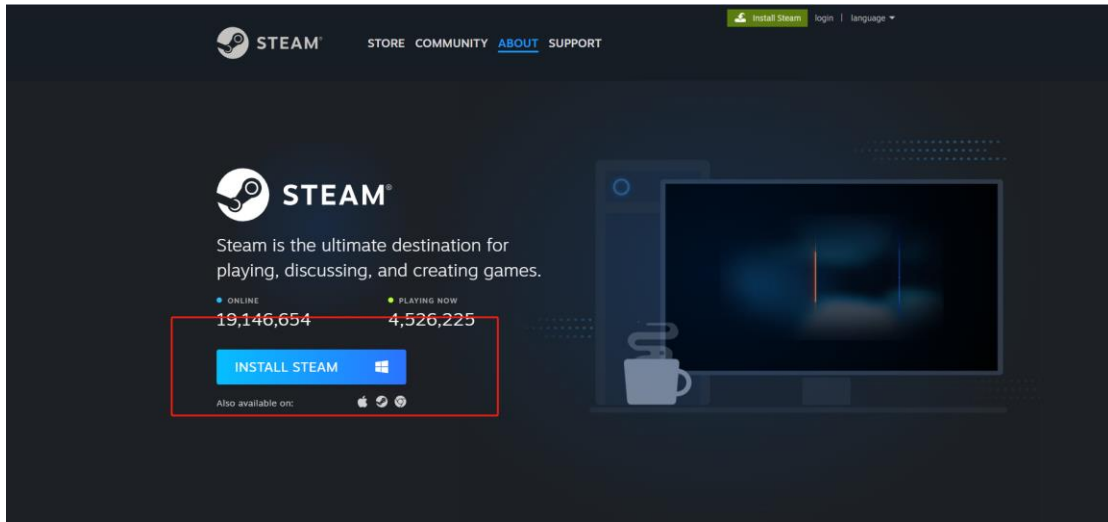
- Activate: light switch.
- Color: adjust the color of the light.
- Radius: Enter parameters to adjust the effective range of the light (the distance of the spotlight).
- Direction: The direction of the spotlight.
- The three values represent the values of the three coordinate axes. Positive and negative represent the positive and negative directions on the axis. The values affect the quadrant angle of the light. For example, 1,1,0. It is the first horizontal quadrant, 45° direction. -1,2,0. It is the second horizontal quadrant, about 123°. You have to adjust the angle yourself.
- Light cone: Adjust the (conical) range angle of the spotlight. The smaller it is, the narrower it is, and the larger it is, the wider it is.
- Attenuation: The effect of edge attenuation (softening) of the spotlight. The smaller the edge, the stiffer it is, and the larger the edge, the softer it is.
- Light intensity: adjust the light intensity. The larger the value, the brighter it is.
- Specular intensity: Adjust the highlight intensity of the object being illuminated. The higher the intensity,

the brighter it will be.

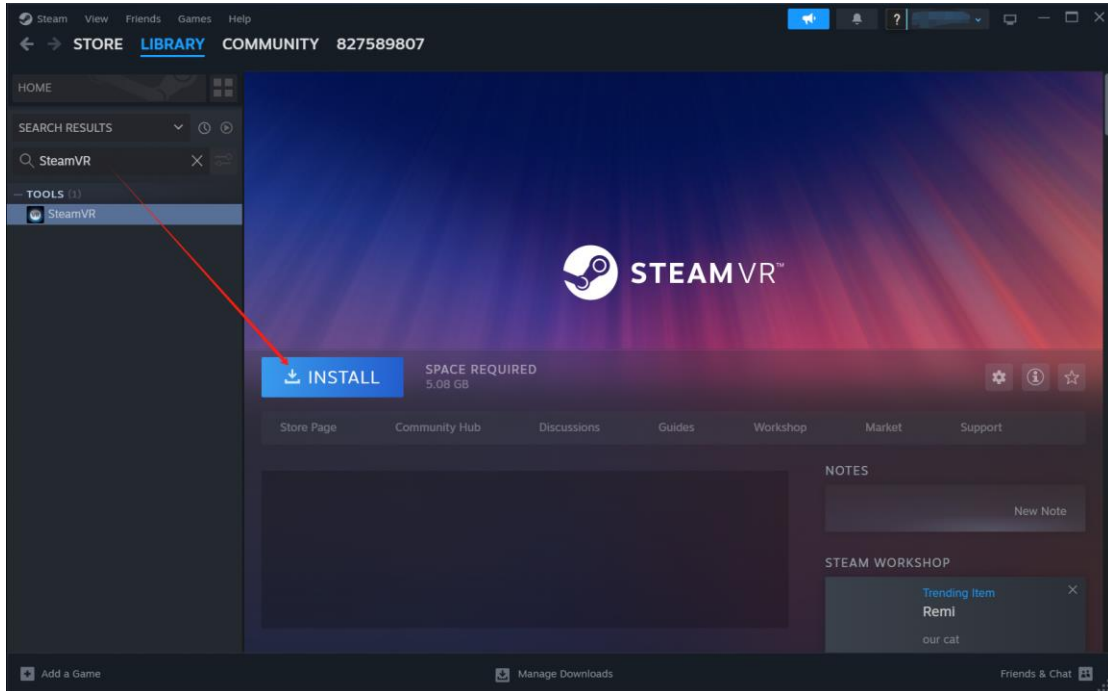
- Elevation: The height of the light from the ground.

1.30. How to use VR to view the models

ANSWER: To connect the VR to the Houseplan 1.0, you need to install the SteamVR application and run it. If you haven't installed the Steam yet, you will have to install the Steam platform first.



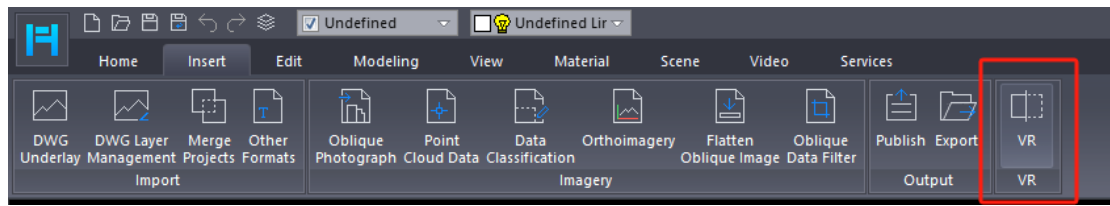
Then, search and install the SteamVR application in Steam platform. And run the SteamVR.



