

pCon.planner 6 – Easy furnishing

pCon.planner is a cost-free spatial planning and furnishing software of EasternGraphics allowing you to comfortably and professionally create complex furnishing concepts and to visualize them in a photo-realistic quality. The functions of pCon.planner 6 are applicable intuitively and are especially tailored to the planning and furnishing of rooms.

Free spatial planning and furnishing software pCon.planner 6 – Quick guide

1. Program Details

pCon.planner 6 is a furnishing software that [can be downloaded](#) and used for free. Latest information about the program will be provided on our [Blog](#) as well as on our [pCon.planner-Portal](#). A variety of cost-free and useful 3D-objects for your plannings can be found on [pCon-catalog.com](#).

Latest version	6.3 - Standard (see DVD)
Languages	de, en, fr, it, nl, es, da, ro, pt
Systems	Windows 7, Vista, XP, Server 2003, Server 2008
Next version	6.4 –Standard (from Okt 11)
Licenses	Freeware
Web	pCon-planner.com [Link]
Tutorials	youtube.com [Link]
Contact	info@pCon-planner.com

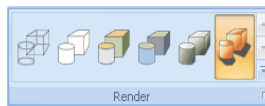
2. Programmoberfläche

The **surface** of pCon.planner 6 consist of the Application Menu [1](#) (to open, save, import, export, print and send plannings), the Ribbon [2](#) (with registers and groups of important tools that are necessary for your planning), the Work Area [3](#) (with different views on your planning), the Quick Access Toolbar [4](#) and the Status Bar [5](#).

The **work surface** can be subdivided into different work areas by clicking on one of the “Viewport”-icons in the register “View”.



Moreover, different **rendering modes** can

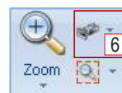


be displayed (wireframe, render style, colored, conceptual, shaded or realistic representation). In the realistic mode, textures and colors will be represented in high quality. This mode is, therefore, favorable for later presentations of your plannings.

Additionally, you have the possibility to choose an angle of vision by selecting one of many projection modes. You can find various 2D and 3D views if you click on “Projection”.



Alternatively, you can create your own views. Therefore, click on the camera icon in the register “View” [6](#) to drag the **camera** onto your planning.



Optionally, the current view on your planning can be taken over as camera setting. Thus, open the dropdown menu next to the camera icon and choose the command “Camera from View”.

Each work area can be assigned its own rendering mode and projection. The active work area is marked by a red coloring of the camera perspective [7](#).

If you click on one of the rendering or projection modes the entry will be assigned to the active work area. The active work surface can be maximized or minimized by clicking on the symbol in the right-hand corner of the current area.



