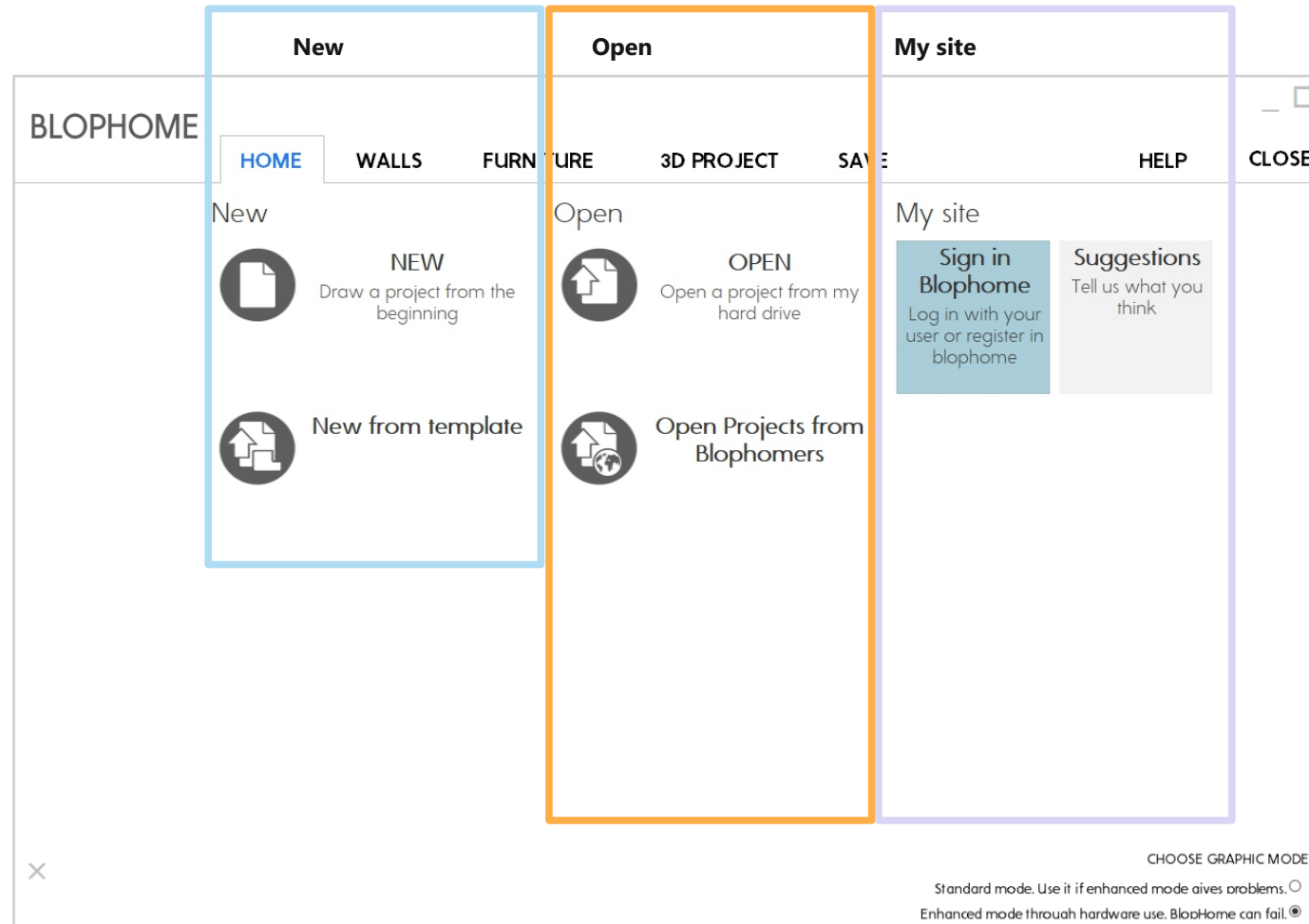
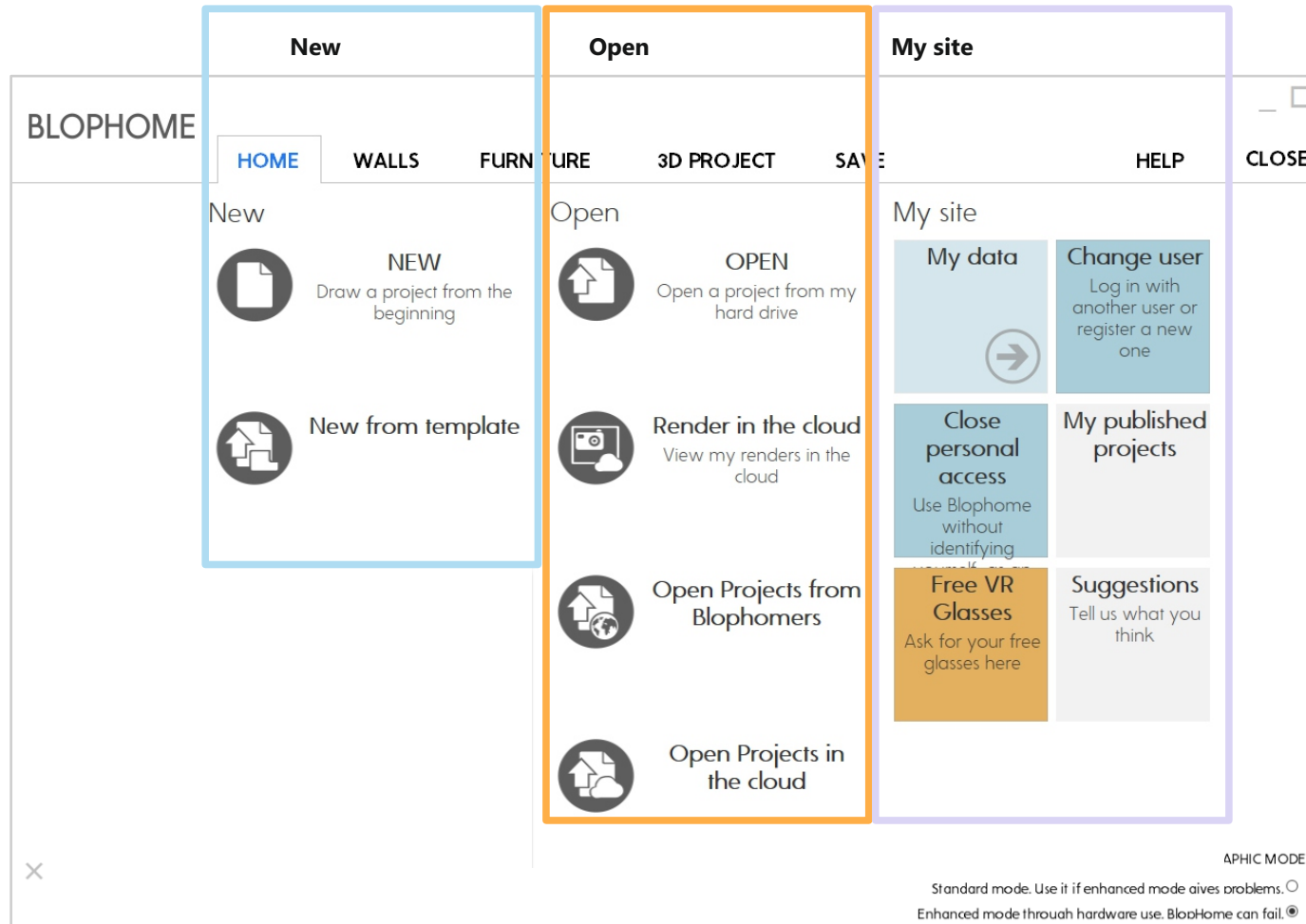
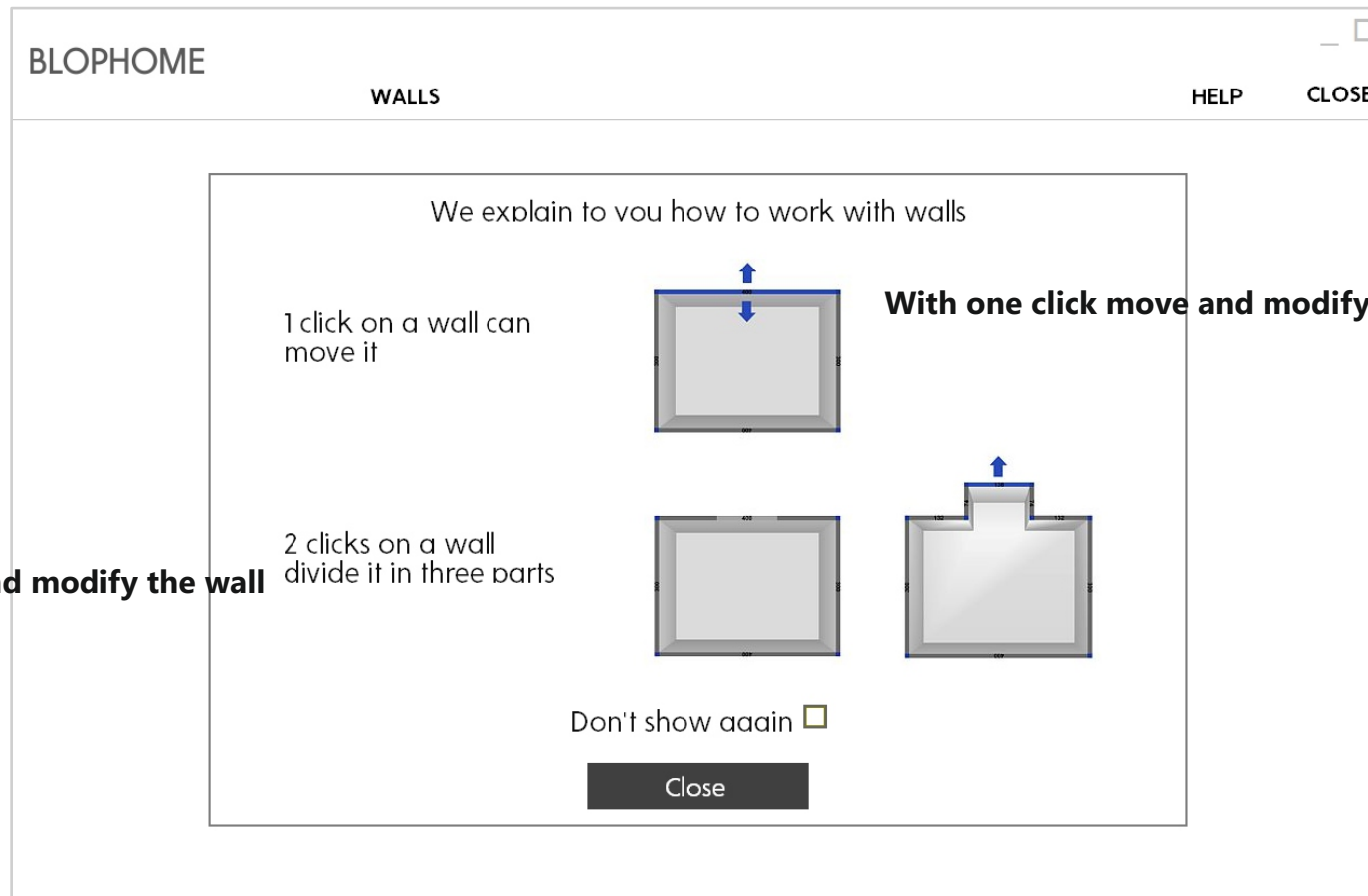




If you are not logged in blophome



If you are logged in blophome



With 2 clicks we get in and modify the wall

With one click move and modify the wall

When we start working with the application you will find this window as a default object
If you want to disconnect click: I do not want this window to appear

BlopHome Help

How to get started

3 of 5

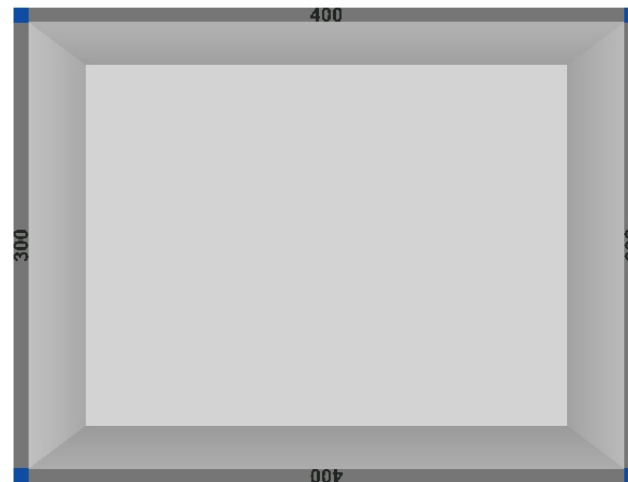
Tabs: The titles of the tabs indicate their main function -- **Home:** for a new project or to open one -- **Walls:** to give the room its shape -- **Furniture:** to insert elements, change textures or properties of the objects -- **3D Project:** to focus on perspective, high-quality render -- **Save:** to save and print or send by e-mail and print -- **Help:** Default parameters, delete temporary files and proxy setup



Icons: On each tab you will find the icons that you need to work with.

