

Premium 2015

▶ VIDEO EDITION



# Editorial

Dear ViSoft Premium user,

Last year we received a great many suggestions and ideas from you again. We thank you for your openness and the positive spirit in terms of further developing Visoft Premium. We would like to give plenty in return for your confidence this time as well.

The Update 2015 confronts you with partly small, partly more extensive news and improvements. These can be summarized in the areas of: „Workin in 3D“, „Room“, „Photo Tuning“ and „Browser“. Especially last will prove to be pleasantly time-saving and user-friendly.

I am looking forward to any feedback from your side. I always read them with great interest and will personally answer them. Together we can get a giant step closer to the ViSoft Premium you wish to have for your daily planning and customer presentation.

Enjoy the new functions and continue to successfully working with our software!



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Head of development and CEO of ViSoft GmbH  
Email: [rainer.nissler@visoft.de](mailto:rainer.nissler@visoft.de)



## Acknowledgment:

As always my thanks go out to our inventive, effective and in every aspect of the planning and implementation intelligent development team. As well as to the tireless data integration team and the attentive testing team.



# Content

## News in Update Online is very simple:

Within the content just click on the chapter which you are interested in and you will automatically jump to the selected page.

If you want to see an extended explanation of the function click on the arrow and the selected ViSoft Premium video will start.

Click on this arrow to start the particular video.



New functions: Direct. Quick. Easy.

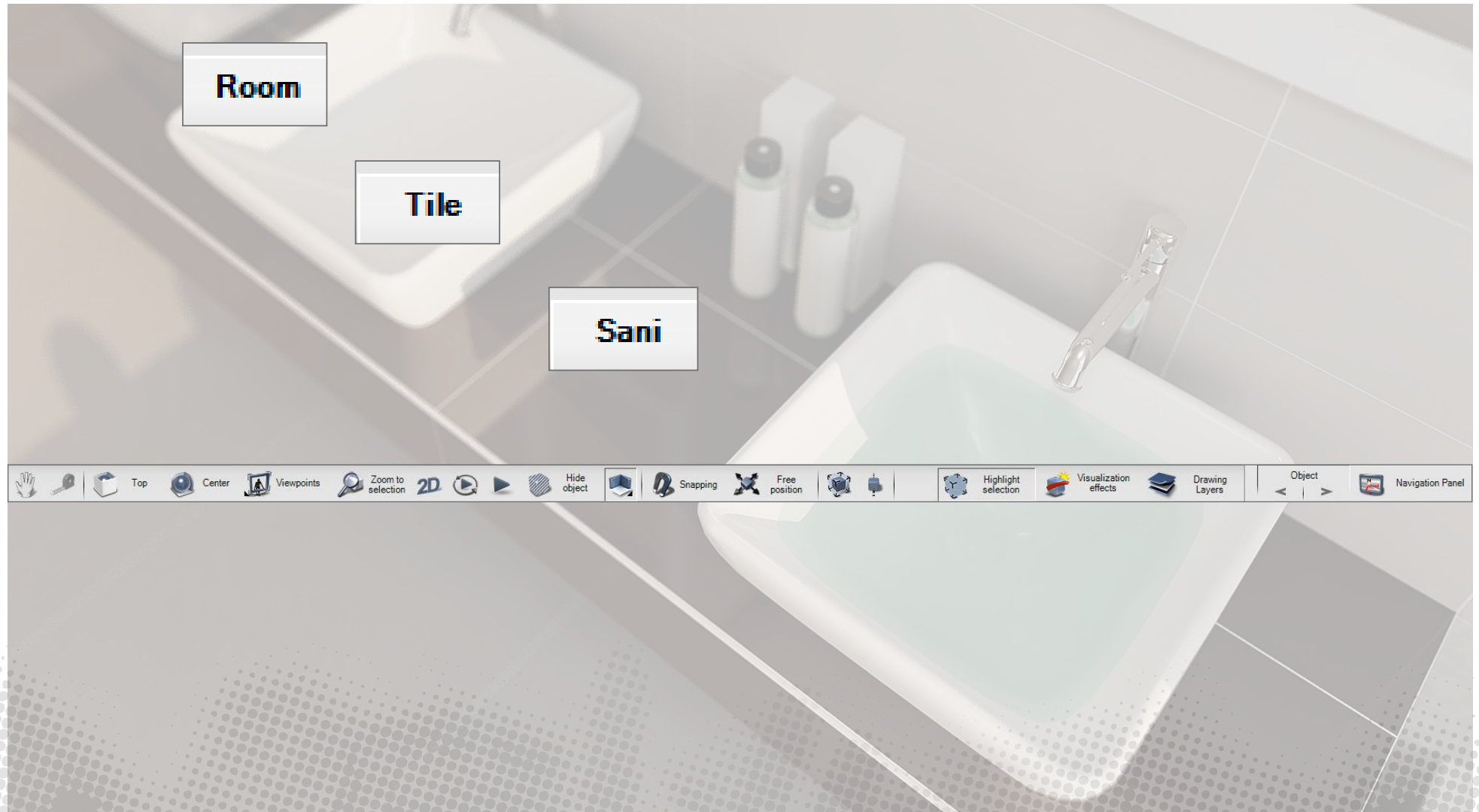
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# Work in 3D



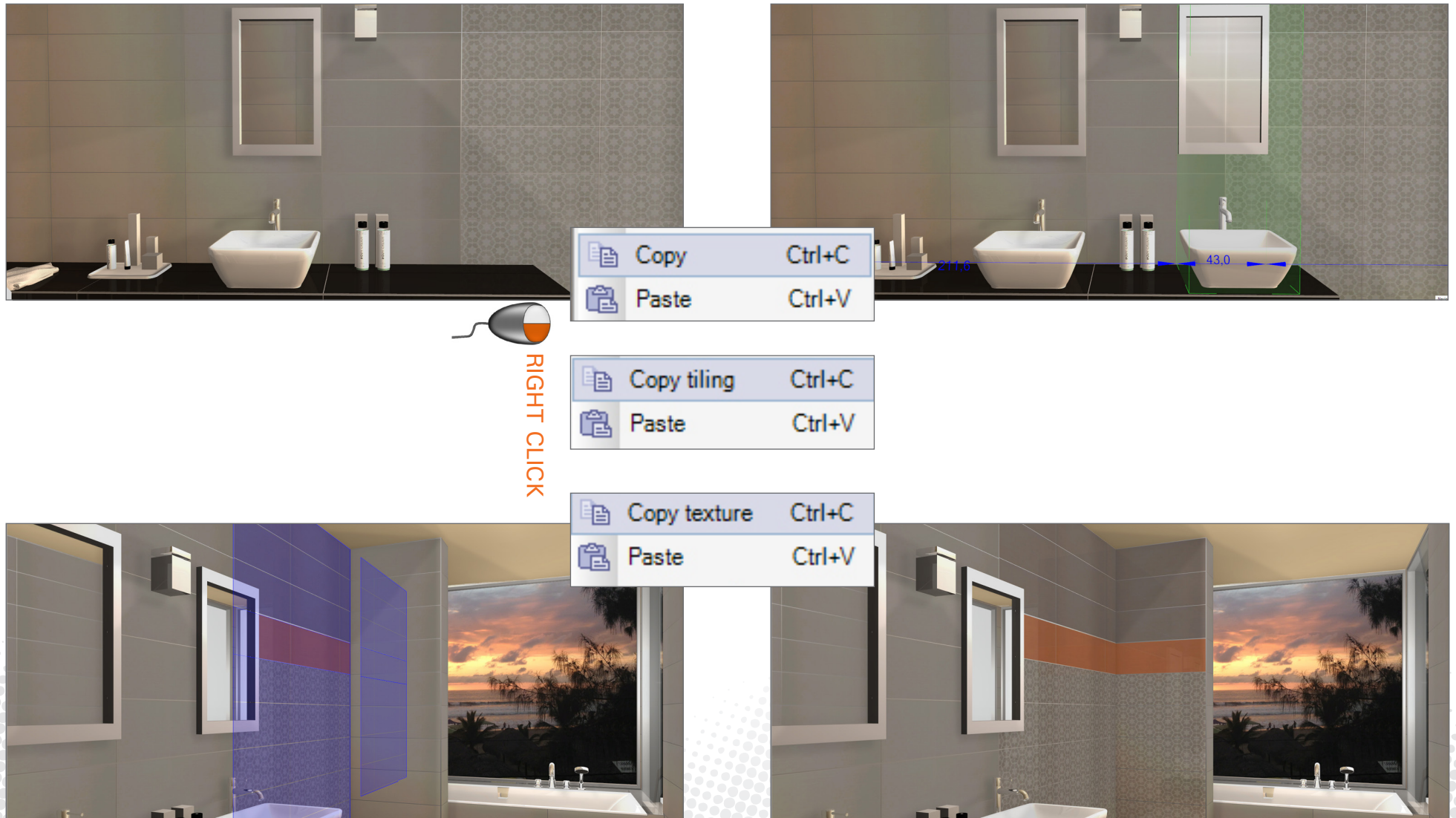


# Toolbar in 3D



Complete processing in 3D.

