



3D Garden Composer: Landscaping

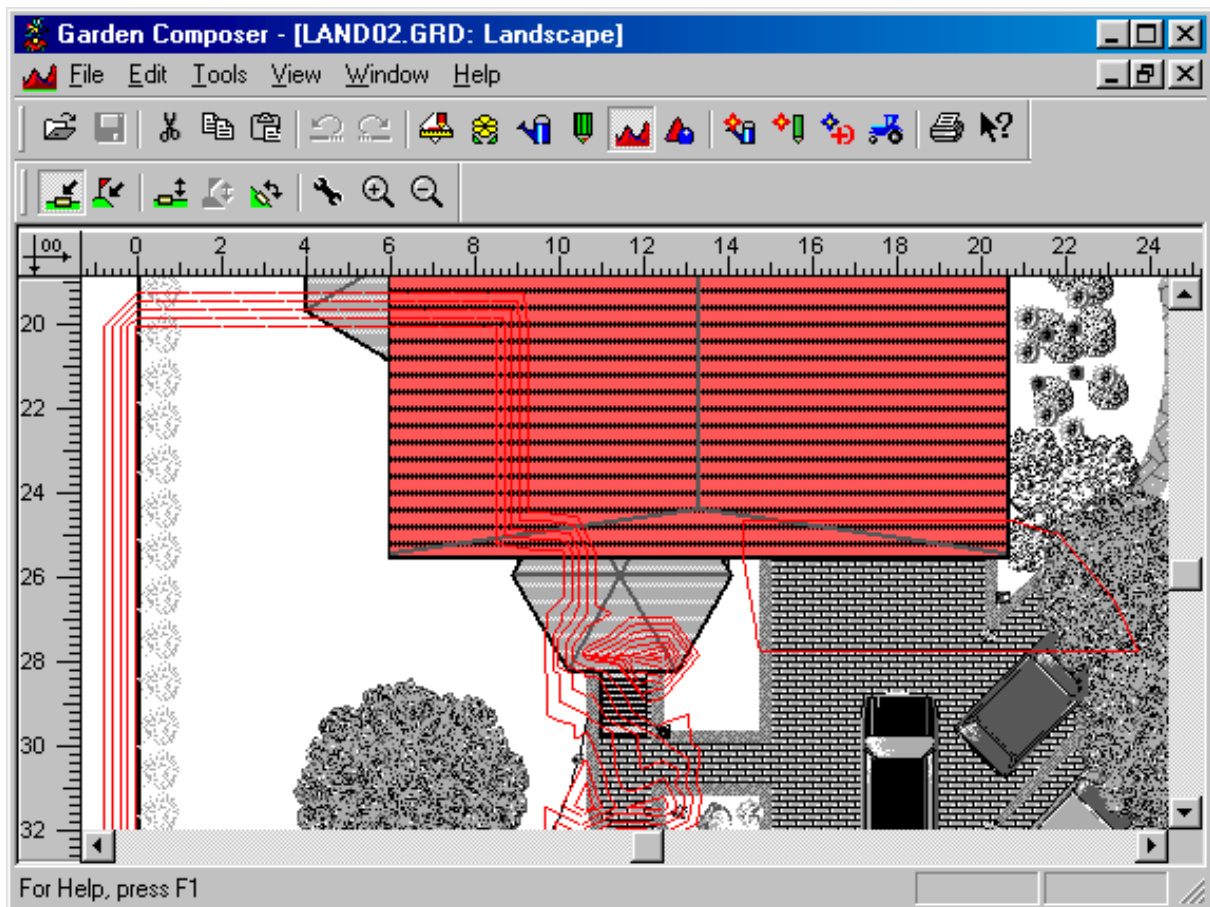
3D Garden Designer allows you to enter details on the relief of your garden to give a representation of your garden when looking at it in 3D

Landscape

Window|Landscape

Alt+5

When you select to view the landscape, a window similar to that shown below will appear:



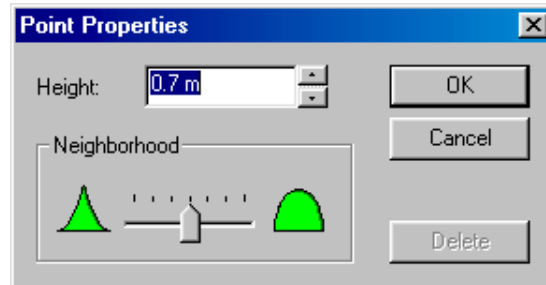
You will notice that your plan turns to black and white. Any relief that has already been added is shown by the relevant contour lines/fills. Within landscape view, you can not move objects in the plan. To do this you must go back to the plan view. You will notice that an additional toolbar appears. This is the landscaping toolbar, whose functions are detailed below:

Select this tool to select the area that you wish to add a relief to. The only areas that can be selected are surfaces and structures. For instance, if your main lawn area is on a slope, select the lawn area that you wish to apply the slope to. This is done by clicking on it with the left mouse button. To select multiple objects, hold down the shift key while selecting. Once selected the surface(s)/structure(s) will show they are selected by being shaded in red. You can then add relief to this section by using the two area properties dialogs explained below. Any items that are around or on the selected surface/structure will also be affected.



