



Mastering the Visual Materials Feature in 2020 Visual Impression

Thank you to everyone who joined us for the webcast on 2020 Visual Impression. We received many great questions and couldn't answer them all during the time allotted; please see a list of questions and answers below. A recording of the session can be viewed at <https://www.youtube.com/watch?v=nklUD-CUfWI&feature=youtu.be>. If you are interested in learning more about our training classes, please visit 2020commercialtraining.webex.com or email commercial.training@2020spaces.com.

Architectural Features

Q: How did you add the wall? (Delia Bilc)

A: The easiest way to add a wall to your scene is click on the Room button at the top of 2020 Visual Impression. Next select the Top 2D view. Click on the ARCH button from tool palette on the left side of the screen. Select Walls. Select the partition wall and a wall should appear near the bottom center portion of the scene. Once the wall is in the scene you can position and resize it to fit your plan. Then click the 3D view button at the top of the screen to return to the 3D view.

Q: How do you add windows and doors to the wall you just added? I cannot get that function to work other than the typical walls at opening? (Jennifer Matthews)

A: Windows and doors can only be added to the exterior walls in the scene. A feature request has been created for this issue.

Q1: How does 2020 Visual Impressions work with Revit? Did you build the walls and windows in AutoCAD for this scene? Is it possible to build in Revit? If we are building walls and windows in Revit, how can we use those 3Ds with 2020 Visual Impressions or would we have to use the 2020 Visual Impressions independently. (Katie Divine)

Q2: I've drawn windows, etc. in 2020 Giza, etc., but they don't show up in 2020 Visual Impressions. How do you make them show up in 2020 Visual Impression without having to redraw it? (Janet De Jesus)



A: 2020 Visual Impression does not import the architectural features (Walls, Windows, Doors, etc.) from the original design file, regardless of whether AutoCAD, Revit, or Giza was used to create the design.

Q: I am only seeing colors and palettes tab under materials when I select the wall... I don't see the wall and accent and textures. (Nancy Kerr)

A: By default the wall accents are turned off. To turn them on click on the 2020 Visual Impression button at the top left corner of 2020 Visual Impression and select SETTINGS, check Allow an accent material on system placed walls.

Q: I see that you have more "wall" options, such as textured, than I do in my 2020 Visual Impression. Does that mean I do not have the most recent version of 2020 Visual Impression? (Amy Conrad)

A: If you have an older version of 2020 Visual Impression, it is possible that you would not have the option to enable accent materials on the walls. To check if your software is current, open Worksheet and click on Help, About 2020 Worksheet. The version number should be 10.20 if the software is up to date. The 2014 software and updates are available for download at www.2020.net under the Support Download section.

Q: How do you apply the ceiling and recessed lighting? (Sivan Mair)

A: To add the suspended ceiling texture, select the ceiling in the scene. Next click the Textures button in the tool palette on the left side of 2020 Visual Impression. You should now see several choices for ceiling textures. Click on the texture you want to use and it should apply to the ceiling.

To turn on the ceiling lights, click the 2020 Visual Impression button at the top left corner of the screen. Select SETTINGS and check the box for Show the system-placed ceiling lights.

Q: What windows did you use in your view? The ones I have been using have a handle on them and I would love to use a more commercial looking window. (Jill Sinica)

A: The windows in the presentation have handles as well. Currently all of the windows in 2020 Visual Impression have handles.



Q1: 2020 Visual Impression creates a square with 4 walls, how can one modify them to create the shape you created? (Fernando Jimenez)

Q2: How can we go from a square room to a room with a different room layout? We do the selection the first time we open the room, but sometimes I don't know the shape of the room from the beginning. (Caroline Simard)

A: If you want to change your room shape after you've selected it, you will need to delete the existing scene and create a new scene in your design. When you visualize the new scene it should prompt you to select the room shape again.

Q: How do you create "L" in wall? (Kennie Toy)

A: When a scene is first opened in 2020 Visual Impression 2014, you will be presented with an option to select the room shape. Besides the rectangular choice there are 4 notched or L shaped rooms.

Hiding and Isolating Items

Q: How did you ghost the items in the background and then bring them back? (Angela Werksman, Linda Nance)

A: The quick method is to select the item(s) you want to be visible. Then click the fourth button on the toolbar at the bottom of the screen to isolate the selected items. Clicking this button again or unselecting the visible items restores the hidden items.