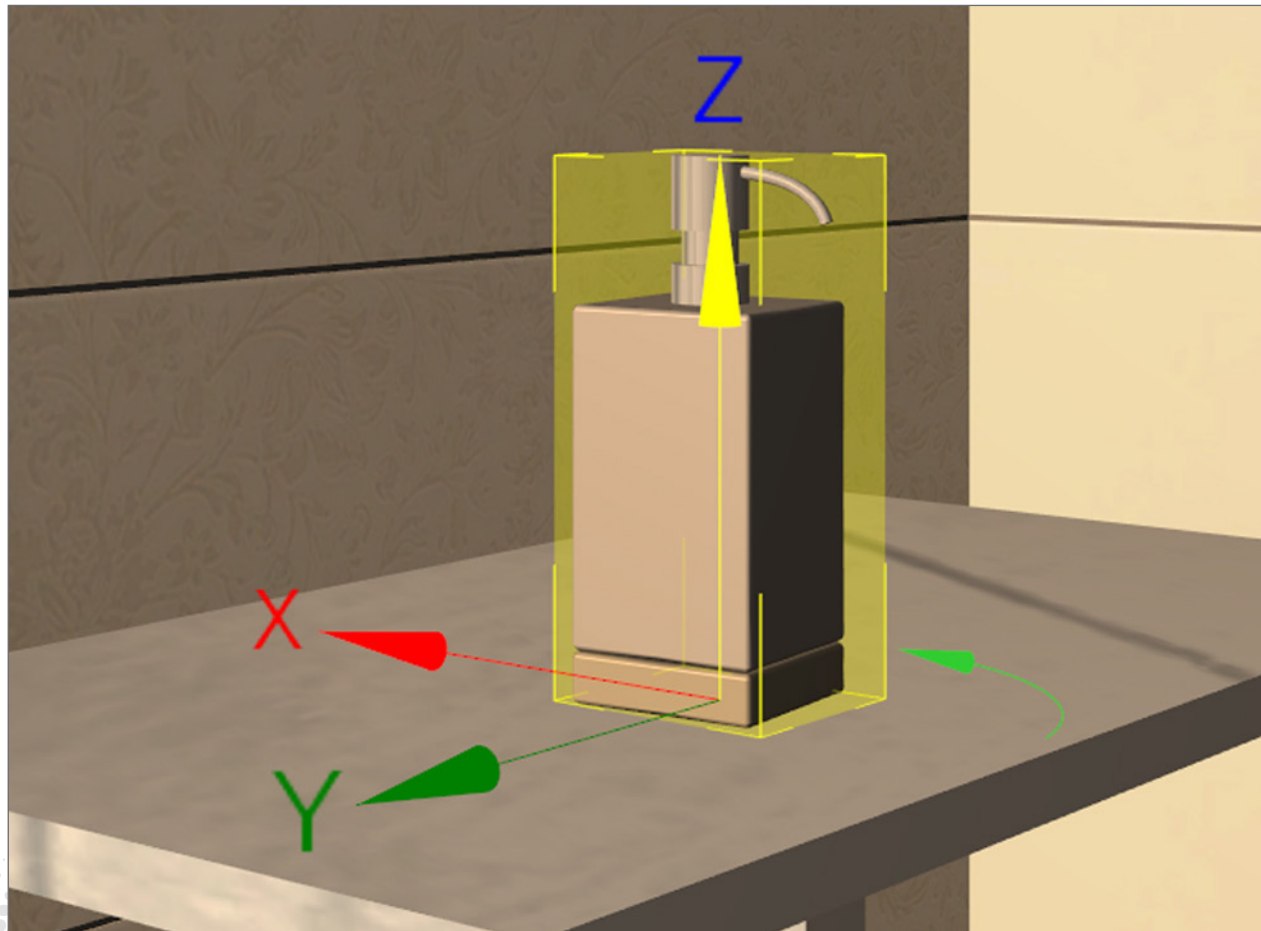
# Copy&Paste



Copy and place murals, tiles and textures, objects and lights.



# Move object in 3D



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Movement in all directions and twists of objects are easy to implement.

# Draw laying regions in 3D



Draw regions directly in 3D with snapping points.



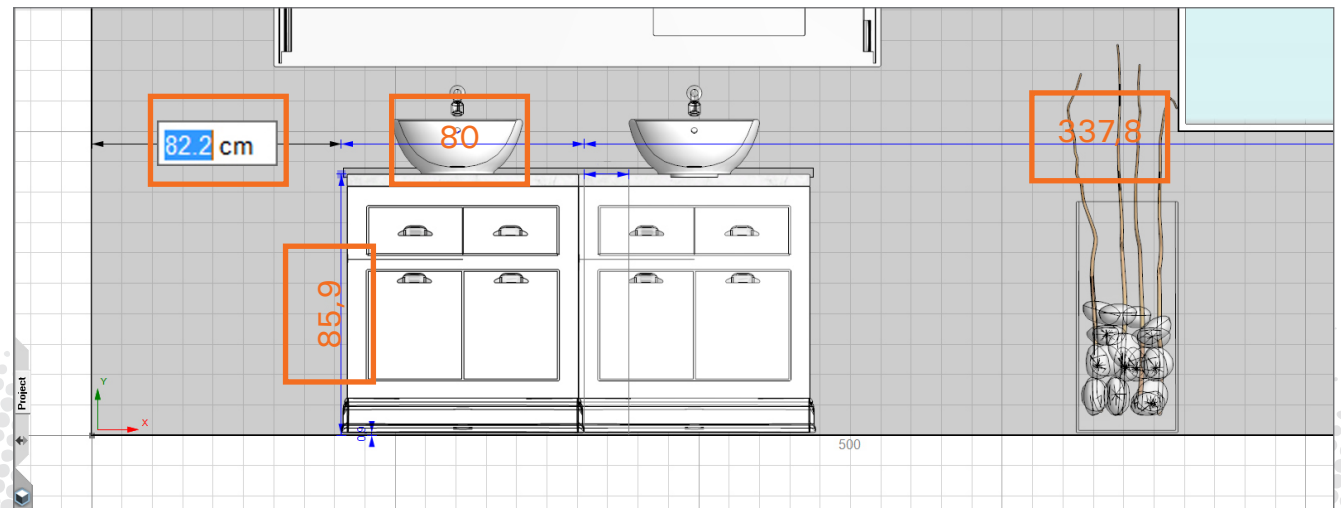
# Complete dimension when placing in 3D



3D

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2D

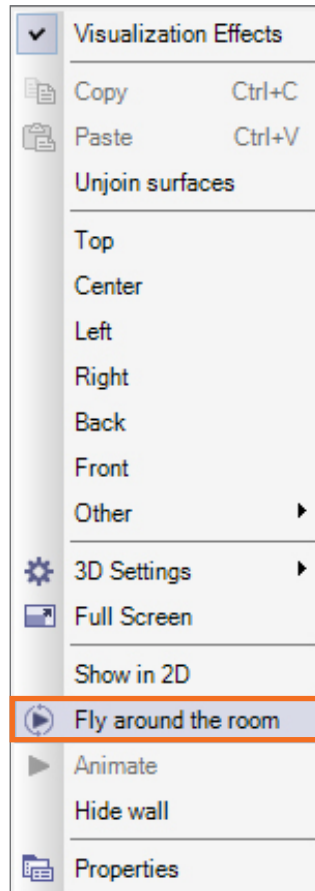


When placing doors, windows, niches, murals and objects dimensions are displayed and can directly be adjusted in 2D.

# Hide walls



RIGHT CLICK



10



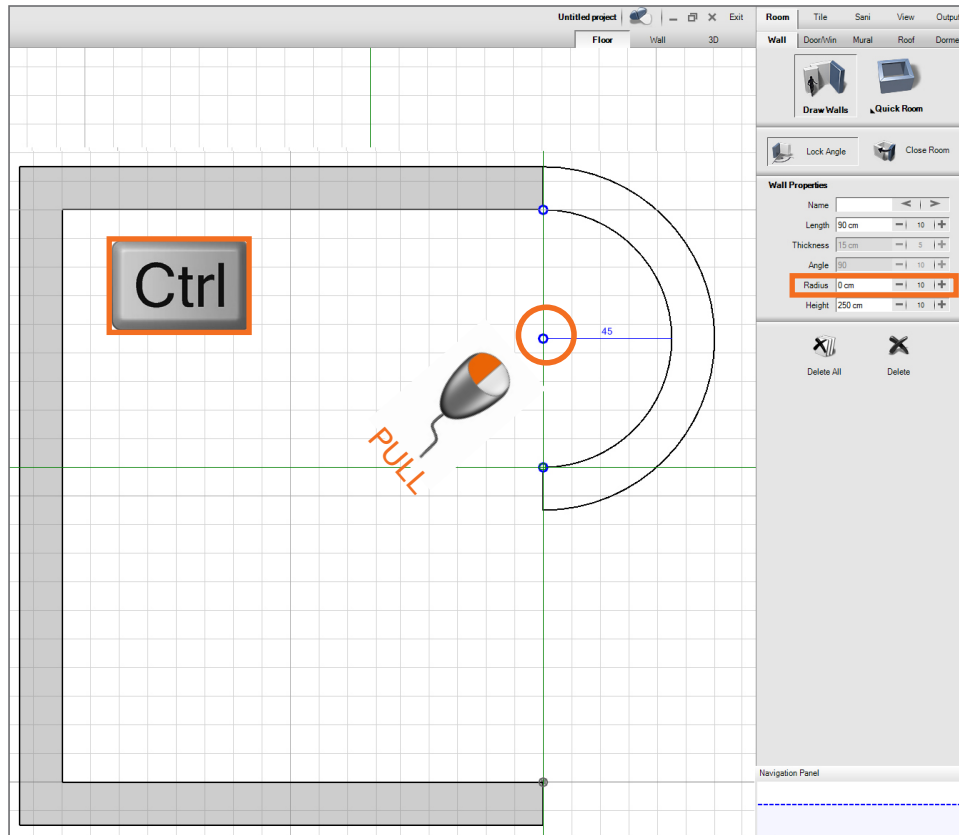
A camera flight around the room makes the view into the inside possible. Moreover walls can be faded-out automatically.