Walls and Platforms:

The walls and platforms libraries appear in this window. Drag and drop over the room.



Work zone: This is the area in which the room to be decorated appears, in the case of the walls, it allows you to modify the geometry in order to adapt it to your design.

BlopHome Help

How to get started

4 of 5

Textures:

The textures libraries appear in this window. Drag and drop over the object or the room.

List of Materials:

All the objects that the room has got appear in this window

Search Object:

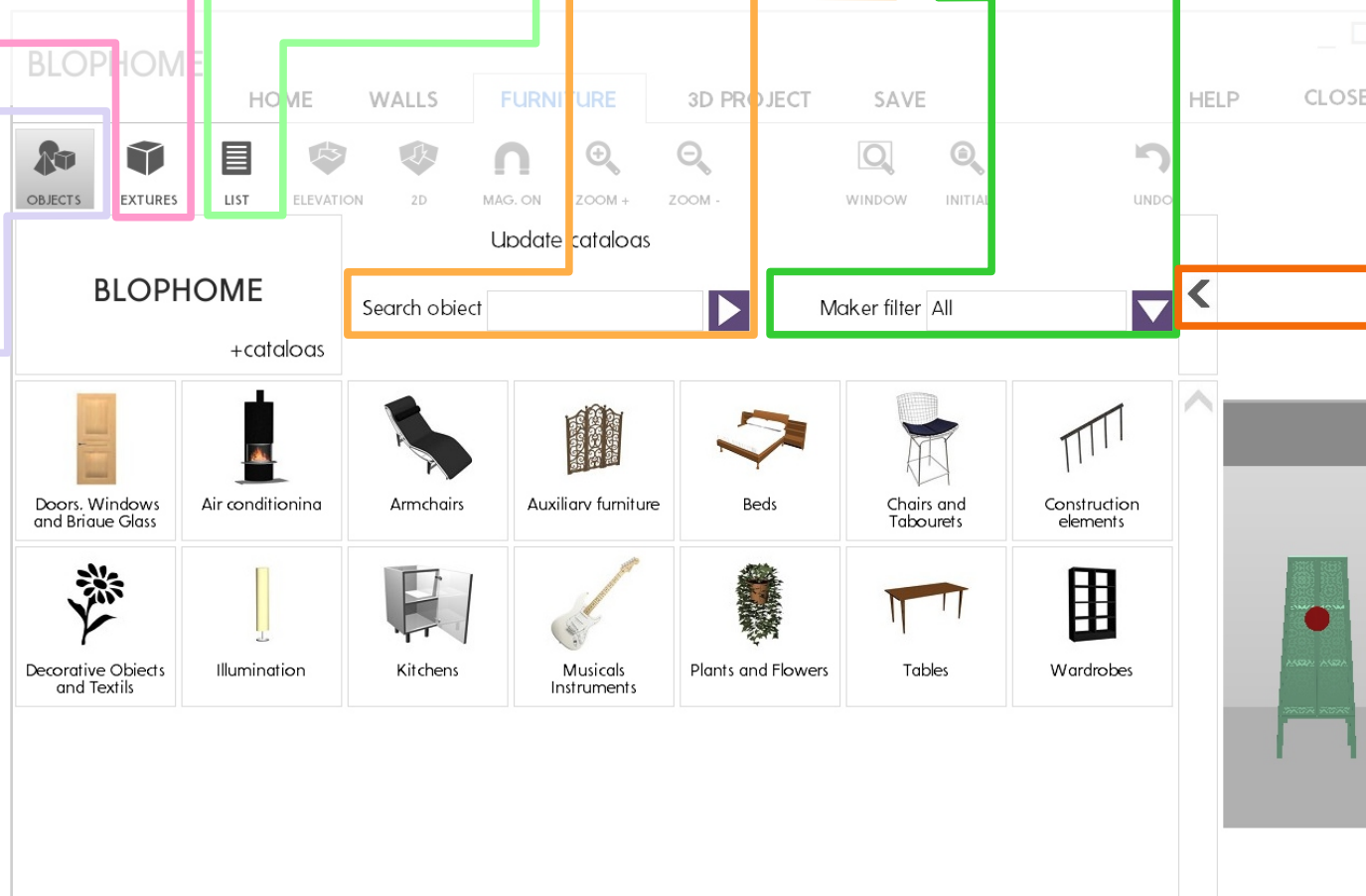
Ayuda de búsqueda textual de objeto

Maker Filter

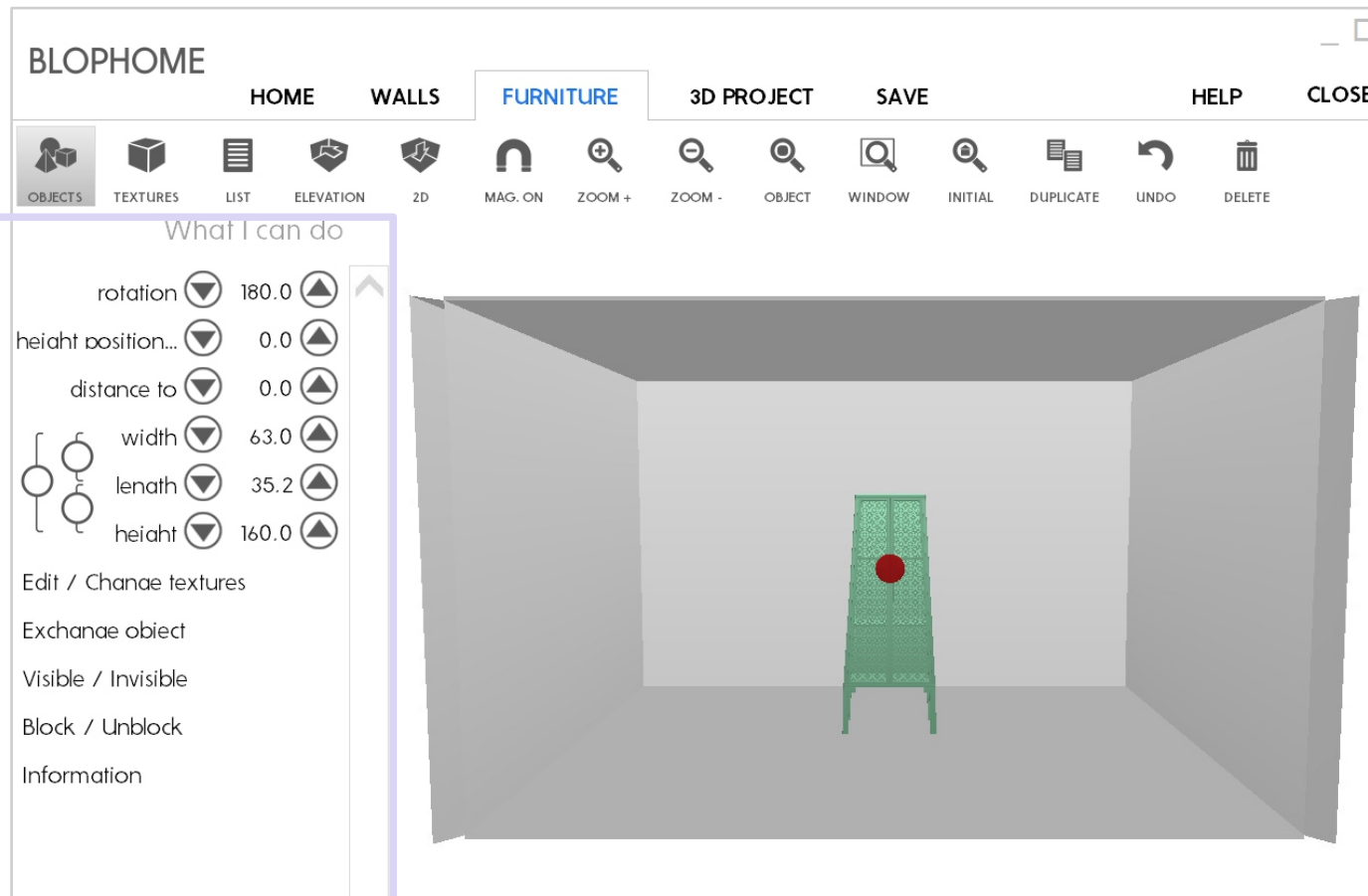
Objects Window

Objects:

The objects libraries appear in this window. Drag and drop over the room.



Maximize and Minimize



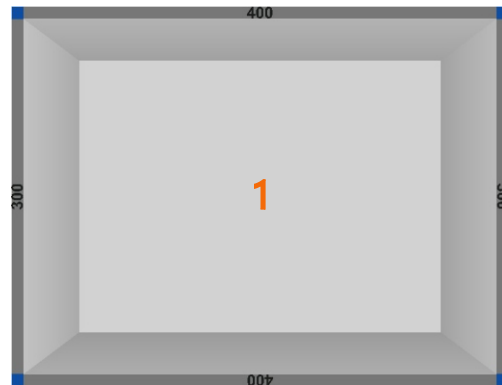
What can I do? Window

This window will appear when selecting an object in the room. It will indicate which changes we can make to the selected object.

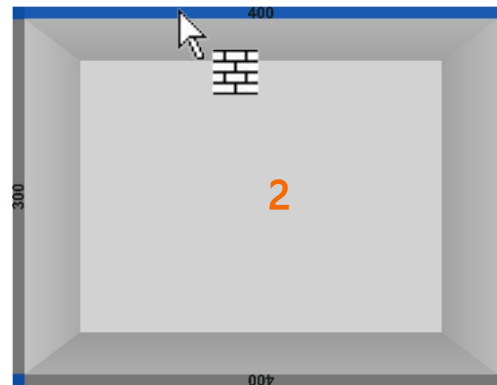
Converting the geometry (1) is as easy as placing the mouse on any wall and stretching. If we do this on the interior rectangles (2) we can make shapes. Distort the shapes with the blue squares.

1

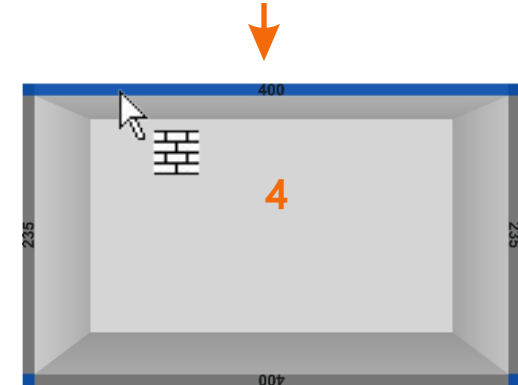
Current state



Mark the grey zone

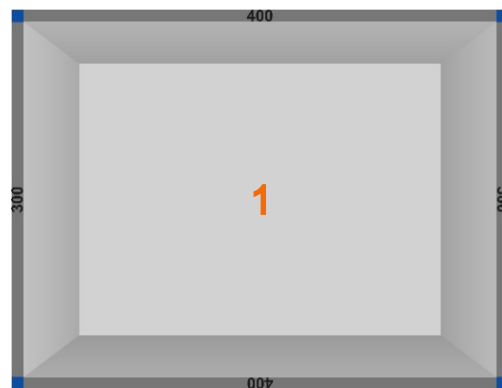


Stretch with the mouse

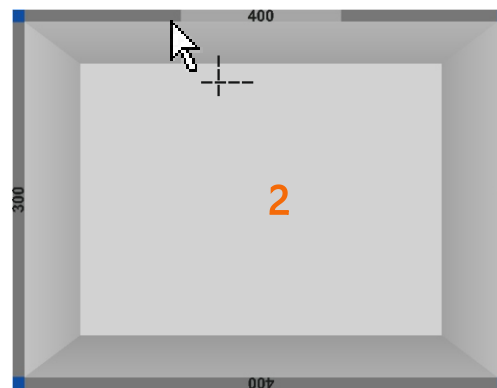


2

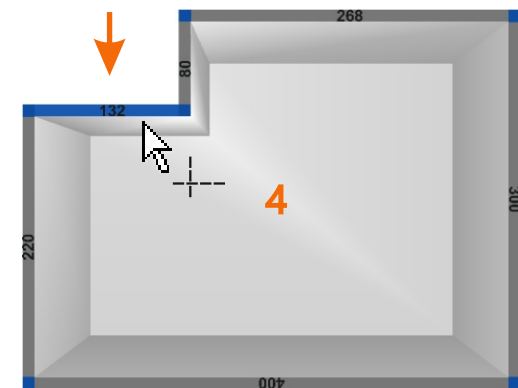
Current state



Two clicks on the gray area



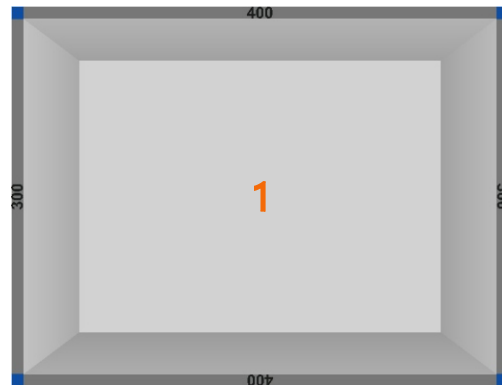
Stretch with the mouse



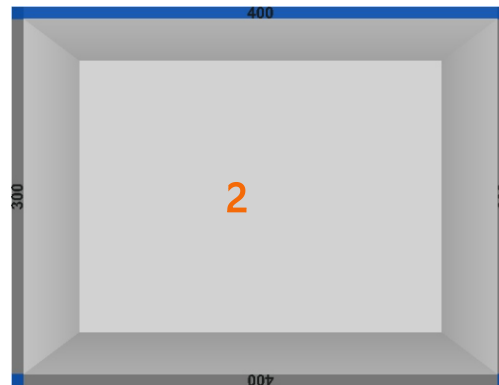
In order to shape a wall of the room (1) double click on the wall and delete (2) and we will be able to modify the length of the wall