Custom Finishes

Q: Can you rotate the finish? For example if you wanted to railroad the fabric? (Amanda Thoreson)

A: In Visual Materials, select the material in your palette that you want to rotate. When the Materials Properties window opens, there is a rotation option at the bottom right of the window. You can set the rotation angle here (ie. 90 degrees for railroad)

Q: Will she be reviewing how to scale a finish you've brought in to apply? I've saved a wood finishes in my visual materials and when I apply, the grain is really huge (scale). (Vilma Krasnove)

A: In Visual Materials, select the material in your palette that you want to scale. When the Materials Properties window opens, you can set the width and height of the image at the bottom left. The dimensions you set will then be repeated as necessary when it is applied to a part.

Q: How do you know what width and height to make it? (Angela Werksman)

A: Sometimes, the vendor will document the size of the image and you can use that as reference. If no size is given, we recommend estimating, and then apply it to an item to see how it appears. If it needs to be modified, you can do so in Visual Materials – once you make the change, remember to click Save. Then you'll need to re-apply it to the item in 2020 Visual Impression for the new settings to take effect.

Images in Windows

Q1: Can you review how to create the multiple graphics for the windows? (Stephanie Ekberg)

Q2: I would like to know how to create the scenes in the windows. It usually repeats identically for me rather than a different image in each window. (Sivan Mair)

Q3: How did you add the building background? (Mel Andres)

Q4: Could we discuss how she made the image in the windows? I have brought in my own image to put into the windows before but it puts the same image in every window. (Katherine Looney)

Q5: How do you add an image to the walls or window easily? (Rich Vigliano)

Q6: Can you show how to apply the scene in the background behind the window. (Kellee Johnston)

Q7: How do I add pictures to the window? (Delia Bilc)

Q8: How did you apply the view in the windows? (Caroline Simard)

Q9: I haven't seen 5 different city scape images where the image continues, it's only one image and then it repeats... how did she do that? (Denise Holmes)

Q10: How did you get the continuous window background? (Kim Swadel)

Q11: How did you add pictures behind the windows? (Fernando Jimenez)

A: There were a lot of comments and questions regarding the windows in Ashley's scene, specifically, the images in the windows. There are different ways to get such a look in 2020 Visual Impression across windows, but this will address the one that we use here at 2020.

Things you will need:

- An image that you would like to "see outside" the window
- The size and number of the windows in 2020 Visual Impression (this assumes all the windows are the same size)
- This website: <http://imagesplitter.net/>

Here's the process broken out to steps

1. Go to <http://imagesplitter.net/>
2. Upload the image that you want to see outside the windows
3. Use the "Split" function
4. Change "rows" to 1 and "columns" to the number of windows you need to span
5. The website will split the image and you'll get a ZIP file with the resulting images; unzip these images to a folder that you'll use later
6. Open Visual Materials
7. Create a new palette (you can use an existing one if you'd like, but I find it best to have a palette just for window images)
8. Create your first new material by clicking the "+" on the palette (each window image will be its own material)
9. Select the first image that you unzipped earlier
10. Name it & give it a description (be consistent with the name & description to make life easier when you actually use these materials)
11. Change the size of the material to match the size of the window(s) (be sure to put the right number in the right field – height vs. width)
12. Change the Group – Type –Finish-Coating to whatever works best for you (I like to use Emitter – LightSource-Matte-None for my windows, but use what works for your circumstances, play around to find what works best)
13. Save the material and repeat as many times as necessary to create materials for all of the windows in your scene

14. In 2020 Visual Impression, select the window on the far left (the images were split and numbered left to right)
15. Using the Materials palette, click “**Background**” and then “**PALETTES**”
16. Be sure to *uncheck* “**Apply changes to all Doors and Windows**” at the top of the palette
17. Find the palette you created in Visual Materials and select the first material you created
18. The image should now be in the first window
19. Repeat the steps for each additional window until they’re all showing the materials you created

As you follow the steps, you may find that you aren’t happy with the result. The image in the individual windows might be stretched out wider or taller, or might not show the view you imagined. This process is best viewed as a learning experience and you’ll get better the more you do. The height to width ratio of the images and the windows themselves is the hardest target to hit, but you’ll get the hang of it quickly.

