

## ● Getting started with ArchiTouch 3D

### Main functions

- Select a line
- Precise adjustment of dimensions
- Moving a slab or moving the entire building
- Joining two slabs
- Separate two slabs
- Move the entire view when moving an item
- Changing swing directions
- What to do when an opening hides a wall
- Thickness of exterior walls and interior walls
- Custom Materials

### Projects

### Settings

### Location

- Geographical location of the project
- Insert a site plan image
- Outline the limits of your property
- More options...

### Plan 2D

- Adding interior walls
- Cut / detach the interior walls
- Adding slabs
- Change the level of a slab
- Creating floors
- Adding a straight staircase
- Slab / floor openings
- Adding a balcony
- Adding new ramps / inclined planes
- Adding furniture
- Copy plans
- Effect mirror

### View 3D

### Roofing

- Double slope roof
- Hipped roof (4 slopes)
- Mansard roofs
- Curved roofs
- Flat roofs
- Roof windows

### Elevation

### Architectural Electrical Plans

### Plans Generation



settings

Blank project (Tap to open)

- Not saved out of subscription period -

Create 1 free floor plan with furnitures and view 3D

- saved without subscription -

Models available as examples

From iPad 4

E-mail: Save a project, **or** share it with others,  
**or** use it on another iPad **or** to the cloud




Out of subscription periods, the lock sign indicates unmodifiable projects

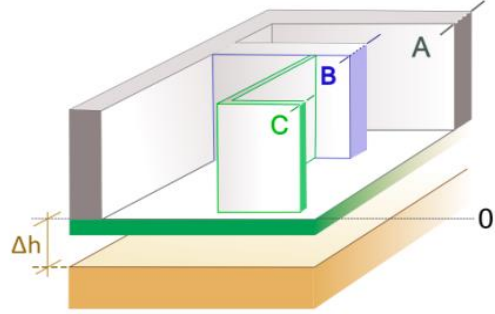
Purchase a subscription

Information about your purchases

Options:



 Building initial parameters: wall widths and elevation



Exterior walls  
A: 30 cm

Load bearing walls  
B: 20 cm

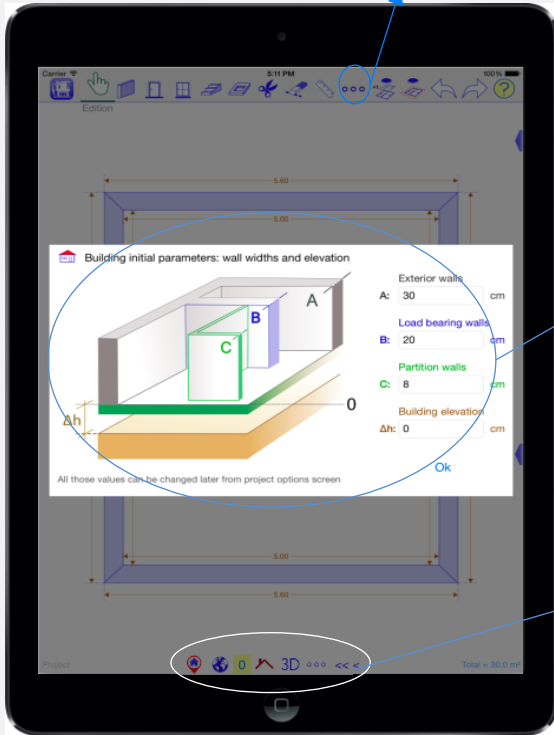
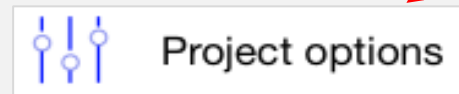
Partition walls  
C: 8 cm

Building elevation  
Δh: 0 cm

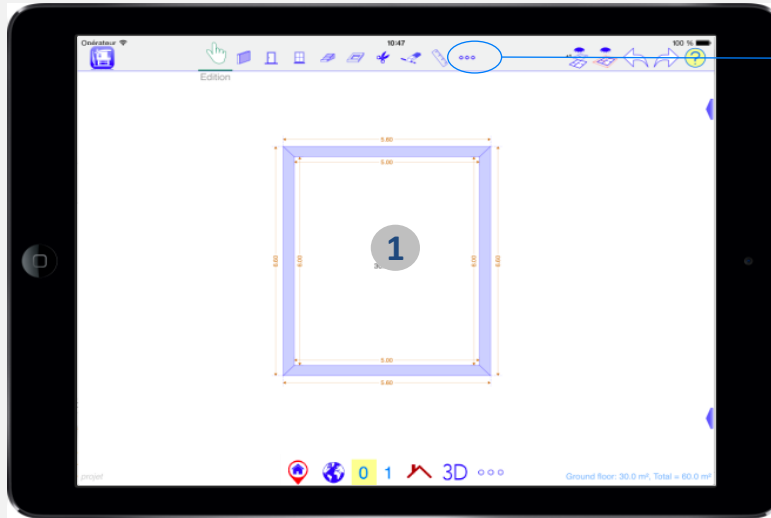
Ok

All those values can be changed later from project options screen

This box is displayed when the project is first created  
you can change the values at any point using



# 2D design



Options: ○ ○ ○



Add new slab



Cut up slab



Add new terrace



Add new ramp



Select the whole building



Settings

## Principles

The floor plan design starts from slab **1** created with new projects.

This slab represents the envelope of the house.

To design your project, move, stretch or cut the walls, without separating them (Details on next page).

The slab can be removed completely (double Tap on the slab and ).

A new slab can be created in .Options: ○ ○ ○



design a site plan

Carrier 5:24 PM 100%

**Enter the project address** (Name, Street, City)

**Geolocate the project** (Geolocalize button)







**Import an existing project** (Import button)

State, Country, ZIP code

Privacy...

Geographical location of the project:  
 For more details refer to the help  
 rubric « [site plan](#) »  
**Info:** can be empty to create a project



-  **Project options**
-  **Elevations**
-  **Electrical**
-  **Surfaces**
-  **Generate plans**
-  **Export DXF**

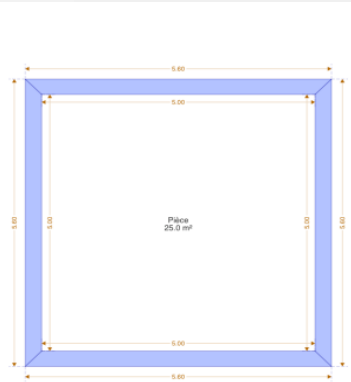
Architectural Electrical Plans



Generate plans in a **PDF file**  
**Info:** Will be sent by email or stored in the **cloud**  
 or open with **App**

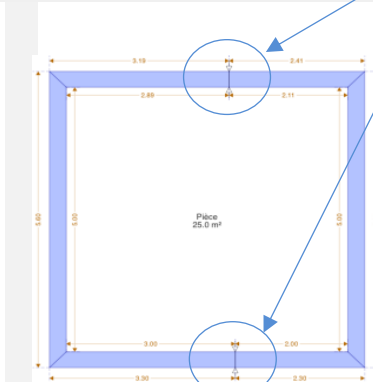


2:29 PM



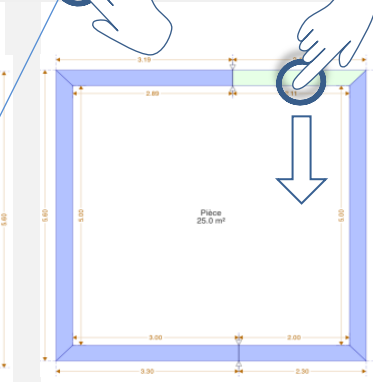
1

Initial slab



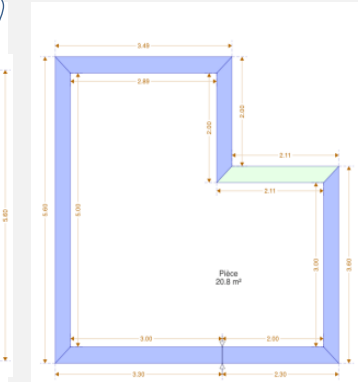
2

Use  to place cut marks on walls





3

Move selected wall



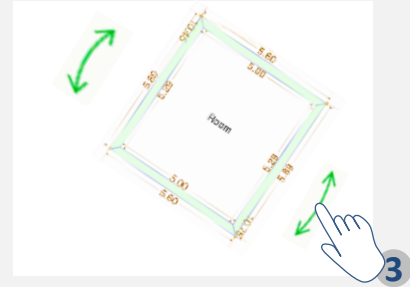
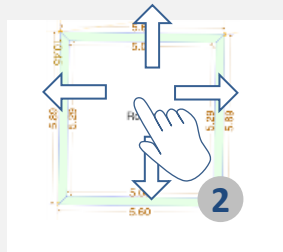
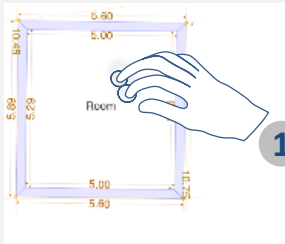
4

Room surface is automatically computed.

**Info:** 1-Double Tap on  or outside the building, the menu becomes orange  ,

2-The movement of the wall is **slowed**, adjustment of dimension becomes accurate.

3-Double tap on  or outside the building to clear precise mode.

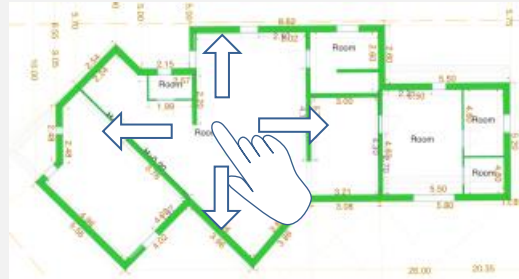
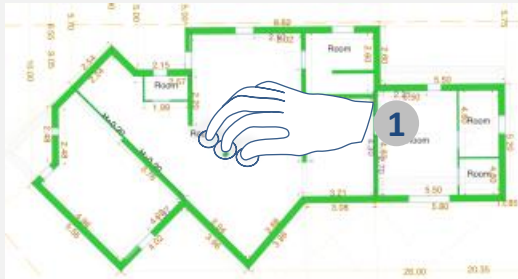


**1** Touch and hold the slab with **two fingers** to select it

**2** Move the slab with **one finger**

**3** Use **arrow** to rotate it

## Moving the entire building (all floors and roof)



**1** Touch and hold the interior of the building with **three fingers** to select it

**2** Move the entire building with **one finger** (rotate it with arrow)

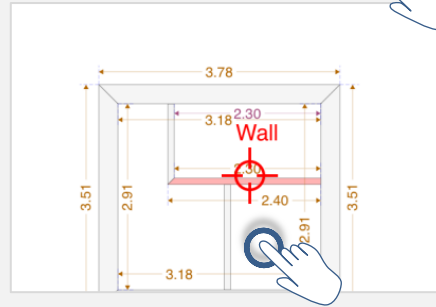
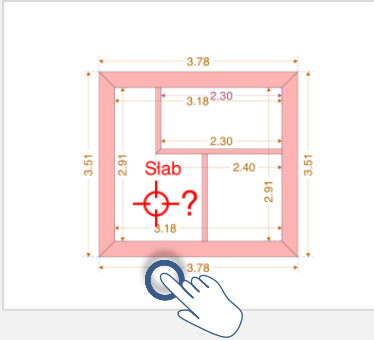
or

ooo



Select the whole building

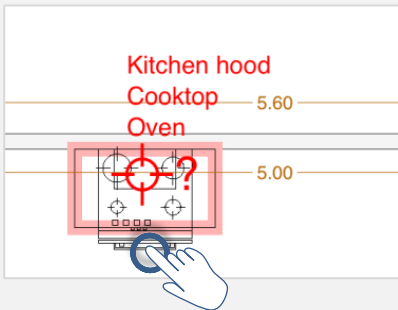
# Delete slabs, roofs or items the same way...