Next, you need to turn on the VR device and connect to the same WIFI with the PC that runs the Houseplan 1.0 and SteamVR.

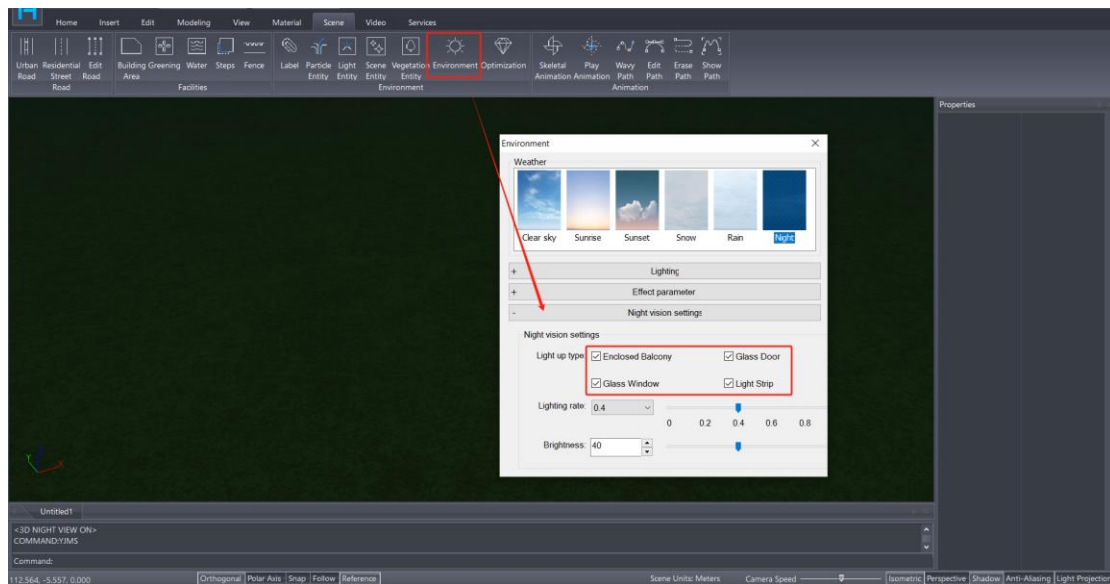
In the end, click the VR tool under the Insert menu of Houseplan 1.0 software, and wear the VR headset to view

the models.



1.31. Why the materials of windows are automatically changed when I switch the environment to night mode

ANSWER: In order to make the building look better in night mode, Houseplan was designed to automatically modify the material to make the windows look like they are lit. If you don't want the material to change, you can click the Environment tool under the Scene menu, then click the Night version setting button to open the adjustment menu, and then uncheck the corresponding object.