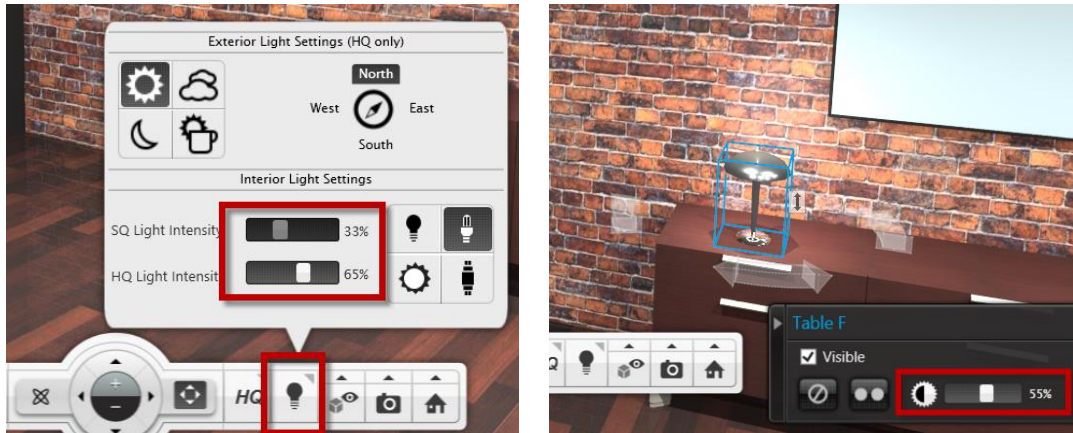
Lighting

Q1: I love the lighting options, but at the same time, some combos make the image a little hazy. Do you have any recommendations to sharpen the image? (Vilma Krasnove)

Q2: Are there ways to create brighter lighting without glare or shadows? (Kim Swadel)

A: Although no individual light placement is required, you may choose to add additional lighting to your scene. Accent lights can be found under the Room Activity, under Lights.

Note: By adding excessive lighting, you may create dark shadows or in the perimeter of your room. Try adjusting the overall light intensity by adjusting the lighting level in the dashboard or by adjusting each individual light in the attributes window.



By default the system-placed ceiling lights are turned off. To turn them on click on the 2020 Visual Impression button at the top left corner of 2020 Visual Impression and select SETTINGS, check Show the system-placed ceiling lights.

Assets

Q1: How do you export a view out of 2020 Visual Impression as an image? (Swlwia Pasciak)

Q2: Can you add headings, titles or logos to your image? (Vilma Krasnove)

A: Images can be saved outside of 2020 Visual Impression many different ways.

1. Save from snapshot reel.
2. Save from Presentation Activity.
3. Drag and Drop from Presentation Activity.

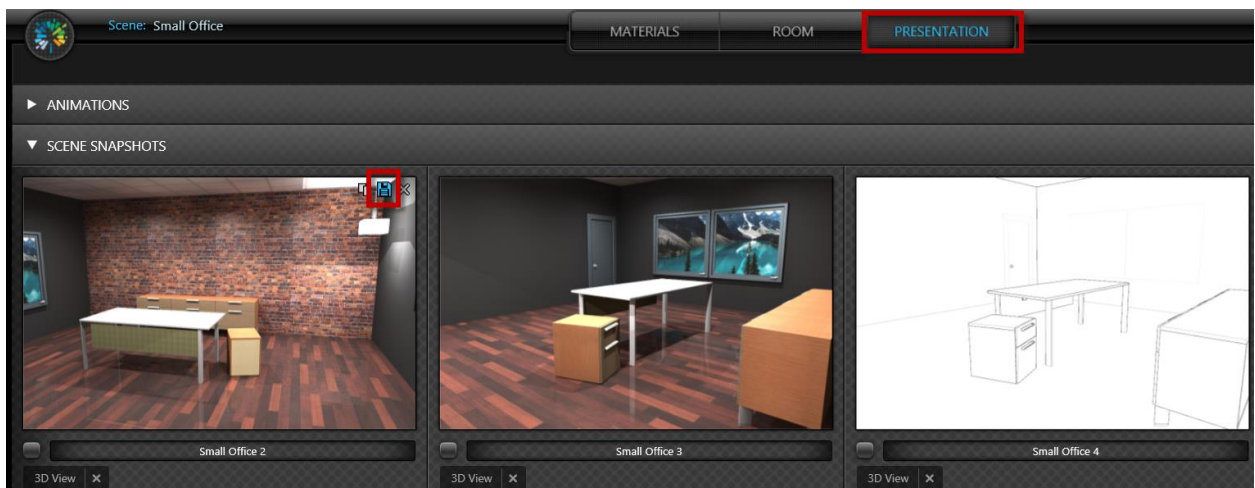
Method 1:

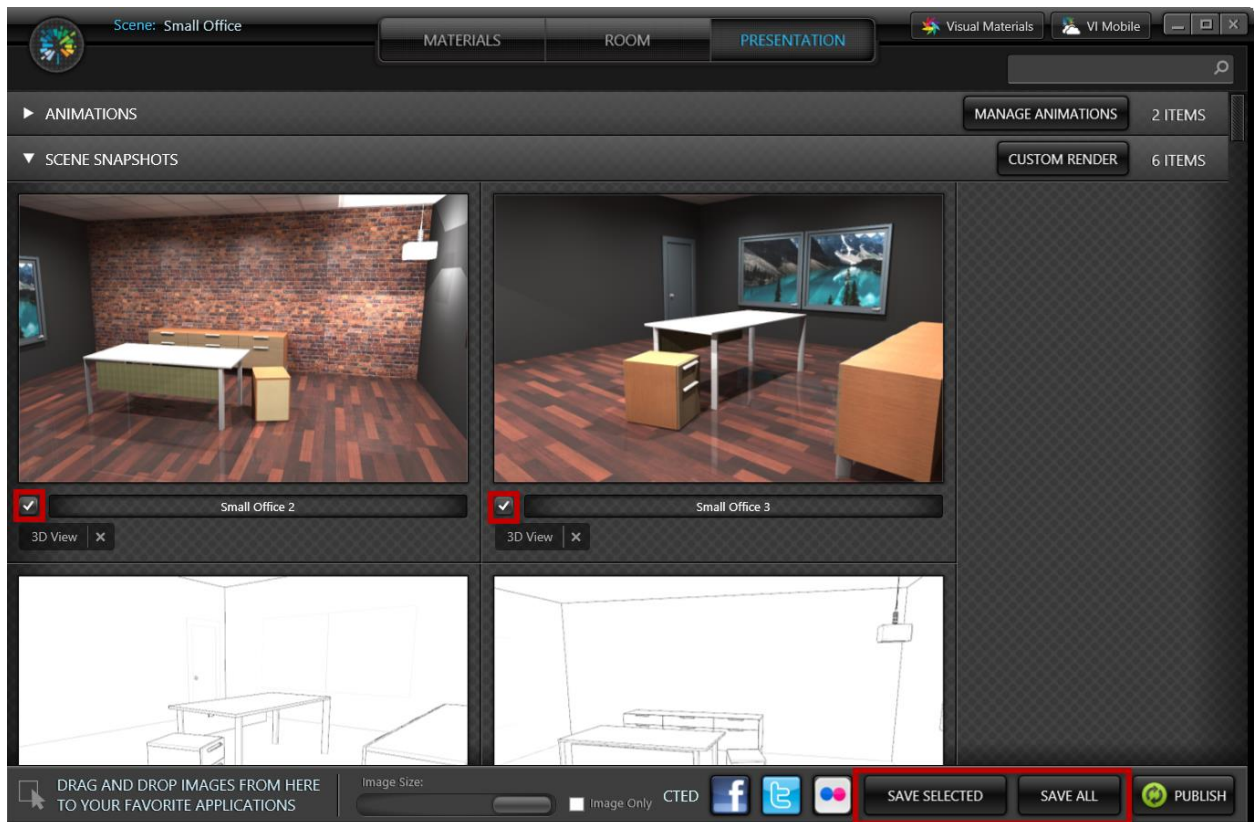
To save from the snapshot reel, choose the save icon on the snapshot inside the dashboard.