**INFO:** -Exterior walls are associated with a slab.

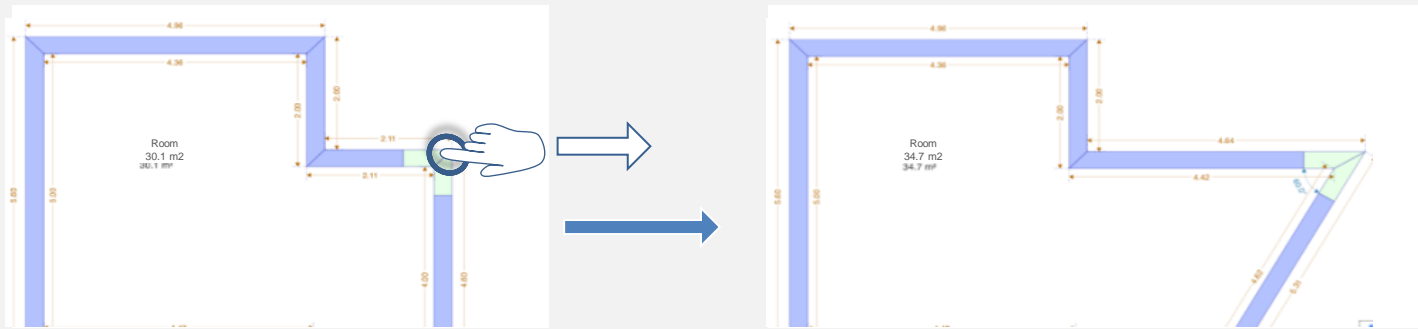
- Deleting the slab also deletes walls and all objects positioned on it
- A question mark appears when a confirmation or a choice is needed

## Delete superposed item

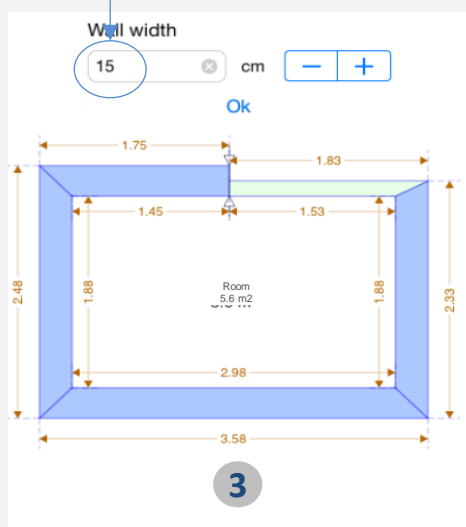
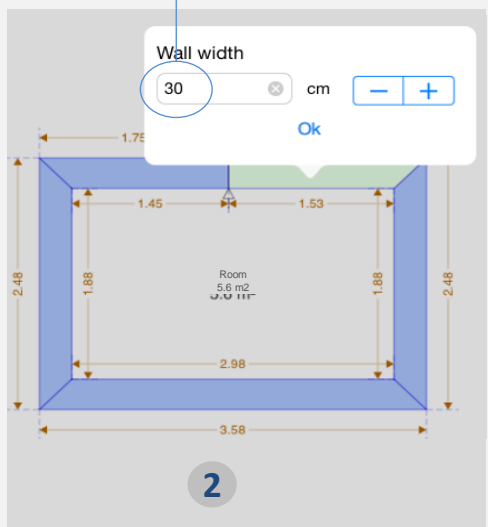
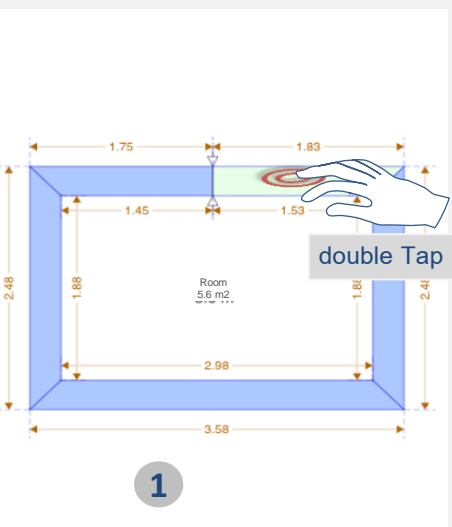




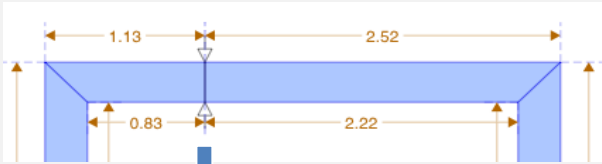
# Moving a wall by an angle



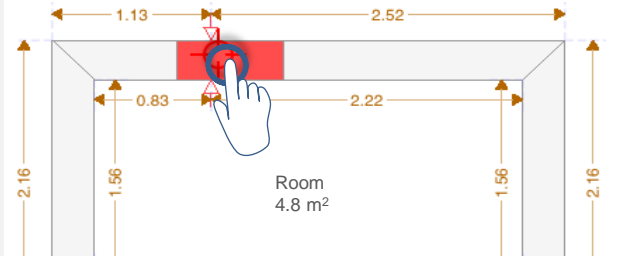
# Change the walls width



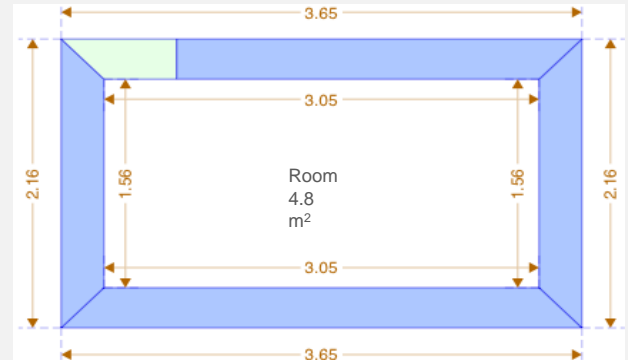
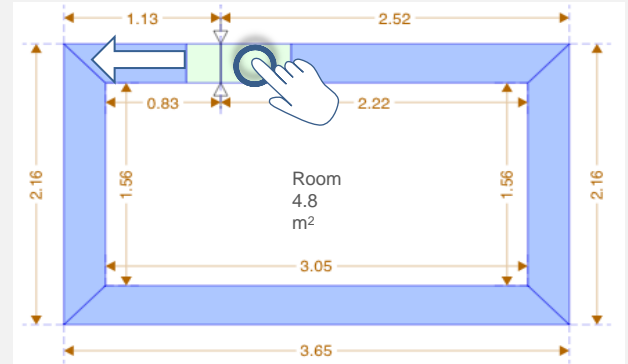
## Method A



## Wall cut

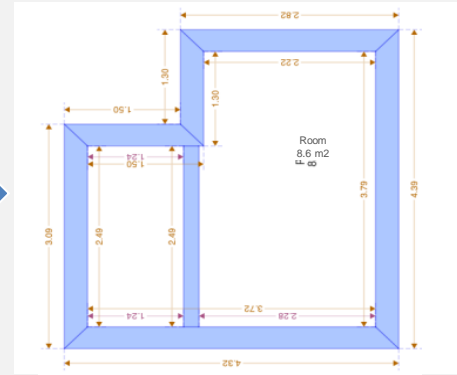
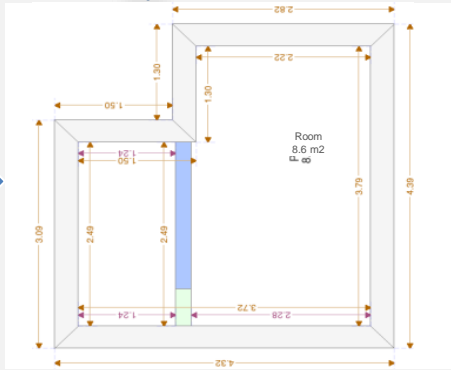
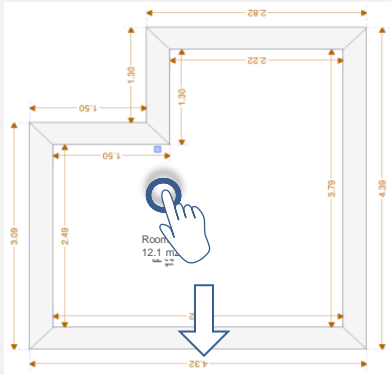
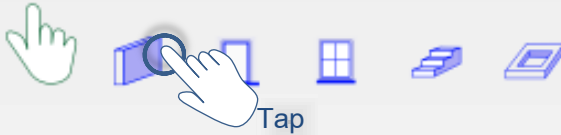


## Method B

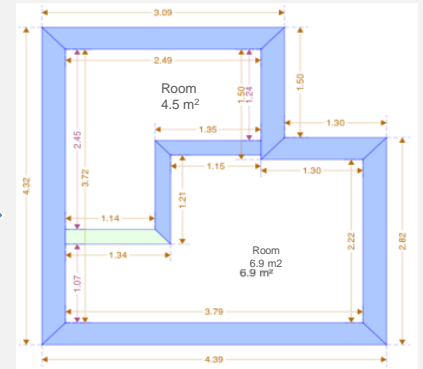
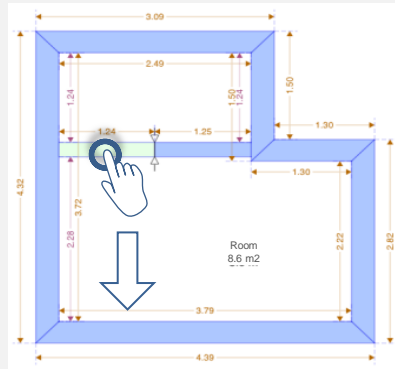
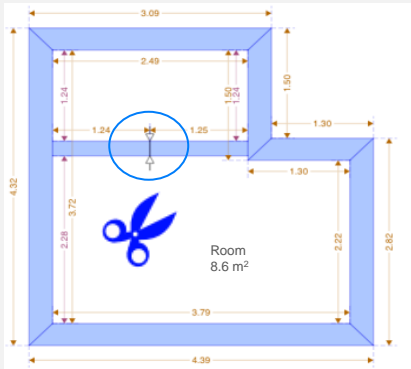


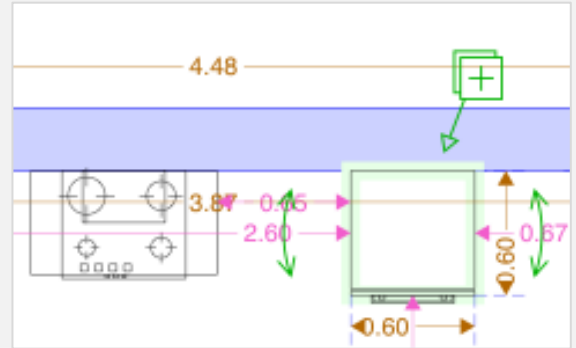
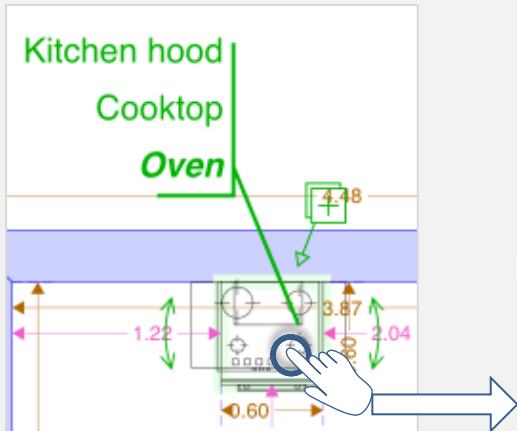
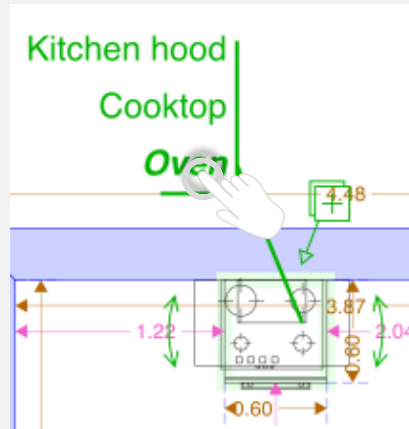
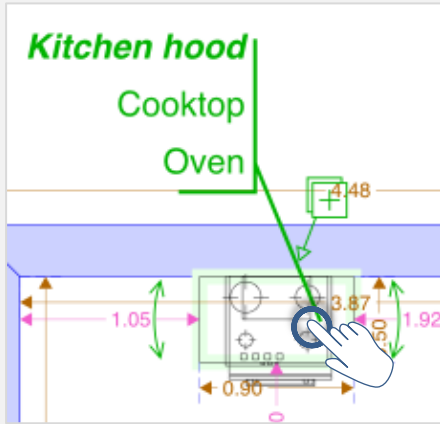
**Info:** the pointer is above your finger to avoid delete errors

# Create interior walls

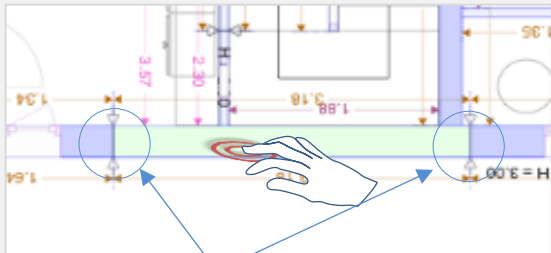


# Change the interior walls





# Change of wall color



Cut wall



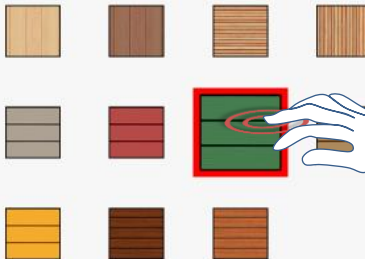
Wall width

30

cm



Exterior material



Double tap

Custom Materials

Custom materials

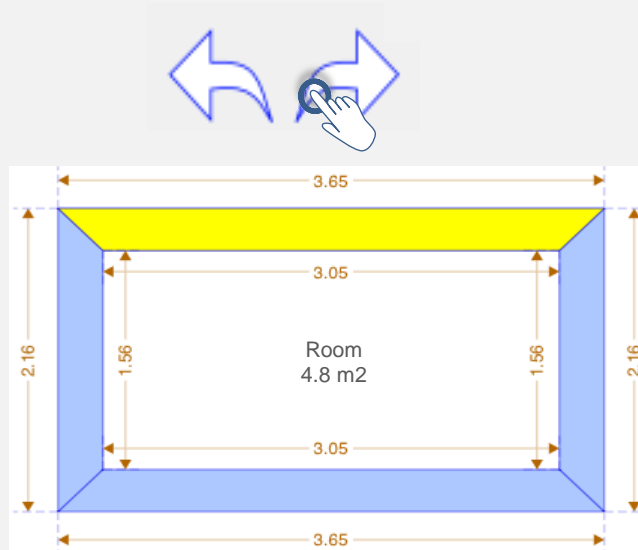


Change color of the exterior openings  
or All exterior walls material



Project options





**Info:** the concerned object becomes yellow during a few seconds.

To view this help again Refer to the Help topic  

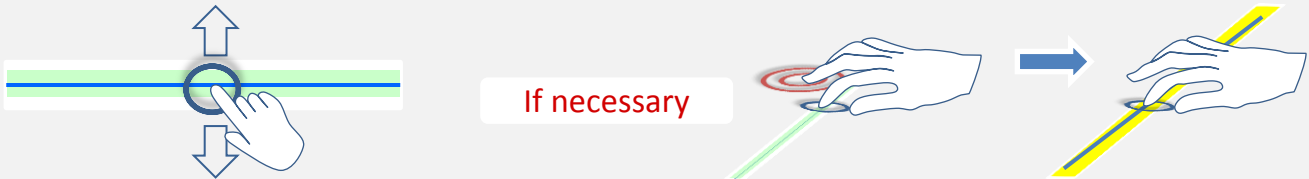
For any question : [www.architouch3d.com/support](http://www.architouch3d.com/support)



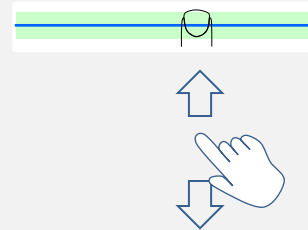
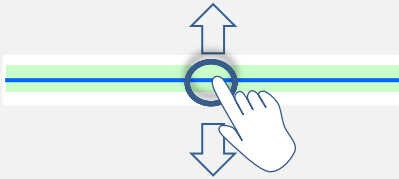
**Touch** and drag the end of a line to increase or decrease its length or change its angle



**Touch** and drag the line to move it vertically (relative to its axis)



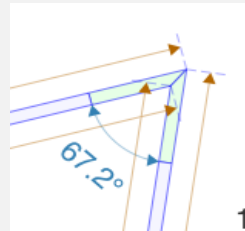
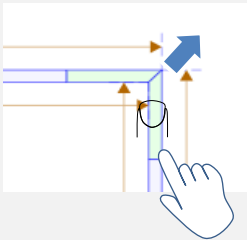
**Double tapping** clear space with another finger when moving an item will deactivate the positioning guides (angle/alignment). The item will be displayed in yellow to indicate this change.