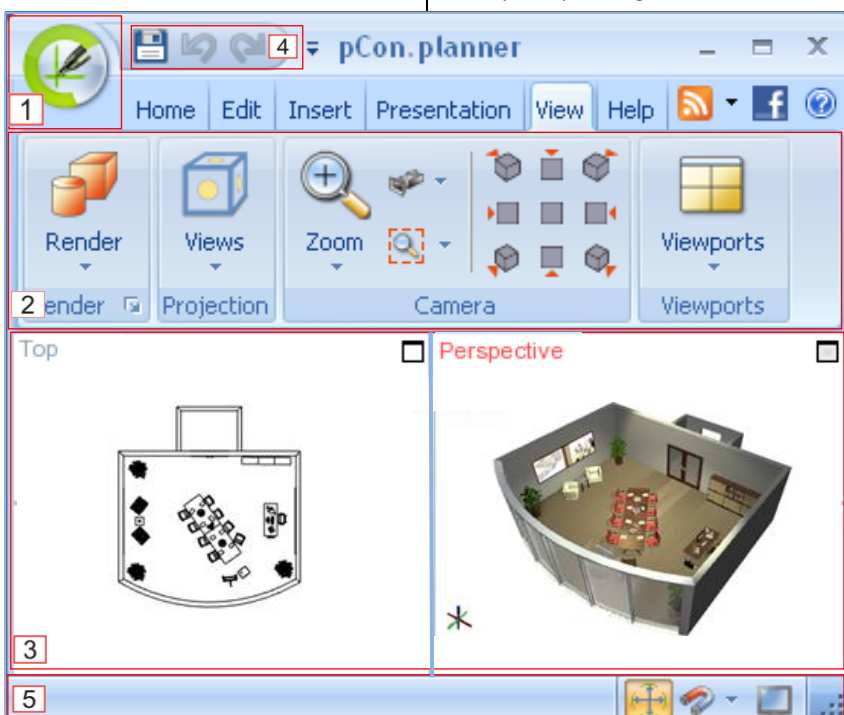
3. Navigieren


You can **zoom** in and out of your planning by using the scroll wheel of your mouse or by utilizing the zoom tools located in the register “View”. If you want to use the scoll wheel, scroll “away” from you to zoom in and “towards” you to zoom out. The zoom always follows the current position of the mouse pointer to allow you the focusing on specific objects.




Panning allows you to move your planning in the work area. Click and hold the right mouse button to activate the panning function and move the mouse pointer in the direction you want to move your object or planning. The pan mode is activated as long as the mouse pointer shows a hand icon.

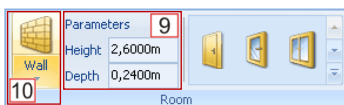
The **orbit** function swivels three-dimensionally around one set point and can be positioned on objects or in empty space.



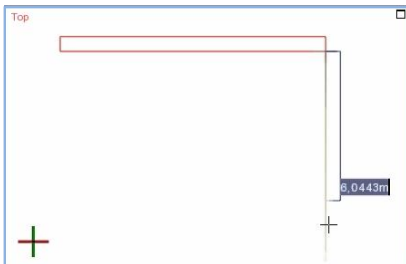
To use the orbit mode, first change into the perspective view and move the cursor to the position you want to swivel around. Click, hold and move the scroll wheel around the fixed point to turn the object. As long as you press the scroll wheel the mouse pointer will show the appropriate icon to indicate the orbit mode. 

4. Plan and design rooms


With the aid of the wall icon in the register "Insert" you can draw single walls and, thus, rooms. First enter the height and depth of the wall  into the input fields next to the wall icon.




By means of the wall icon in the register "Insert" you can draw single walls and, thus, rooms. First enter the height and depth of the wall into the input fields next to the wall icon. Then, left-click the wall icon and move the cursor onto the work area "Top". Now click into the work area, move the cursor to draw and relick the left mouse button to define the end of your wall. As long as you do not press "Esc" the drawing tool will remain active and you can start drawing the next wall at the end of the last one. Move the cursor into the desired direction to do so.

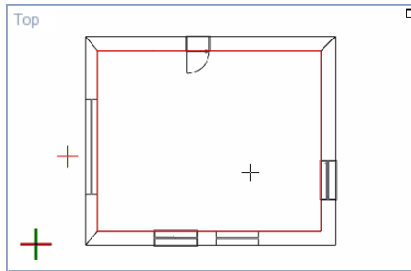


Repeat this step until you built a rectangular room. Affix the endpoint of the last wall to the start point of the first wall and press "Esc" to finish the process.


Now, different **wall elements**  (e.g. door, window, glass panel, glass front, or wall opening) can be inserted into your room. To do so, select the rendering mode "Wireframe" and the camera view "Top". Afterwards, select a room element out of the "Room" group in the register "Insert" by left-clicking the mouse button. Move the cursor onto one of the walls of your drawing. Click on any point of the wall to insert the object.

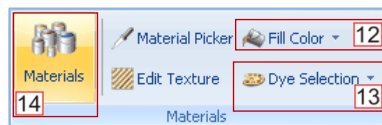
To add a **floor** into your planning, click on "Floor" in the register "Insert" (Group "Room"). 