Method 2:

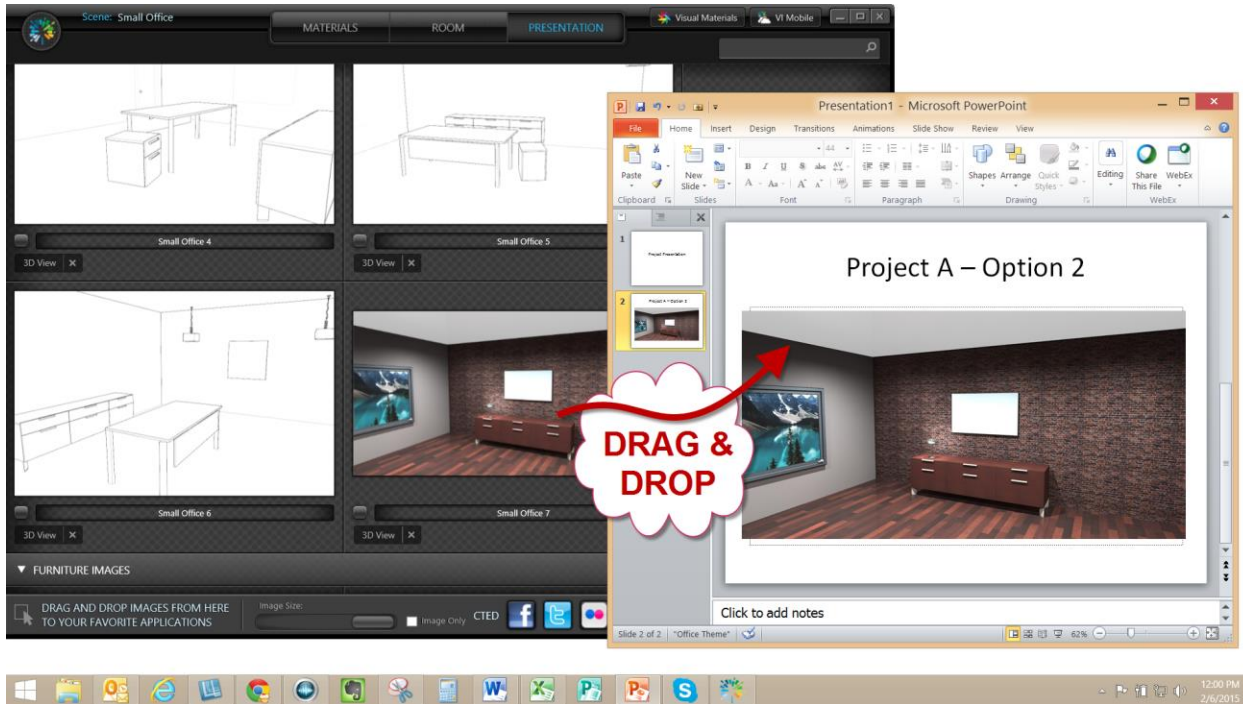
Click on the Presentation Activity at the top, click the save icon on each individual image or select multiple and choose the save options at the bottom of the screen.





Method 3:

Drag and drop your desired snapshot from the Presentation Activity to your favorite software (i.e. Word, Publisher, Outlook).



Note: You may want to use another software to customize your image with a heading, title or logo. The example shown below was created in PowerPoint and can quickly be saved to an easy to share format like pdf or jpg.



Suppliers

Q1: How often do you update the Suppliers information? (Stephanie Ekberg)

Q2: I don't have any material in my supplier folder, where can I load them? (Caroline Simard)

Q3: I do not have all the finishes available in Guilford of Maine how do I download complete catalogs? (Tamara Alkhatib)

A: Suppliers are manufacturers of fabrics, finishes, and flooring. Supplier information can be found on a tab in Visual Materials. The supplier data is installed when you select 2020 Visual Impression during your catalog installation and check the box in the install that asks if you want these installed. Supplier data is not updated as frequently as most of the other data, but we attempt to keep it up to date with their offerings. To get the latest supplier data that 2020 has, please make sure you update this with your monthly catalog installation. Note: Since this data is used primarily for visualization and not for ordering, the rate of updating is not as frequent as the regular furniture catalogs.

Apply Options

Q1: What are the other 2 options to apply finishes? (Vilma Krasnove)

Q2: The 3 options under "apply to more items" all sound the same to me? (Vilma Krasnove)

Q3: Is there any hope of being able to in future apply a material across a broad number of different sizes?

Especially in Panels (standard) where you have multiple heights and widths and different build ups but all requiring the same finish?