1 **Tap** the line to select it

2 **Touch** close to the selected item to activate the virtual finger pointer

## Displaying angles



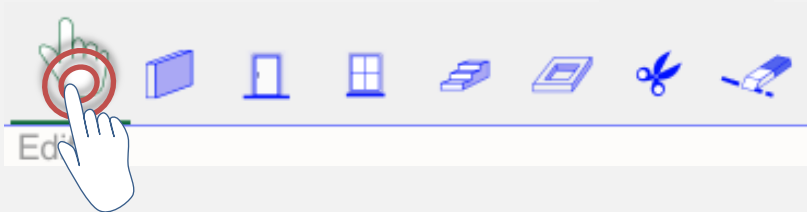
90° and 180° angles are not  
labelled





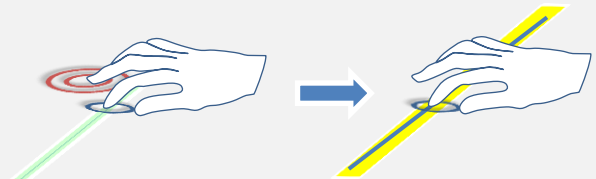
**Double tap:** on the menu bar

- or outside the building for design plans
- or on the map when working with terrain

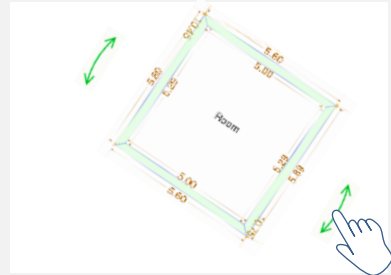
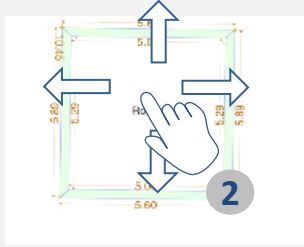
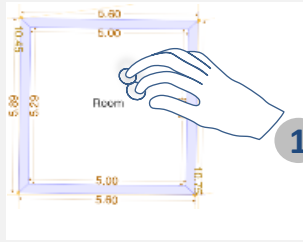


reduces movement speed

**If necessary** deactivate the positioning guides  
(see page 1)



# Moving a slab

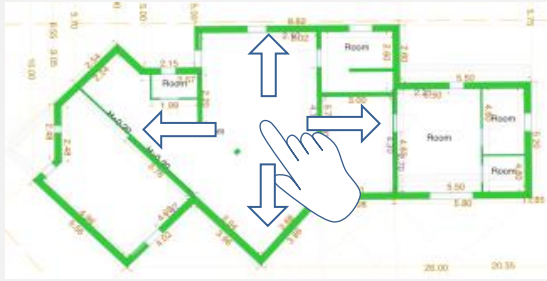
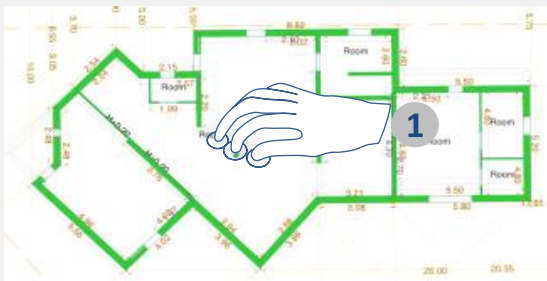


**1** Touch and hold the slab with **two fingers** to select it

**2** Move the slab with **one finger**

**3** rotate it with arrow

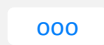
# Moving the entire building (all floors and roof)



**1** Touch and hold the interior of the building with **three fingers** to select it

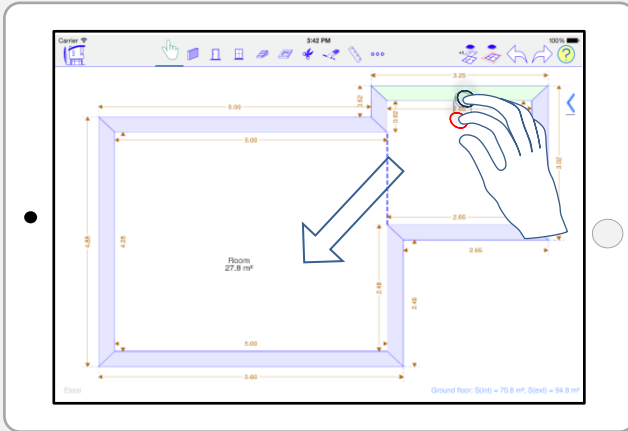
**2** Move the entire building with **one finger** (rotate it with arrow)

or



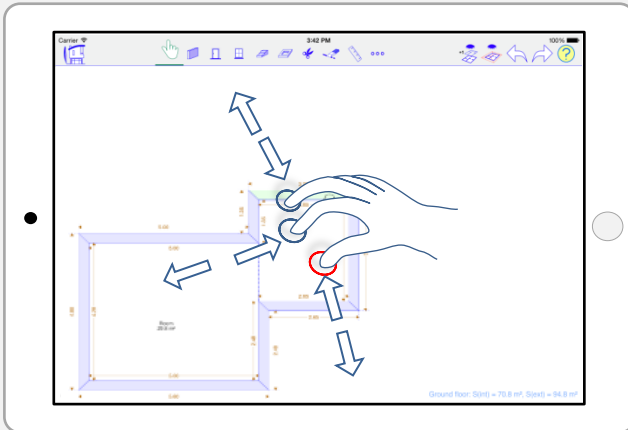
Select the whole building

# Move the entire view when moving an item

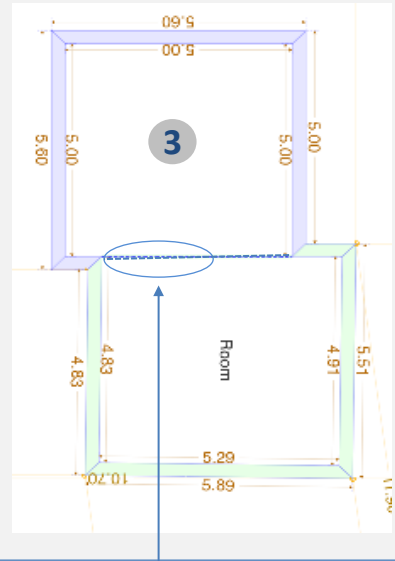
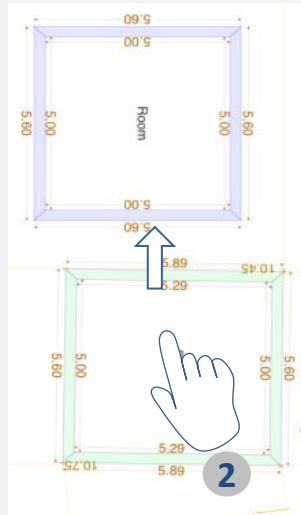
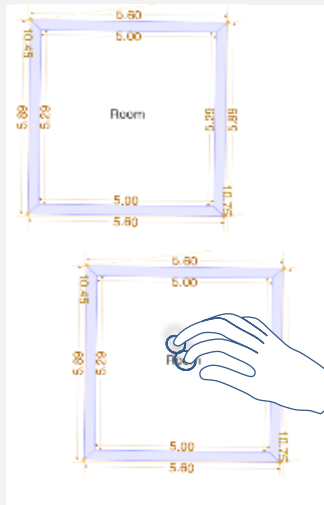


- 1 Keep your first finger on the item you want to move
- 2 Use a **second finger** to move the entire view at the same time

*Ensure you move the entire view instead of the item*



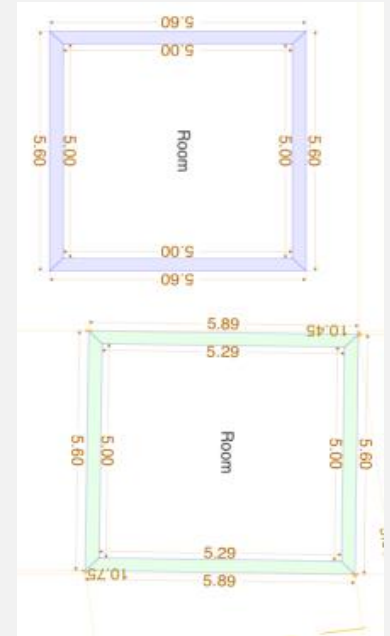
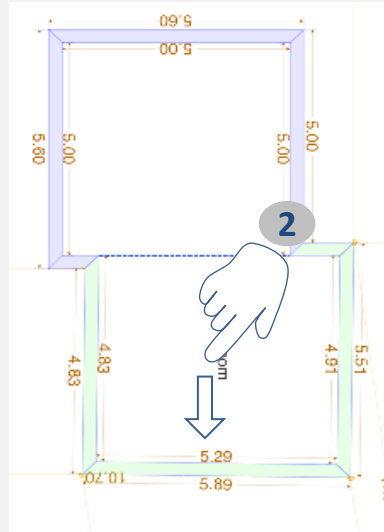
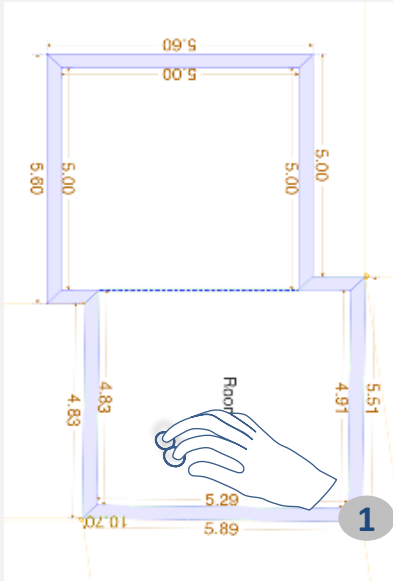
You can also **increase** or **reduce** the size of the design by using a **third finger** near to the second



Slab separation marks (does not divide the rooms)

- 1 Touch and hold the slab with **two fingers close together**, avoiding all other items
- 2 Move the slab with **one finger** to join the two together
- 3 The two slabs will join automatically

**Info:** to remove the slab separation mark, **double tap** on the dotted line and **join the slabs**

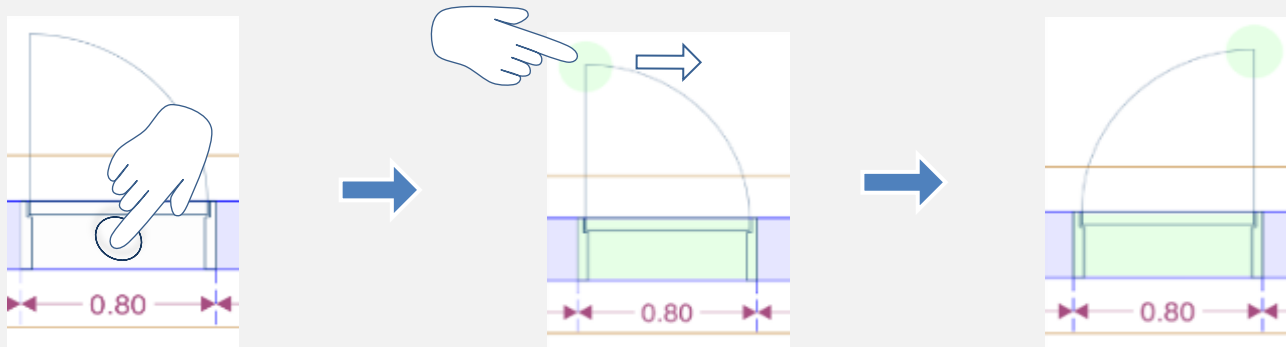


1 Touch and hold the slab you want to separate with **two fingers close together** to select it

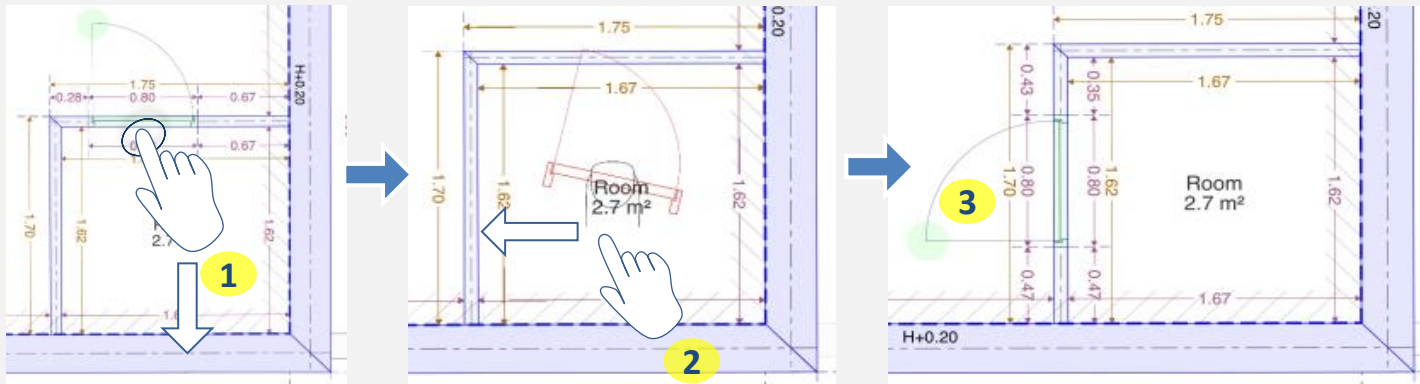
2 Move the selected slab with **one finger** to separate it