Then, move the mouse pointer in the work area "Top". The possible position for the floor will be highlighted in red color. Confirm the position by left clicking on the mouse to insert the floor.

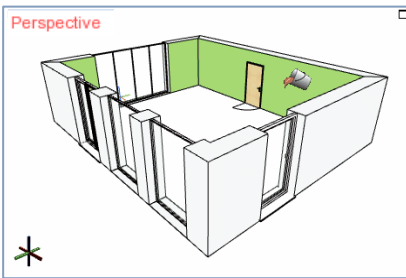



5. Assign colors and materials

pCon.planner allows you to assign colors to walls, floors and objects in your planning. 



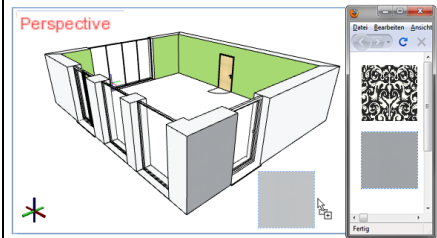
Therefore, click on the entry "Fill color" in the register "Edit" and choose the desired color. The cursor will change its appearance into a paint bucket as soon as you move it into one of the work areas. Left click on objects whose color you want to change. Press "Esc" to finish the action.



If you wish to assign the same color to groups of objects at the same time, use the function "Dye Selection" . For this, select an arbitrary number of objects from your drawing, click on "Dye Selection" and chose a color. Immediately, the chosen color will be assigned to your selection of objects.


In addition to colors you can assign **textures** to your objects. Especially picture formats, such as PNG, JPG and BMP, are suitable for this action. You can assign pictures to objects by drag & drop. Just select a picture and drag it onto the

surface of an object. You can use pictures that you find on websites as well as pictures from a local directory.



Furthermore, you have the possibility to use surface textures that are available via **online catalog**.





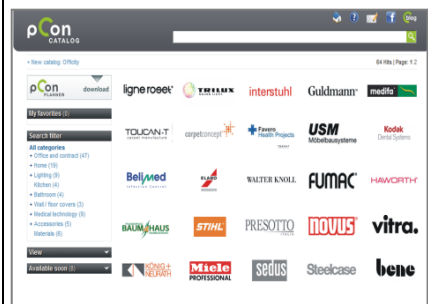
Afterwards, click on the desired material to download it right into pCon.planner. Again, the cursor changes into a color bucket to signalize that the tool is active. Left click on your mouse to assign the material to your objects. 

6. pCon.catalog – Insert Objects

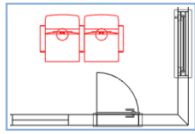
After creating a room you can insert objects of different file formats (e.g. DWG, 3DS, SKP, SAT) into your planning.



Therefore, you can either click on  "object" in the register "Insert" to import objects for example directly from a local file directory or you can import room and furnishing objects from pCon.catalog. Click on "pCon.catalog"  in the register "Insert" to open the homepage of pCon.catalog.



Choose a suitable object out of one of the online-catalogs and click on the dwg-file to load it into your planning. Move the object attached to your mouse driver to the place you want it to be positioned and fixate it by clicking left.



7. 3D-Galerie – Insert Objects

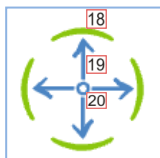
Additionally, you can find a variety of planning objects in the [3D-Gallery](#) [17](#). Click on “3D-Gallery” in the register “Insert” to open the gallery and to search for a suitable object to load directly into your planning. Move the object to the place you want it to be positioned and left-click on the mouse to fixate it.



8. Move, Rotate and Scale

pCon.planner provides various possibilities to **move or turn objects**. The easiest way is the use of the interactor-tool. Click on the object and the tool will appear in the middle of the same.

By clicking one of the green curves [18](#), the **rotation process** will be activated. Here, you can adjust and

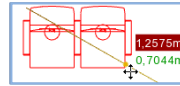


change the rotating direction as well as the appropriate rotation angel. Another mouse click will finish the rotary process and fixate your object.