# Room



# Round walls

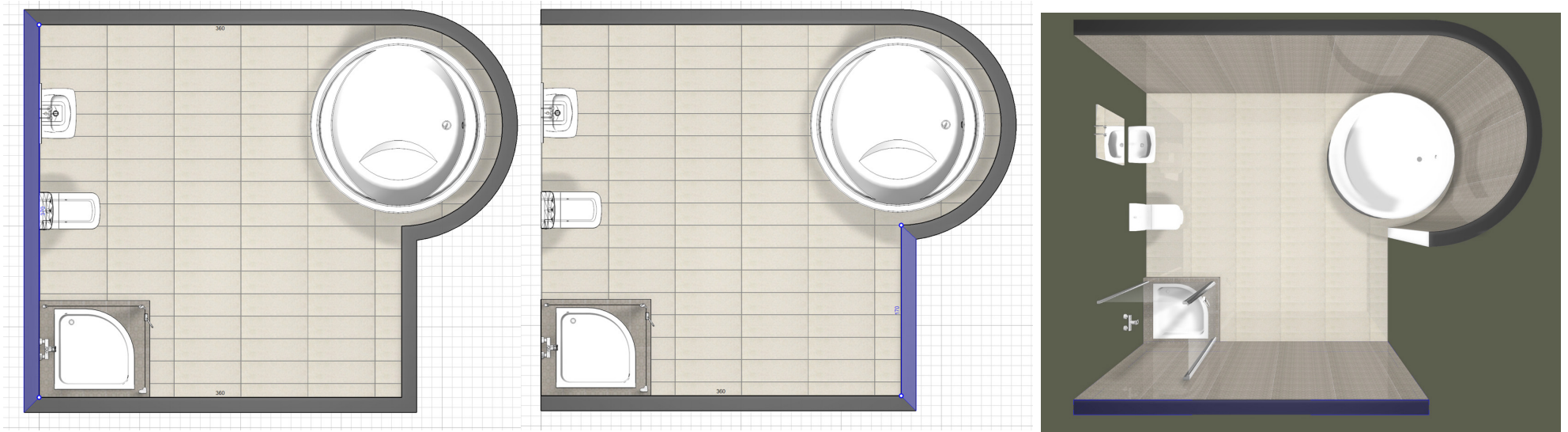


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Round walls with windows and niches.



# Delete single walls



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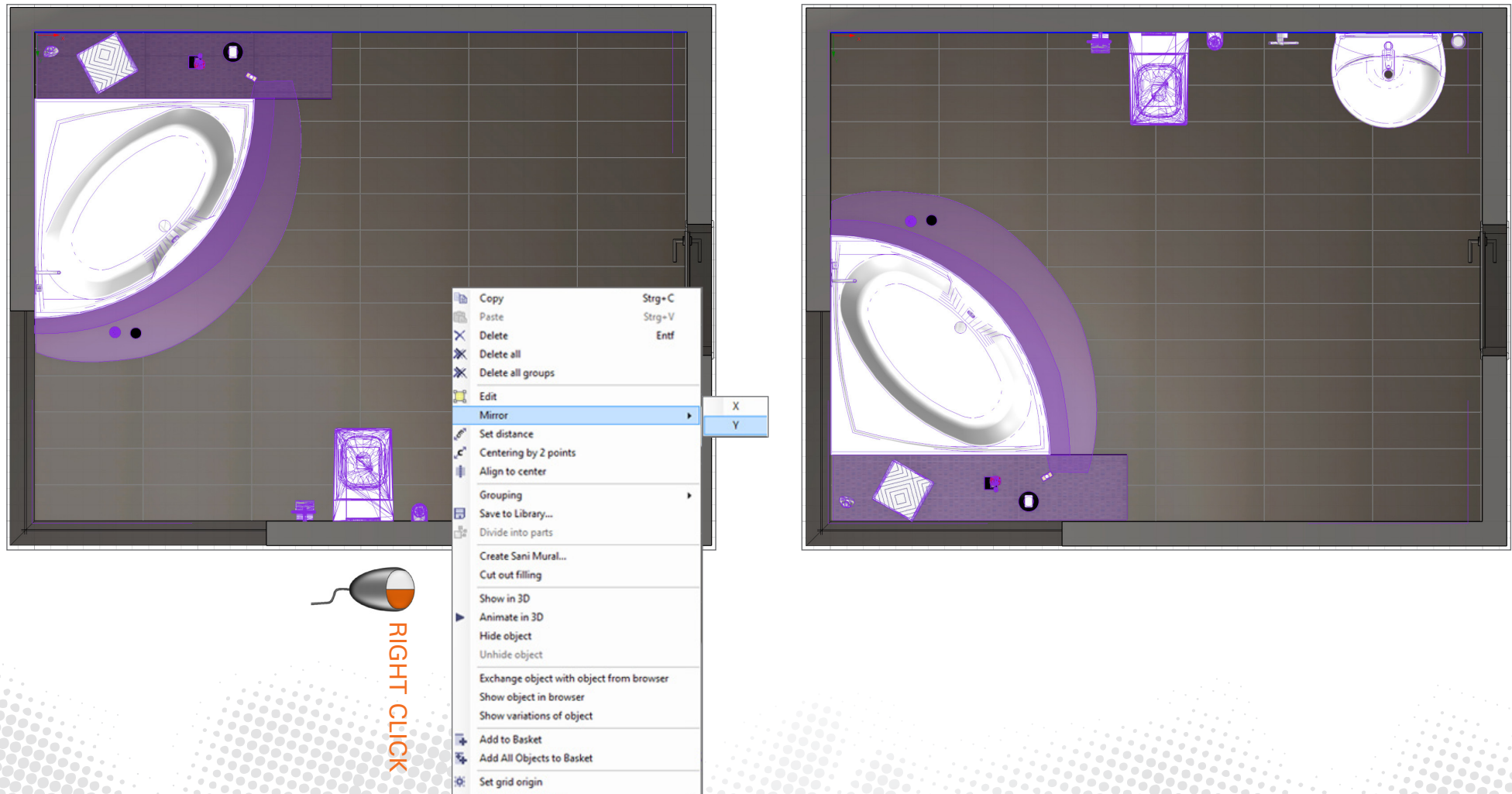
Walls can be deleted or changed in every step of the planning.

# Corner windows





# Mirror murals and groups



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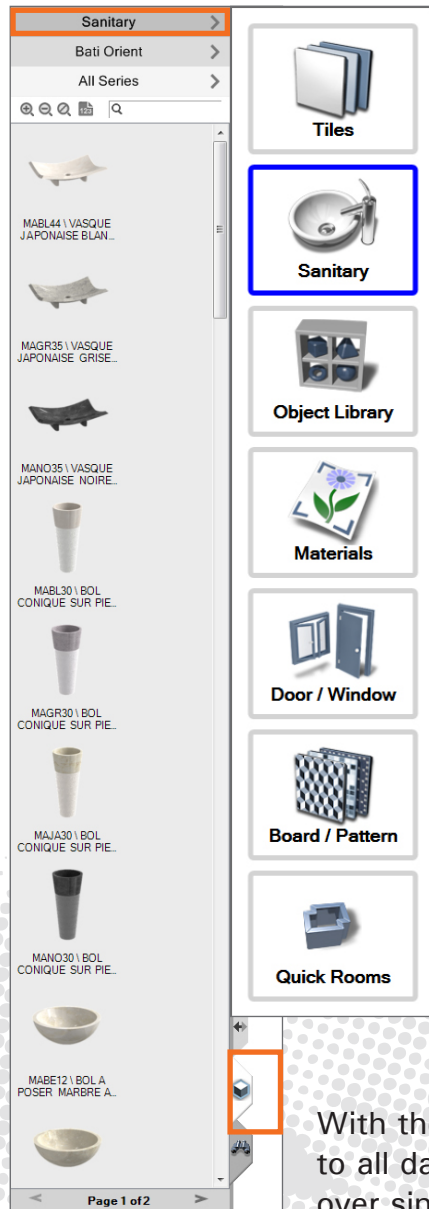
Select mural, sanitary objects or groups - choose mirror axis - done.