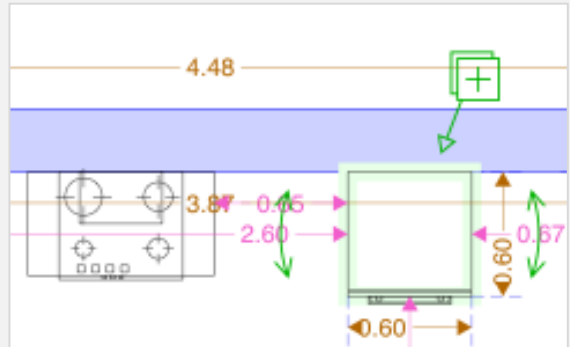
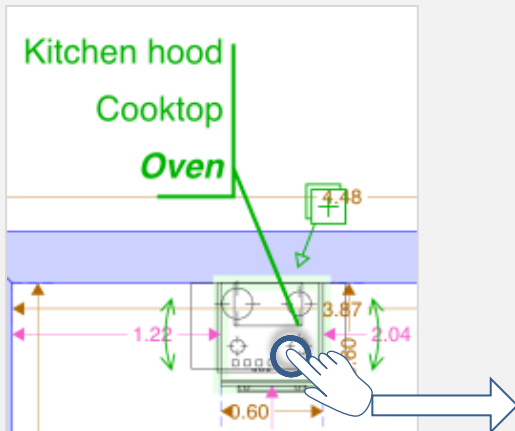
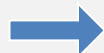
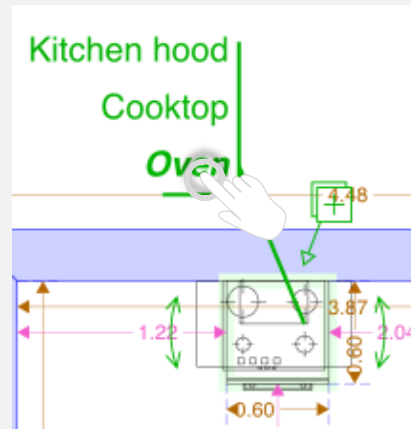
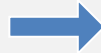
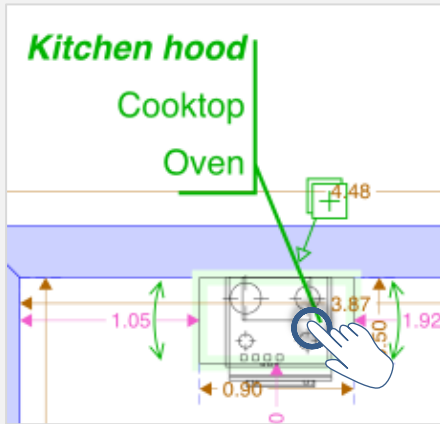
# Changing swing directions

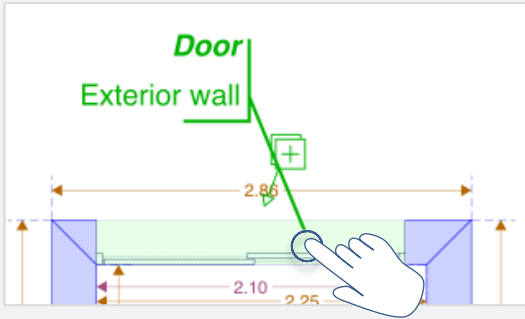
for doors or windows: **left, right, inward, outward**



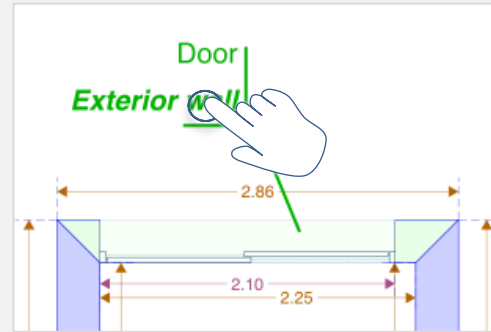
# Moving openings to another wall: doors or windows







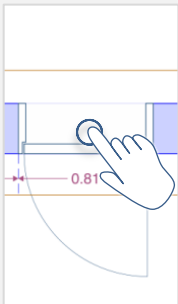
1 Tap on the opening



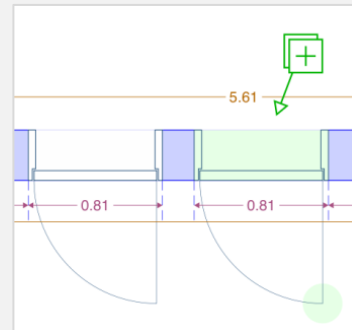
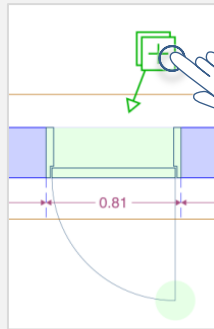
2 Select "exterior wall"

3 Move the wall with **one finger**

## Duplication of doors and windows



1 Tap on the opening

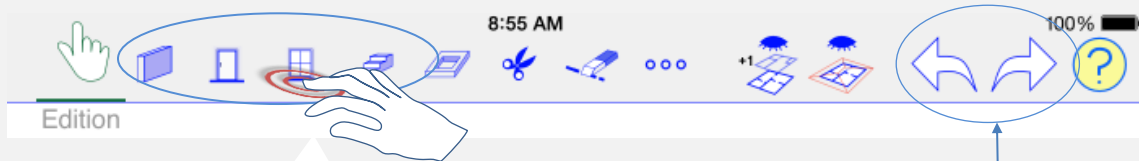


2 A 2<sup>nd</sup> opening is added





Double tap one of the 4 functions



### Window style

Width  
A: 80 cm

Height  
H1: 120 cm

Floor to bottom H0: 90 cm

**Casement** | Sliding | Other

Standard

- Single leaf casement window
- Double leaf casement window**
- Triple leaf casement window
- Quadruple leaf casement window

Asymmetric

- Dual leaf window, small left panel
- Dual leaf window, small right panel

**Shutters**

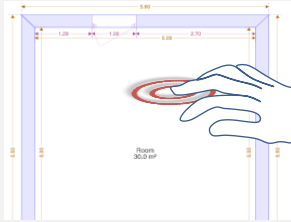
None | Leaf | Sliding | Roller

- Single left
- Single right
- Single on both**
- Dual left
- Dual right
- Dual on both
- One left, two right
- Two left, one right

Exterior opening

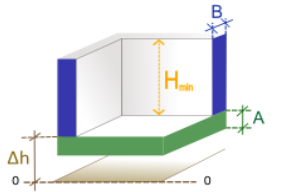
Ok

Undo or redo  
(unlimited)  
The item will be displayed in **yellow**



Double tap the interior of the slab avoiding the room label

### Slab properties



Minimum ceiling height

$H_{min}$ : 250 cm

Slab thickness

A: 30 cm

Floor level vertical shift (+/-)

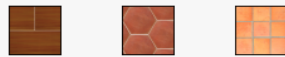
$\Delta h$ : 0 cm

Optional: change all exterior walls widths for this slab

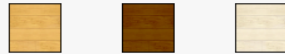
B:  cm

*leave empty to let walls unchanged*

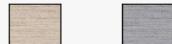
Flooring material



Parquet



Concrete



Ok

Angle 0 °

Angle 0 °



Angle 141 °



$H_{min}$ : this height value may be very small or even zero if an attic is involved

$\Delta h$ : Determines the height difference between this slab and floor reference level 0 (+ / -)



Double tap  
on an exterior wall

A screenshot of a wall modification menu. At the top, 'Wall width' is circled in yellow, with a value of '30' and 'cm' next to it, and minus/plus buttons. Below is 'Exterior material' with two categories: 'Brick' and 'Wood'. Under 'Brick', four brick patterns are shown, with the first one highlighted by a red square. Under 'Wood', four wood patterns are shown. An 'Ok' button is at the bottom. To the left, a hand icon is shown double-tapping a wall in a 3D view, with dimensions 5.01, 4.40, and 3.25 visible.

To modify all the walls in the building,  
select

A navigation bar with icons for home, globe, '0', '1', a roof icon, '3D', and a menu icon (three dots) circled in red. A red arrow points from the text 'select' to the menu icon.

A 'Project options' menu with three vertical sliders and the text 'Project options'.



**Interior wall type**

- Partition wall**  
Height can be limited
- Load bearing wall**
- Virtual wall**  
No wall, convenient room separator
- Railing**  
Railing height is mandatory
- Sloped wall**  
Defined by two heights

Width  
A: 8 cm

Height  
H1:  cm

*leave empty for full height*

Ok

Enter a value to create a low wall

**Interior wall type**

- Partition wall**  
Height can be limited
- Load bearing wall**
- Virtual wall**  
No wall, convenient room separator
- Railing**  
Railing height is mandatory
- Sloped wall**  
Defined by two heights

Width  
A: 8 cm

Height  
H1: 50 cm

Second end height  
H2: 150 cm

Ok



**Interior wall type**

- Partition wall**  
Height can be limited
- Load bearing wall**
- Virtual wall**  
No wall, convenient room separator
- Railing**  
Railing height is mandatory
- Sloped wall**  
Defined by two heights

Width  
A: 17 cm

Ok

*Hmin is changed on*

Project options

**Interior wall type**

- Partition wall**  
Height can be limited
- Load bearing wall**
- Virtual wall**  
No wall, convenient room separator
- Railing**  
Railing height is mandatory
- Sloped wall**  
Defined by two heights

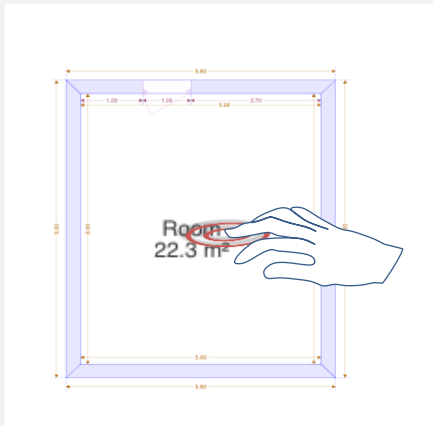
Width  
A: 8 cm

Height  
H1: 100 cm

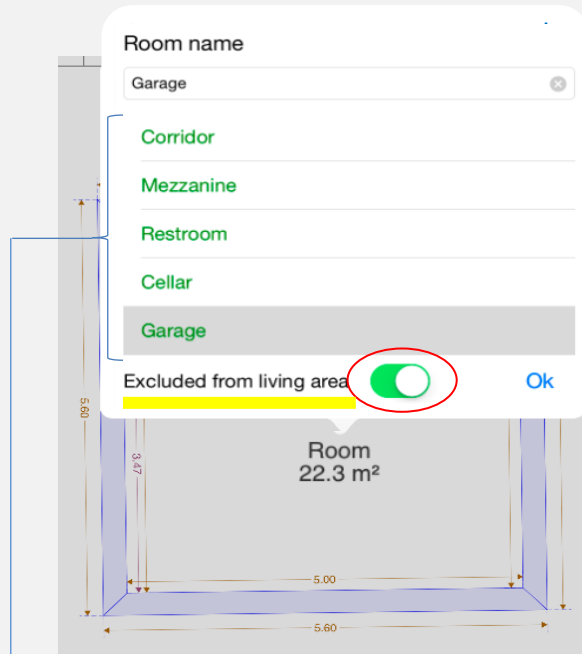
Ok

**Virtual wall**  
No wall, convenient room separator

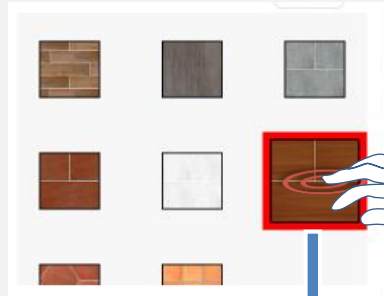
*provides information about the surface area and division of rooms*



Double tap  
on the room label



Enter the name or choose from the predefined list

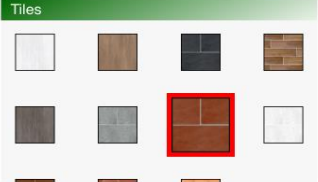


Double tap

Custom material definition

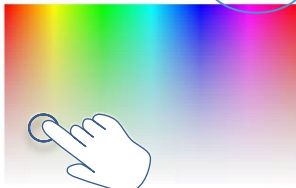
Reference material

Tiles



+

Blending color



Selected color with finger

Texture tint

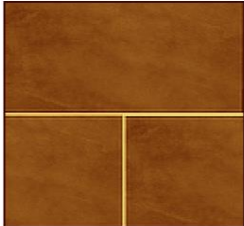
Texture Blending Color

Light (offset)

Contrast (gain)