1

Current state



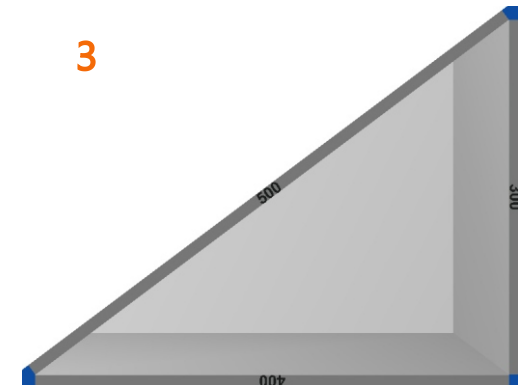
One click



Delete wall

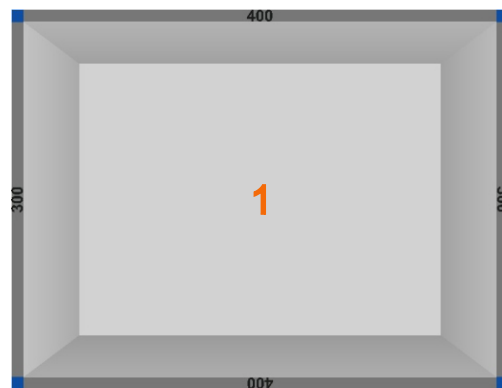


3

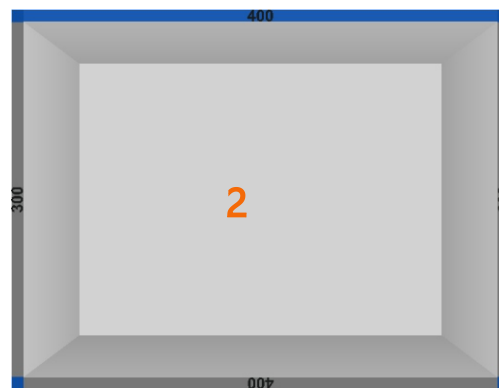


2

Current state

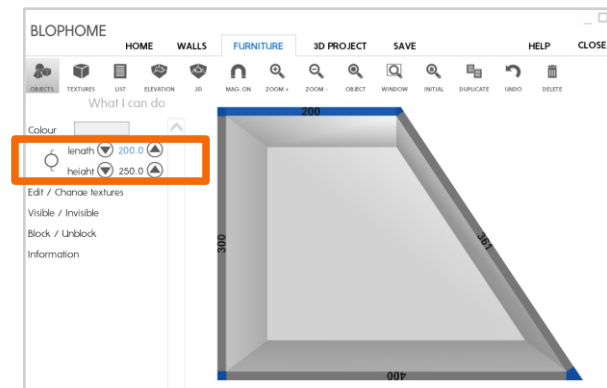


One click



Modify the length of the wall

3



BlopHome Help

List of icons and what they do



Add Wall: Click and a partition wall will automatically appear in the room. We can change it or move it.



Add Platform: Click, drag and drop. This allows us to create platforms. Once positioned, we can change its shape, size or height.



Catalogs: click to see the object libraries



Textures: click to see the texture libraries



Items list: click to see all objects standing on the room



Elevation: An interchangeable icon for edition the walls coatings to room



3D View / 2D View: An interchangeable icon to see the room in 3D (perspective) or 2D (plan).



Magnet On / Magnet Off: This indicates that currently the objects will be attached to the walls by default. If we click on the objects, they will break free and will not be attached to the walls.



Realistic render: The icon to obtain a high quality render.



Views: click to retrieve any view on which has made a perspective



Zoom + : Clicking on this will expand the view incrementally.



Zoom - : Clicking on this will reduce the view incrementally.



Object Zoom: click to do a frame on the view of the object selected



Zoom Window : Mark the area we want to see close up with 2 points



Zoom Initial : Clicking on this will leave it in initial zoom



Duplicate : Duplicates the selected object



Undo : The icon for undoing actions



Delete : Delete the selected object



Redo : The icon for remake actions.

Select a simple object

Rotation : Editing the number or using the arrows will rotate the object on the coordinates x, y (plan).

Height positioned :

Editing the number or using the arrows will change the height of placement with respect to the floor.

Distance to: Clicking on the arrow will take us to the object and we will choose the distance we want to change.

Length : The length can be changed by editing the number or using the arrows

Height : The height can be changed by editing the number or using the arrows.

Width : The width can be changed by editing the number or using the arrows.

Change textures : Here, we can also change the textures. By clicking, textures libraries and object layers will appear. This indicates what texture each layer has. We can also drag and drop from the textures library to the layer.

Exchange the drawing: only possible in certain objects

Visible/Invisible: Hide objects

Lock / Unlock: : Locks the position of the object and its dimensions.

Information: Additional information about the object

What I can do

rotation

▼

180.0

▲

height position...

▼

0.0

▲

distance to

▼

0.0

▲

width

▼

63.0

▲

length

▼

35.2

▲

height

▼

160.0

▲

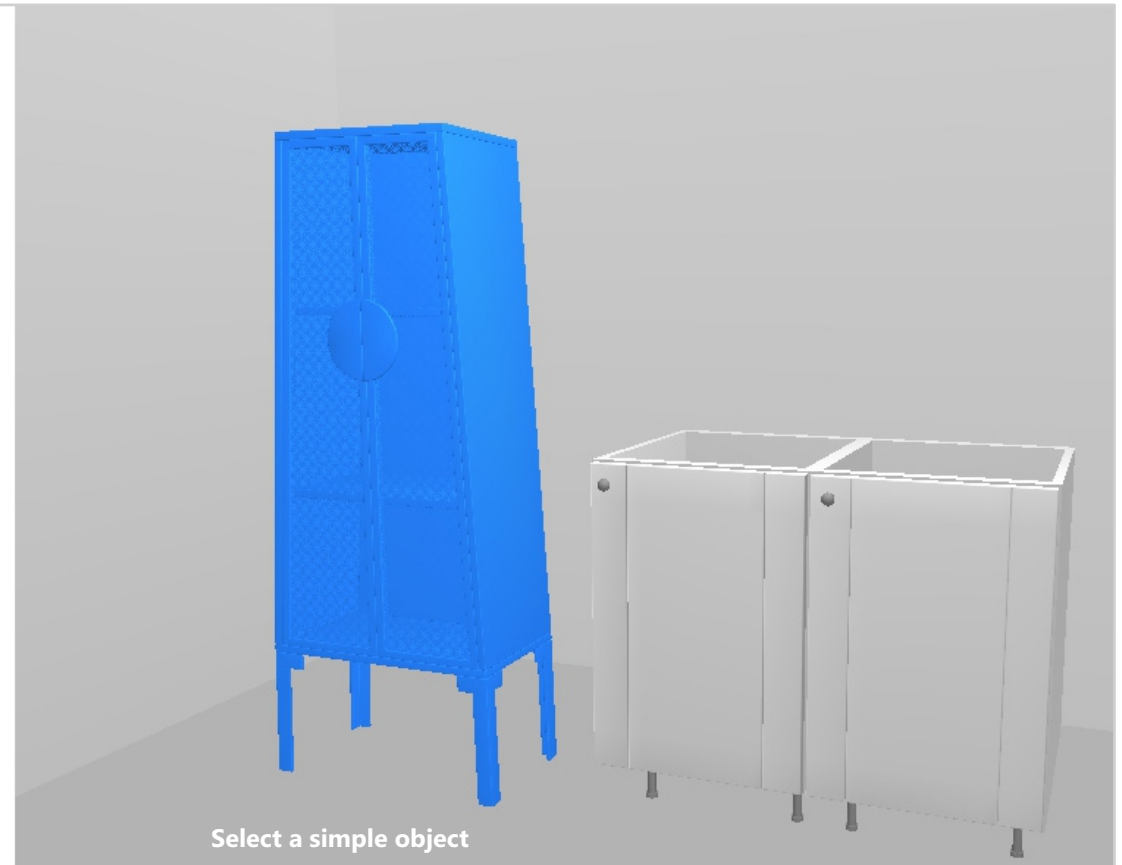
Edit / Change textures

Exchange object

Visible / Invisible

Block / Unblock

Information



Select an object with series and linked and finished objects

Rotation : Editing the number or using the arrows will rotate the object on the coordinates x, y (plan).

Height positioned :

Editing the number or using the arrows will change the height of placement with respect to the floor.

Distance to: Clicking on the arrow will take us to the object and we will choose the distance we want to change.

Length : The length can be changed by editing the number or using the arrows

Height : The height can be changed by editing the number or using the arrows.

Width : The width can be changed by editing the number or using the arrows.

Series / Option : Three options will appear:

Base units: inactive in this case

Doors: door styles will be shown

Handle: the handle units will be shown

Change color: It will appear the finishing options defined by the manufacturer

Visible/Invisible: Hide objects

Lock / Unlock : Locks the position of the object and its dimensions.

Information: Additional information about the object

What I can do

rotation

▼

180.0

▲

height position...

▼

15.0

▲

distance to

▼

0.0

▲

width

▼

60.0

▲

lenath

▼

63.7

▲

heiaht

▼

86.0

▲

Change serie

Change color

Open / Close

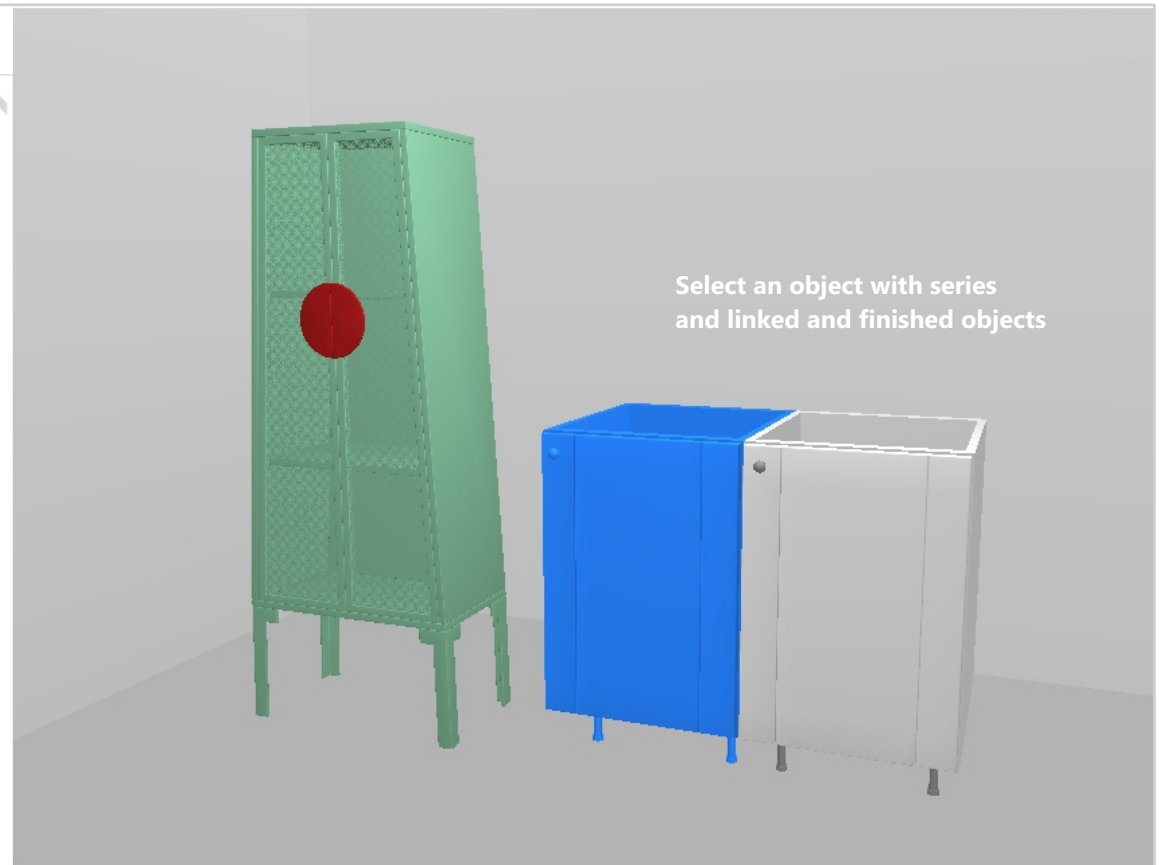
Visible / Invisible

Block / Unblock

Finish

Melamine

Information



Select several objects with series and linked and finished objects

Height positioned :

Editing the number or using the arrows will change the height of placement with respect to the floor.