# Browser standardization & improvements

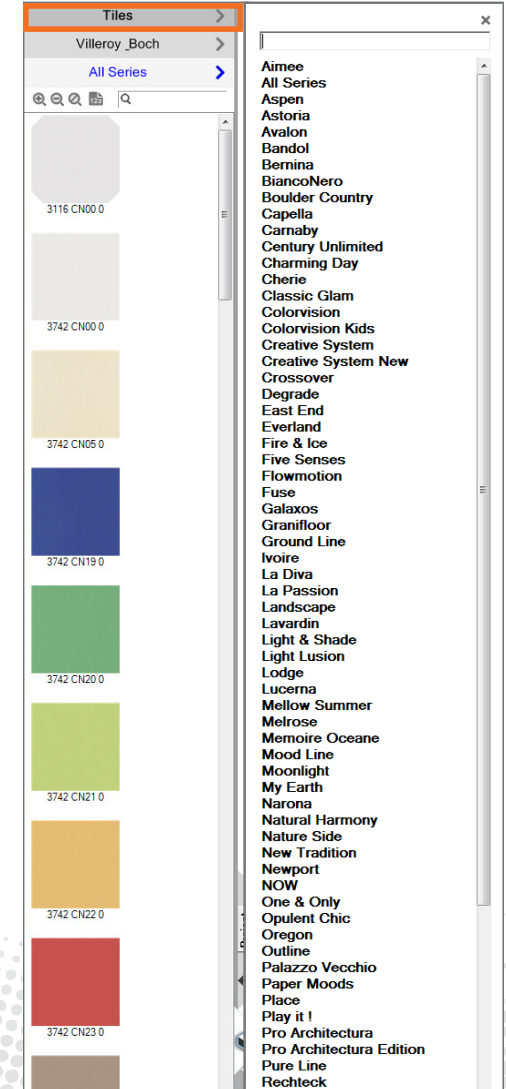
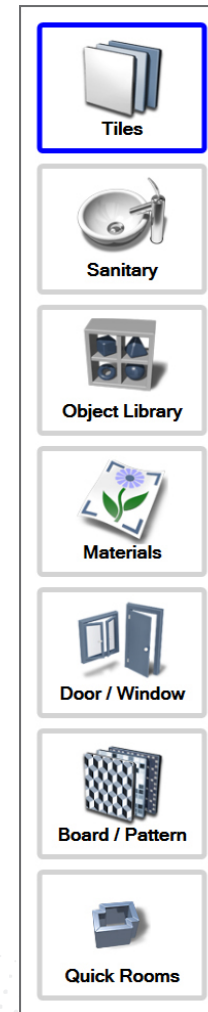




# Direct access to all browsers

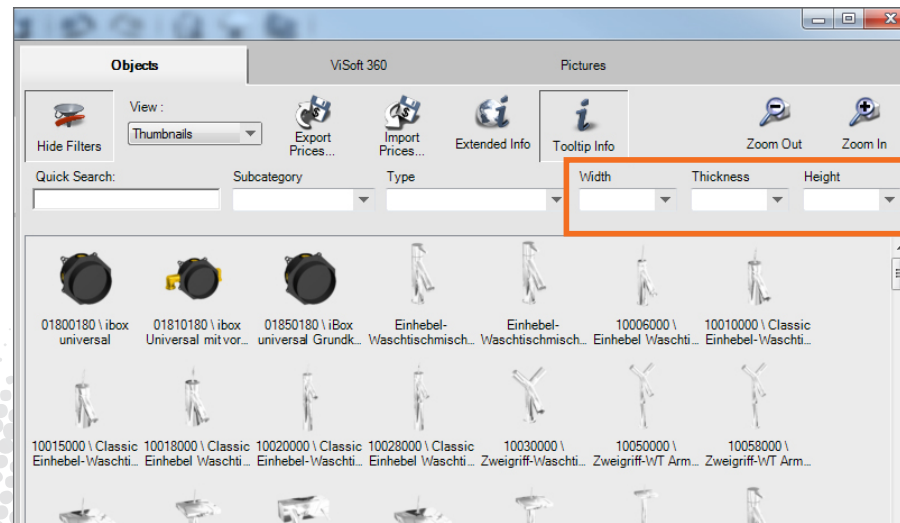
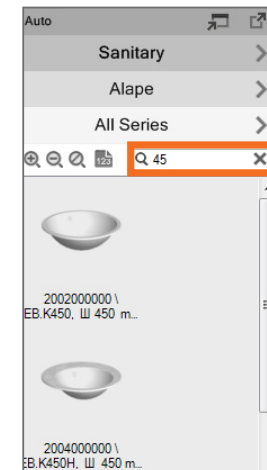
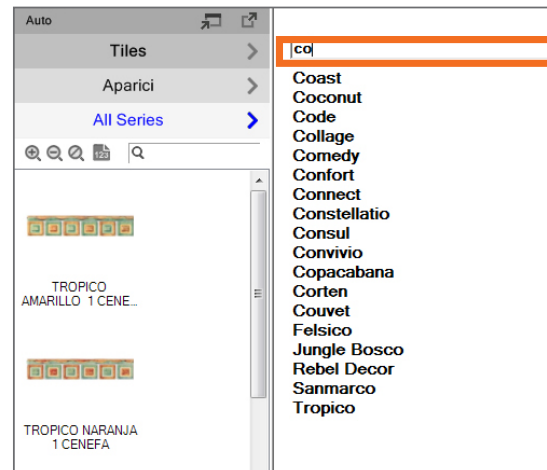
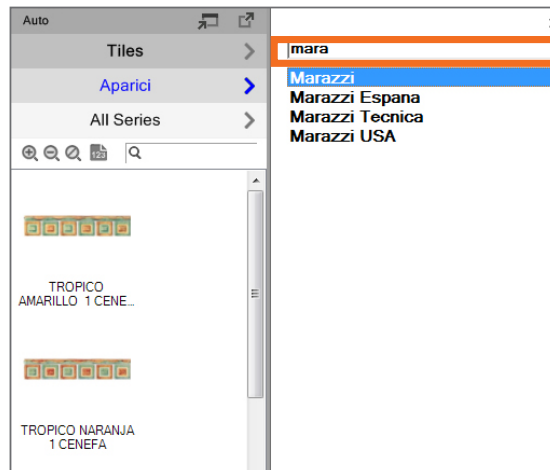


With the Database Browser access to all databases without the detour over single browsers.



Select and place without leaving the planning.  
Switch between planning and browser.

# Extensive search functionalities

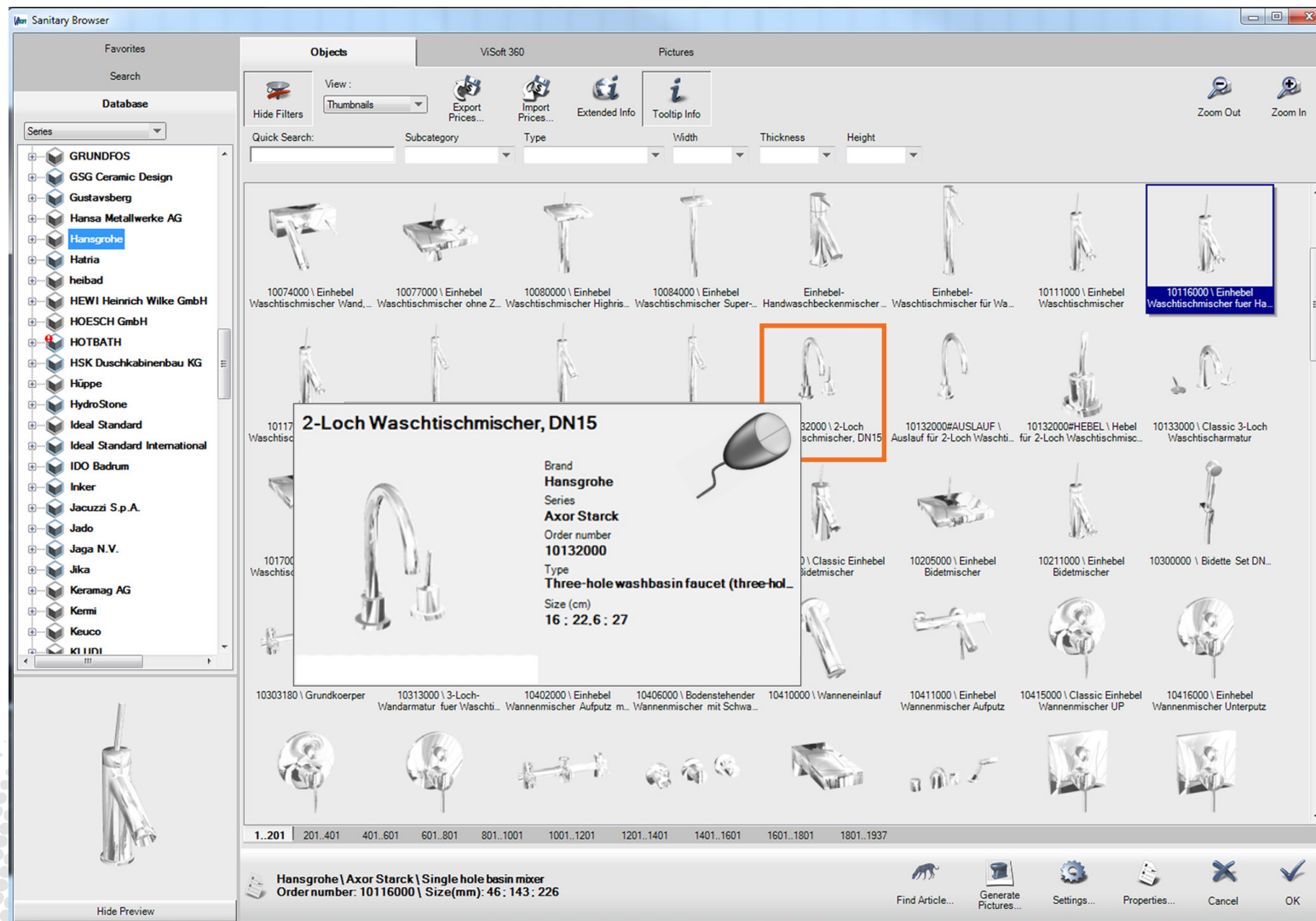


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Search for measures, order numbers and series. Results already after entering fragments. Selected search filters will remain active.