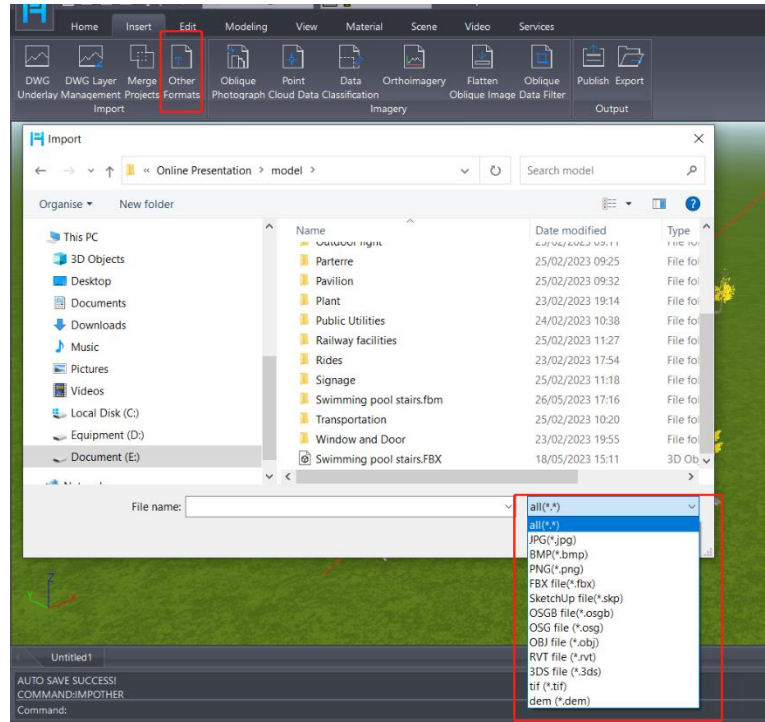


2. Compatibility questions and answers

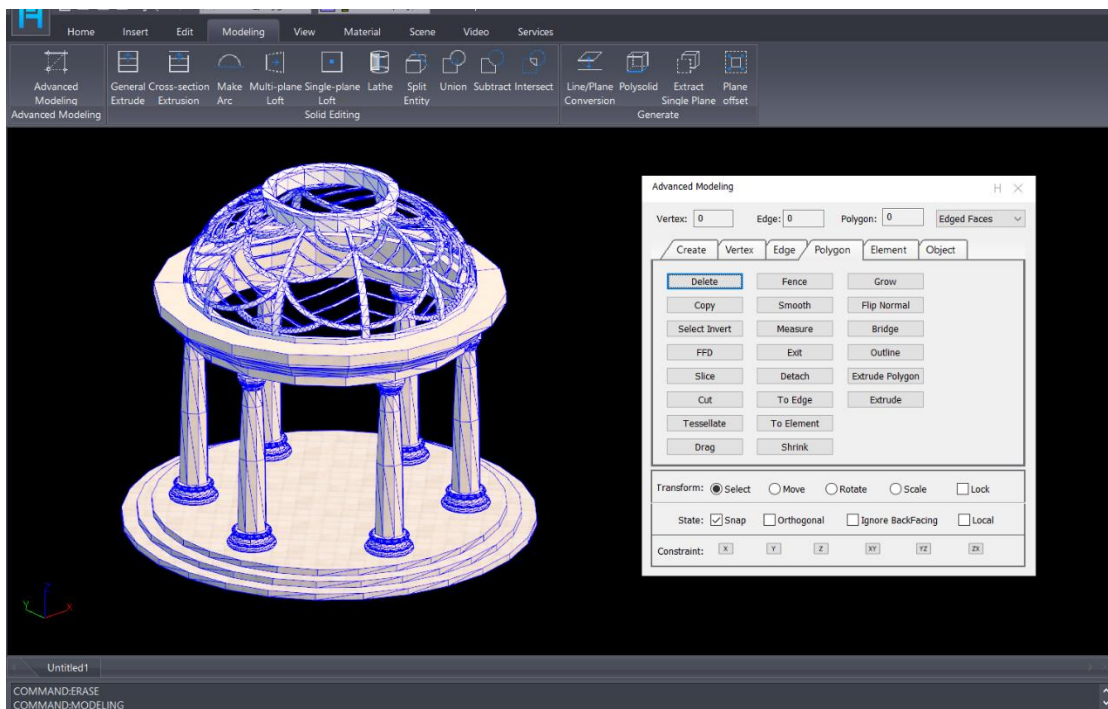
2.1. How to import models made by other formats to Houseplan 1.0

ANSWER: Houseplan 1.0 supports importing oblique photography and point cloud data. As well as importing and exporting commonly used formats such as fbx, obj, tif, dem, osg, bmp, jpg, png. You can also import and edit dwg, skp, rvt, 3ds format designs.

To import other format models, just click the Other Formats command at Insert – Import panel, and select the model from the folder

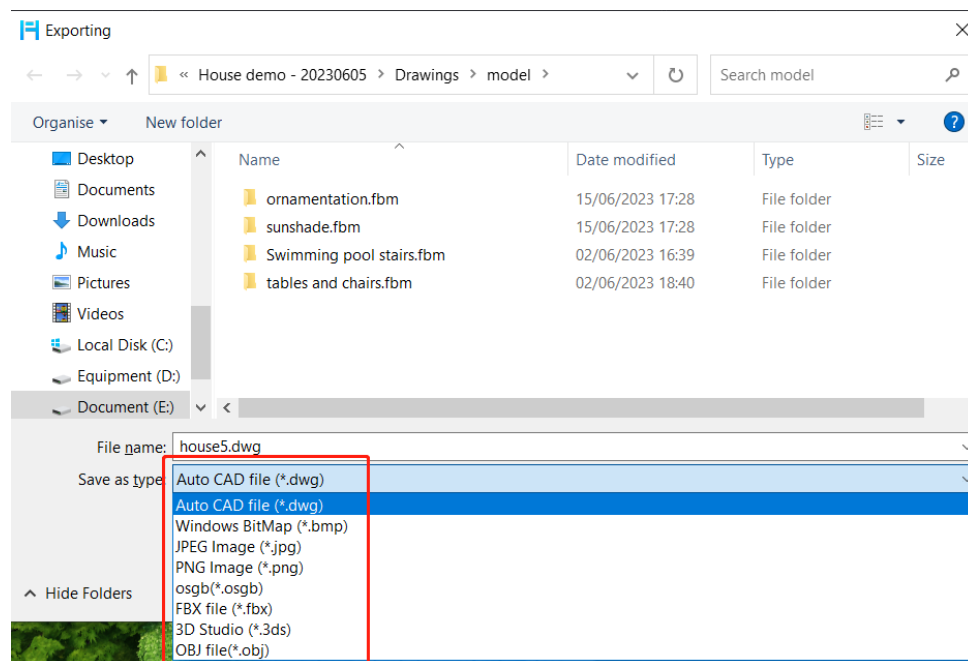


Then you can edit the model by converting them to editable objects by "Advanced Modeling" tool under the Modeling menu.



2.2. How to export the model made by Houseplan 1.0 to Lumion and display the rendering results correctly in Lumion

ANSWER: You can use the Export function under the Insert menu to export the model to FBX format, and then import it into Lumion.



2.3. How to import DWG underlay

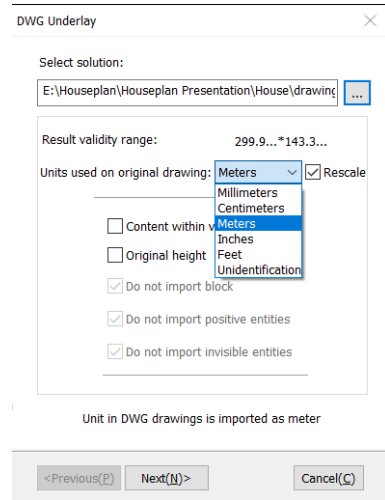
ANSWER: Houseplan 1.0 supports AutoCAD versions 2007 to 2021 of DWG files.

2.3.1 What to do before importing DWG drawing

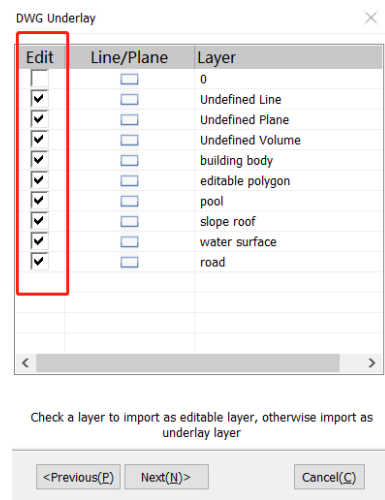
1. Remove or delete any irrelevant content such as lines, blocks, layers, and text that are not needed for future modeling.
 2. Explored or Delete the Block reference to ensure successful import.
 4. Note that imported lines may not display their original line width.
 5. In the absence of a corresponding text style, the text will be displayed using the default style.
 6. If the imported lines are intended to form a plane or 3D object in Houseplan 1.0, you should connect them into a closed polyline. And ensure there are no self-intersecting or overlapping lines. And remove approximately straight adjacent lines to avoid any misconceptions after generating the 3D solid.
 9. Place lines representing the same type of entities on the same layer.
 10. Verify that the height of all entities in the drawing is set to zero and remove any invisible debris.
 11. Conduct a thorough check to zoom in the drawing and delete any objects that fall outside the target range.
- Please note that these guidelines are crucial for a successful import and smooth usage of the drawings in Houseplan 1.0.