Series / Option : Three options will appear:

Base units: inactive in this case

Doors: door styles will be shown

Handle: the handle units will be shown

Change color: It will appear the finishing options defined by the manufacturer

Open /close : This opens and closes the doors. (All selected objects will be changed.)

Visible / Invisible: Hide objects

Lock / Unlock : Locks the position of the object and its dimensions

Group objects: Merge several objects as if they were just one

Ungroup objects: Break the group of objects in their native

What I can do

height position... ▼ 15.0 ▲

Change serie

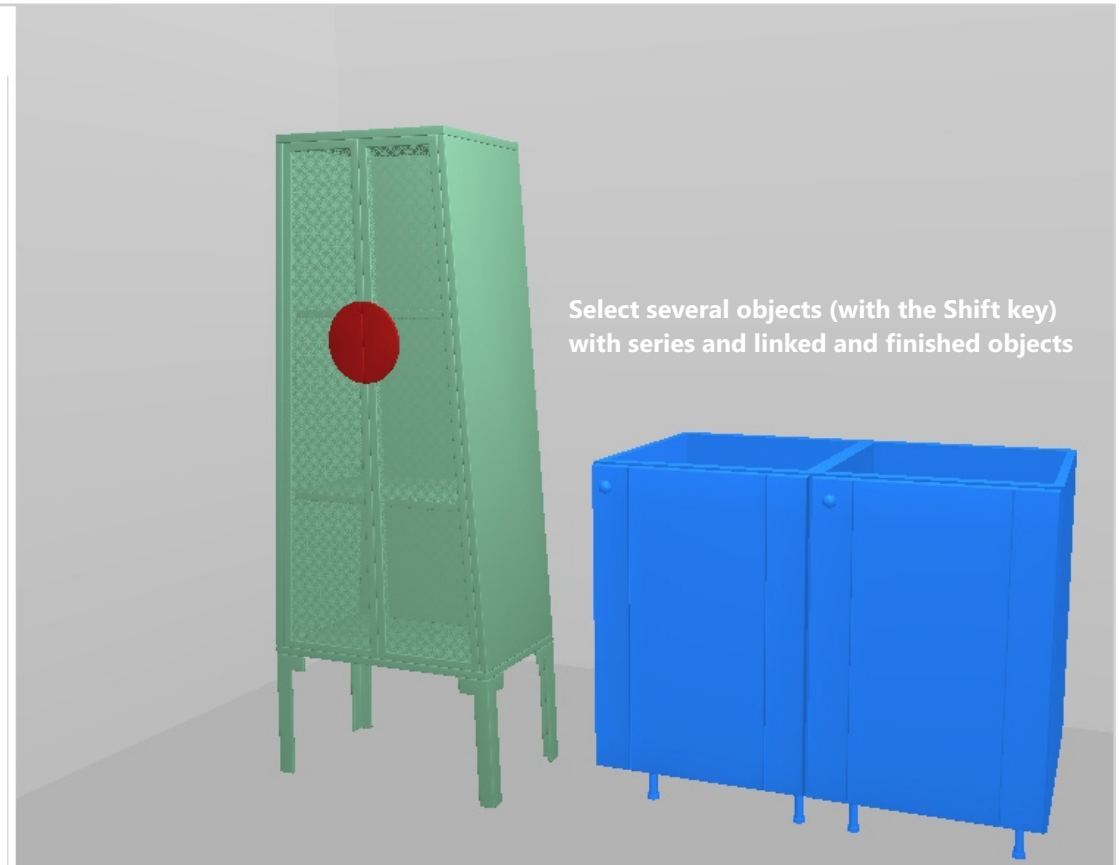
Change color

Open / Close

Visible / Invisible

Block / Unblock

Group objects



Combination of modifiers of size

Diagram showing two circles connected by a vertical line. The left circle is red, and the right circle is black. The left circle has a square bracket on its left side, and the right circle has a square bracket on its right side.

width	▼	63.0	▲
lenath	▼	35.2	▲
heiaht	▼	160.0	▲

Length and depth :
by connecting these two switches and change the data in one of them, for example the lenght, proportionally modify the depth, and vice versa

Diagram showing two circles connected by a vertical line. The left circle is black, and the right circle is red. The left circle has a square bracket on its left side, and the right circle has a square bracket on its right side.

width	▼	63.0	▲
lenath	▼	35.2	▲
heiaht	▼	160.0	▲

Height and depth :
By connecting these two switches and change the data in one of them, for example height; proportionally modify the depth, and vice versa

Diagram showing two circles connected by a vertical line. The left circle is red, and the right circle is black. The left circle has a square bracket on its left side, and the right circle has a square bracket on its right side.

width	▼	63.0	▲
lenath	▼	35.2	▲
heiaht	▼	160.0	▲

Length and Height :
By connecting these two switches and change the data in one of them, for example height; modified proportionately length, and vice versa

Diagram showing two circles connected by a vertical line. The left circle is black, and the right circle is red. The left circle has a square bracket on its left side, and the right circle has a square bracket on its right side.

width	▼	63.0	▲
lenath	▼	35.2	▲
heiaht	▼	160.0	▲

Length, depth and height :
By connecting all the switches and change the data in one of them, proportionally modify the remaining two.

What I can do

rotation	▼	180.0	▲
height position...	▼	0.0	▲
distance to	▼	0.0	▲

Diagram showing two circles connected by a vertical line. The left circle is black, and the right circle is red. The left circle has a square bracket on its left side, and the right circle has a square bracket on its right side.

width	▼	63.0	▲
lenath	▼	35.2	▲
heiaht	▼	160.0	▲

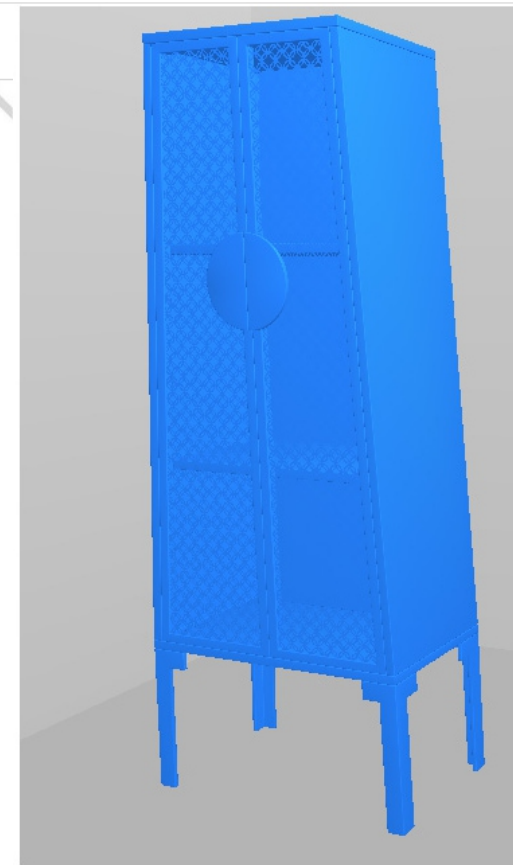
Edit / Chanage textures

Exchange object

Visible / Invisible

Block / Unblock

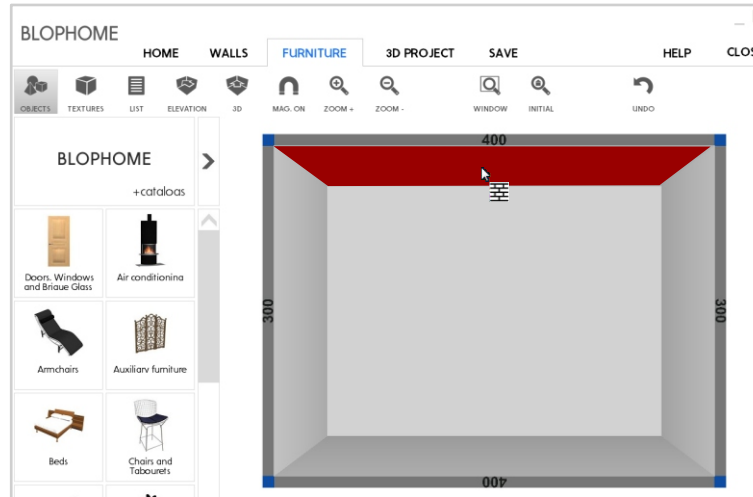
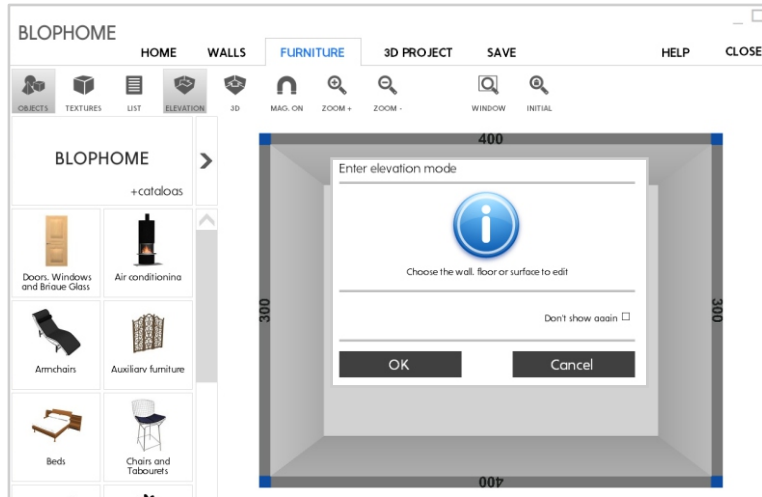
Information



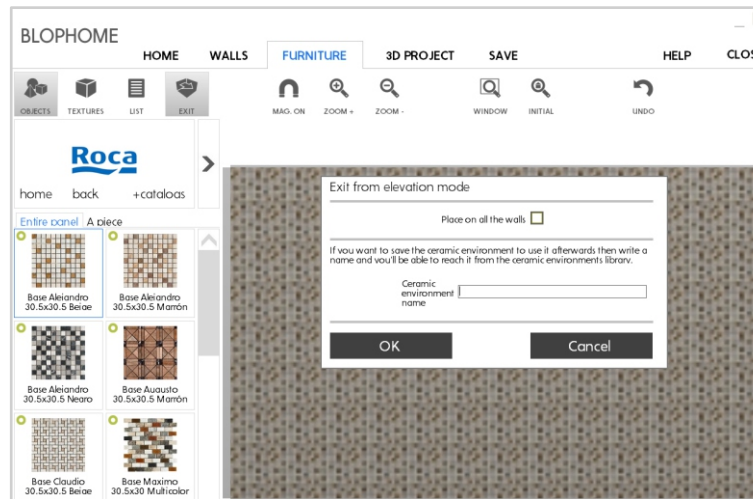
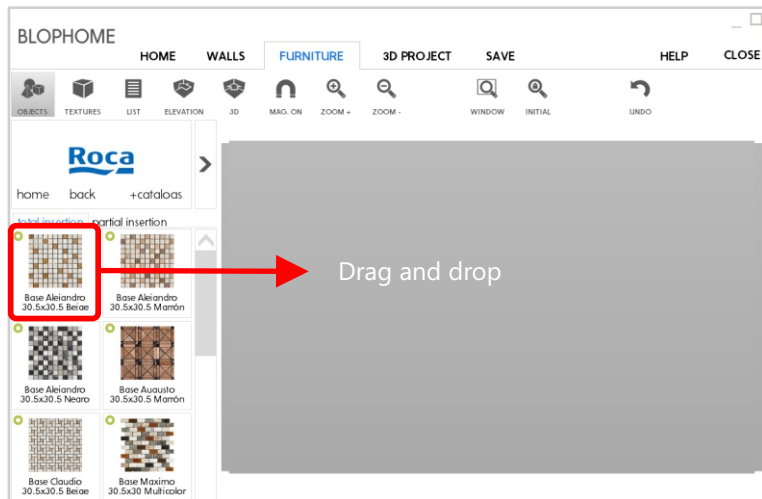
Double click on the square brackets turns into red; they serve to lock or unlock the length, the depth or the height.