Gamma


Custom material preview




Ok

Parameters

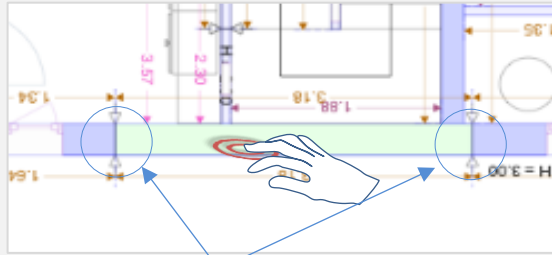
Waxed concrete



Custom materials



Ok



Cut wall



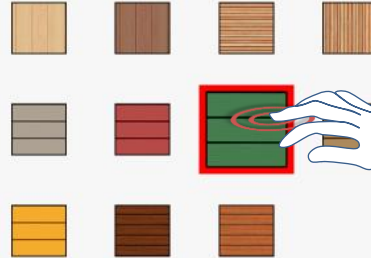
Wall width

30

cm



Exterior material



Double tap

Custom Materials

Custom materials

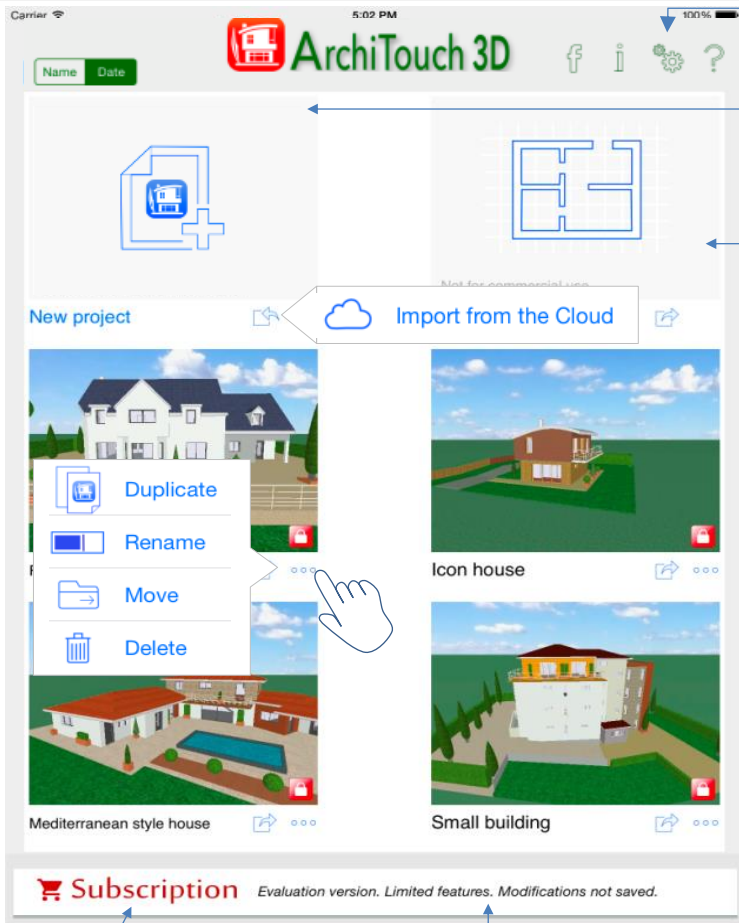


Change color of the exterior openings  
or All exterior walls material



Project options





Settings

Blank project (Tap to open)  
Not saved out of subscription period

Create 1 free floor plan with furnitures and view 3D  
- saved without subscription -

- E-mail project
- Export to the Cloud
- Send with AirDrop

From iPad 4

E-mail: save a project, or share it with others, or use it on another iPad or export to the cloud

Models available as examples

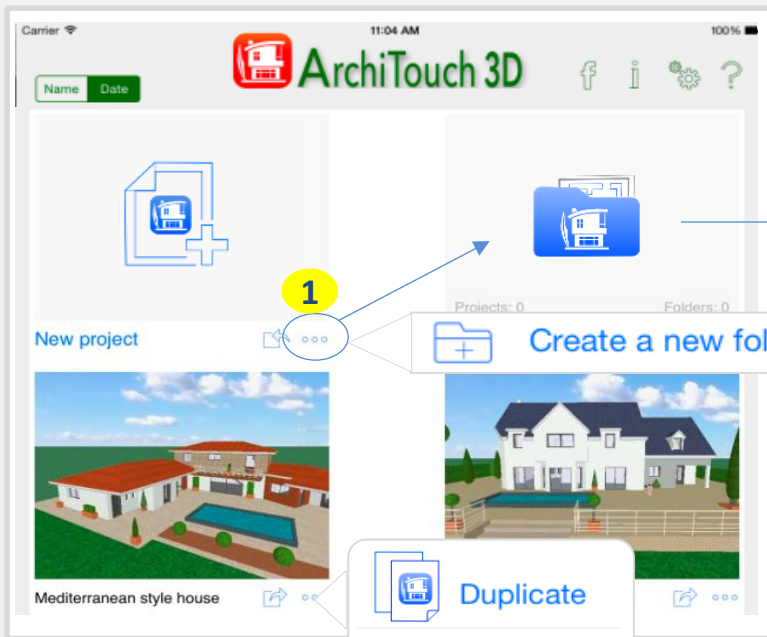
Purchase a subscription

Information about your purchases

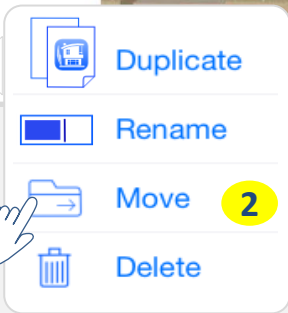


Out of subscription periods, the lock indicates the unmodifiable projects

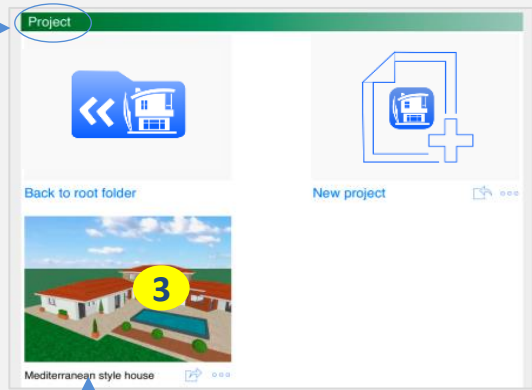




**1** Create a new folder



**2** PROJECT



**3**



0

1



3D



Create a site plan

Carrier 5:24 PM 100%

Edit Import Geolocalize

Name

Street

City

State

Country

ZIP code

Privacy...

Enter the project address

Geolocate the project

Import an existing project

Geographical location of the project:  
 For more details refer to the help rubric « [site plan](#) »  
**Info:** can be empty to create a project



- Project options
- Elevations
- Electrical
- Surfaces
- Generate plans
- Export DXF

Architectural Electrical Plans

CSV File successfully generated.

Select the CSV file destination:

Send in E-mail    Store in the Cloud    Open in other App (Preview, print,...)    Cancel and delete

Generate plans in a PDF file  
**Info:** Will be sent by email or stored in the cloud) or open with App



### Settings

**System units** Metric Imperial

**Imperial units precision (unused for metric units)** Standard High

**Electric symbols** International North America

**Display grid on model background**

**Always draw dimensions between slab points and site borders**

**Permit windows on interior walls (only for special cases)**

**Delay before automatic edition mode selection**

Never
Short
Default
Long

Cancel Ok

To enter imperial units:  
*1' 2" 3/4 or: 4.5" becomes 4" 1/2*  
*14.75" becomes 1' 2" 3/4*

Standard precision provides short and convenient dimensions (1").  
 High precision displays 1/4 "

**Details on next page**

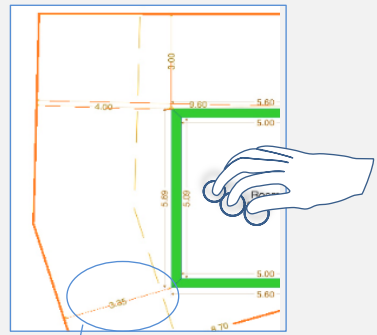
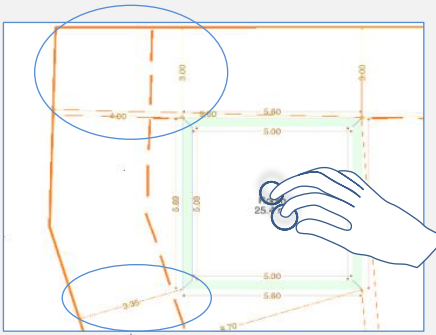
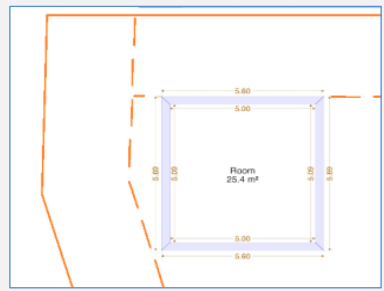
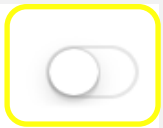
Allows **windows** to be placed on interior walls  
*(e.g.: where an interior wall opens on to an exterior due to complex roofing)*

Configure the period of time before **Edition** mode is reactivated after using one of the following options:

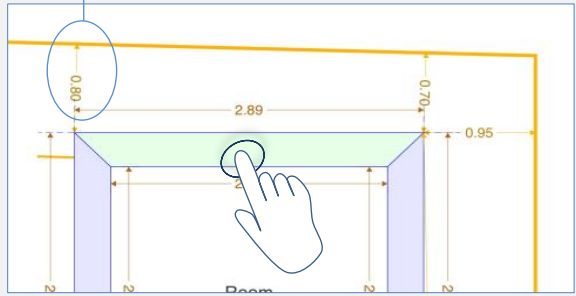




Always draw dimensions between slab points and site borders

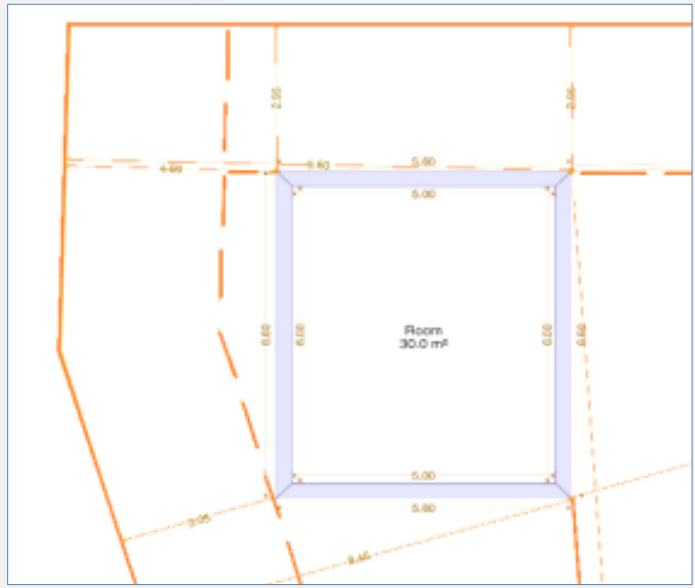


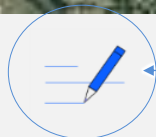
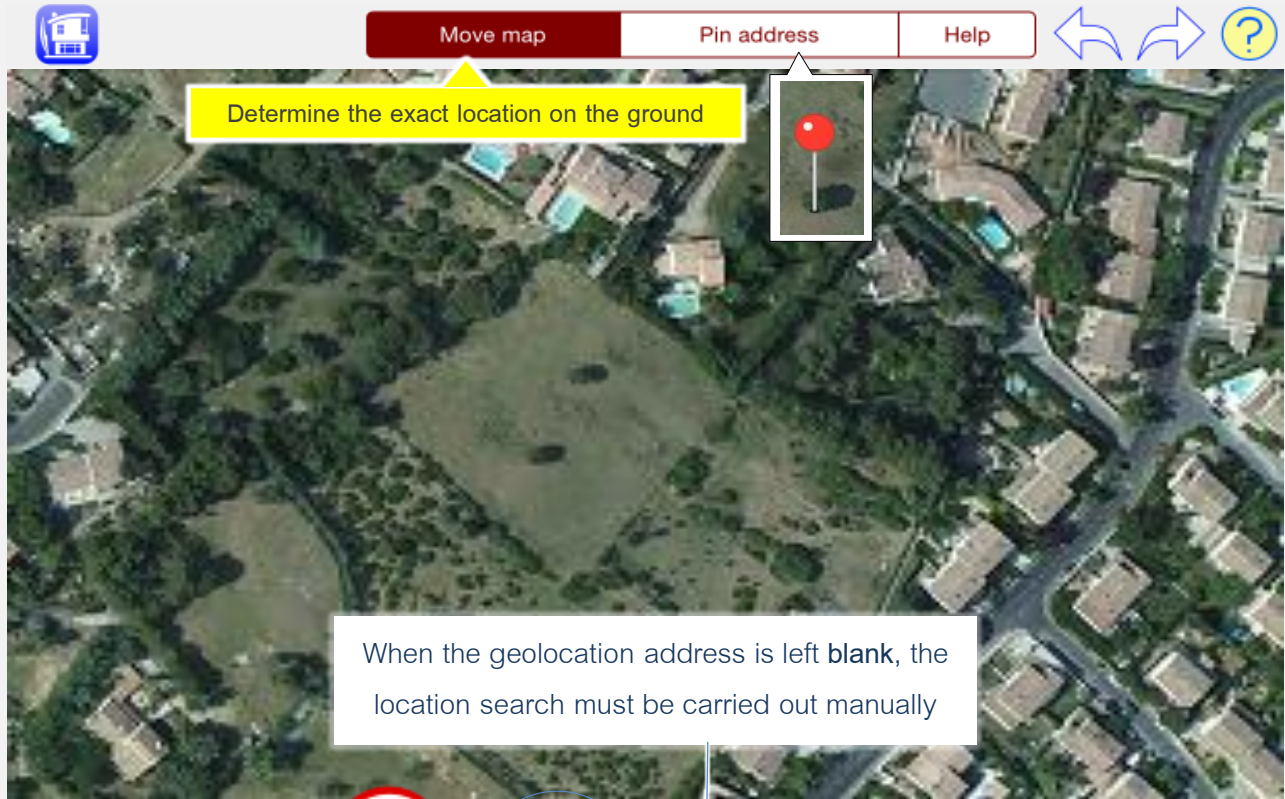
Dimensions for the selected item only





Always draw dimensions between slab points and site borders







Import a site plan image, a scanned plot map etc.