2.3.2 What to do when importing the DWG drawing

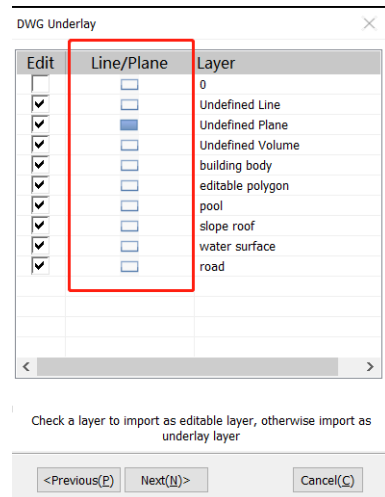
1. The drawing unit of the imported DWG drawing usually will be automatically recognized and cannot be changed. But, after checking the Rescale option, you can adjust the size of the space occupied by the imported drawings in the Houseplan 1.0 workspace by adjusting the units of the DWG drawing.



2. Check the layer: the checked layer entity can be edited after importing (constituting a plane and 3D object), and the unchecked layer cannot be edited after being imported and can only be used as a reference background.



3. Select the surface type: the closed line in the selected layer will automatically be converted to a plane that can be extruded. If it is not clicked and turn blue, the closed line in the selected layer will keep the closed polyline.



2.3.3 After importing DWG underlay

The imported drawings can be divided into four types of entities: background, line, wireframe (closed polyline), and plane. In Houseplan 1.0, there are corresponding functions that follow the evolution rule of "wire-wireframe-plane-3D object."

1. **Line:** This entity represents straight lines or curves and is primarily used for defining or converting various linear entities. It can also be further edited and evolved into a wireframe.
2. **Wireframe:** Reserved as a closed polyline, the wireframe entity serves as the prepare of a plane. It is generally not directly converted into a plane to avoid confusion caused by overlapping multiple planes.
3. **Plane:** The plane entity is a two-dimensional surface that can be directly converted into various professional entities or undefined 3D objects using appropriate tools.
4. **Background management:** This function enables the conversion of imported background entities into editable entities within Houseplan 1.0.

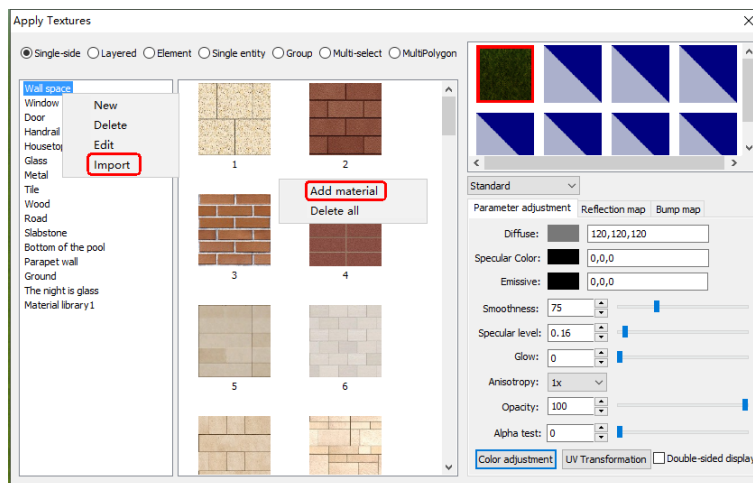
If errors are detected in the imported lines, wireframes, or planes that are difficult to resolve, or to prevent potential errors during the importing process, it is recommended to use tools provided in Houseplan 1.0 to refine the imported underlay.

2.4. Can I export models to DWG format? And what is the result of exporting the 3D model to DWG drawing with Houseplan 1.0

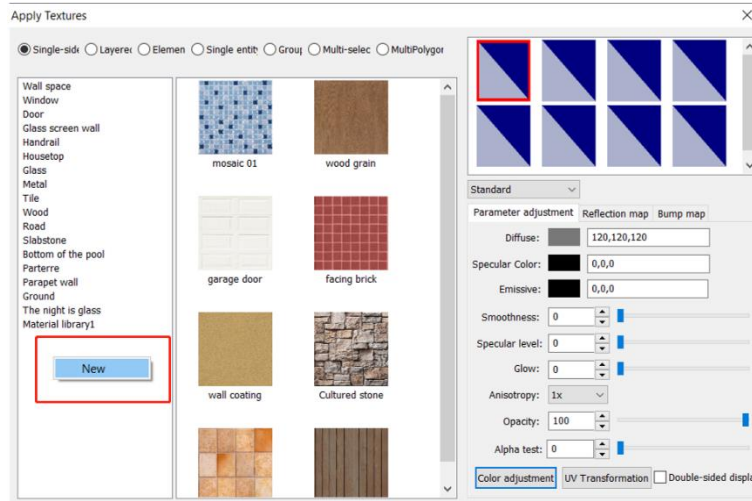
ANSWER: Yes. The models can be saved as DWG format file, but only 3D polyline objects.

2.5. How to import textures

ANSWER: Open the Apply Textures dialog box, select a category, right click on it and click the Import option, and select the material folder to import the material, or click the category and go to the right side of the dialog box, and right click to select "Add material" to add a specific texture.