BloPHOME Help

Enter and Exit from Elevation Mode



Choose a wall on which ever side you want to be and see the elevation



The elevation is the best way of working with the ceramic catalogues

You can apply the ceramic environment to all the walls, if you want

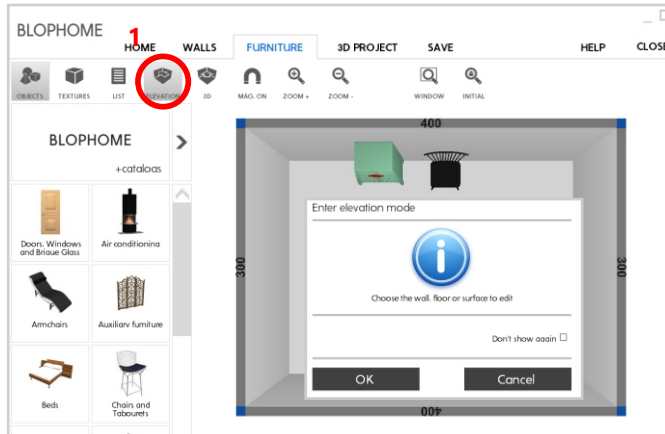
You can also save the ceramic environment so that it can be used later on. State the name to access the ceramic environment object library

If you just want to cover one wall and not save the environment, click on Accept to leave the elevation work mode

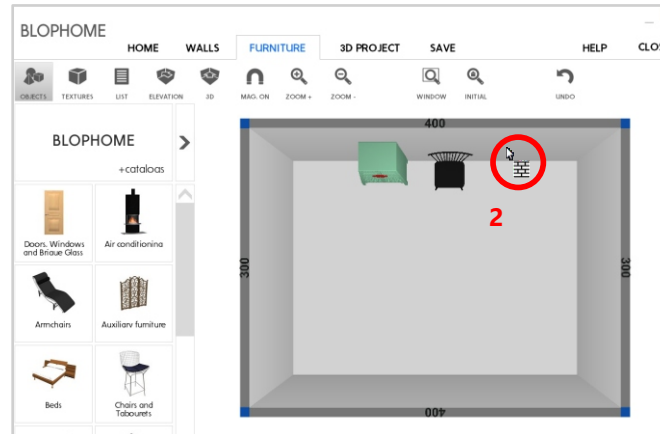
BlopHome Help

Put Ceramic on Walls or Floors in Elevation Mode

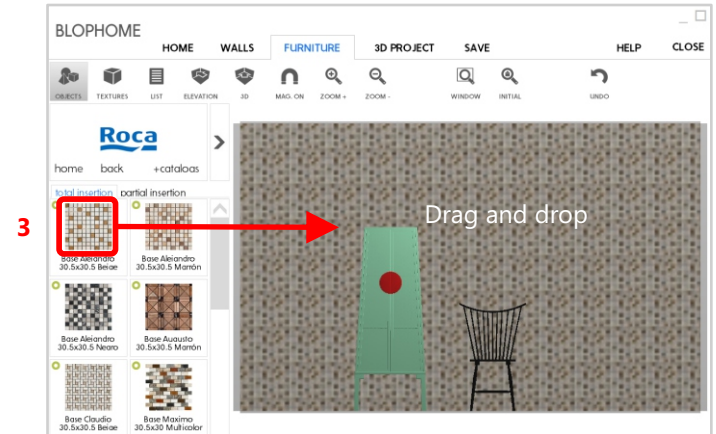
1 of 5



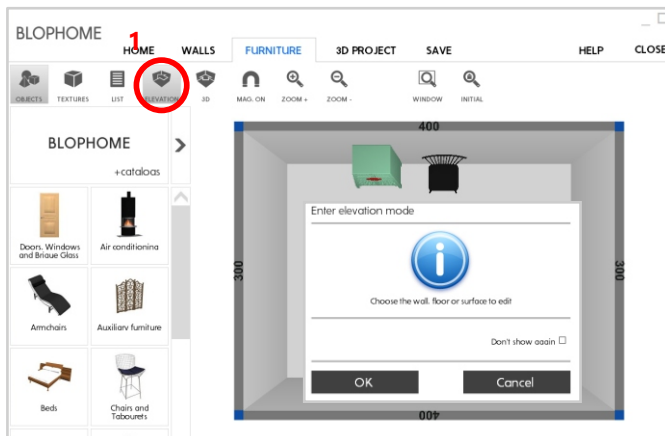
1. Select Elevation



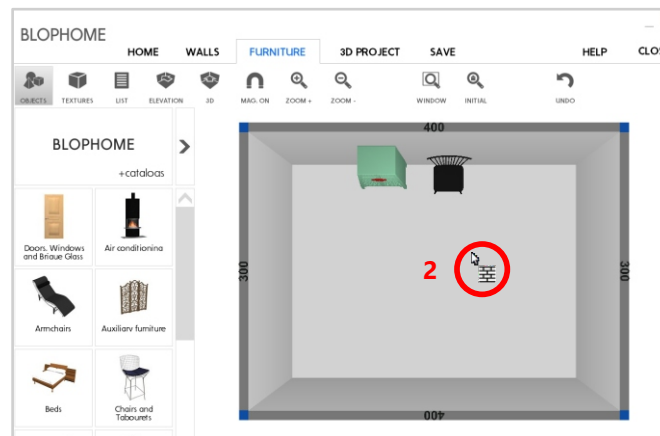
2. Select wall



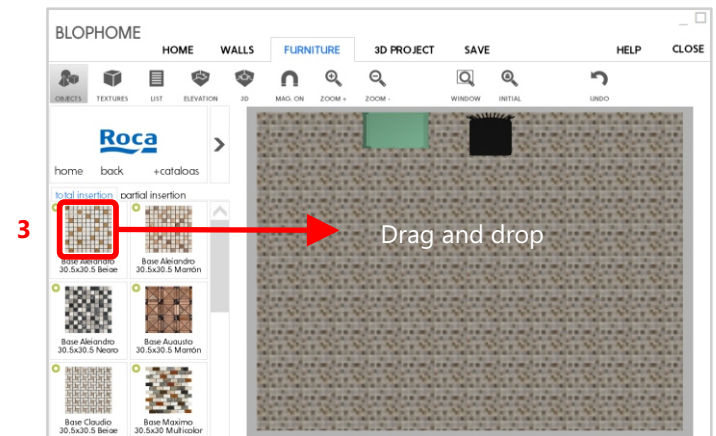
3. Cover



1. Select Elevation



2. Select floor



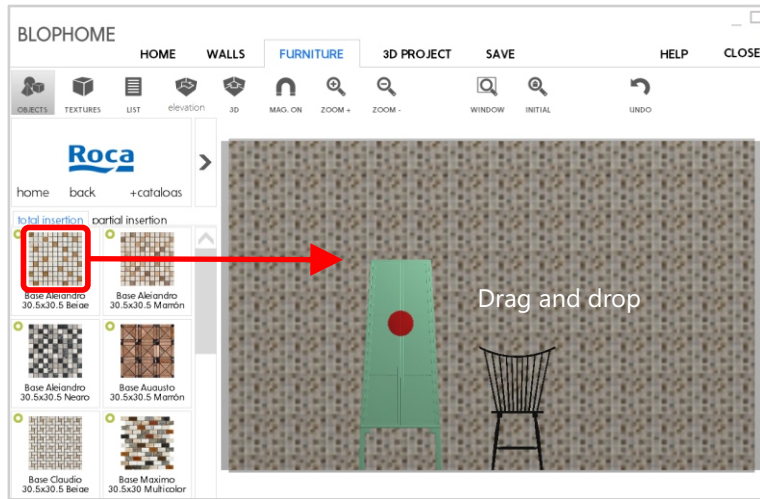
3. Cover

BlopHome Help

Put Ceramic on Walls or Floors in Elevation Mode

2 of 5

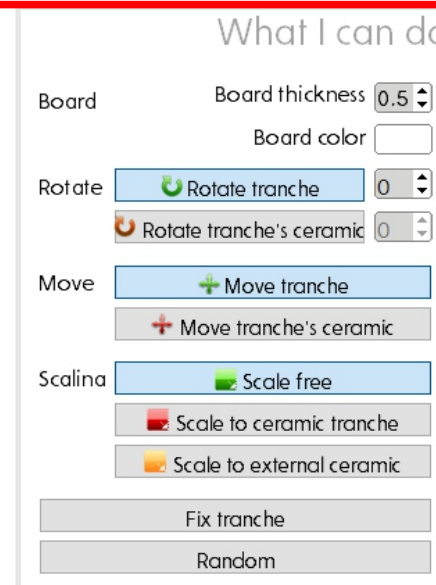
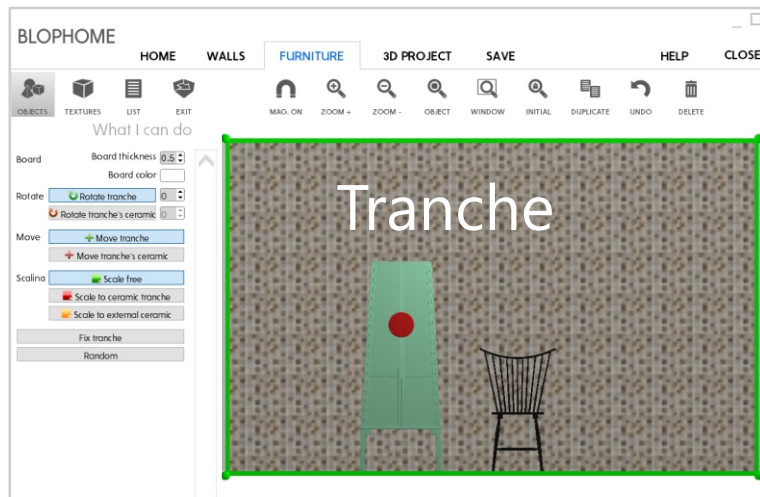
What can I do? Window



Create a section of the entire wall with ceramic

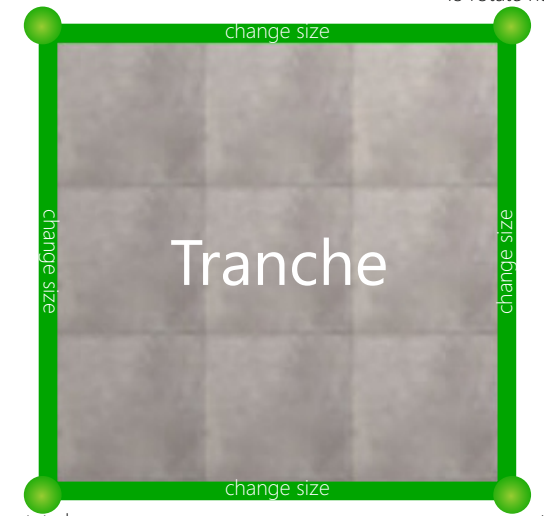


Create a section of a ceramic piece



To rotate here

To rotate here



To rotate here

To rotate here

¿What I can do?