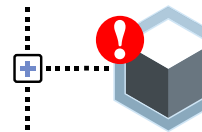
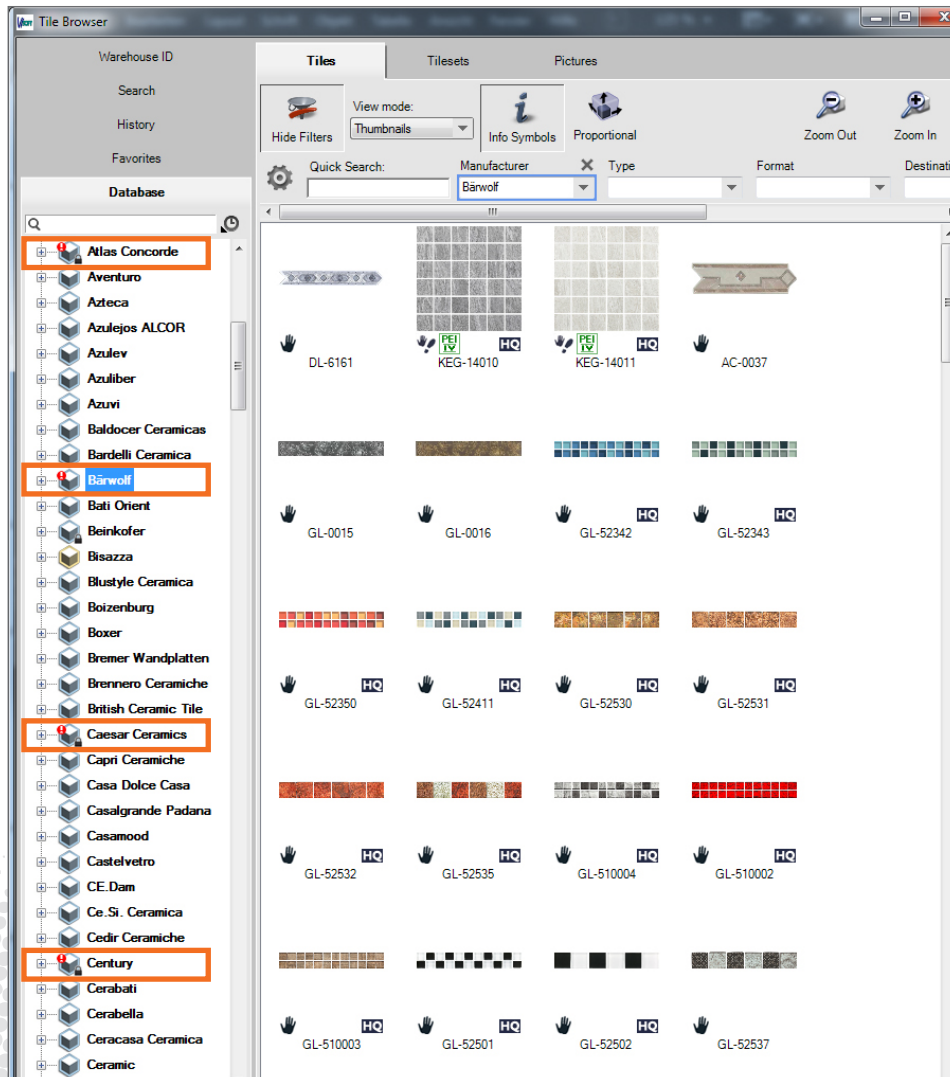


# Mouse-over quick info



Get detailed product information with mouse-over for sanitary.

# Hint about new updates in browser



RIGHT CLICK



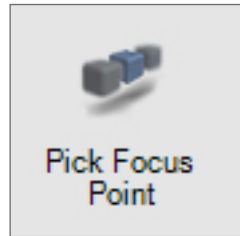
A reference to new tile and sanitary data available is shown in the browser. Updates can be downloaded immediately and without complication.






# Photo Tuning



# Depth of field

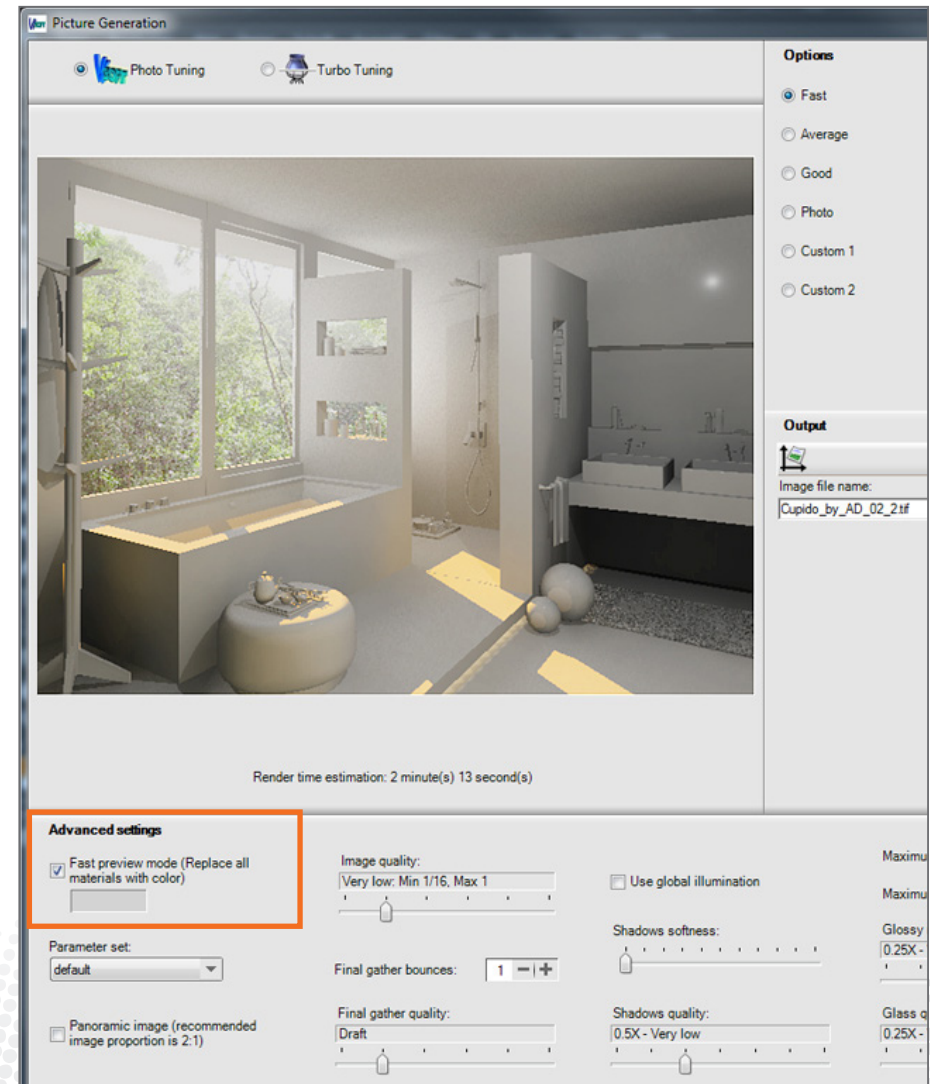
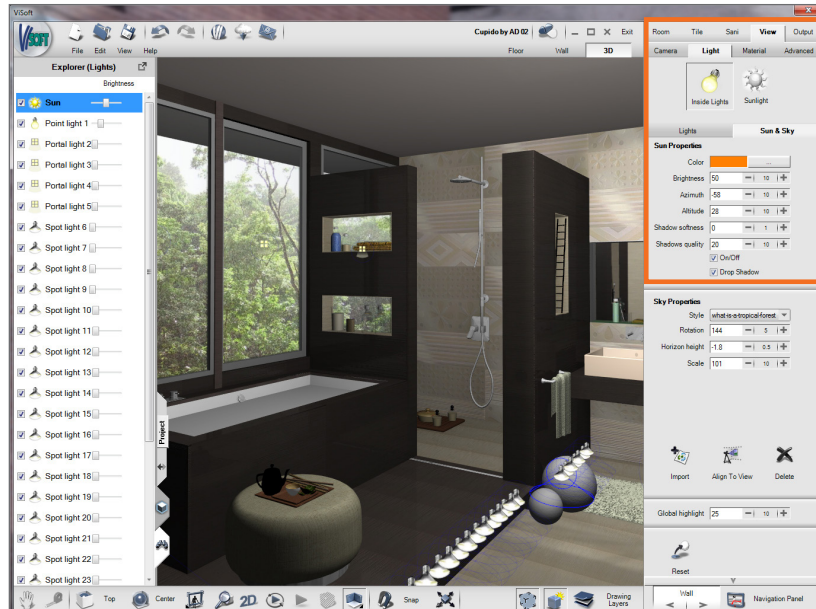


Room	Title	Sani	View	Output
<b>Camera</b>				
Light		Material Advanced		
<b>Pan</b>				
Move				
A		A		
< 1 >		< 10 >		
V		V		
<b>Properties</b>				
View height		129.0 cm		
Lens		45		
Tilt		0		
Offset Y		0		
<b>Viewpoints</b>				
Back				
Left				
Top				
Center				
Right				
Front				
<input checked="" type="checkbox"/> <b>Enable Curtains</b>				
Image resolution: 1491 x 972				
<input type="checkbox"/> <b>Show Grid</b>				
<input checked="" type="checkbox"/> <b>Enable Depth of Field</b>				
 Strength: <input type="text"/>				
 				





# Preview up to 16 times faster



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Lighting can be checked and adjusted quickly using a preview without textures.