Place Point Tools|Point

Select this to place points of particular heights in your garden for example the highest point in your garden. Click on the plan where you want the point to be. You will see the dialog shown below:

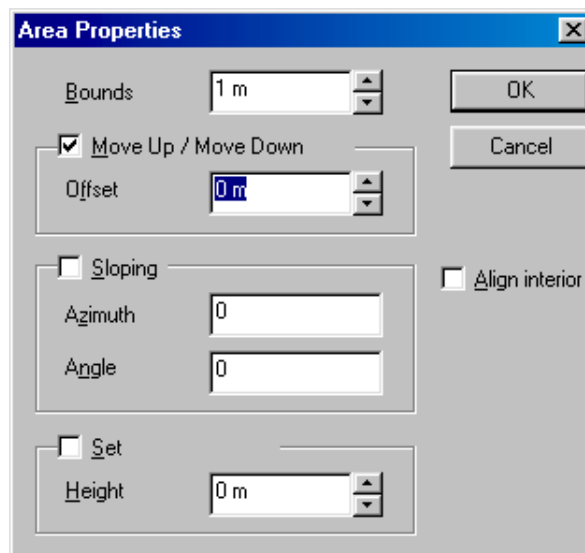


The height box will contain the current height at the point that you selected. This can be altered by clicking in the box and typing in the value that you require.

The neighbourhood slider determines how you want the surrounding area to react to the change in height that you have entered. The pictures that are shown at each end demonstrate the different shapes you can choose between. The further right you position the slider, the rounder the surrounding area will become. The further left you position the slider the sharper the surrounding area will become.

Area Properties Tools|Area Properties

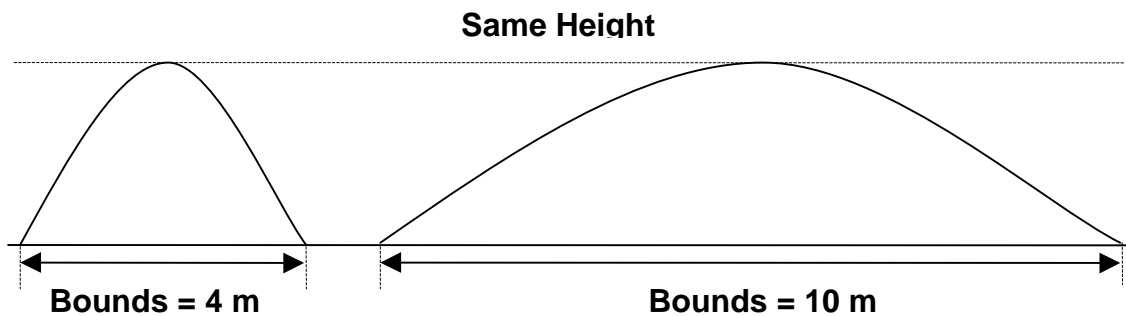
This is the first of the options that allow you to alter the relief of a surface/structure area that you have selected. You will see the following dialog:



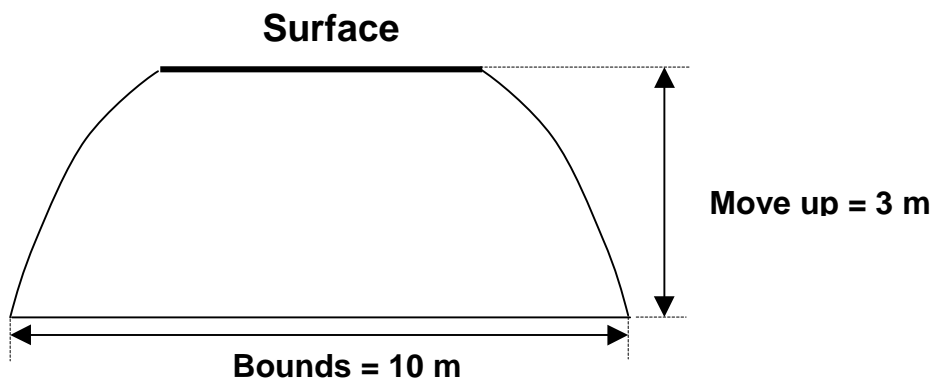
You can only perform one action at a time in this dialog. You must select the tick box of the item that you want to adjust. For instance, if you want to move an object up, you would make sure that the Move Up/Move Down check box is ticked, as above. This is done by clicking in it with the left mouse button, then enter the value you require in the box to the side. The bounds figure applies to all the settings you enter in this dialog.



Bounds: By default, this is set of 1m. This figure determines the spread of the slope/hill the distance over which the height will be applied i.e. the larger the value the shallower the slope.