What can I do? Window

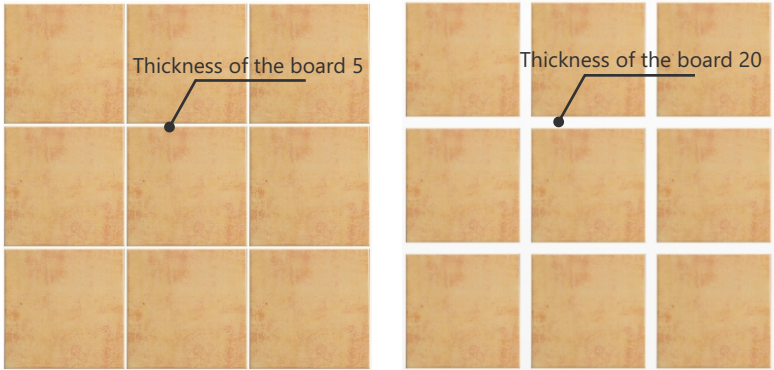
Change thickness of the board

What I can do

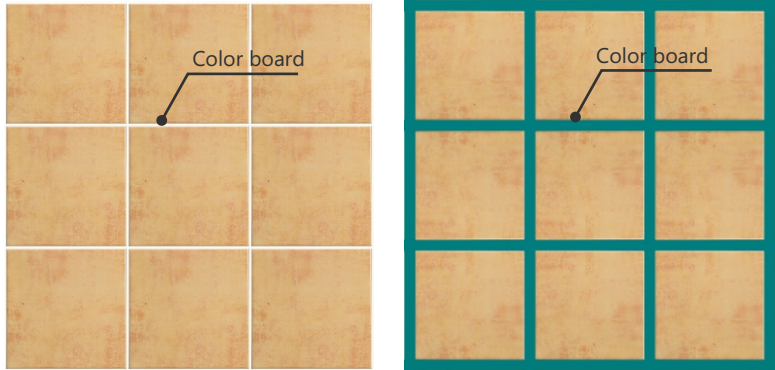
Board

Board thickness 0.5

Board color



Change color of board



Rotate tranche

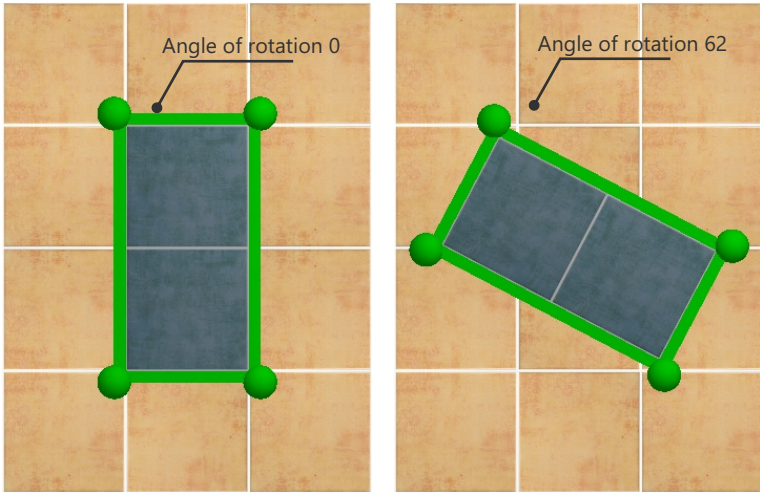
Rotate

Rotate tranche

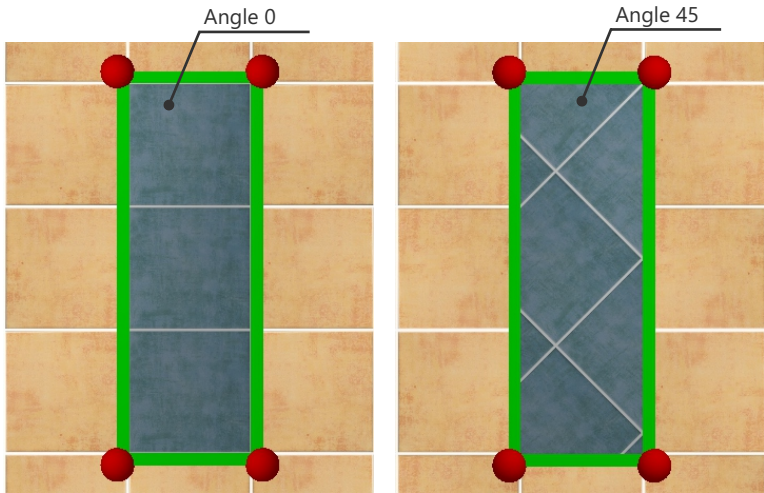
0

Rotate tranche's ceramic

0



Ceramic tiles rotate the tranche



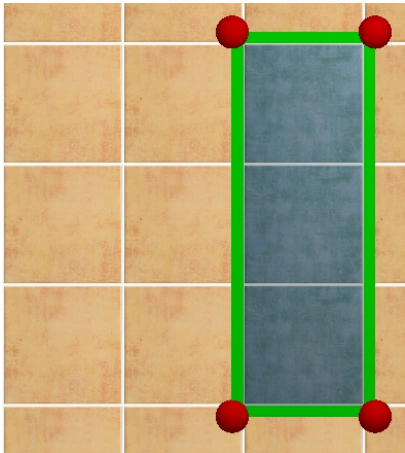
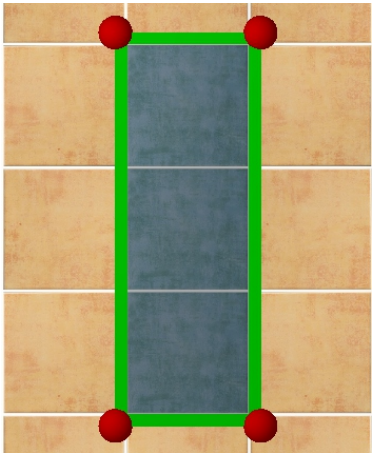
What can I do? Window

Move tranche

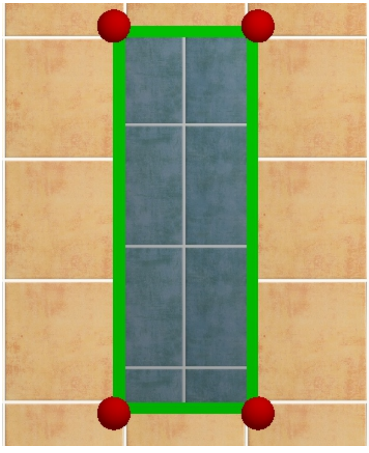
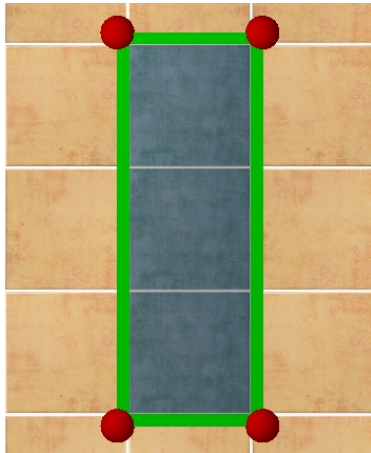
Move

+ Move tranche

+ Move tranche's ceramic



Move ceramic tiles the tranche



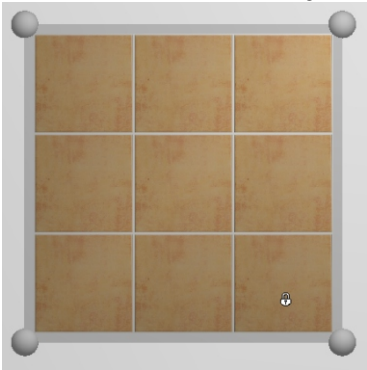
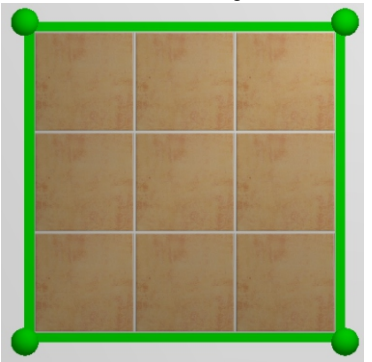
Fixing tranche

Tranche

Fix tranche

Fix tranche

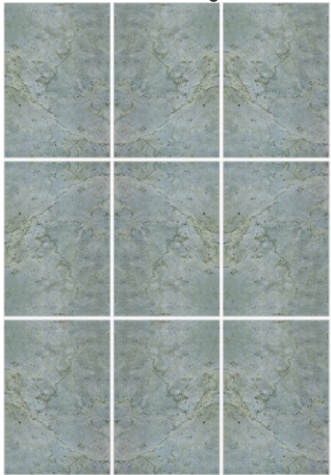
Random



Random

Uniform sense of ceramic

Random on

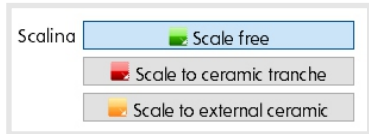


BlopHome Help

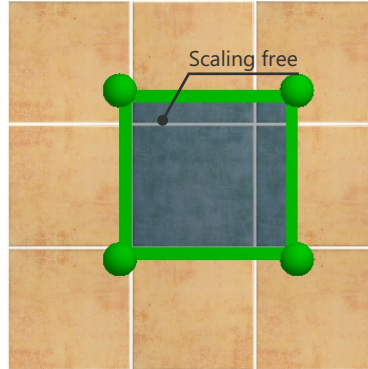
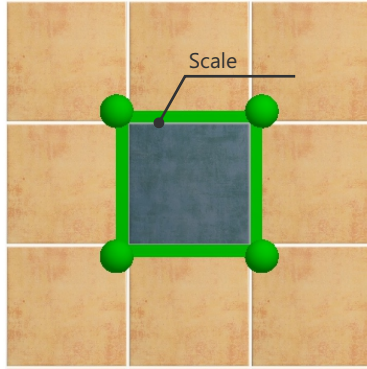
Put Ceramic on Walls or Floors in Elevation Mode

5 of 5

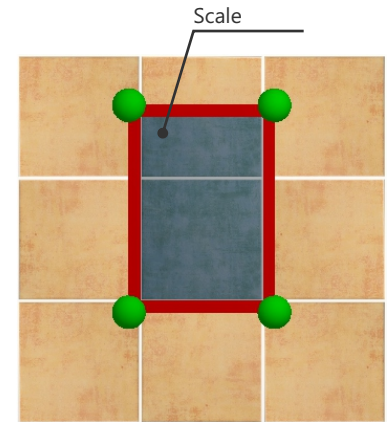
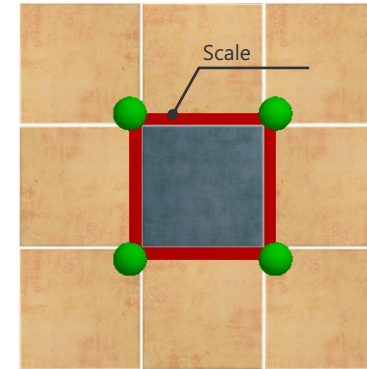
What can I do? Window



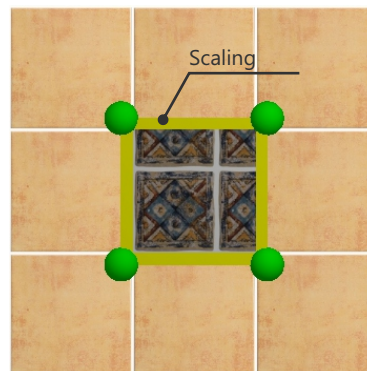
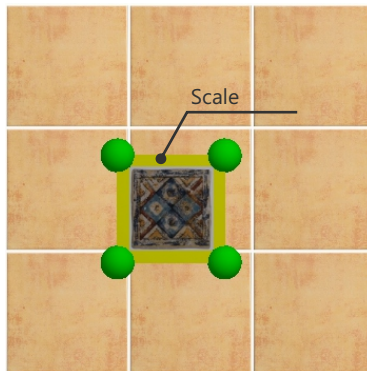
Scale free



Scale to ceramic tranche



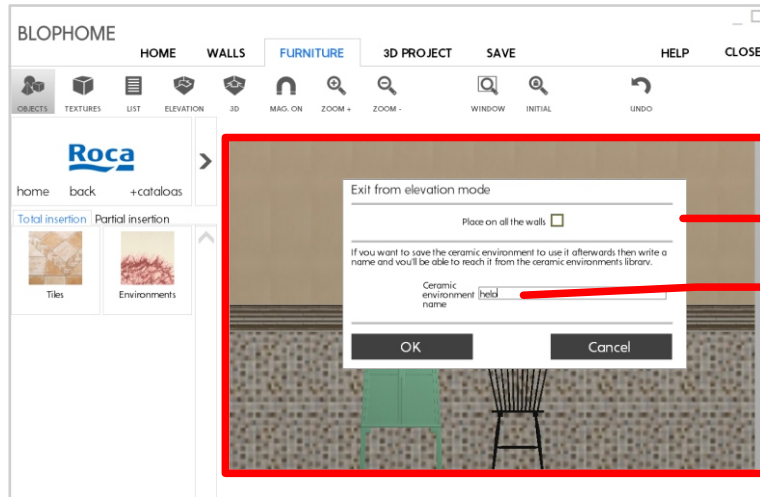
Scale to external ceramic



BlopHome Help

Put Ceramic on Walls or Floors in Elevation Mode

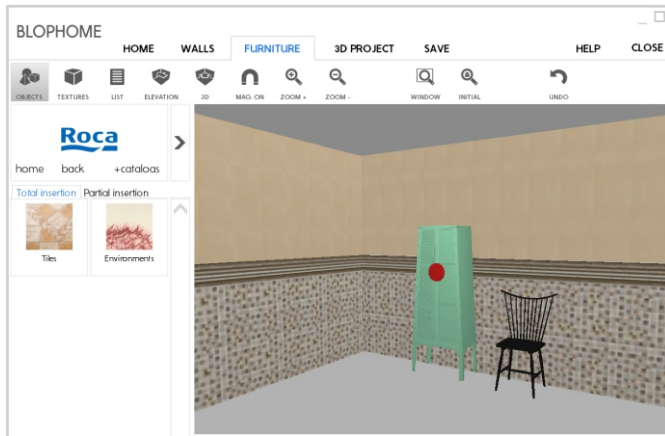
Ceramic Environments



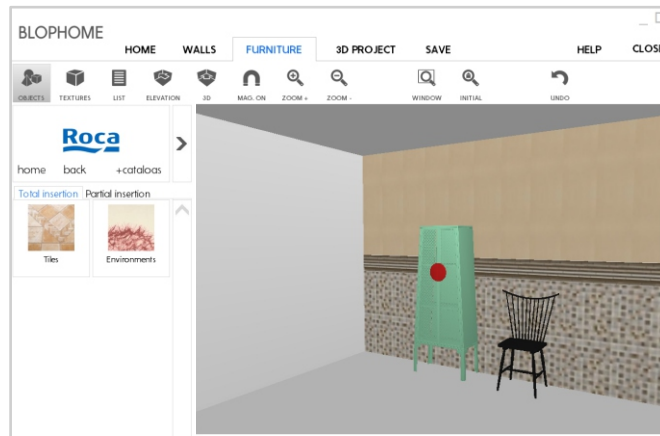
If you click on this box, the ceramic environment will be applied to all the walls