See slide

N°42



Move map

Define limits

Add image

More options...



Photos

Camera Roll  
466

Use three fingers to rotate it

2 fingers: Zoom

1 finger: move



Define the limits of your property with or without a site plan



Move map

Define limits

Add image

More options...



See slide

N°42

Close the property limits when the target changes from red to green

**Info:** the initial outline can be approximate and is easily adjusted if necessary

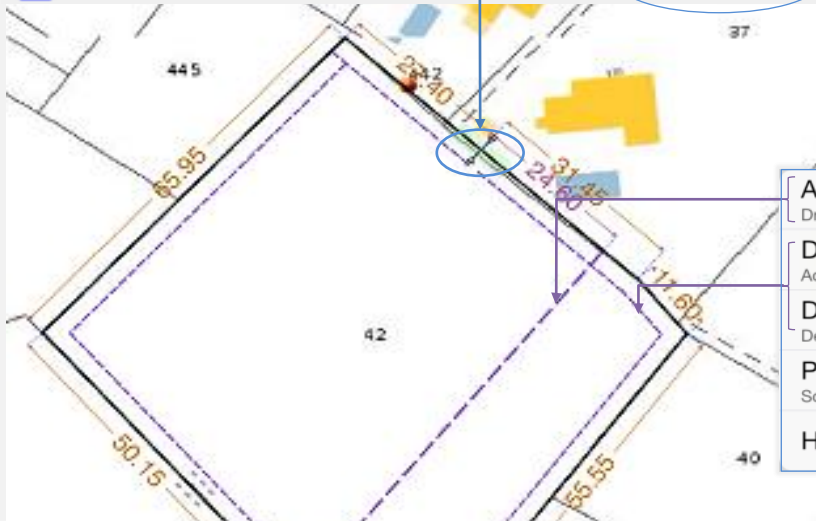




Higher zoom level than in **Map** mode



- Map
- Details
- Edition**
- Cut segments
- Delete
- More options...



- Add free reference lines**  
Draw new reference lines anywhere
- Define limit setbacks**  
Add or modify setback lines relative to site polygon segments
- Define setbacks globally**  
Define the same setback distance on all site polygon segments
- Precise scale adjustment...**  
Scale image and limits to match exactly real dimensions and area
- Help**

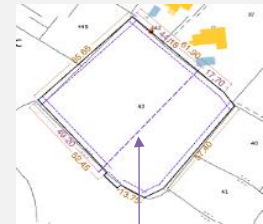
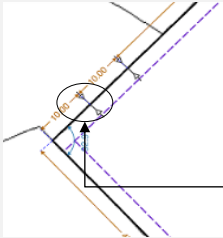
**Info:** the image facilitates the creation of the outline.  
Use the zoom adjustment to view the exact surface area of the property








Fine scale adjustment

Lot surface: 5070.4 m<sup>2</sup>

Ok

Precisely adjust the exact surface area of the property with this view



-  **Cut segments**  
Add corner points on existing segments
-  **Delete objects**  
Delete corners, setbacks or reference lines
-  **Add free reference lines**  
Draw new reference lines anywhere
-  **Define limit setbacks**  
Add or modify setback lines relative to site polygon segments
-  **Define setbacks globally**  
Define the same setback distance on all site polygon segments
-  **Pin the site address**  
Change address location
-  **Delete site definition**  
Delete site borders, setbacks and reference lines







The exterior walls determine the edge of the building. Therefore, they cannot be **separated**, but can be **cuttable** to create the required shape.

3:28 PM 100%

Move between floors

Room  
30.0 m<sup>2</sup>

Navigation between floors, roof, elevation, 3D ( <> )

furnitures

Home

0 1 3D

Ground floor: 175.7 m<sup>2</sup>, Total = 247.2 m<sup>2</sup>

- Add new slab
- Cut up slab
- Add new terrace
- Add new ramp
- Select the whole building
- Settings

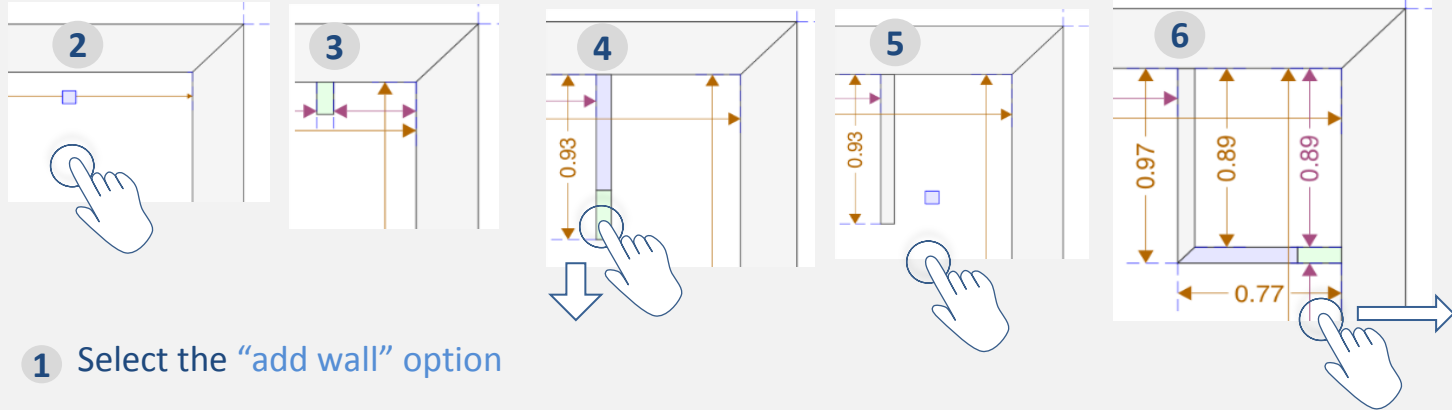
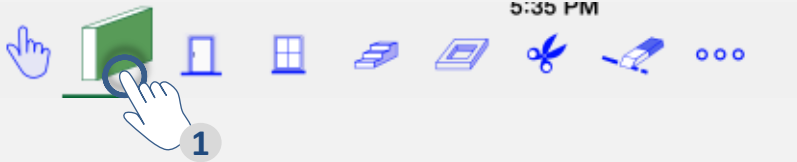
Building wall widths (will affect forthcoming walls and optionally all current walls)

Exterior walls	
A: 30	<input type="radio"/>
Load bearing walls	
B: 20	<input type="radio"/>
Partition walls	
C: 8	<input type="radio"/>
Building elevation	
Δh: 0	<input type="radio"/>

Project name

Interior surface information:  
current floor and total (without basements)

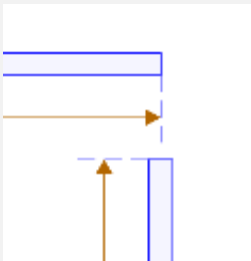
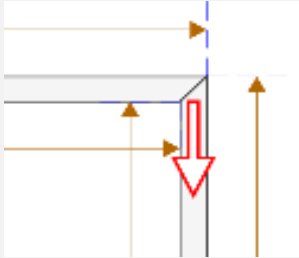
This box is displayed when the project is first created - you can change the values at any point using the **Project options**



- 1 Select the “add wall” option
- 2 Touch the interior of the building to define the starting position
- 3 Lift your finger from the screen when the starting point of the wall is reached
- 4 Touch the screen, the wall will be created:  
move your finger to determine the wall length, lift your finger when complete
- 5 Touch the screen in the same place to continue the wall, or elsewhere to create another new wall
- 6 Repeat steps 2 and 3



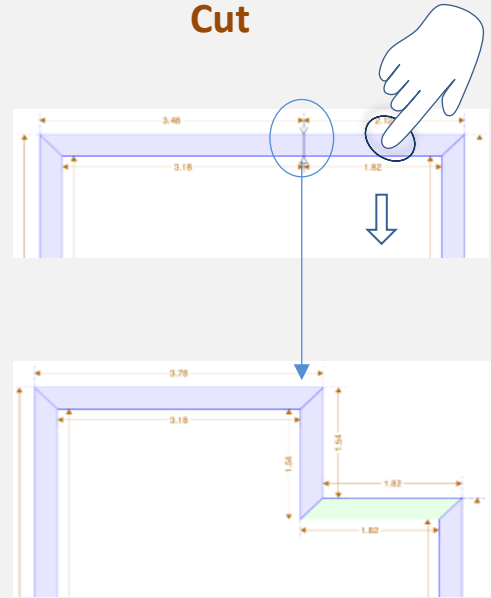
### Detach



Only valid for interior walls

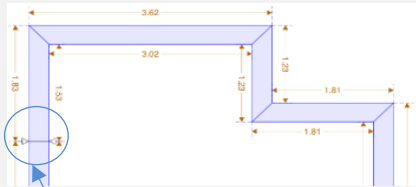
Or


### Cut

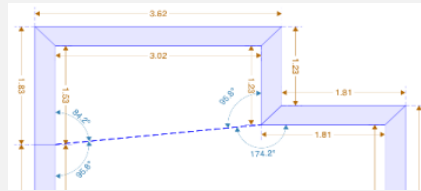




Valid for both interior and exterior walls

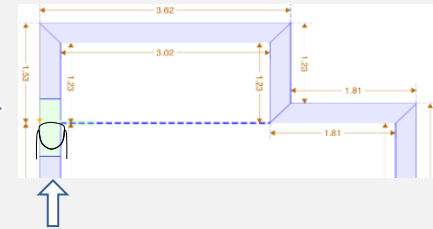
**Info:** the « Cut » option can be used with other items such as stairs, floor openings etc.



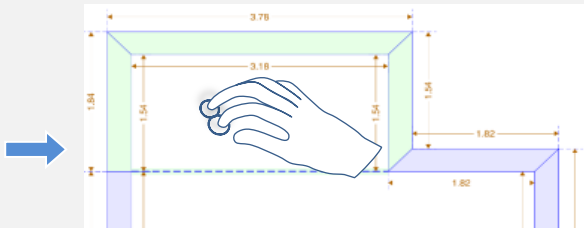
**1** Split the wall,  
select 



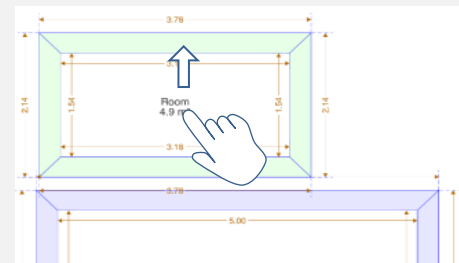
**2** Select   
then  Cut up slab



**3** Re-align the split

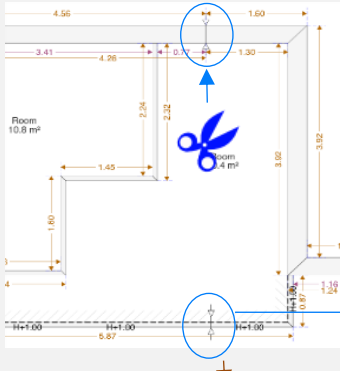


**4** Touch and hold with **two fingers** on the slab you  
want to move

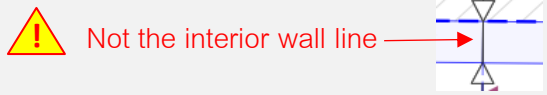


**5** Move the slab with **one finger**

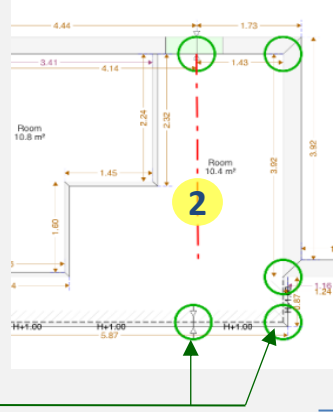
For more complex situations, see the next slide



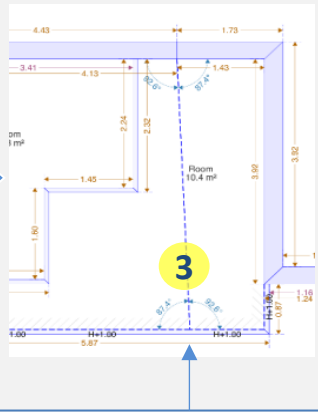
**1** Split the slab line



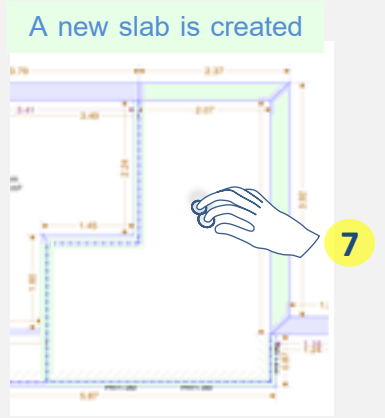
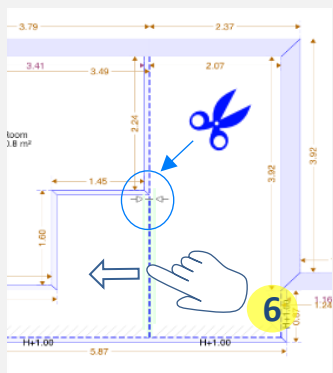
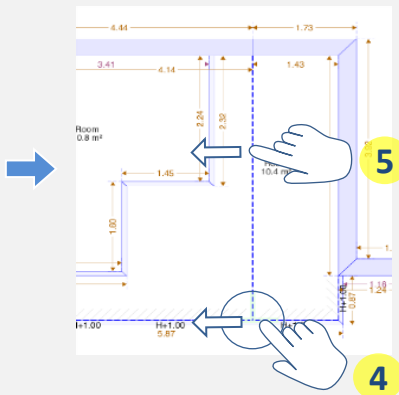
Cut up slab