Move Up/Move Down: The value entered here will move a surface/structure up or down by the figure entered. How the slope forms around the surface/structure depends on values put elsewhere, for instance in the bounds box.



Sloping: This will be described in the Area Sloping properties below.

Set: You can put here a particular value for the height you want something to be at. So, in effect it does the same thing as the Move Up/Move Down option. It is a good way of resetting the height of an object. If you have adjusted your slope a number of times using the Move Up/ Move Down command you may of lost track of the height. If so, set the height here to zero, this will make the surface flat again for the selected object.

Point properties

Tools | Point Properties

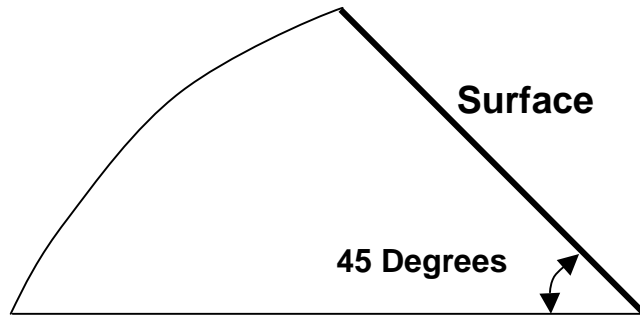
Select this to alter the properties of one of the points that you have placed on your plan. Make sure that the point you want to change is selected, by clicking on it with the left mouse button, (the toolbar button will not be active unless a point is selected). The dialog you see is the same as described in the Place Point section. Each of the options has the same affect, but applies to an existing point. In addition you will see there is now also a delete button. Selecting this will delete the currently selected point from the plan.



Area Sloping Tools | Area Sloping

The dialog you see here is the same as the dialog shown in the Area Properties section above. It will automatically select the sloping check box for you ready to put in the values that you require.

Angle: The angle set here, will slope the surface/structure by that amount. For instance a 45 degree value here would make the slope appear as shown below.

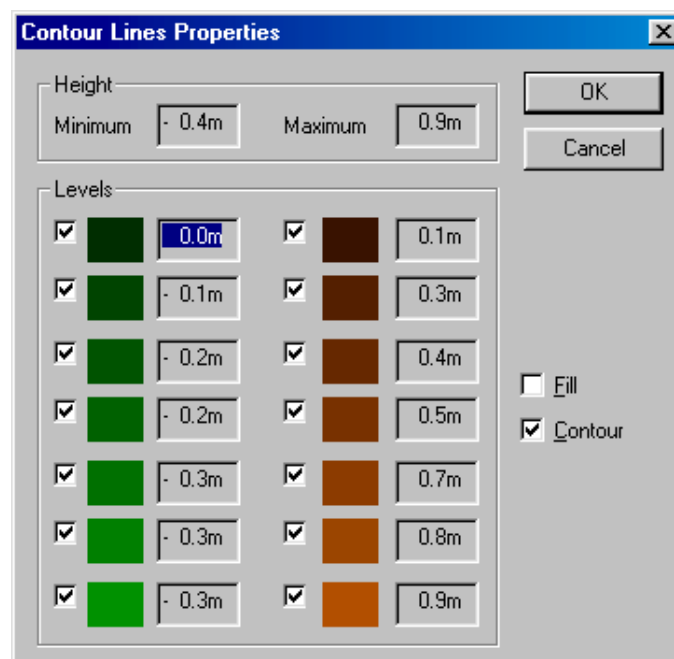


Azimuth: The figure you enter here will rotate the slope you have applied to the surface/structure around its central point. For instance if the slope was facing you, with The highest point being furthest away. Entering a value of 90 degrees in the azimuth will rotate it so the highest point is on your left and the lowest on your right.

Combine these techniques with different heights applied to the surface/structure to generate complex landscapes.

Contour Properties View|Setup Contour Lines

When using the landscape view of your plan you are able to see the relief that you have applied by the contours. By default the contours will be represented by lines. Going into the contour properties enables you to change this and see what heights you have on your plan.





As you can see you have 2 options:

- Contour Simple lines joining up areas of the same height
- Fill: Applies fills to show areas of the same heights. The colours used for the different heights are shown in the dialog above.

This dialog also gives you the ability to choose the levels to show. For instance, instead of showing the contours for every 0.3m, you may want to show every other one of the levels, i.e. -0.3, -1.0, -1.6 and so on. To do this click in the relevant box with the left mouse button to either check on uncheck the box. A check means that level will be shown.

Zoom In

Zooms into the landscape plan: showing more detail of a smaller area.

Zoom Out

Zooms out of the landscape plan: showing less detail of a larger area.

Conclusion

The best way to work out how the landscaping works is by experimenting. So try it out on some of the example gardens before trying to apply it to your own!

Hint: To reverse the actions that you have applied, use the undo command. This is easier than remembering the figures that you have applied previously.