The ceramic environment can also be saved to be used later on
State the name to access the ceramic environment object library

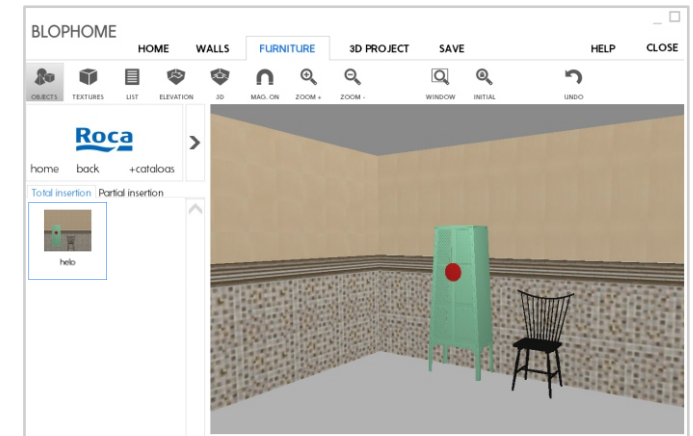
If you just want to cover one wall and not save the environment, click on Accept to leave the elevation work mode



Environment applied to all the walls of the room



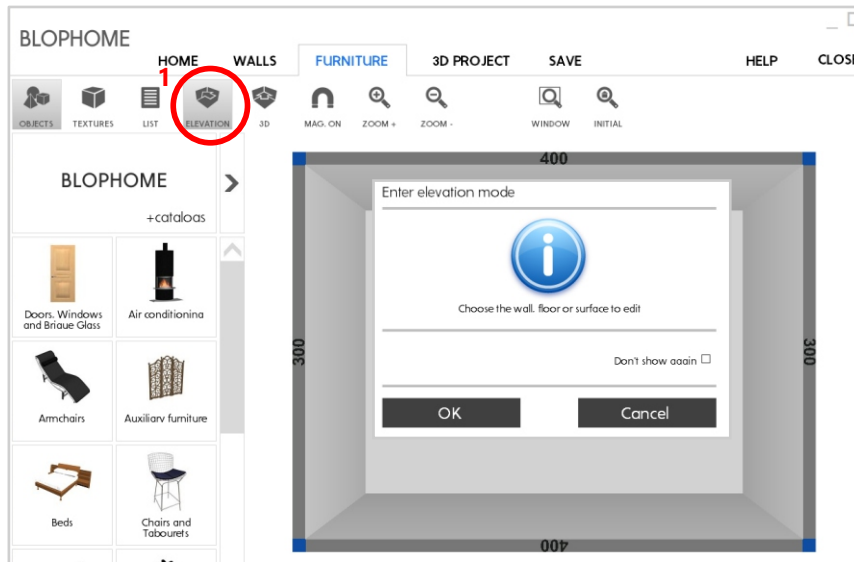
Environment applied to just one wall



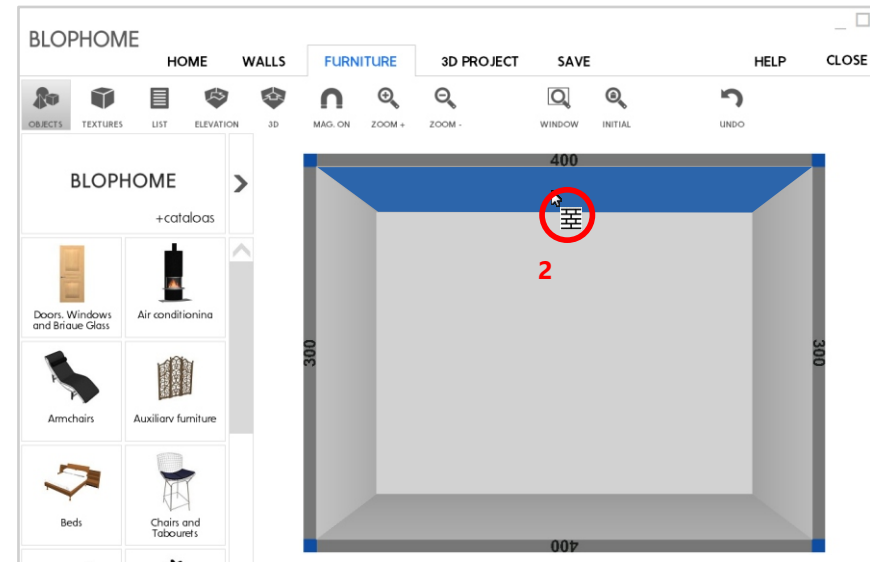
Environment saved in the ceramic object library

BlopHome Help

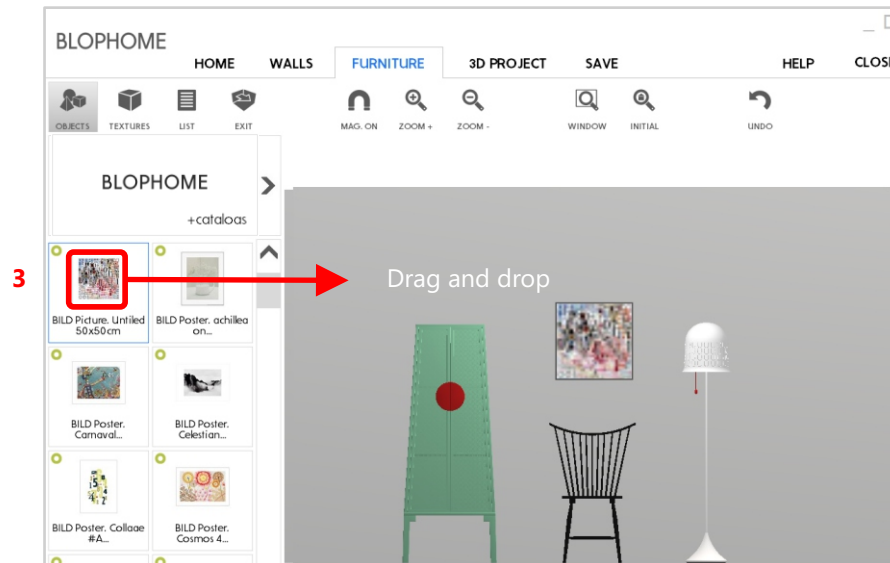
Insert Objects in Elevation Mode



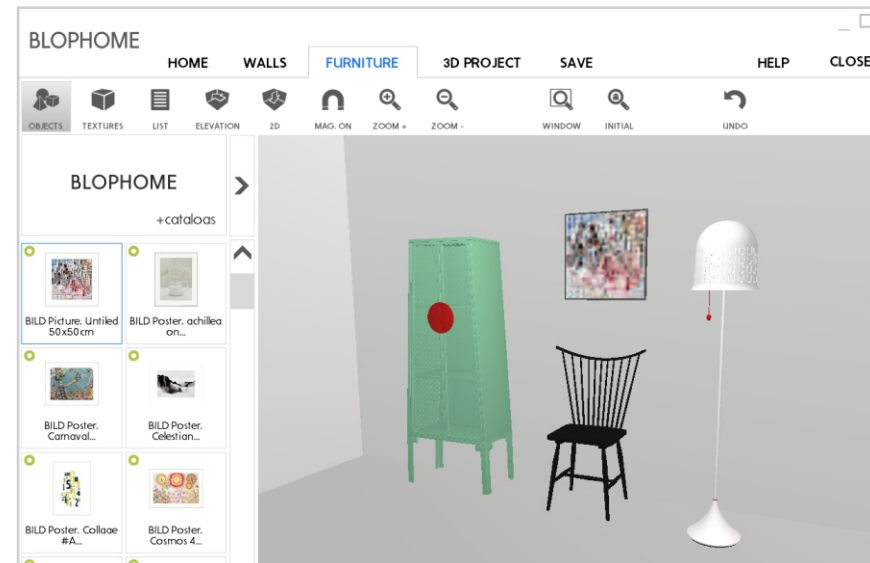
1. Select Elevation



2. Select wall



3. Furnish

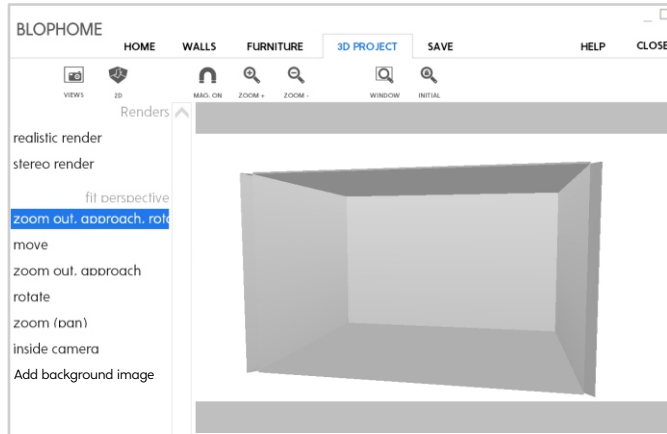


BlopHome Help

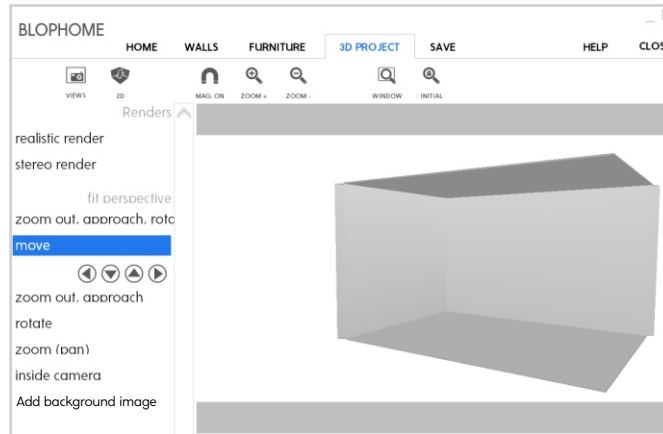
Working in 3D

1 of 3

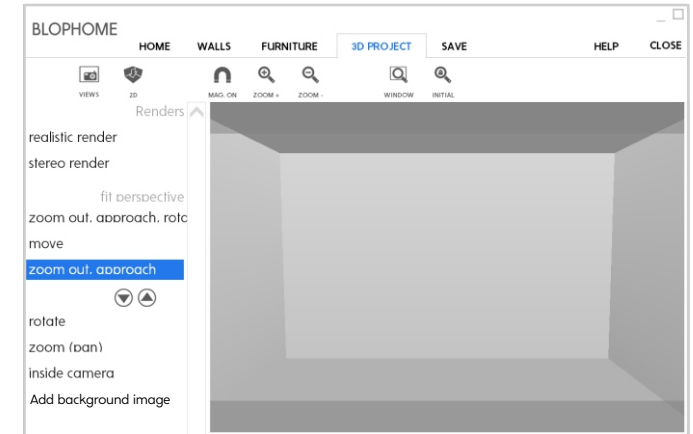
When accessing the 3D Projects folder, the room will be automatically shown in 3D. With the 2D icon, we return to the plan.