A: The Options under "Apply to More Items" are the following:

- **All occurrences of this item** = Apply to all items with the exact same part number.
- **Items accepting all of the options above** = Apply to all items, regardless of part number, that have the exact same options available. For example, chairs of the same series that may differ in part number but require all the same option specification.
- **Items accepting some or all of the options above** = Apply to all items that a given option is available on. For example, everything that can receive black paint.

The trick here is that manufacturers organize their data and options differently. The first option always works. The way the other two options work is dependent on the manufacturer you are using and the way their data is organized.

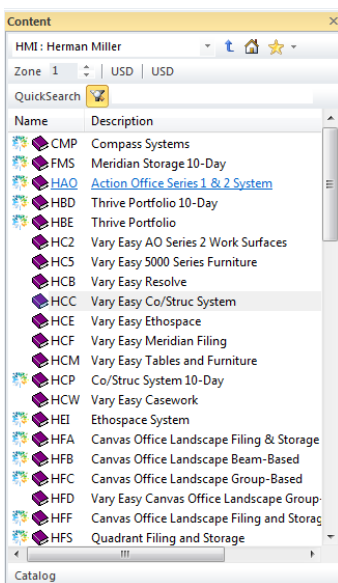
Enrichment

Q1: Is Herman Miller furniture enriched? (Katie Divine)

Q2: How often are the finish selections updated from different manufacturers? (Katie Divine)

Q3: What do you mean by "non-enriched" on the task chairs? (Lorna Lockhart)

A: "Enriched" in 2020 Visual Impression terms means that a manufacturer has provided their specific finishes to 2020 and has provided the mapping information to allow those finishes to be applied to the appropriate part of the furniture. To know what manufacturers are enriched you can look for the sparkler next to the product line in Explorer. Some manufacturers have enrichment for only part of their product line. Herman Miller, for example, has several enriched catalogs, but they are not all enriched. Enrichment is updated when the manufacturer provides new information or updates to 2020. The timing of this varies from manufacturer to manufacturer.





Integration with 2020 Cap, 2020 Giza, and 2020 Worksheet

Q1: If you put the finishes in when you are in AutoCad, can these be visualized automatically? (Alvin Kuiee)

Q2: What is the advantage of pulling out "typicals" of the furniture in your scene to "color" them separately? Rather than just applying finishes within the scene. (Jonna Temmen)

Q3: Can you move an item within 2020 Visual Impression, example if the 3D block doesn't go to the correct height (Overhead is on the floor)? (Peter Domez)

Q4: Moving Items of furniture. Can this be done in 2020 Visual Impression or just in CAD? Say an Overhead Door comes in at the wrong height. (Kate Young)

Q5: Maybe I missed it, is there a way to keep lighting and environmental settings the same between blocked off areas in a whole design? (Kylee Louvrak)

Q6: Is there a way for your materials to apply out of 2020 Worksheet so your rendering could be complete right when you click the render button? (Kylee Louvrak)

A: 2020 Visual Impression was designed to allow you to work the way you want to by integrating 2020 Visual Impression with 2020 Cap, 2020 Giza, or 2020 Worksheet so work completed in one tool can be transferred into the others. 2020 Visual Impression can be launched from your drawing or from your worksheet whether or not finishes have been applied. This allows you to visually select finishes in 2020 Visual Impression or select them in 2020 Worksheet and then open 2020 Visual Impression from 2020 Worksheet to see a completed design.

The decision was made to not allow the movement of products in 2020 Visual Impression to protect the integrity of your drawing or specification. Moving products must be done in your drawing tool with the exception of the Extra items that can be placed and manipulated in 2020 Visual Impression.

Due to the differences in scene sizes and room types, the lighting and environmental setting cannot be transferred from scene to scene. There is a way to set default settings in a room if you go to the preferences section in 2020 Visual Impression.

Ashley set up the demo with the separate chairs so she could show the different concepts that she was demonstrating. This is not necessary in a normal project. You can just select the object you want to change and assign the finishes there.

Extras

Q1: How did you do the insert in the carpet? (D Fine)

Q2: For future Webcast, I would like to know how she drew her carpet and refrigerator.* (Denise Holmes)

Q3: How did she get a carpet square under the table? (Denise Cha)

*(Please see [Specials](#) section for the refrigerator)

A: To create the carpet/rug used in the Webcast, in 2020 Visual Impression, click on the Room tab, be sure you are in "Top 2D" view, then select the Fixtures button in the pane on the left. Click on "Other", then Click the "Area Rug" to place. Then drag the rug to desired location and click & drag the corners to resize. Materials can be applied to this like other items.

