CAD PROJEKT K&A

New features

CAD Decor PRO 3.3.1, CAD Decor 3.3.1
and CAD Kitchens 7.3.1

Default object insertion level

In the latest update, modifications have been introduced to make the process of designing with CAD Decor PRO, CAD Decor and CAD Kitchens more efficient and enjoyable.
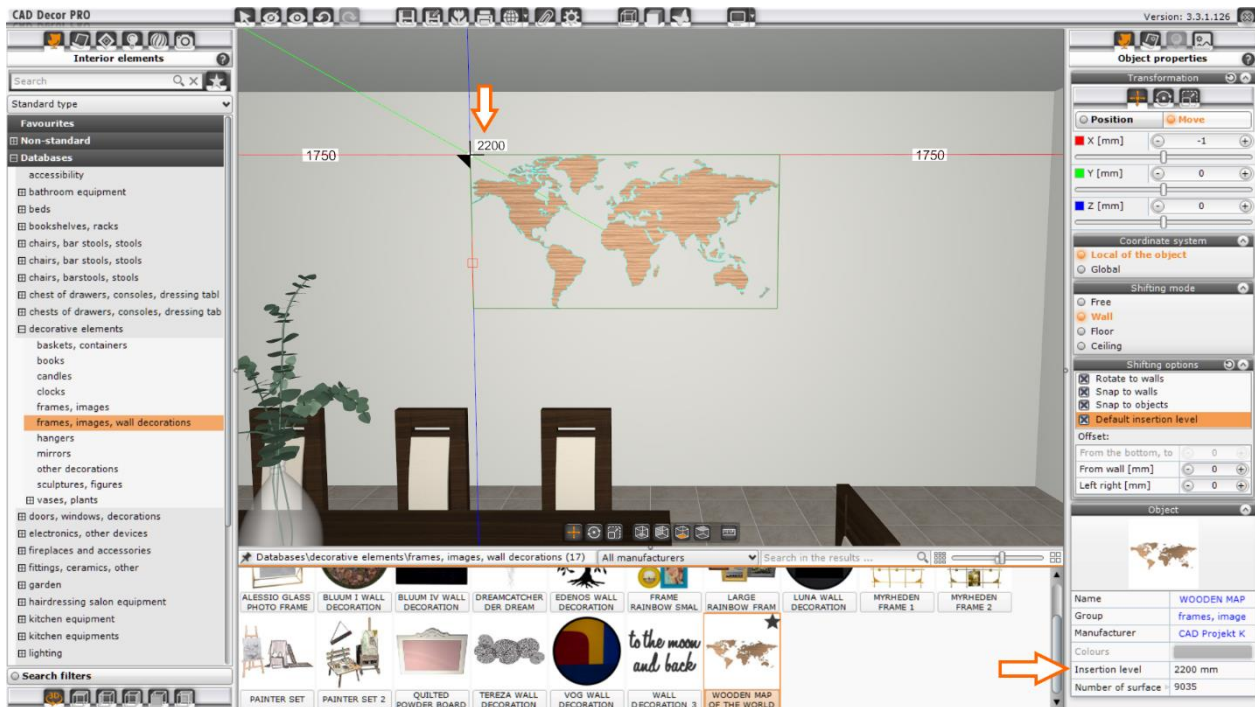

Fig. 1 - View of visualization window with default object insertion level

In the Object Properties tab in the right panel of the visualization window, a shifting option has been added: **Default insertion level**, which will make it easier to place elements at appropriate heights. It is available after selecting the shifting mode *Floor* (Fig. 2), in other modes, it remains inactive When this option is enabled, the program reads from the model database the default object insertion level suggested by the manufacturer or author of the database, and blocks the possibility of moving the object in the Z-axis (the option Offset: From floor becomes inactive). This will make it easier to place items such as shower faucets and toilets with a concealed system at the right height.

Another improvement is the display of the insertion level of an object in the visualization when moving an item in shifting mode: Wall or Floor with the Default insertion level option enabled (Fig. 1). Information about what default insertion level an object has in the database is also displayed in the "Object" section at the bottom of the "Object Properties" tab in the right panel of the visualization window (Fig. 1).