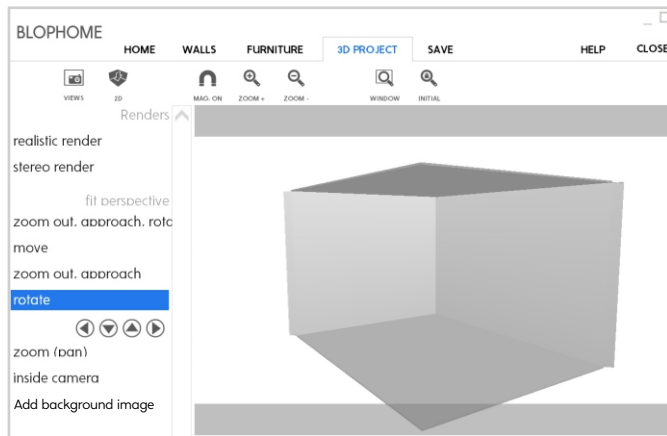
From the room, with a right mouse click, we can focus the perspective for zoom out, approach, rotate



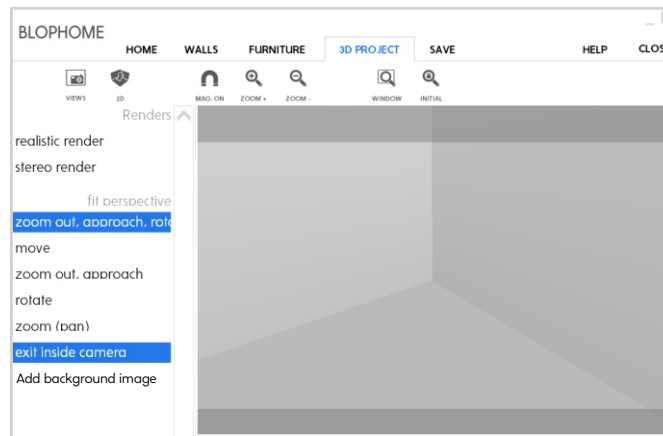
Move: each end of the button moves the room in the direction of the arrow



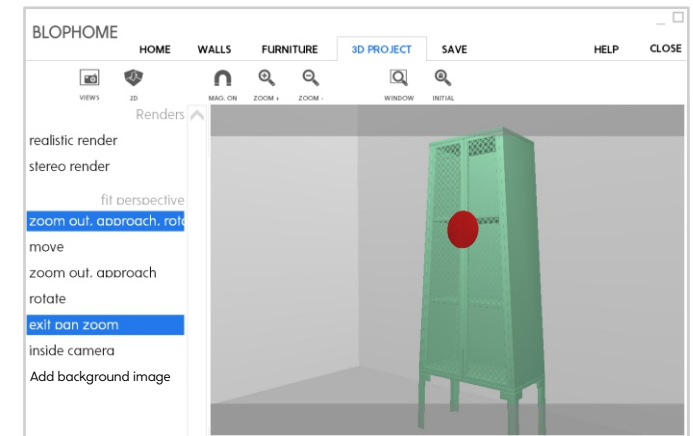
Zoom in or out: Each end of the button will reduce or expand the view incrementally



Rotate: Each end of this button makes the room rotate in the direction of the arrow.



Inside camera: This positions the camera inside the room.



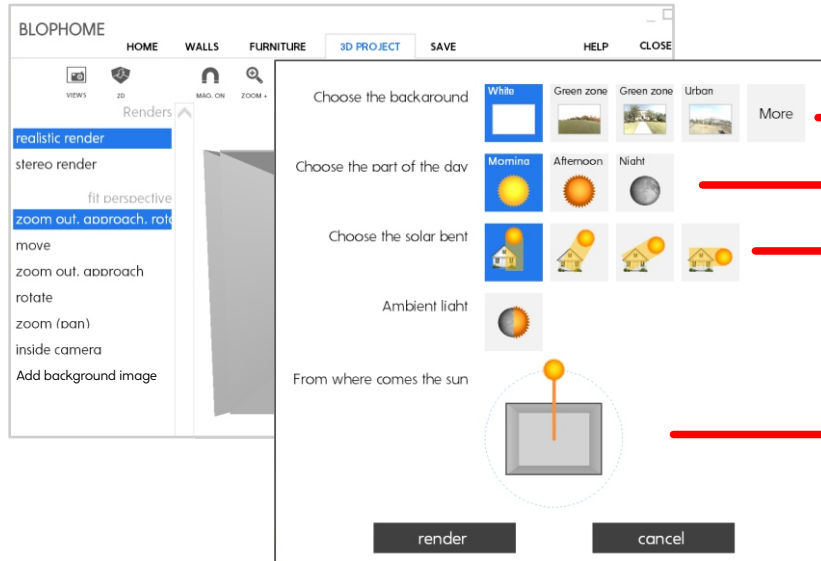
Zoom (pan): With the cursor, indicate which object you want to see close up and move the mouse. Remember to go back and leave it in Normal Zoom.

BlopHome Help

Working in 3D

2 of 3

Realistic Render



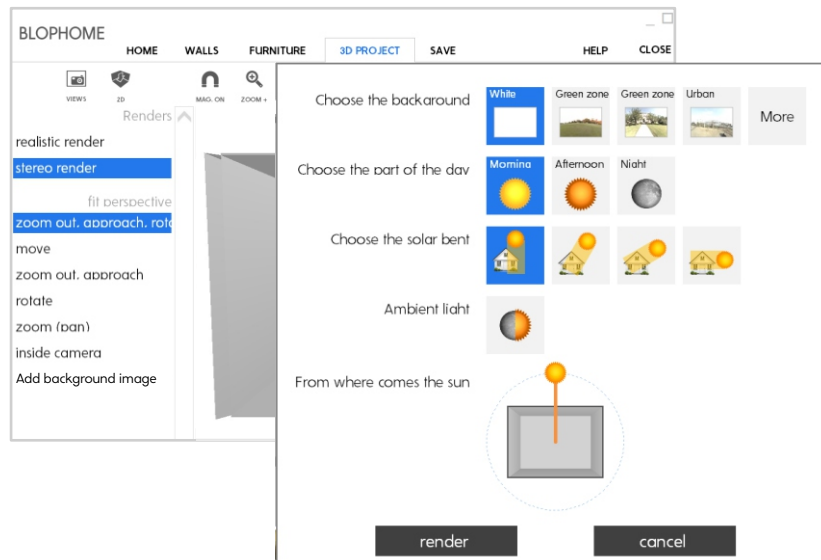
Realistic Render

Fund selection: click on background you want, you will find different types of environments, adding exterior light and landscape to project

Choose the part of the day: morning, afternoon or night

Choose the solar bent

Click on the sun and move the cursor around the room to set the direction of sunlight to your project



Stereo Render

STEREO (3D) GLASSES

If you have the necessary equipment, you can view photos in 3D like in the cinema.

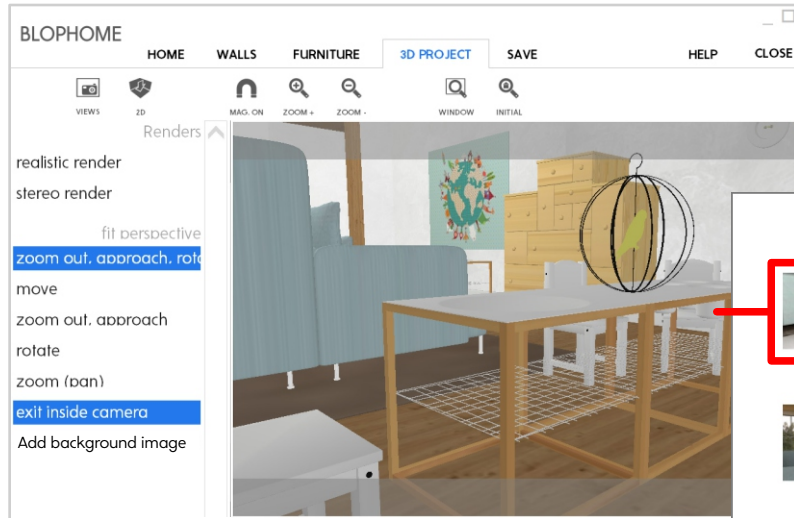
If you have the drivers for JPS format and has a monitor, graphics card and glasses compatibles with this format you can generate stereo perspective and see the result in stereoscopic image..

BlopHome Help

Working in 3D

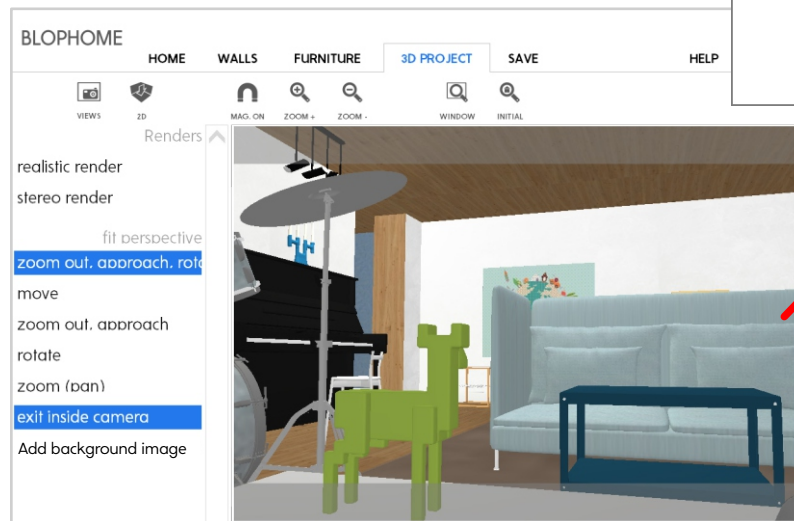
3 of 3

Views (camera position)



Camera views related to render

Any render that is done, will save the position of the camera, so if desired you could use it again.



In previous projects, it will not recover views.

BlopHome Help

Save

1 of 2

Save to hard drive

BLOPHOME

HOMEWALLSFURNITURE3D PROJECTSAVEHELPCLOSE

Save to hard drive

Save to the cloud

Send by e-mail

Title

Enter the title of your project

k-d-t-colors

Publish the project

Publish the project to be visible in blophome.com

Public

Yes

Project Description

Preview Image from the Project

To change preview image,click over select



review

User author of the published project

Anonymous

Yes

Use my Blophomer

Log in

Create a Blophomer

Register

Save to hard drive

Send by e-mail

Select the type of stay

Bathrooms

Bedrooms

Corridors and halls

Kitchens

Living rooms

Offices

Others

Premises

Studies

No

No

No

No

No

No

No

No

No

Select the images to save

Yes



Yes



Yes



Yes



Save

Project not yet saved

Write the Project name. You can, if desired, publish your project on the website of blophome

To change front image of the project click on upload and select the image you want

You can publish your project as anonymous
If you want the published projects appear with your exclusive nick you must register your Nick

You must choose the type of room you want to publish

The created quality perspectives will appear here. Check all the ones you want to save.

BlopHome Help

Save

2 of 2

Save to the cloud

BLOPHOME

HOMEWALLSFURNITURE3D PROJECTSAVEHELPCLOSE

Save to hard drive

Save to the cloud

Send by e-mail

Title

Enter the title of your project

k-d-t-colors

Publish the project

Publish the project to be visible in blophome.com

Public

Yes

Project Description

Preview Image from the Project

To change preview image,click over select



review

User author of the published project

Anonymous

Yes

Use my Blophomer

Log in

Create a Blophomer

Register

Save to hard drive

Send by e-mail

Select the type of stay

Bathrooms

Bedrooms

Corridors and halls

Kitchens

Living rooms

Offices

Others

Premises

Studies

No

No

No

No

No

No

No

No

No

No

Select the images to save

Yes



Yes



Yes



Yes



Save

Project not yet saved

If desired you can save your project in the cloud, it will be stored in our servers but will not be public if you do not want

To change front image of the project click on upload and select the image you want

You can publish your project as anonymous
If you want the published projects appear with your exclusive nick you must register your Nick

You must choose the type of room you want to publish

The created quality perspectives will appear here. Check all the ones you want to save.

BlopHome Help

Recommended Configuration

Blophome classic:

Operating System:

Windows vista, 7,8.

PC:

Any PC, keeping in mind that the better the graphic card, the more optimally it will work.

If you have the card's updated drivers, we recommend disconnecting the graphic motor for software, in order to use the hardware one.

NET:

Most important for the proper functioning of the Blophome is the Network speed, the more the better, because blophome classic needs to work with all network catalogs.

Blophome classic on-line

Operating System:

Windows, Vista, 7,8. iOS (Funciona con el navegador)

PC:

Any PC, keeping in mind that the better the graphic card, the more optimally it will work.

If you have the card's updated drivers, we recommend disconnecting the graphic motor for software, in order to use the hardware one.

NET:

blophome classic online: a high-speed real network is recommended. 6mb hereinafter recommended.