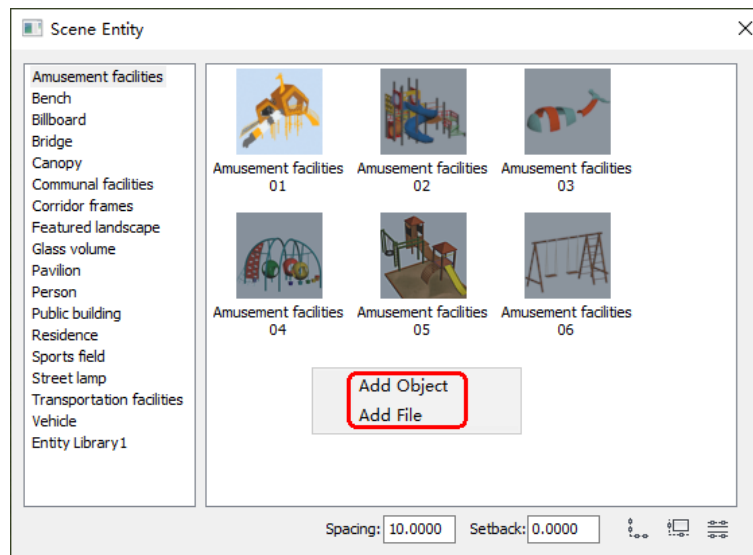


And you are able to create a new category by right click on the blank area of the left side in the dialog box.

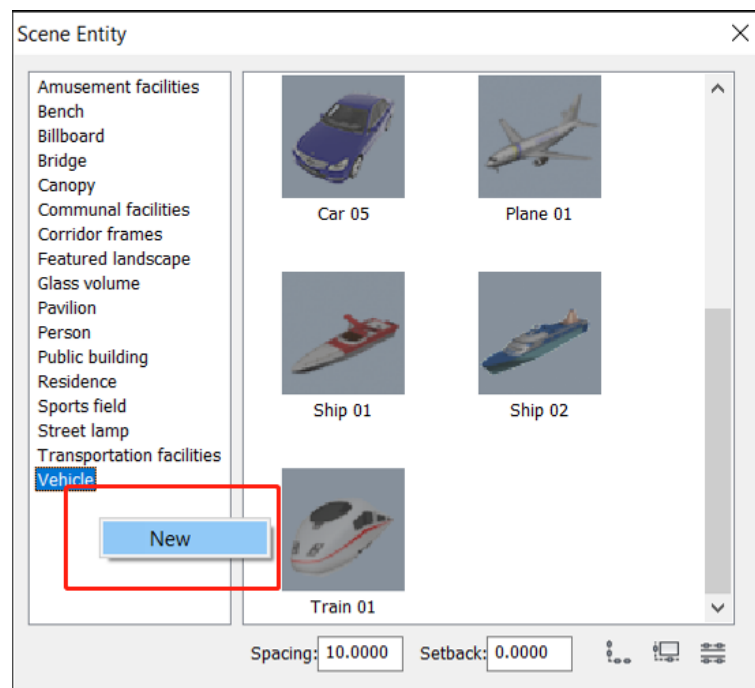


2.6. How to import models into the Entities Gallery

ANSWER: Open the Scene Entity dialog box, click a category and go to the right side of the dialog box, and right click to select the "Add file!" option to add a specific model from your PC, or select the "Add File" option to add a model from the current scene in the Houseplan 1.0.



And you are able to create a new category by right click on the blank area of the left side in the dialog box.



2.7. Why after importing data with the original coordinates, the model is displayed in mid-air, and the scene is gray.

ANSWER: Because the data coordinates are too large, you can use View - Centering feature to recalculate and match the scene display effect.

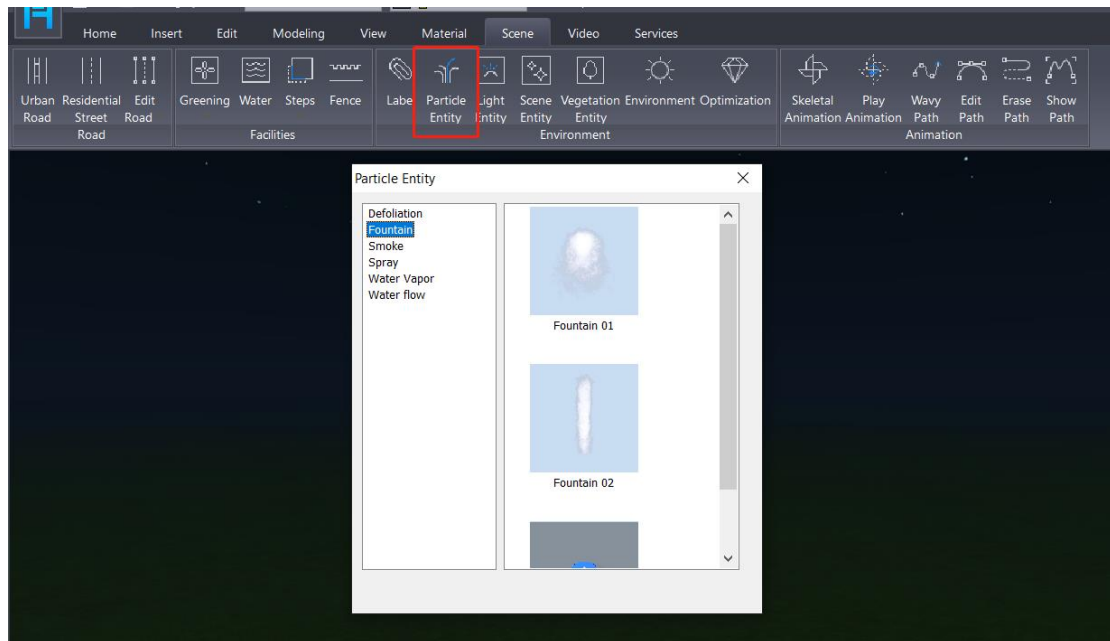
2.8. Does Houseplan 1.0 support uploading personal work like models and textures, and be available to share them with users around the world

ANSWER: No, we are currently utilizing the network library mode, which allows users to download and use our latest materials and models that we uploaded to the server simply by opening the library in Houseplan 1.0. It is available to add personal work like models and textures in your library, but other users cannot see them. We will continue to update models and materials on the server.