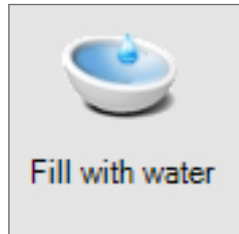


# Single points





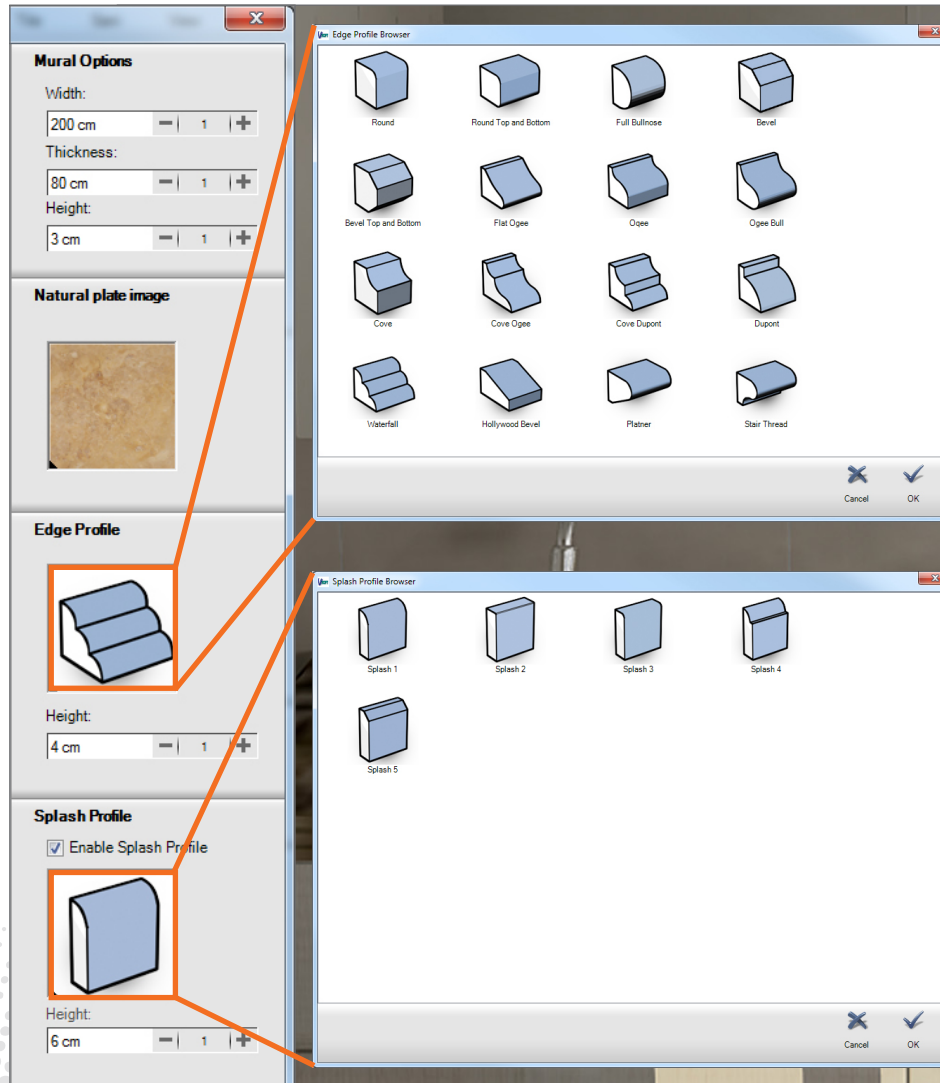
# Fill tubs & basins with water



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Now sanitary objects can easily be filled with water in 2D or 3D.

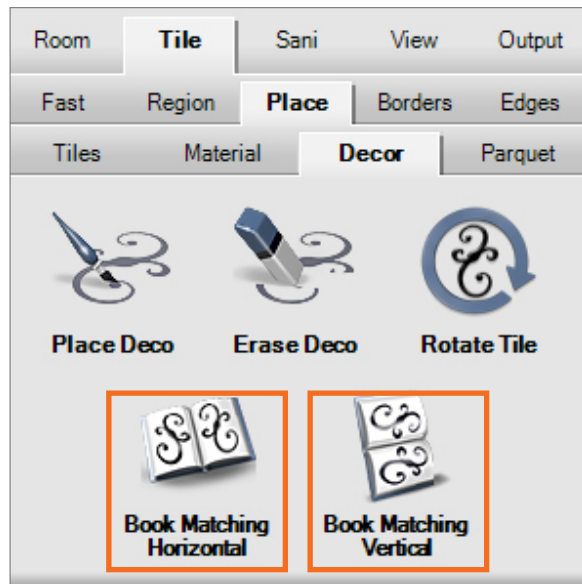
# Countertop assistant



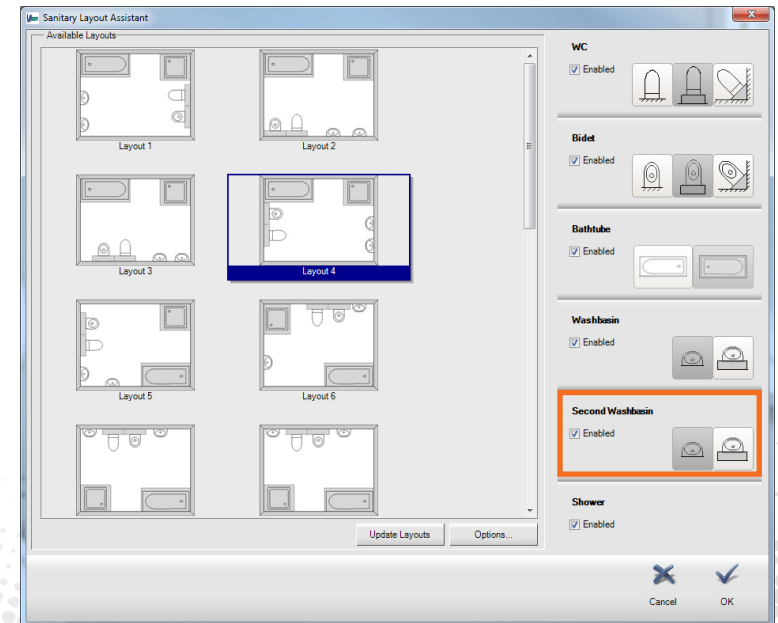
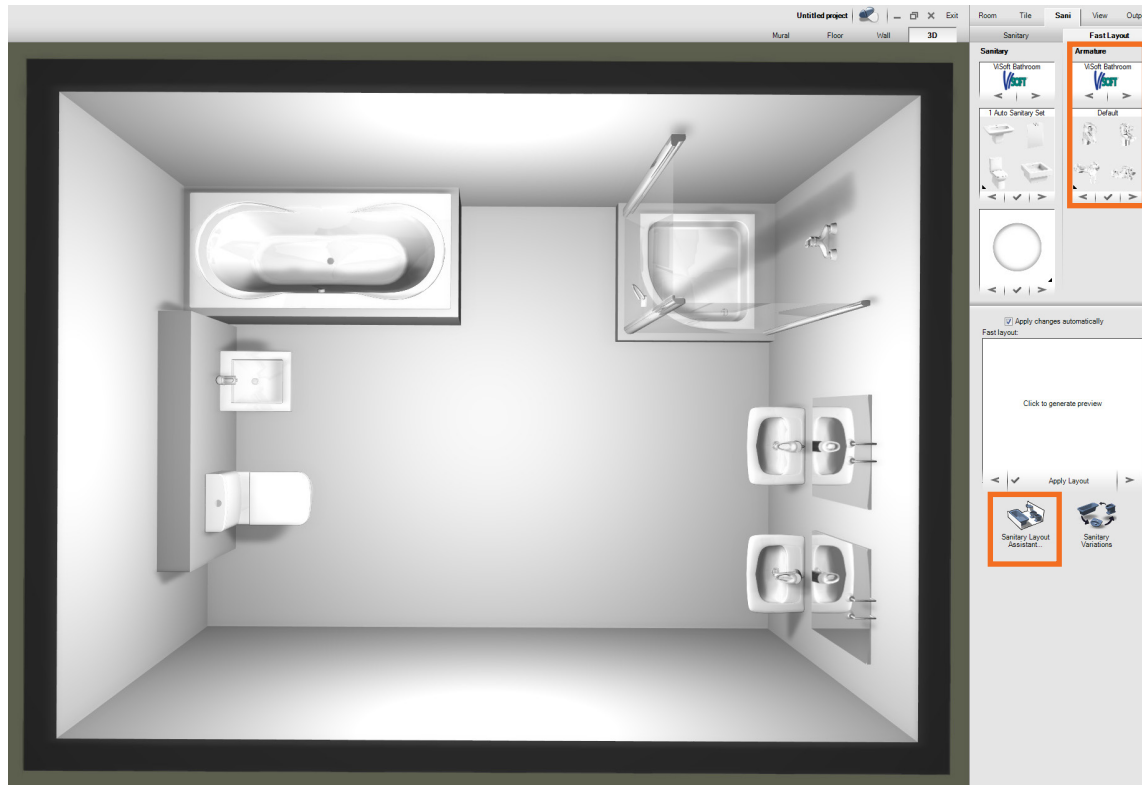
Natural plates in all shapes with profiles, cut-out and splash.



