

PUNCHHELPERS' TUTORIALS # 2

By Patricia Gamburgo



The short story of our store

Many years ago, I started my journey with these 3D programs. At the time, there were few resources or professional services. eBooks were not available

So, in 2002 I started my website www.punchhelpers.com and then [my Facebook page](#) in 2011, offering [services](#), tutorials, objects, textures, etc. Since 2014, I am writing [eBooks](#) covering all the Punch Software and TurboFloorPlan programs, versions and OS.

In the last months I received several emails and forum requests, asking for more objects and tutorials. For this reason, in June 2019 we are opening the [Punchhelpers Store](#), where all the community members can get lots of resources that can be used with any Punch, TurboFloorPlan and Architect 3D program.

WELCOME TO MY MAGAZINE!

Over the years, my different tutorials became spread in different pages and websites, therefore the idea is to reunite all the tutorials in one place. This page turning magazine can be downloaded as a PDF file.

In this issue we'll review the following tutorials: [Adding Chair Rails](#), [Printing Plans and Images](#), [Windows and Doors Moldings](#), plus a [Bonus Tip](#).

I hope you enjoy it!

Patricia Gamburgo

punchhelpers@punchhelpers.com

www.punchhelpers.com

ISBN:

978-1-988611-09-9

ADDING CHAIR RAILS

With Punch, we can add different trims on the walls, such as baseboards, crown moldings, wainscot, etc. However, there is not a direct procedure to add chair rails.

I created a couple of workarounds that can be used with good results.

1 - (For all the versions) → Using a texture. Browsing the web, you will find some free wainscot textures, featuring an upper rail and a



baseboard (Texture 1 in the image). Open the texture with any image program (Photoshop, Paint, etc.) and mask the central part by creating a rectangle using black color RGB (0,0,0) (Texture 2 in the image below).

Import the material to library. Two important settings:

1 - Height: use the “Stretch” option so the rail will be placed at the correct elevation (outlined in red in the image below).

2 - Masking: select the “Transparent Black” option, so the masked (black) area will appear transparent in live view (outlined in green in the image below).

Apply wainscot on the chosen wall => set the desired height (in this case 42”) => apply Texture 2 on the wainscot => the baseboard and chair rail will appear. You can see the effects of Texture 1 and Texture 2 in the final image.

2 - (For all the versions) → Stacking walls. Create wall with the desired height (in this case, Wall 1 = 42”) => apply a baseboard. Create a second wall (Wall 2) => set the elevation (must be the same height used for Wall 1, 42” in this case) => place a baseboard on Wall 2.

Place the two walls in the same space. You can see the effect of the two walls stacked in the final image.



This is the rendered image showing these two resources.

GO TO THE NEXT TUTORIAL

PRINTING PLANS AND IMAGES

How to create and print a document containing plans and images?

Sometimes, for diverse purposes (like Building Permits, HOA Visualizations, etc.) you need to create a print that includes different elements like floorplans, elevations, cross sections, details and renderings.

1 - (For all the versions) → For example, say you wish to create a print including a Floor plan, an Elevation and a Rendering.

Step 1: you can use your own image program or, in the web you will find several free image programs. Opening the image program, create a canvas using the dimensions according with the desired paper size. Standard paper sizes come with different dimensions and have specific names.