As a newly released product in the global market, this feature is not yet available. However, Houseplan 1.0's technical capabilities are robust, and the development team is open to expanding the platform's functionality based on market feedback. After gathering sufficient user input, the team will assess the demand and make a decision on whether to incorporate this feature into Houseplan 1.0 in the future.

2.9. Is their animation available as 3ds Max of water etc?

ANSWER: Houseplan 1.0 offers particle entity functions, including the ability to add water flow to the scene.



By selecting the particle and adjusting the parameters in the properties window, we can also modify its position.

Particle amount	100
Particle lifetime	0.60
Initial speed	0.30
Acceleration	0.00, 0.00, -3

2.10. Does Houseplan 1.0 support import animation objects

ANSWER: FBX models with bones (skeletal animation) can be imported. Then you can set paths in Houseplan 1.0 to let them move. But it is not possible to modify the specific animation parameters (e.g. movement, frequency, etc.) of the model's skeleton.

2.11. Does Houseplan 1.0 support BIM information

ANSWER: Houseplan 1.0 is a 3D modeling and rendering software primarily utilized during the conceptual design phase of architectural projects. Its primary function within the workflow is to efficiently and visually communicate planning ideas to clients. However, it is important to note that Houseplan 1.0 does not currently support Building Information Modeling (BIM). But users can conveniently access certain parameters such as floor height and area to provide basic information.

2.12. Does Houseplan 1.0 support IFC format

ANSWER: No. At present, Houseplan 1.0 does not offer support for the Industry Foundation Classes (IFC) format. However, since GstarCAD already includes IFC support, addressing this limitation is not inherently challenging. Nevertheless, in order to make an informed decision, further feedback collection is essential to ascertain the necessity of incorporating IFC support into Houseplan 1.0 during the concept design stage. This will enable the developers to assess the demands and requirements of users, ensuring any potential addition aligns with their

needs.

2.13. Does Houseplan 1.0 support Importing .rvt files

ANSWER: Yes. Houseplan 1.0 offers the capability to import .rvt format models, allowing users to bring their Revit models into the software. However, it is important to note that Houseplan 1.0 does not have the ability to import and read the Building Information Modeling (BIM) information associated with these models. While the 3D geometry of the .rvt files can be imported into Houseplan 1.0, any BIM-specific data, such as parametric relationships or construction details, will not be accessible within the software. Therefore, Houseplan 1.0 primarily focuses on visualizing and manipulating the 3D models rather than incorporating the comprehensive BIM functionality found in dedicated BIM software like Revit.

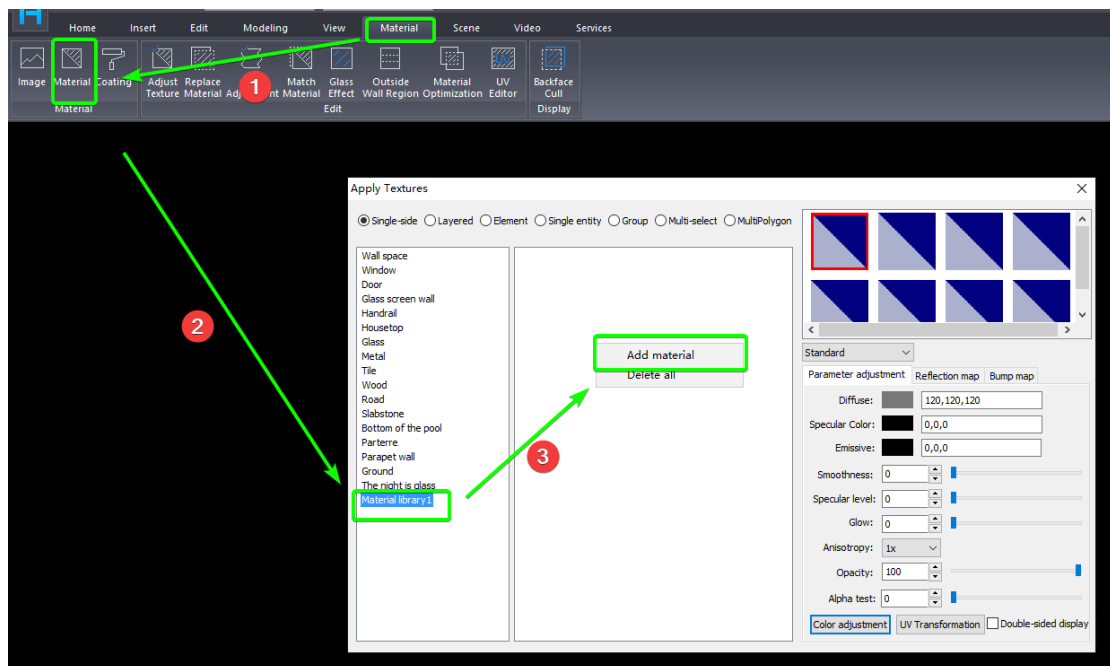
2.14. Does Houseplan 1.0 support importing Point Cloud data

ANSWER: Yes. Houseplan 1.0 offers the capability to import point cloud data.