However, if you click on one of the blue arrows [19](#), the selected object can be moved horizontally or vertically.

The circle in the middle of the interactor [20](#) allows you to **move** objects without attachment to any axial direction. Click and hold it to move the interactor itself to any place you want it to be positioned.

If you want to **scale** an object, select the same and click on “Scale” in the register “Edit” to activate the appropriate tool. Thus, the corners of the selected object will appear as yellow points, so called “Scale Interactors”. Click on one of the points to change the size of the object by moving the mouse into the desired direction. Run along the appearing yellow line to scale down or extend the size of the object proportionally. Fixate the process by left-clicking the mouse button.



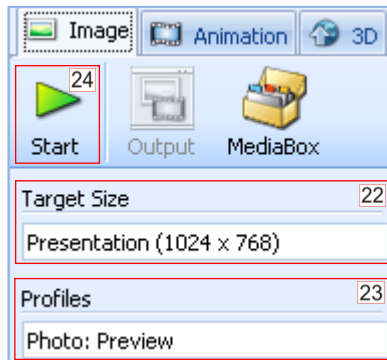
9. Render Images

pCon.planner allows you to create high quality renderings. Therefore, click on the working area of which you want to capture a view.

Then, click on the icon “Media Maker” [21](#) in the register

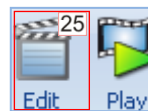


“Presentation” to open the appropriate window. Afterwards, you can choose a target size [22](#) and profile [23](#) out of various settings in the register “Image”. Press “Start” [24](#) to initiate the rendering process.

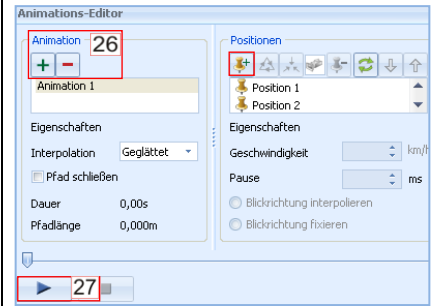


10. Create Animations

pCon.planner also provides a tool to create animations. Therefore, click on “Edit” [25](#) in the register “Presentation” to open the Animation Editor. Subsequently, click on the green plus to create a new animation.

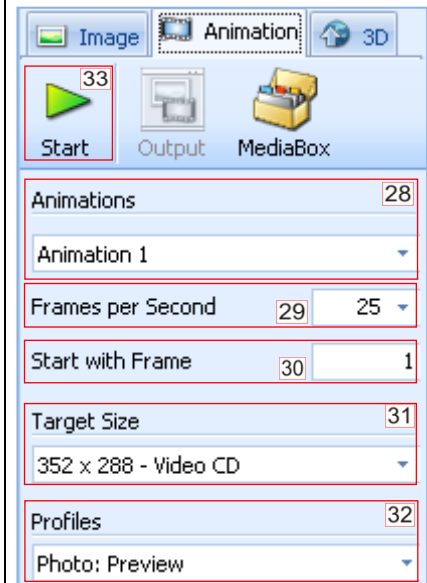


Return to the work area to select a suitable view for the first position of your video. Click on the pin with the green plus [26](#) in the menu “Positions” on the right to take over this position. Repeat the last two steps until the desired sequence of movements is simulated.



You can start the animation by clicking on the button “Play”. [27](#)

Afterwards, the created animation can be exported as series of pictures. To do this, open the register “Animation” in the Media Maker (cf. 21). Choose your animation [28](#) out of the existing list and decide for the amount of pictures you want to be produced per second [29](#). Moreover, you have the possibility to select the frame you want to start with [30](#). Additionally, you can choose a target size [31](#) and profile [32](#) out of existing settings. Activate the recording by pressing the “Start”-button [33](#).



Finally, the Media Box allows you to save the rendered pictures as video file.