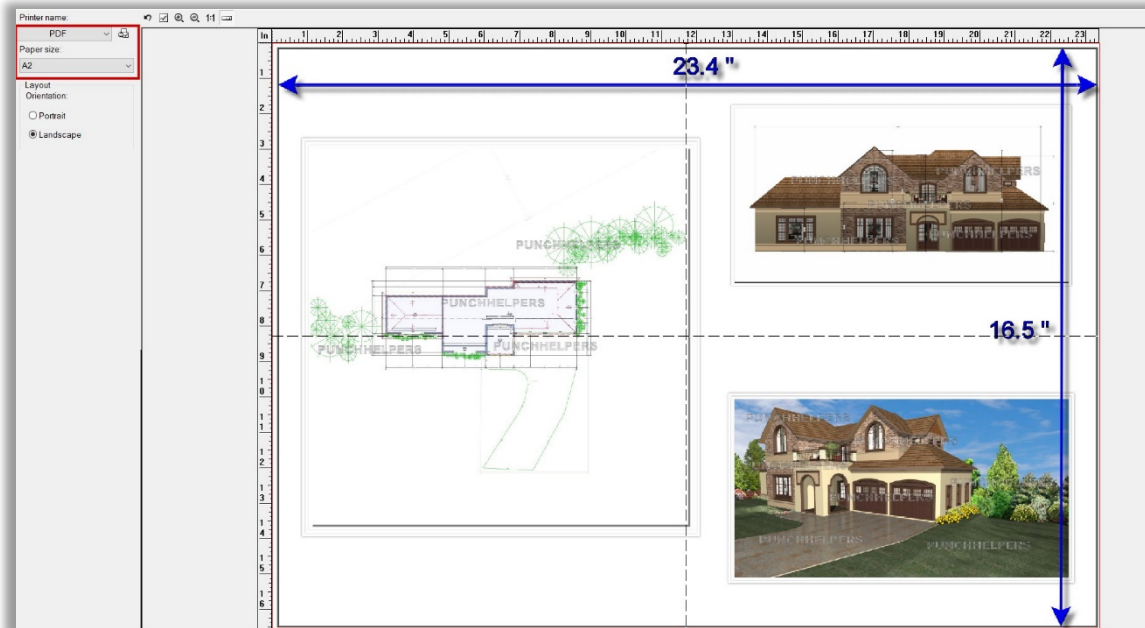
| SIZE | INCHES | MILLIMETERS |
|------|-------------|-------------|
| A0 | 33.1 × 46.8 | 841 × 1189 |
| A1 | 23.4 × 33.1 | 594 × 841 |
| A2 | 16.5 × 23.4 | 420 × 594 |
| A3 | 11.7 × 16.5 | 297 × 420 |
| A4 | 8.3 × 11.7 | 210 × 297 |
| A5 | 5.8 × 8.3 | 148 × 210 |

Step 2: for this project, I will use a paper A2 => this means 23.4" x 16.5". Therefore, the canvas size will be 23.4" x 16.5".

Step 3: organize the images within the canvas, adding border, texts, title blocks, etc.

Step 4: Visualize the print preview, as shown in the image

- Select the desired printer (large format printer or PDF) => select the desired paper size (outlined in red in the image below).
- Usually, the programs include guides so you can verify the paper size (blue arrows in the image below).



Step 5: proceed to print => Ready!

GO TO THE NEXT TUTORIAL

WINDOWS AND DOOR MOLDINGS

Frequently, users ask me how to create brick or stone trims around or above doors and windows.

As a matter of fact, creating these elements is very easy and the results look nice as you can see in this image.



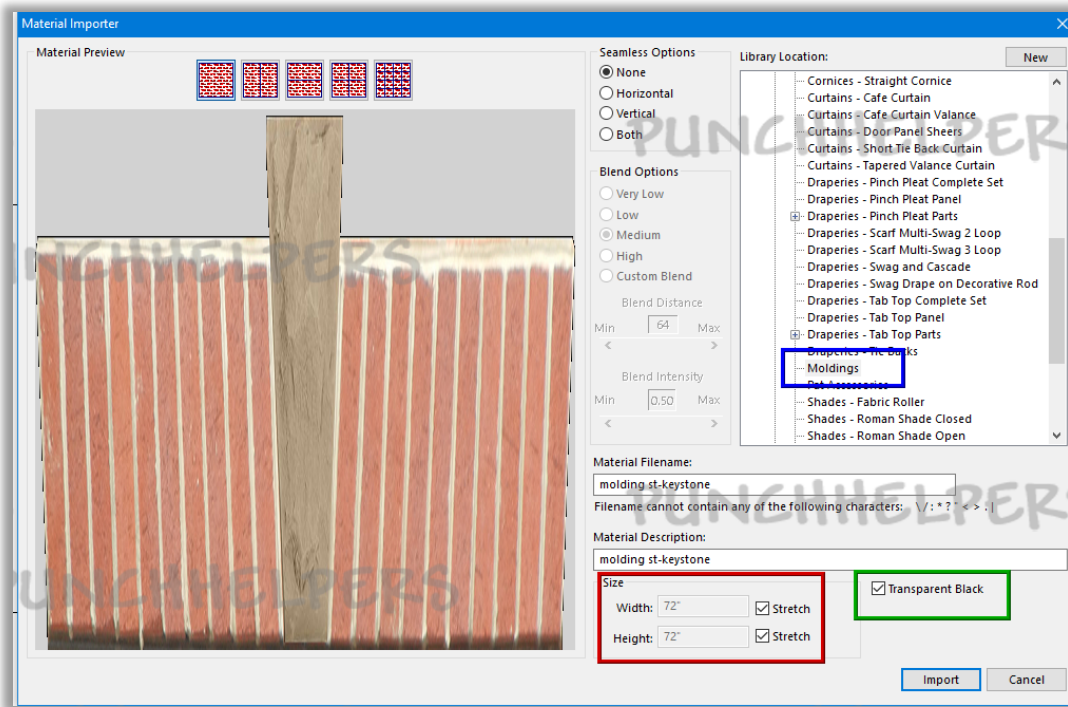
Let's see how to create this trim.