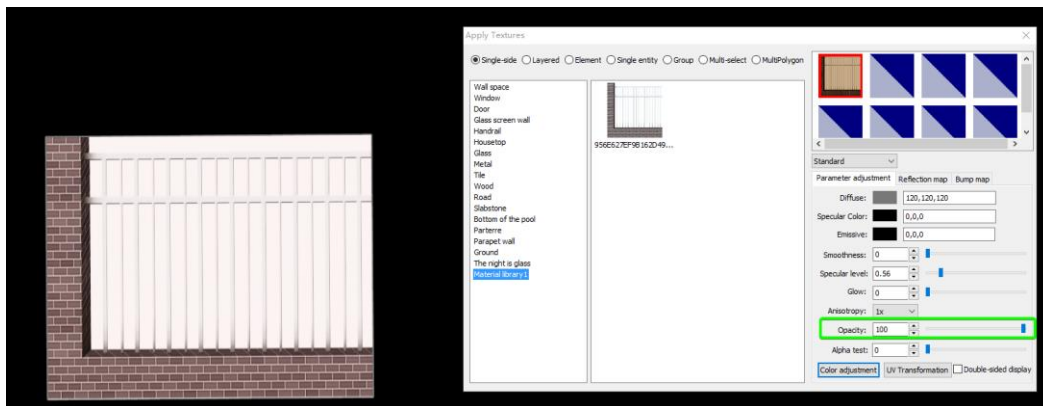
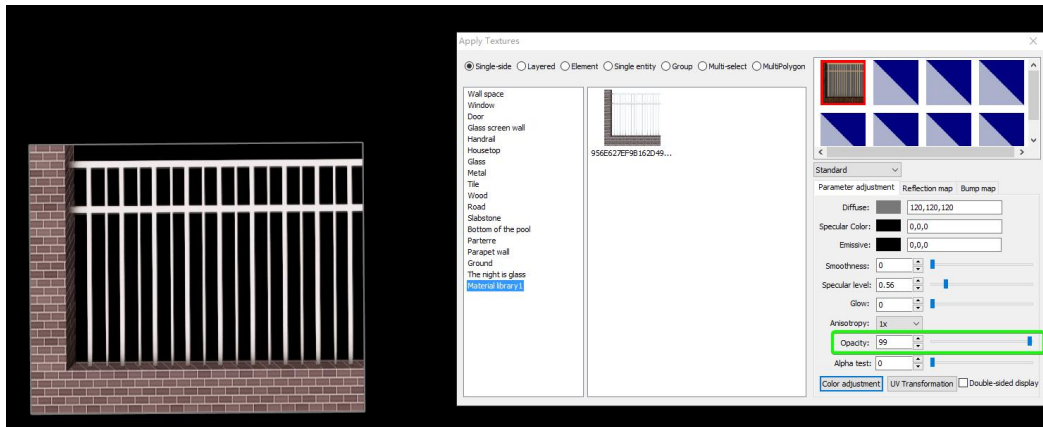
2.15. Can Houseplan 1.0 import a PNG with a transparent background, and can adjust the background color, transparency, etc. after painting the PNG to the entity

ANSWER: Yes. You can import a PNG with a transparent background and adjust the background color, transparency, etc. after painting the PNG to the entity.

First click the Material command in the Material menu to open the “Add Textures” dialog box, and select a material category or create a new one by right clicking in the category window, then right click on the right to add materials.

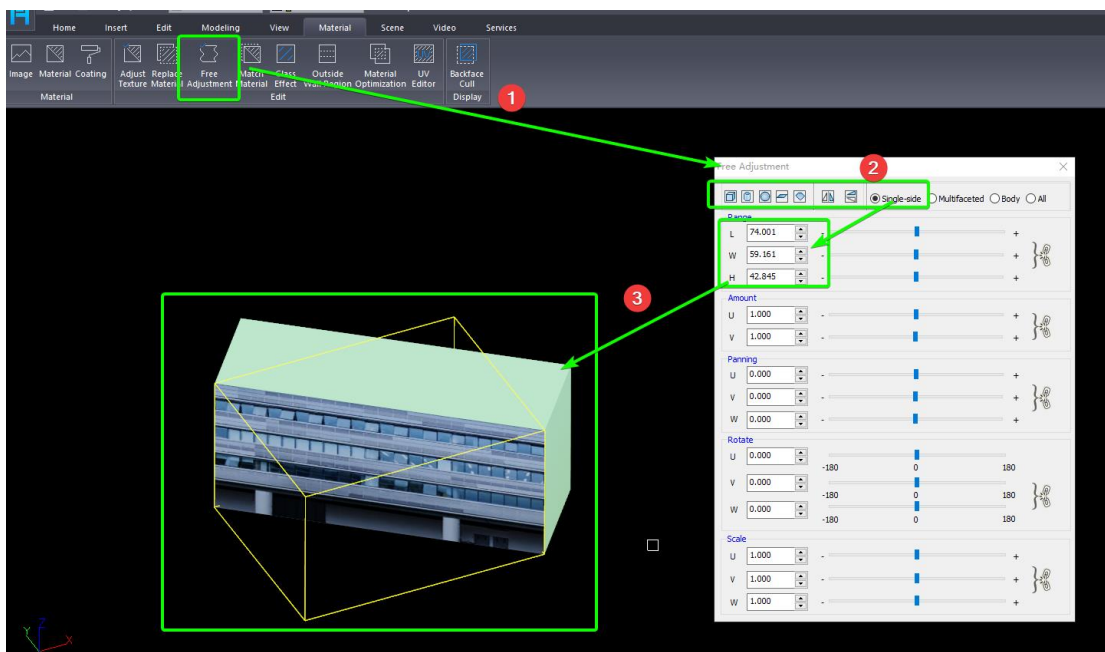


And if you want to adjust the opacity, you can go to the right bottom of the box.



2.16. Can Houseplan 1.0 import high-resolution materials, the texture will not be repeated after importing

ANSWER: Yes. You can use the Free Adjustment tool to adjust the texture. Select the Cube button and the Single-side option, click the object to be painted, and use the default LWH parameters.

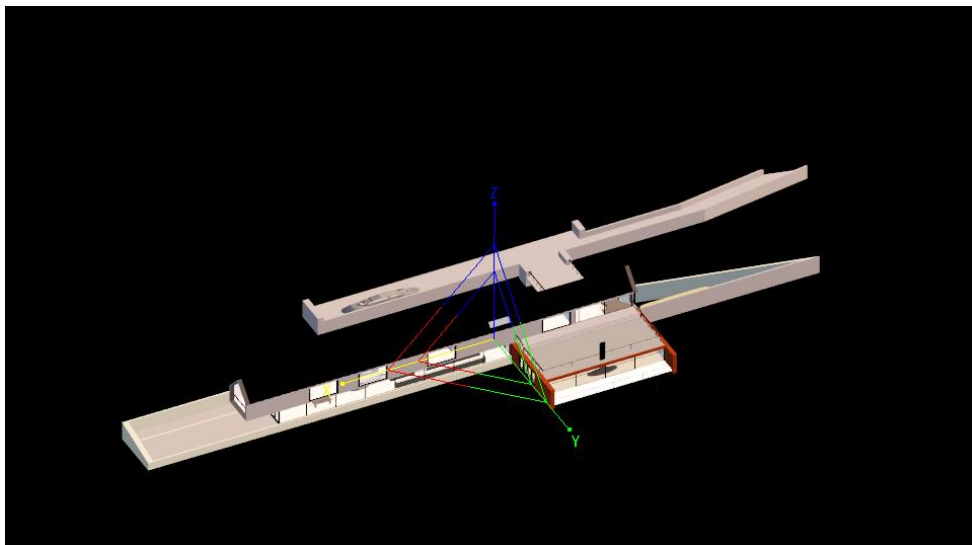


2.17. What is the maximum supported pixel texture image import

ANSWER: Maximum size of 3000*3000 pixels.