# Bookmatching for tiles



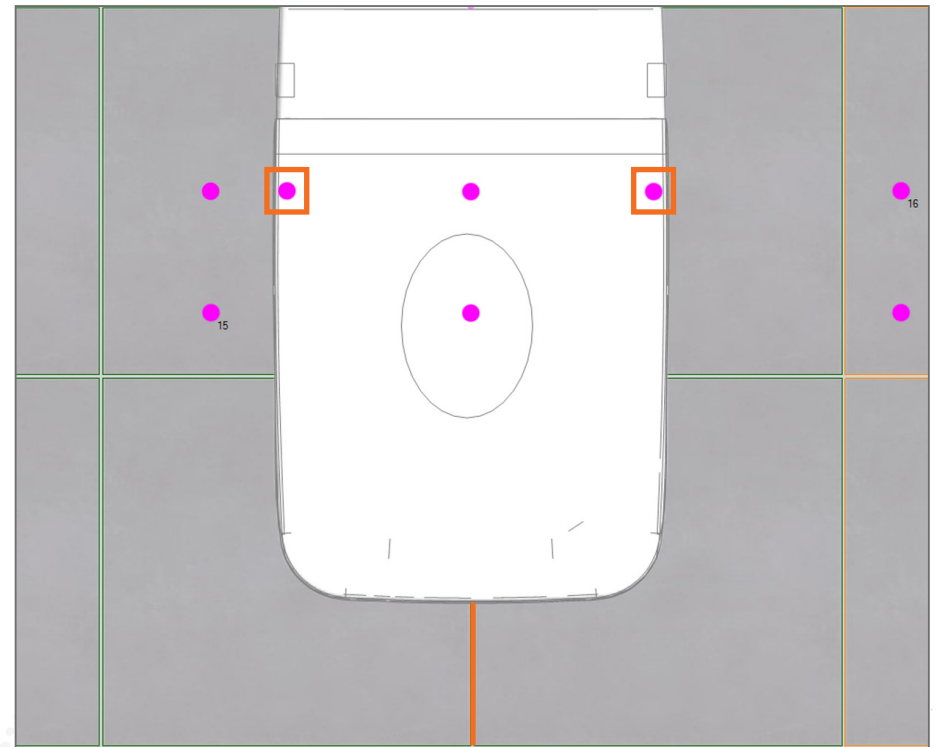
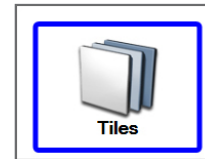
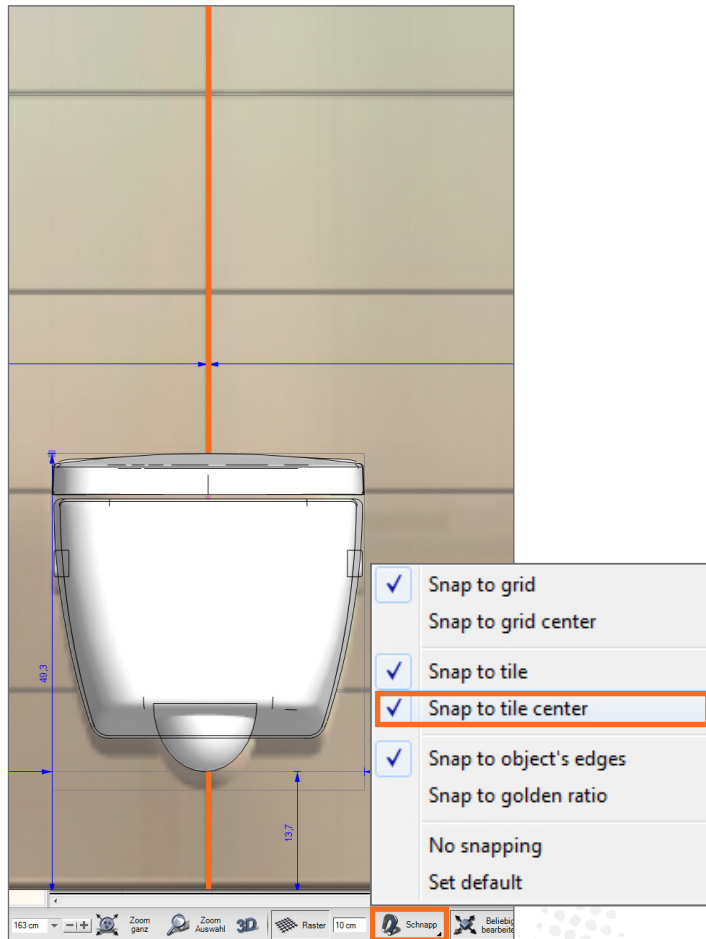
# Armature on 2 basins



Sani-Fast now places several faucets automatically.



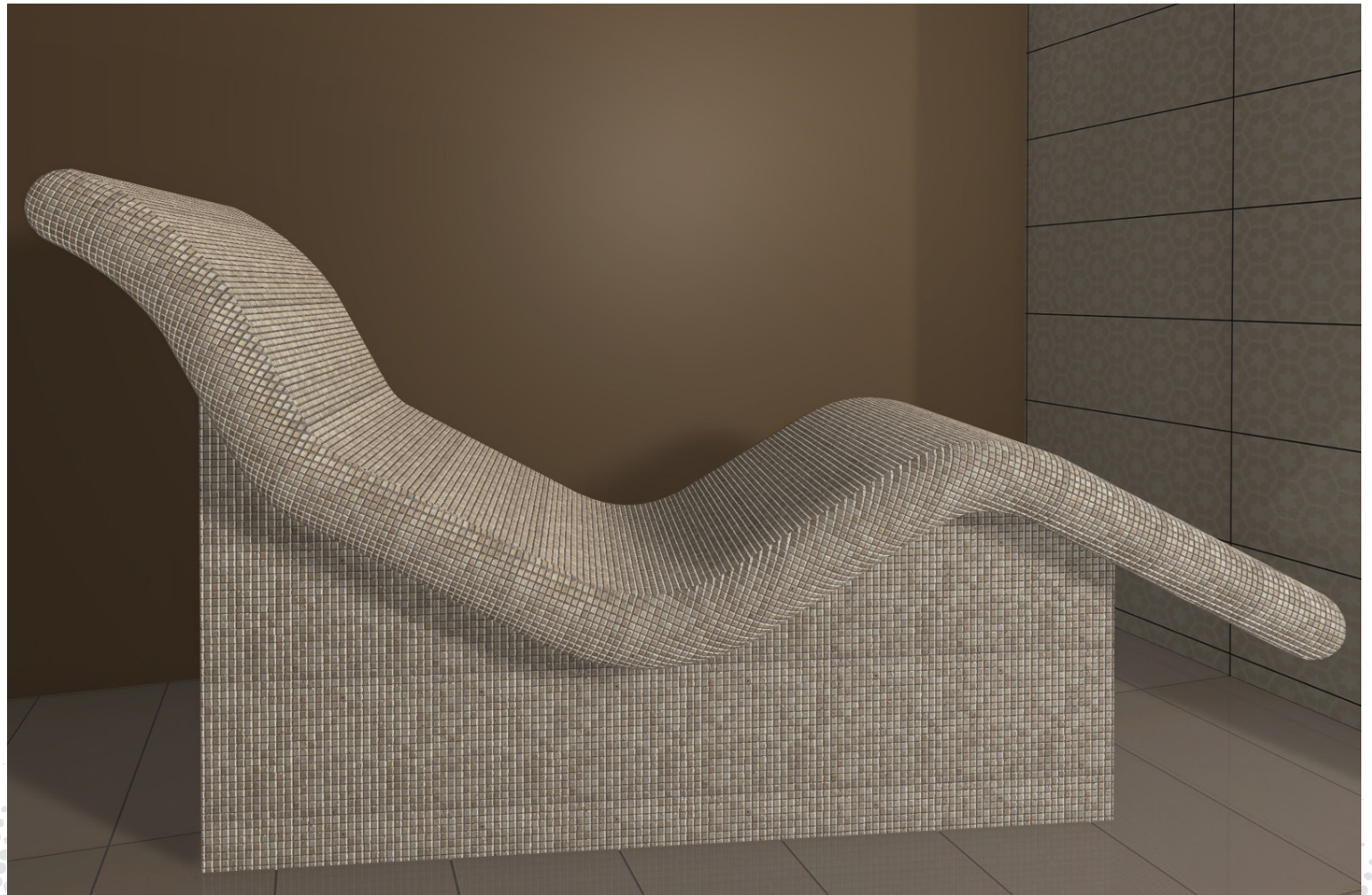
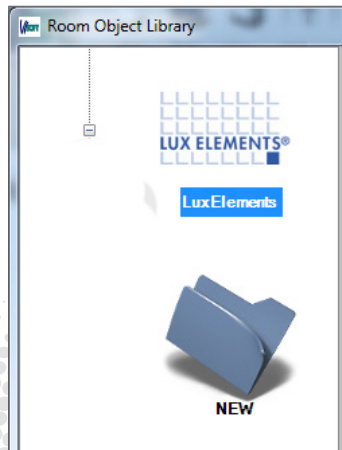
# Snapping „Tile center“ & „Sani center“



RIGHT CLICK

New snapping functions for placing and moving objects.