Step 1: first, you will need a picture of the desired trim, precast or keystone. Using any image program or PhotoView Editor Power Tool (if your program includes this tool) proceed to mask the picture => this means that you must cover all the undesired areas using color black (RGB 0,0,0). The black color will be rendered as “transparent” in the main program. The picture will look as the image.



Step 2: Open your program. This picture will be imported as a custom material. So. Go to => File => Import => Material to library. Of course, the material will be imported to your User Library.

As you can see in the image below (outlined in blue), I have a subcategory called “moldings”, where I place all my moldings and trims. Two important settings: in the size fields, outlined in red in the image below, select “stretch” (you will set the dimensions in the next step). Also, select “Transparent Black”(outlined in green in the image below), so the masking (Step1) will be transparent.

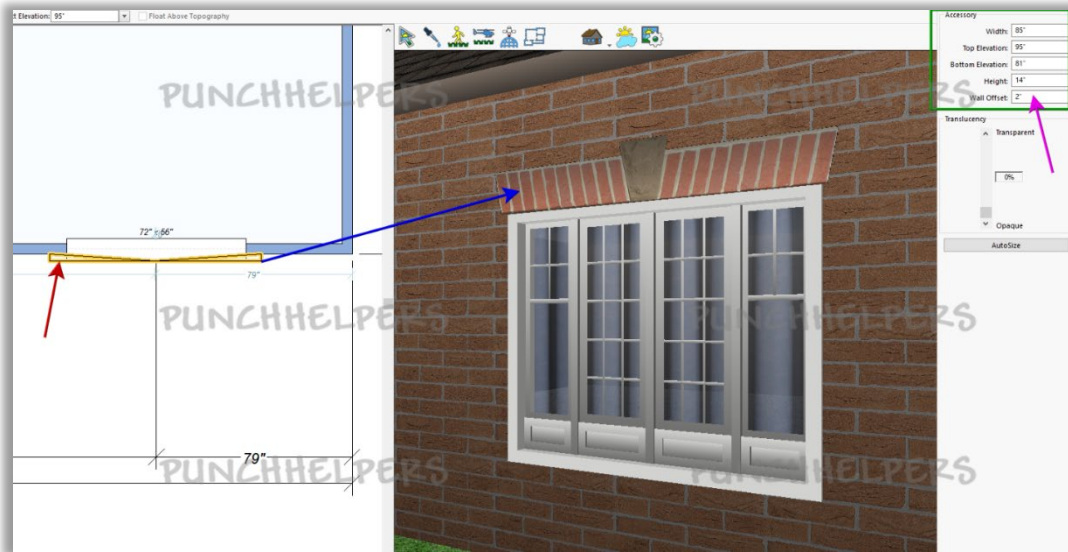


The thumbnail is square: don't worry, it doesn't affect the quality.

Step 3: in the main program, go to the Floor tab and select the Accessories Tool (outlined in red in the image below => go to your User library (outlined in green in the image below) => select the trim (outlined in yellow in the image below) => place the Accessory in the floor plan, clicking on the desired window (pointed with a blue arrow in the image below).