The default insertion level is enabled in the *Object Properties -> Shifting Options* tab in the right panel of the visualization window (Fig. 2).
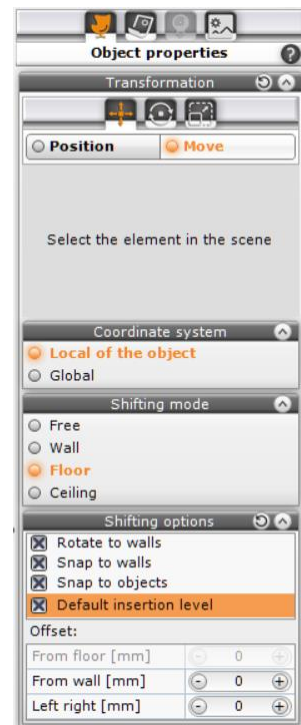

Fig. 2 - Object properties with the option "Default insertion level"

Search engine for materials and textures

Another new feature is the introduction of the **Search engine** in the *Materials* tab in the left panel of the visualization window (Fig. 3). It allows you to search for all elements containing the searched word, such as wood, in the material and texture databases, and displays the searched materials in the lower panel of the visualization window. The search engine works in both the "*Standard*" and "*Manufacturer*" tabs. As with the other tabs, it is possible to narrow down the results through the *Search in results* option (Fig. 3).

Fig. 3 - View of visualization window with material and texture search engine

Blocking the model information window in place

When working with inserting objects in the visualization, **the ability to pin** (block) a **pop-up window** with detailed information about the 3D model has been added. To block the pop-up, click the **Pin** button. It is located in the upper left corner of the bottom panel of the visualization window (Fig. 4). Pin blocks or unpins a window with detailed information about the model. When the window is pinned, it is possible to hover over it with the mouse cursor and select the text there, such as selecting a link to the manufacturer's website or a store where you can buy the furniture in question. Then just click the right mouse button (RMB) and select Copy to copy this information (Fig. 4). This allows you to quickly check online the availability of the desired model.
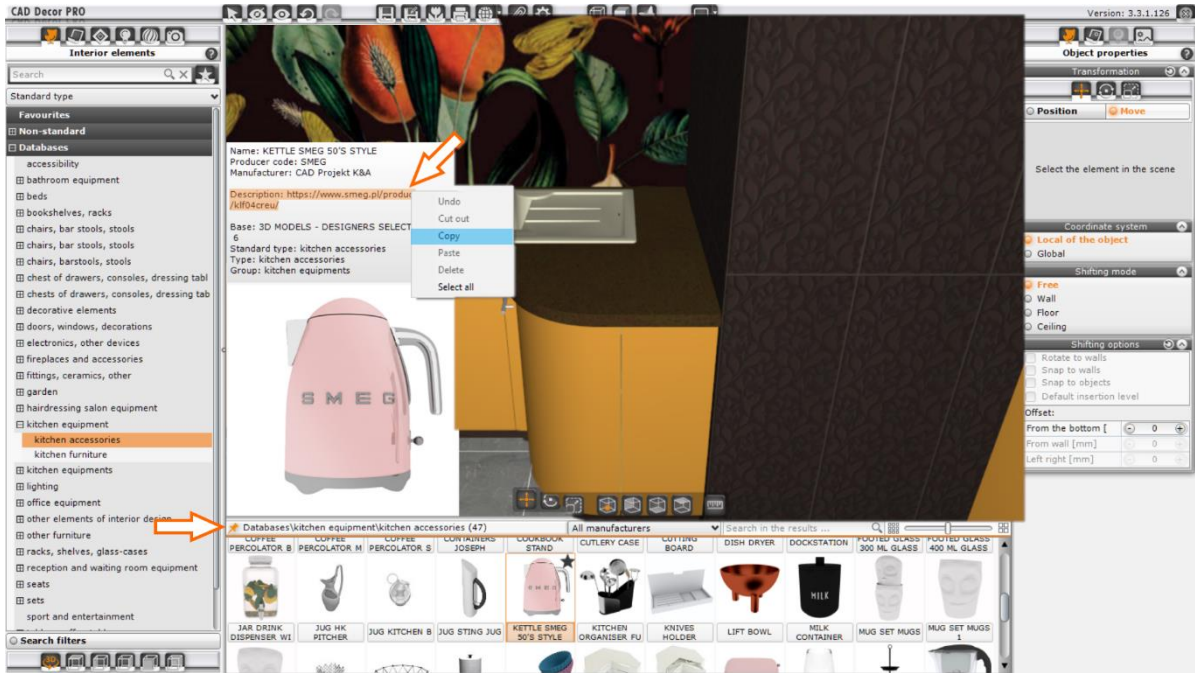
Fig. 4 - Pin to pin a window with information about the object