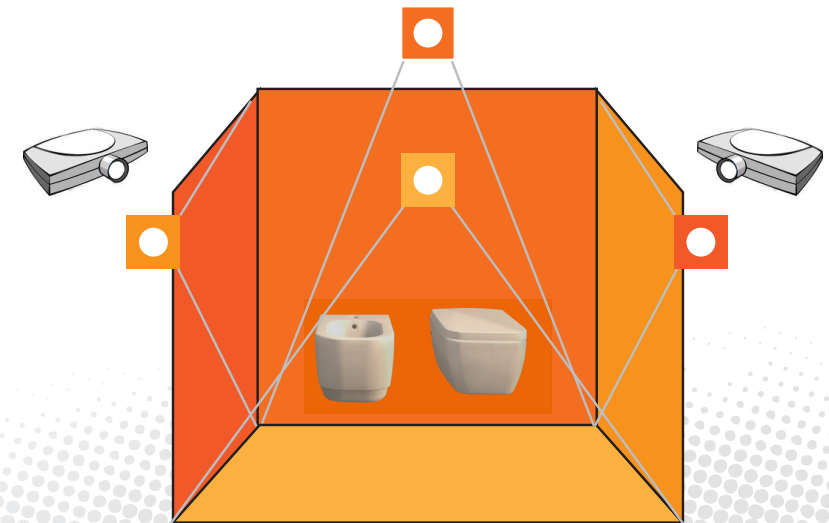
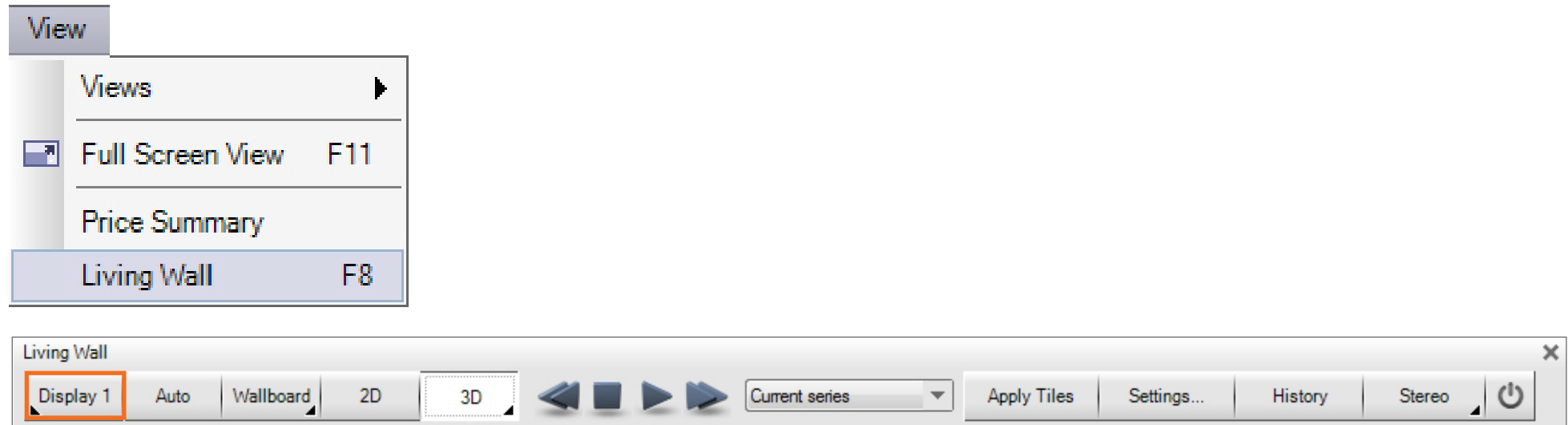
# Tiling of Lux Elements-Formelements



Tile Lux Elements-Formelements with mosaic.

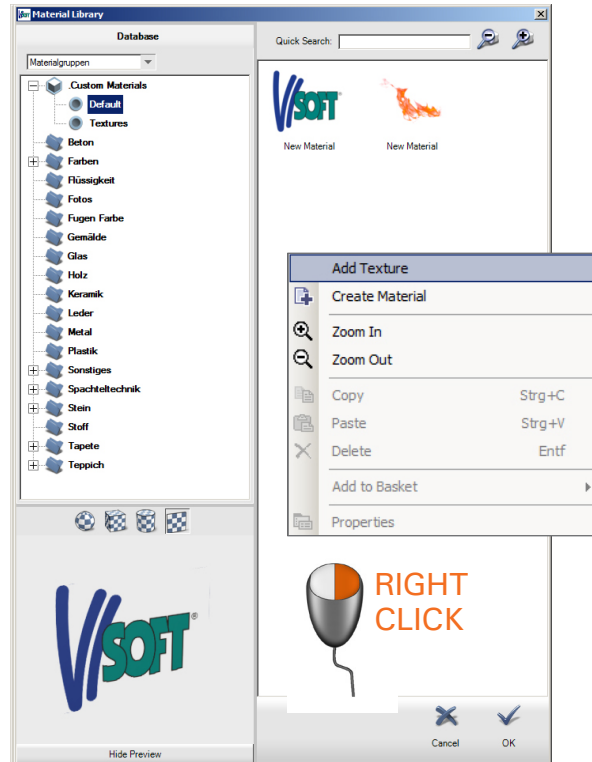
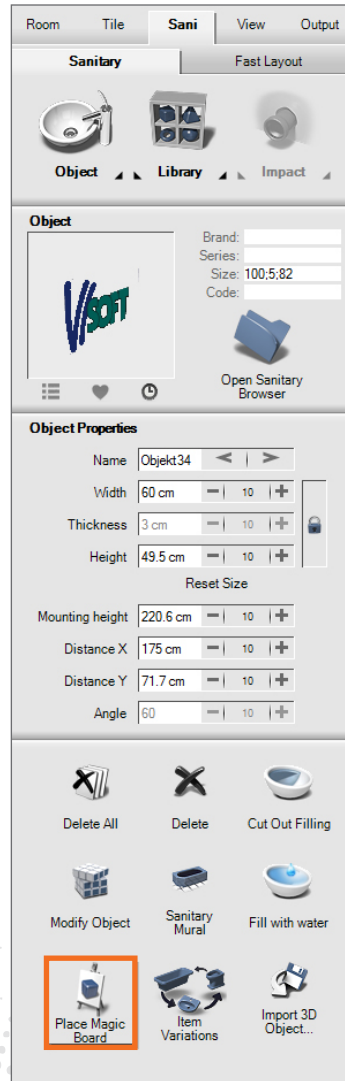
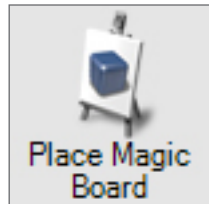


# Living Cube



Living Wall support of 4 beamern simultaneously: floor + 3 walls as well as Sani On/Off.

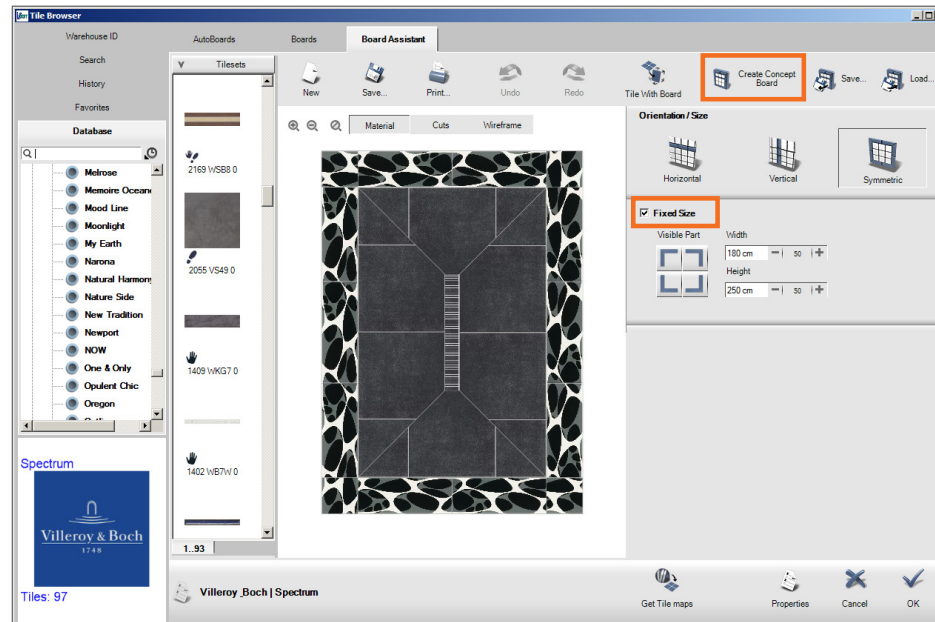
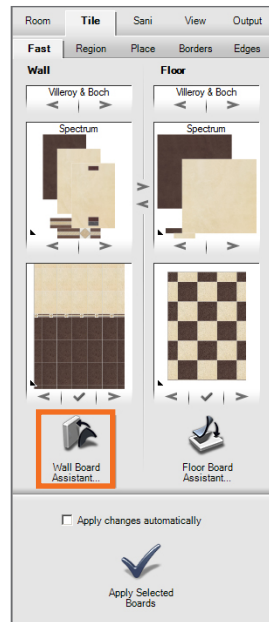
# Magic Board



Place cut-out PNG-files with the effect of a 3D-object.



# Concept Boards



Extended Wallboard Assistant for creating concept boards for exhibitions.

# Others

## **Symbols for heating, water, sanitary**

Fittings can now be shown on the output.

## **New Update Manager**

Overview of all installed and available databases.

## **Drawing Layers in 3D**

Sanitary can gradually be displayed transparently in the area tiles.

## **Split and Join Walls**

Now walls can be split into segments and be newly joined.

Different materials can be assigned to the single segments.

## **Tile Optimization in 2D/3D**

Selected joint settings for floor tiling can automatically be transferred to walls and murals.

## **DIN Doors**

New doors created with DIN-standard.

## **Camera**

Increment for movement can now be adjusted.

## **Multi Tiles**

Automatic random orientation can be preset.

## **Schlüter, Blanke and Proline**

Set tile border with edges.

**Best of Luck working with ViSoft Premium 2015!**