2.18. Whether the imported 3D model can be zoomed in or out, if zoomed in and out and exploded, the surface will return to the original size

ANSWER: You can utilize the Scale or 3D Scale feature to resize the model, and the scaled size will be retained even after the model is exploded.



2.19. Does Houseplan 1.0 support import Google map or other map data

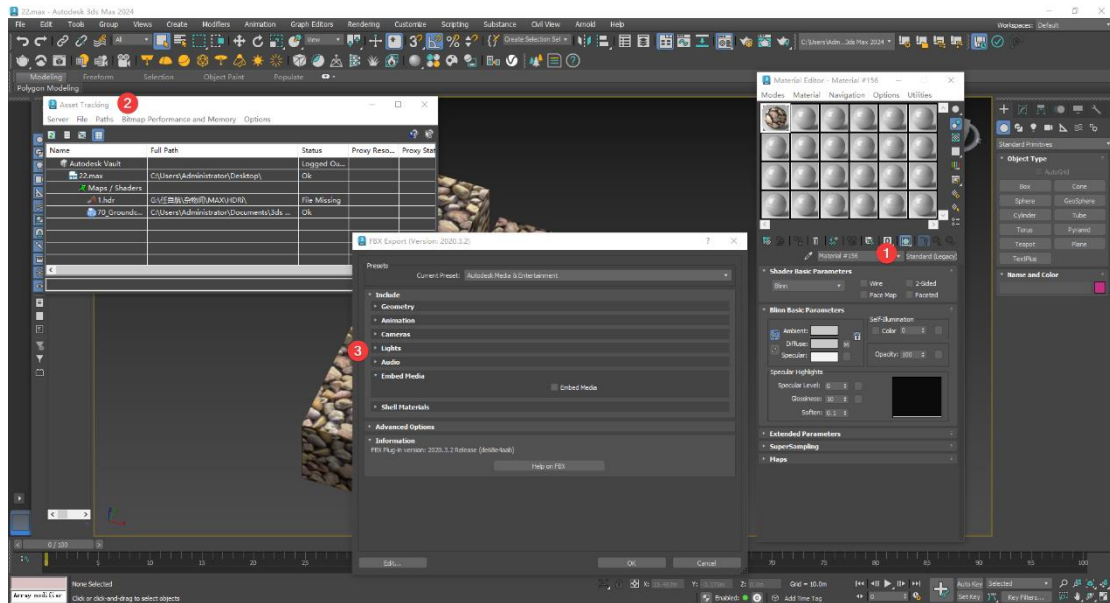
ANSWER: Yes. Maps can be imported through orthophotos, which are in 1:1 scale. And you can also import a map image in formats we support, such as jpg, png.

2.20. Is it available to import PDF files

ANSWER: At present, Houseplan 1.0 does not offer support for PDF format. However, since GstarCAD already includes PDF support, addressing this limitation is not inherently challenging. Nevertheless, in order to make an informed decision, further feedback collection is essential to ascertain the necessity of incorporating PDF support into Houseplan 1.0 during the concept design stage. This will enable the developers to assess the demands and requirements of users, ensuring any potential addition aligns with their needs.

2.21. Why the .fbx model that I exported from 3Ds MAX can't display the material

ANSWER: Houseplan allows import FBX format models with material, but the exportation steps in another software should follow their settings. In Max, when you need to export FBX, you need to:



1. Make sure the material is Standard material. Other materials such as vray materials cannot be exported. The map type can only export bitmaps attached to Diffuse. Mixed maps and various map forms included with MAX cannot be exported.
2. Use shift+T keys to call resource management and check whether the texture is lost. Check the status of the map in the Status list.
 - File Missing: This shows that the texture is missing. If it is exported, there will be no texture. If it is imported into other software, the material will not be displayed.
 - OK: OK is displayed, which means the texture is found and there is no problem in exporting.
3. Export FBX and check Embed Media in the Embed Media list. It must be checked, otherwise only the model will be exported and the material map will not be brought out.

3. Market questions and answers

3.1. What's the difference between Houseplan 1.0 and other Architecture software

ANSWER: Generally speaking, Houseplan 1.0 pays more attention to the external shape and overall positional relationship of the building. And architecture, in the case of GstarCAD Architectural software, pays more attention to high precision and takes into account the actual situation during construction, including internal structures and annotations.

The design stage can be divided into conceptual design and engineering construction design.

- In the conceptual design stage, modeling ability and rendering effect are more important, and software such as Houseplan 1.0, SketchUp, and 3Ds MAX are more commonly used.
- In the construction design stage, software such as AutoCAD, Revit, and GstarCAD are often preferred.

3.2. Is Houseplan 1.0 an alternative to SketchUp

ANSWER: Not exactly. Houseplan 1.0 represents our latest entry into the 3D modeling and rendering landscape. While both Houseplan and SketchUp are tailored to meet the needs of the conceptual design phase within the planning and construction industry workflow, and are recognized for their user-friendly interfaces, Houseplan distinguishes itself as a more all-encompassing platform. It seamlessly integrates the strengths of multiple competing products into one software, enabling faster house design while offering robust support for real-time rendering.



Houseplan 1.0



■ www.gstarcad.net/houseplan/