Indicates all possible split options



Dotted lines must be fully parallel to the wall



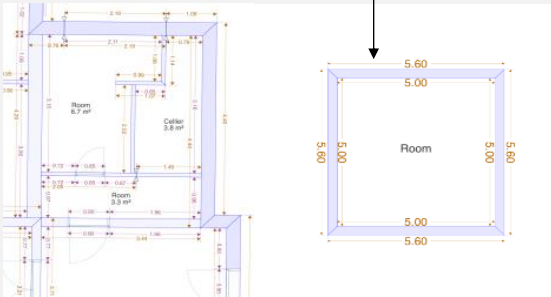
A new slab is created



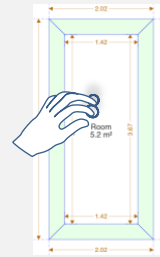


### Solution A

Select: then Add new slab

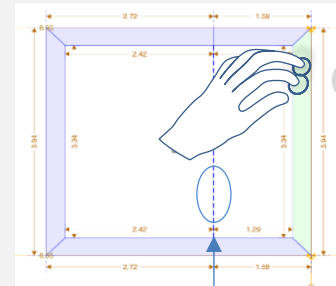
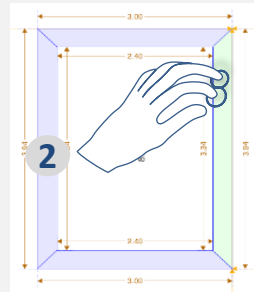
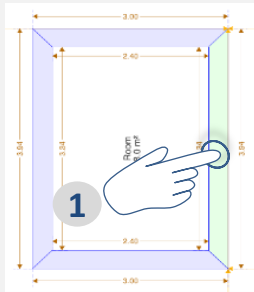


or



- Add new slab
- Duplicate selected slab
- Cut up slab
- Add new terrace
- Add new ramp
- 3D view
- Select the whole building
- Settings

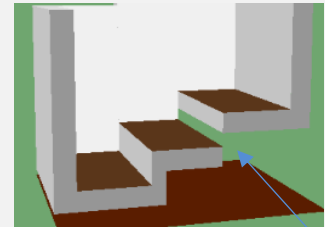
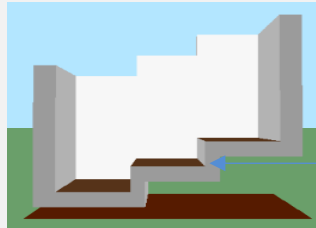
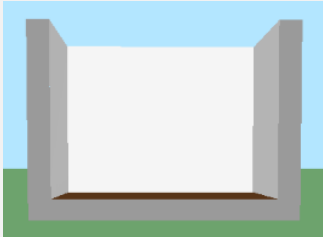
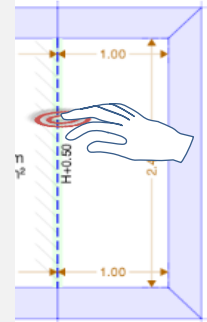
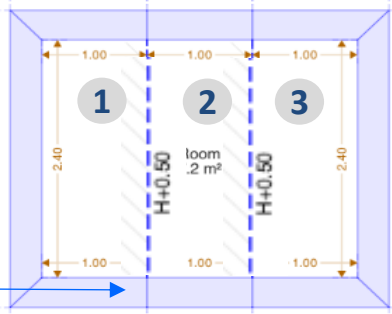
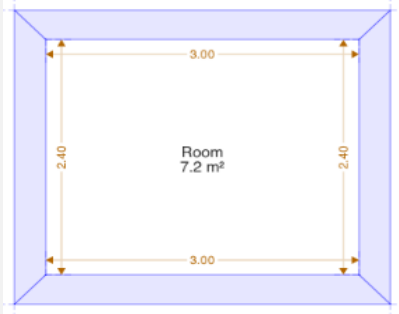
### Solution B



- 1 Select a wall with **one finger**
- 2 Place **two fingers** on the selected wall
- 3 Move the wall towards the exterior: **a new slab will be created**

*(double tap the slab to change its level)*

Slab separation mark does not indicate a room



**Slab properties**

Optional: change all exterior walls widths for this slab  
 B:  cm  
 leave empty to let walls unchanged

Flooring material Angle 0

Parquet

Concrete

Minimum ceiling height  
 $H_{min}$  250 cm

Slab thickness  
 A: 30 cm

Floor level vertical shift (+/-)  
 $\Delta h$ : 0 cm

Ok

Floor level vertical shift (+/-)

1  $\Delta h$ : 0 cm

2  $\Delta h$ : 50 cm

3  $\Delta h$ : 100 cm

Create automatic wall between slabs

Uncheck this only when you want a hole between the slabs, or when a bearing wall is already in place.

Merge slabs separated by this limit  cm

Ok

Create automatic wall between slabs

Delete the wall between the two slabs

(double tap the slab)

(double tap the dotted line)



Add new top floor

Floor to copy Current floor Upper floor

Copy the whole interior structure

Copy furnitures

Ok

Choose the floor  
you want to copy

Current floor

**Basement**

**Ground floor**

**First floor**

**Second floor**

**Third floor**

Add new top floor

Add new basement

Duplicate current floor

Delete current floor

Shift all floors



double tap  
Closes the menu

Insert a copy of the floor  
above the original, using the  
various available options

Duplicate current floor

Copy the whole interior structure

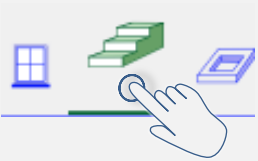
Copy furnitures

Ok

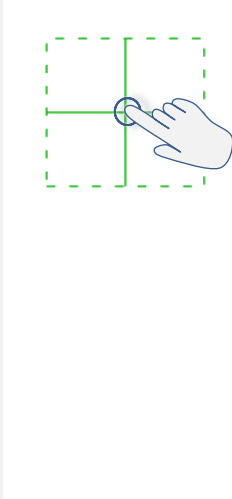
**Info:** to delete the unwanted parts of the copy, use the same method as for splitting slabs



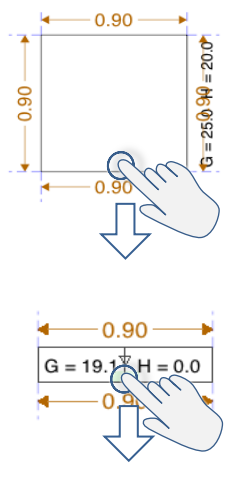
1



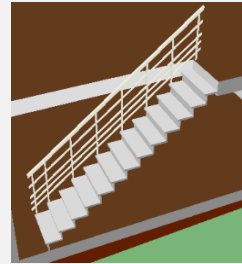
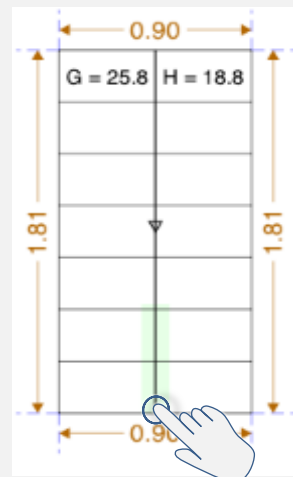
2



3



4



Rise height

Going: distance between two steps (edge of nosing to edge of nosing)

1

Select



2

Touch the screen to position the green cross at the starting point, then lift your finger

3

Touch the screen to continue the staircase

4

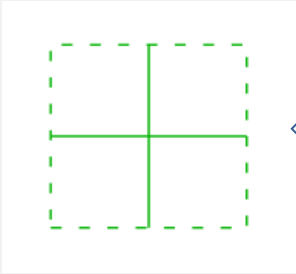
Move your finger to determine the required staircase length, then lift your finger to complete the process

**Note:** Stairs height is automatically set to reach above level.

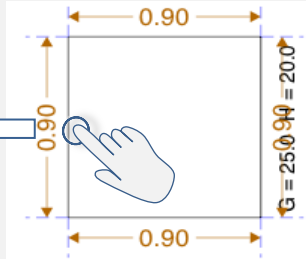


### Solution A

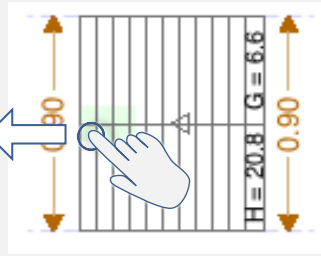
1



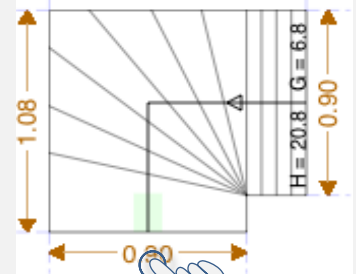
2



3



4



1 Select

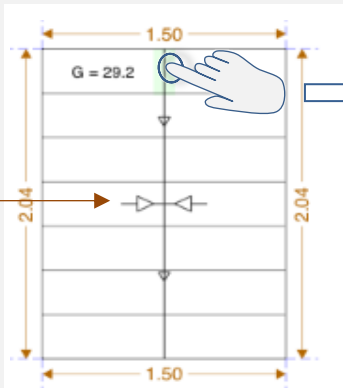


2 Create a straight staircase

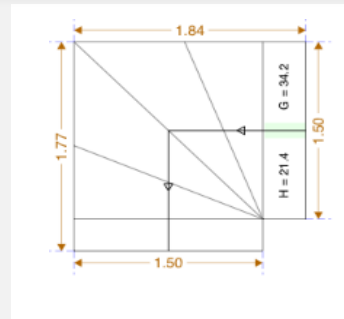
3 After lifting your finger, touch the screen in the same place

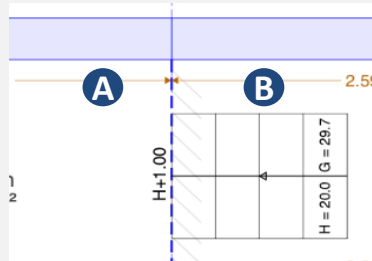
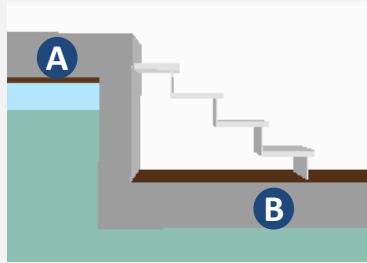
4 Move your finger to create the size of winder that is required, then lift your finger. Repeat if necessary.

### Solution B



Cut/detach





### Slab properties

Floor level vertical shift (+/-)

**A**

$\Delta h$ :  cm

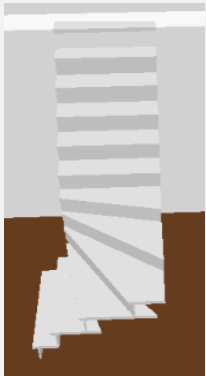
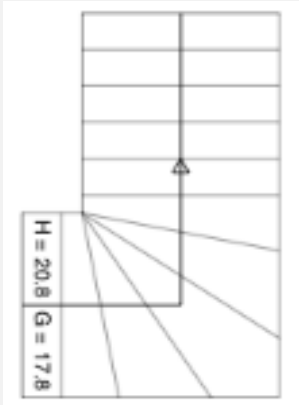
**B**

$\Delta h$ :  cm

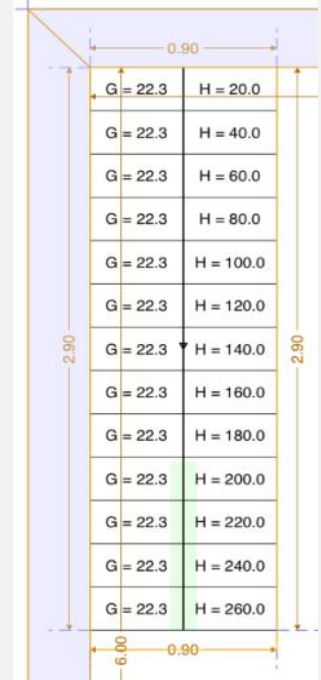
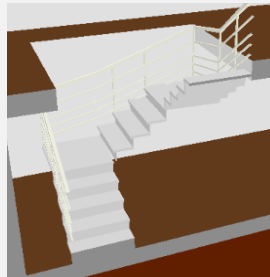
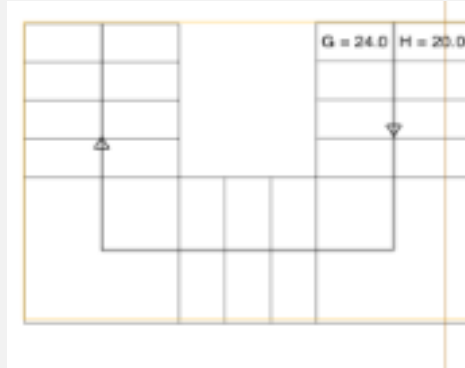
- 1 Position the **green rectangle** on the **lowest slab** – in this case it is 0
- 2 Drag/stretch it to the dotted line indicating the slab division



Winder



With landings



Zoom

Select the staircase

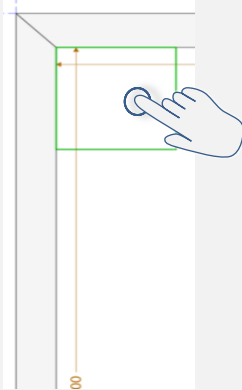
The values for all steps will be displayed