Q: How do you add TV's? (Janet de Jesus)

A: For a large, wall mounted TV, click on the Room tab, be sure you are in "Top 2D" view, and then select the Extras button in the pane on the left. Click on "Equipment", then click "Monitors," then click "Monitor large display (attach to wall)" to see multiple sizes, click to place. Then click and drag the Monitor/TV to desired location. View in 3D to change height using the arrows that appear on the object when it is selected. Materials can be applied to this like other items.

Q: Can you insert a picture into the flat panel TV? (Stinsons Schull)

A: Yes, select the TV, click the "Materials" button at the top of the screen. Some of the TVs have "Display" image options that are ready to apply. If not, you can save the image you want to use as a Visual Material in a Palette, then use the Advanced tab in the Materials panel to apply that image from your palette to the desired layer of the TV.

Q: How can you add windows and doors to partition walls? (Fernando Jimenez)



A: At this time, no doors or windows can be added to partition walls – only to the exterior walls in 2020 Visual Impression.

Q: How do you add TV's in 2020 Giza? (Janet de Jesus)

A: To add the TV as shown in the Webcast, you would add this item in 2020 Visual Impression, not in 2020 Giza.

Specials

Q: How do you make a special? Can you show us the step to create the custom table in CAD with extrude command? Do you have to create it as a 2020 Cap special before you can render it? Would you please show how you save your special in AutoCAD, so they will appear in 2020 Visual Impression? How do you define the layers of a custom object like the fridge? How did it know the "pulls" were separate from the "fridge" layers? Does it reflect whatever layer it is on in CAD? How do you make fully custom item? (Lan Vong, Caroline Simard, Laura Dipper, Melanie Lefeld, Jonna Temmen, Jennifer Matthews, Lorna Lockhart)

A: Quite a few people asked about specials as Ashley ran through her presentation. I'll provide a couple links to videos that cover special creation within 2020 Cap Designer and 2020 Giza, and then address some of the specific things brought up by participants.

Existing recordings:

- Creating a Special in 2020 Cap Designer: <https://www.youtube.com/watch?v=6FsQSmxVkdK>
- Creating a Special in 2020 Giza: <https://www.youtube.com/watch?v=PquwGJfK1tE&index=3&list=PLB8F83BFA16F5ECD5>

I hope that these answer many questions you might have regarding making a Special in your design tool of choice.

Autodesk Seek:

Autodesk Seek is a handy place to find blocks of all types. You can go to the website (<http://seek.autodesk.com/>) to download files of your choosing and then insert them into your AutoCAD drawing. The item(s) might need some tweaking once it is in AutoCAD, like exploding it down from a block and/or moving parts of it to a new layer, which brings me to "Layering"...

Layers/Layering:

For 2020 Visual Impression to apply materials to a Special properly, it needs proper layering. If a Special is all on one layer, when you apply a material, it'll apply to the whole item... likely not what you want to happen.

Modifying an item using normal AutoCAD functions will allow you to make an item that has multiple layers, and makes for a better Special. The Special can then accept multiple materials within Visual Impression. The opposite is also true: you may have an item that is too complex. Consolidating down to a smaller number of layers will make the application process easier within 2020 Visual Impression.

Extruding and Specials:

Extruding is a quick & easy way to make the parts and pieces you'll use to build a Special. Extruding a line, arc, or circle results in a 3D solid, which are a little harder to work with within AutoCAD. For those willing to try, solids can be a timesaver. If during the process of creating a Special anything goes awry, there is a good rule of thumb to remember: "simpler is better".

Added bonus:

It wasn't mentioned, nor requested, but I think it's worth mentioning anyway... AutoCAD has the ability to import SketchUp models. There are two ways, importing a model that's already downloaded, or downloading directly from the web into AutoCAD. Both methods require the installation of a plug-in. Go to

<https://apps.exchange.autodesk.com/> and log in to search for the plugins. (It's free to create an account.) You can search for "Trimble" or just use this link:

<https://apps.exchange.autodesk.com/ACD/en/List/Search?searchboxstore=ACD&facet=&collection=&sort=dateUpdated%2Cdesc&language=en&query=Trimble>. Just like items that come out of Autodesk Seek, the SketchUp models may need re-layering or to be made less complex.