Arranging ceramic tiles

A change has been made to the default **arrangement of tiles across an entire area**. So far, the program has deployed the same tiles, with the same pattern layout, all over the place. Often in tile collections there are several pattern layouts, so-called **faces**, under the same tile name (Fig. 5). When applying tiles to an area by drag and drop, the program will now check the number of available faces for a given tile. If it detects more than one it will randomly arrange all available faces in the selected area during the placement process. In addition, the randomness of the placement of the tiles also applies to their orientation (can be rotated 90 or 180 degrees). This allows for a more realistic effect on the visualization.

Fig. 5 - Distribution of tiles across the area - different faces of the tile

To get a tile layout that includes only the tile face you selected, go to the *Edition* tab in the bottom panel of the visualization window, then point to the area with tiles and use the *Move* option. Then move the tiles so that they go beyond the indicated area – a layout of tiles containing only the face we selected will appear on the screen.

Paint search engine

Improvements have been made in the operation of searching for paints by color. From now on, the search window will appear as a pop-up in the lower left corner of the visualization window, above the bottom panel. This will improve the readability of search results and enhance the use of the search engine. In the search engine you can enter the color code in the manufacturer's palette, or color in hexadecimal notation.
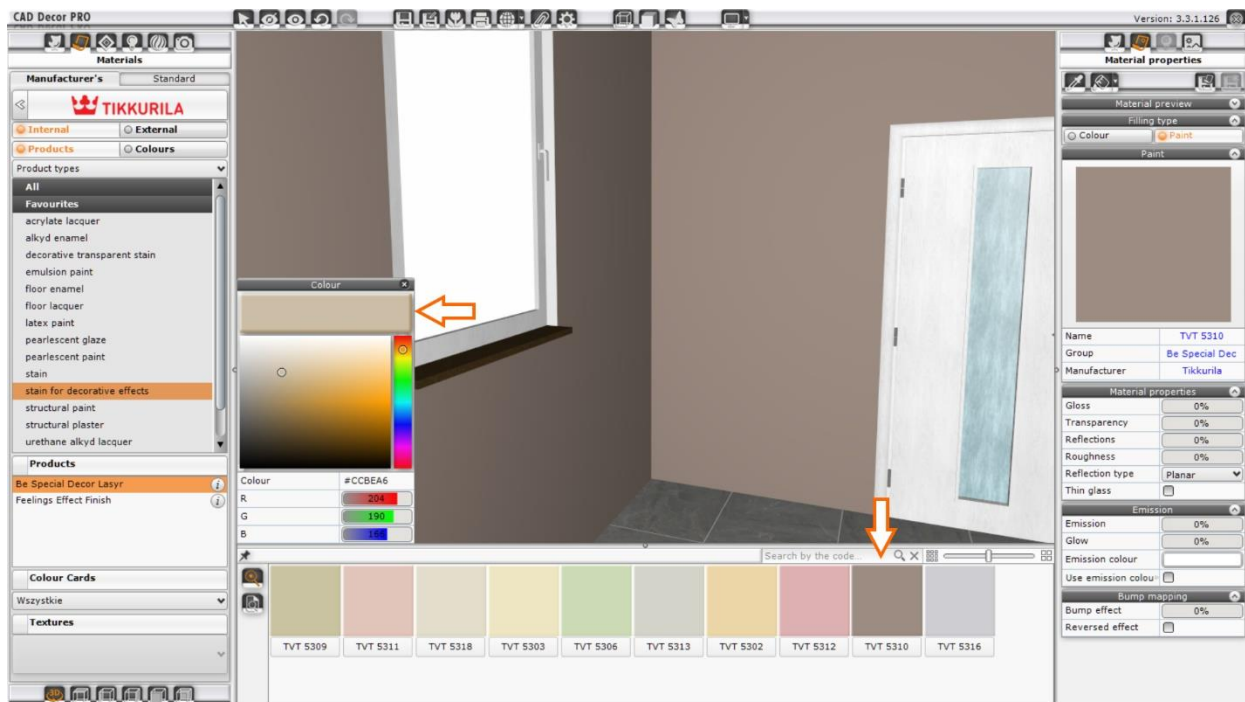

Fig. 6 - Searching for paints by color

Have fun working with the new versions of our interior design programs