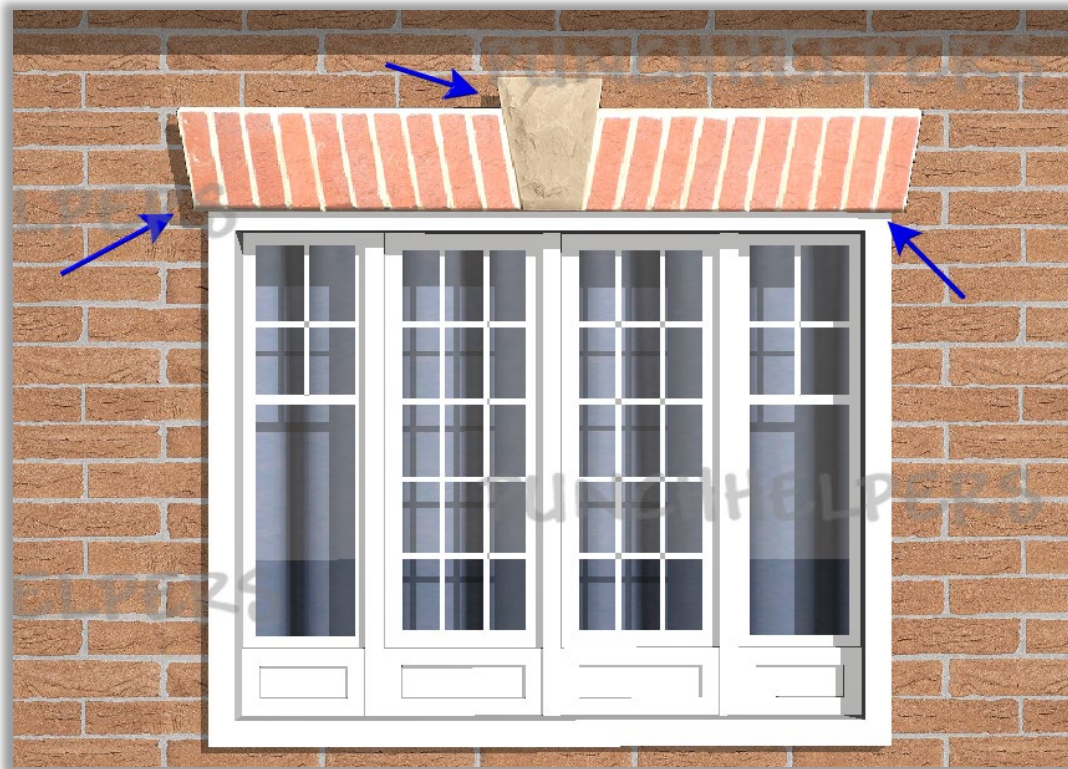
Step 4: In the floor plan => Select the Accessory (pointed in red in the image below) => if you work using Split screen (2D / 3D) you will be able to see the trim and the window (pointed with a blue arrow in the image below) => set the dimensions and elevation in the Information tab (outlined in green in the image below).

Also, don't forget to include a small offset (pointed with a magenta arrow in the image below). This will create "depth" in the accessory.



Your Accessory is ready!

Note that when you render the image, the offset in the accessory creates shadows (pointed with blue arrows in the image below)



BONUS: AN INTERESTING TIP

Finding Objects in 2D and 3D

Finding objects in 2D

Start with the first level, in the first tab (Foundation) and go over the following tabs (Floor, Electrical, etc). Repeat the process for all the floors, with all the tabs, until you find the object.

Finding objects in 3D

If you wish to select the object in liveview, you can use the 3D selection tool (arrow icon => Live view screen) You can select items just on the active floor / tab. So, if you click on the object in live view and it doesn't become active in the plan, try with other level /tab (try all the levels independently of the level where the object seems to be)

I suggest to work with liveview / half view so you can control the plan and the live view at the same time.?

Copyright © 2019 Patricia Gamburgo

ISBN: 978-1-988611-09-9

All rights reserved. No part of this publication may be reproduced, distributed, or transmitted in any form or by any means, including photocopying, recording, or other electronic or mechanical methods, without the prior written permission of the publisher / author, except in the case of brief quotations embodied in critical reviews and certain other noncommercial uses permitted by copyright law. For permission requests, write to the publisher / author, at punchhelpers@punchhelpers.com