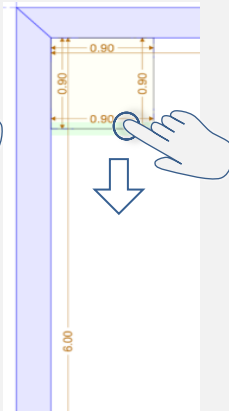
1



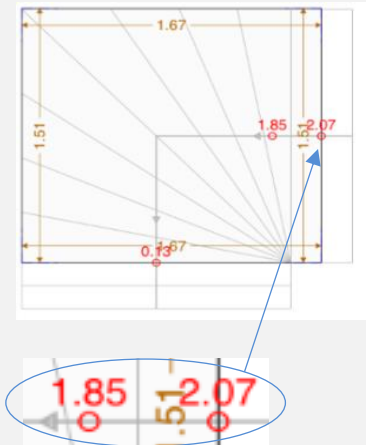
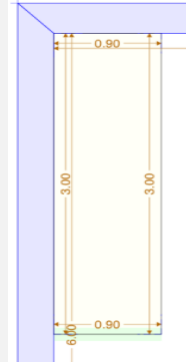
2



3



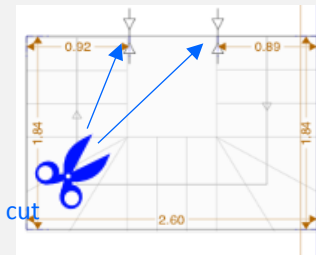
4



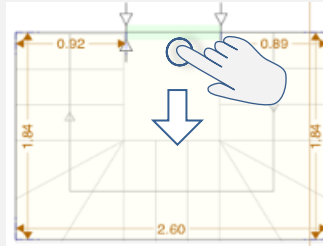
Height between the staircase step and the slab (in red if the previous step is limited)

## Example floor opening cut out

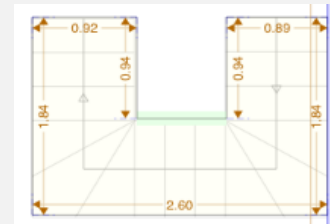
1



2



3



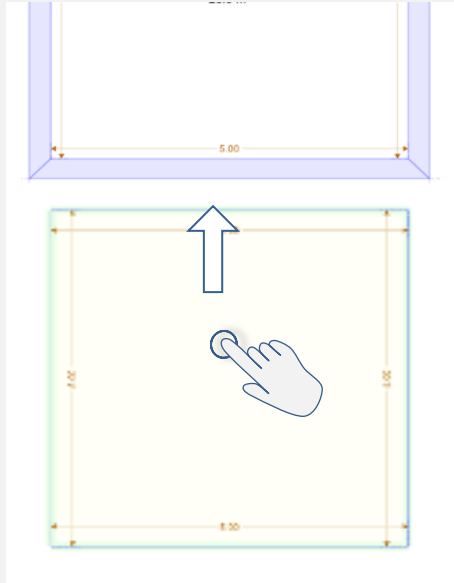




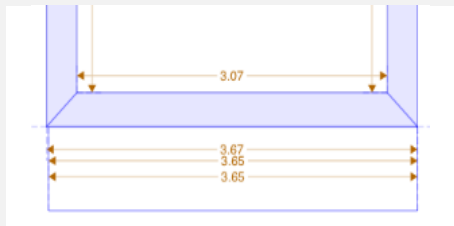
1

- Add new slab
- Cut up slab
- Add new balcony
- Add new ramp
- 3D view
- Select the whole building
- Settings

2



3



4



Exterior wall type

- Wall
- Railing**
- Sloped wall

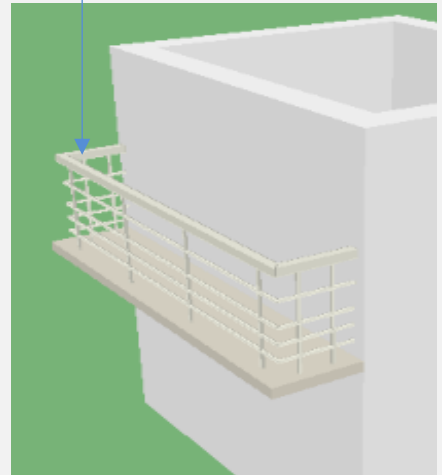
Width  
A:  cm

Height  
H1:  cm

Balcony properties

Slab thickness  
A:  cm

Floor level vertical shift (+/-)  
Δh:  cm

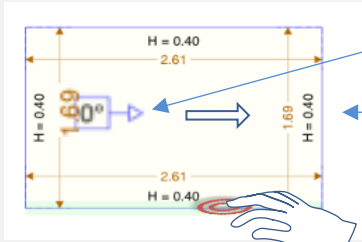




1

- Add new slab
- Cut up slab
- Add new terrace
- Add new ramp
- 3D view
- Select the whole building
- Settings

2

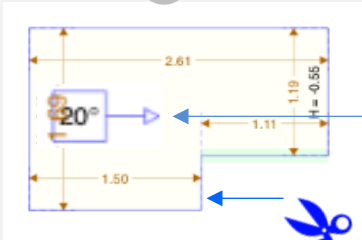


Starting point can be moved to another line

Height of horizontal lines

double tap: opens the dialog box

3



Ramp properties

$\Delta h$

Ramp thickness  
A: 20 cm

Ramp slope  
 $\alpha$ : 20 deg 36.4 %

Floor level vertical shift (+/-)  
 $\Delta h$ : 30 cm

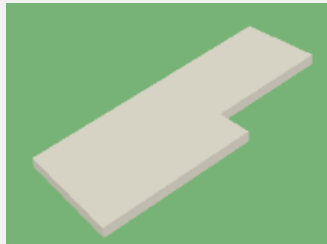
Descending slope

Material White borders

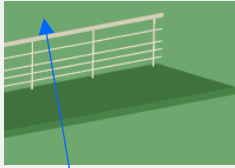
Gravel

Vegetal

Ok



**Info:** walls and other objects can be placed on ramps or inclined planes



Exterior wall type

- Wall
- Railing
- Sloped wall

Width: A: 20 cm  
Height: H1: 100 cm

Exterior wall type

- Wall
- Railing
- Sloped wall

Width: A: 5 cm  
Height: H1: 100 cm

Exterior wall type

- Wall
- Railing
- Sloped wall

Width: A: 20 cm  
Height: H1: 180 cm  
Second end height: H2: 1d  cm

Change height: red wall

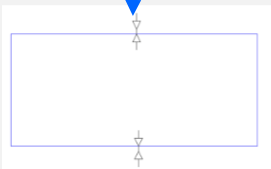
Exterior wall type

- Wall
- Railing
- Sloped wall

Width: A: 20 cm  
Height: H1: 1 cm  
Second end height: H2: 1804  cm

Yellow wall

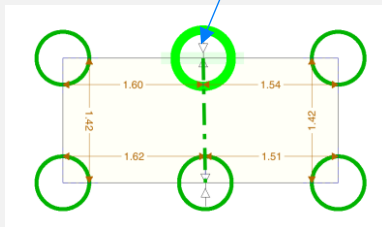
## Cut terraces, balconies, ramps (like slabs)

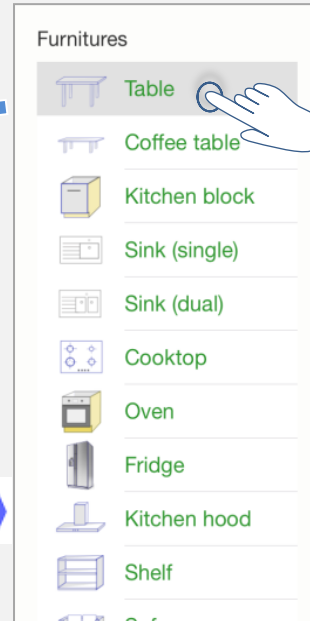
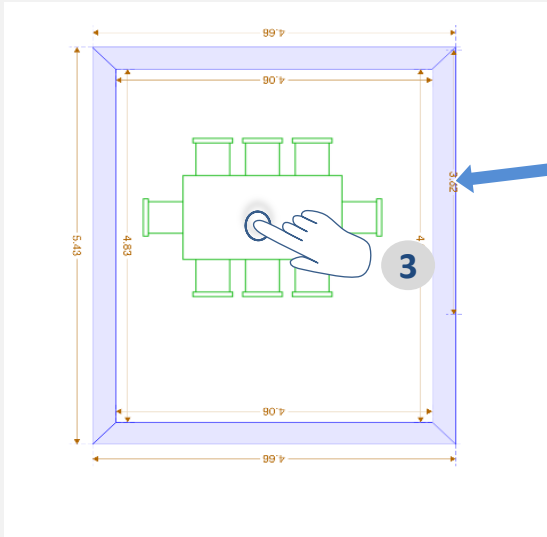


Options:



Cut up slab

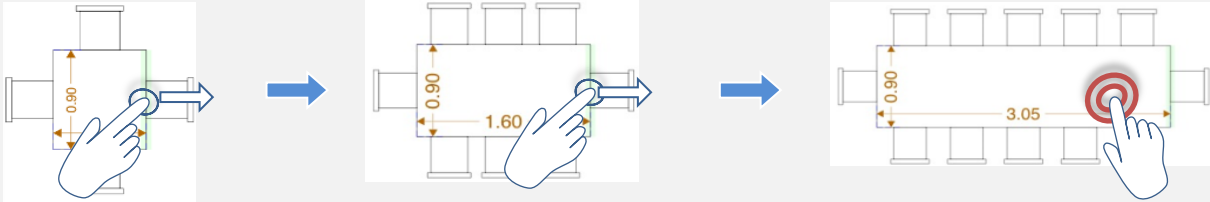




- 1 Open the furniture choice panel,
- 2 Tap the type of furniture you want to add,
- 3 Place your finger where you would like to position the furniture.


Furniture will automatically align itself with the nearest wall

**Info:** overlaying multiple items of furniture at different heights is possible



### Double Tap

to open the dialog box

 **Kitchen hood**

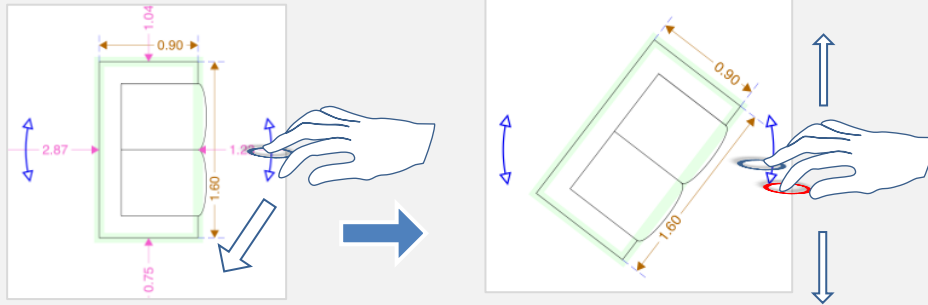
Width  cm

Depth  cm

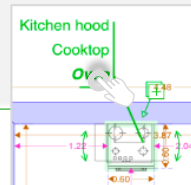
Height  cm

Height from floor to bottom  cm

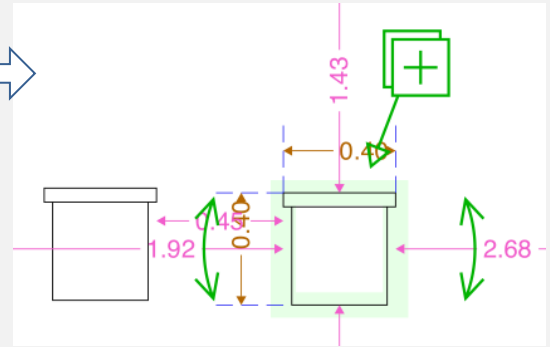
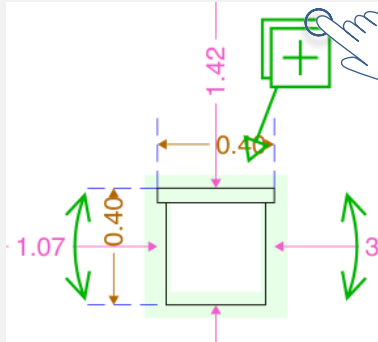
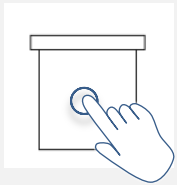
[Ok](#)



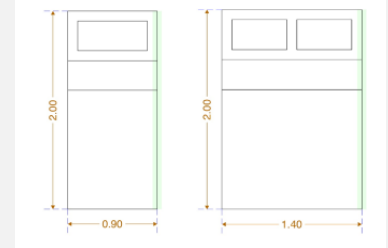
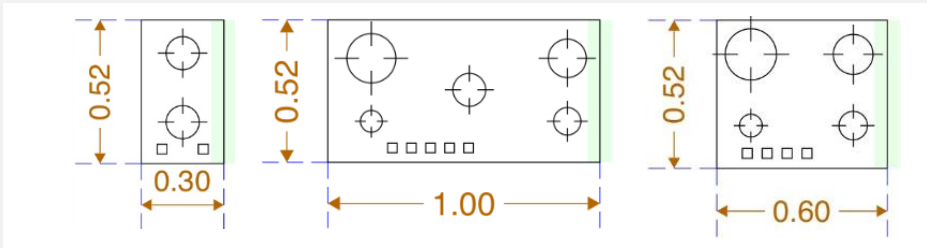
During rotation, you can put a second finger on the screen to temporarily translate the object,



**Tip:** to resize furniture that has been placed on top of other furniture, you select items and move it

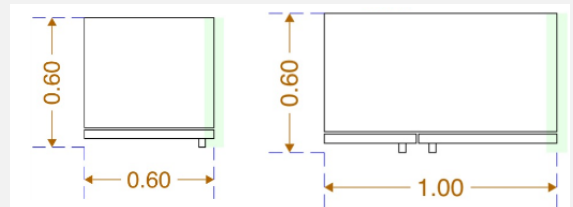
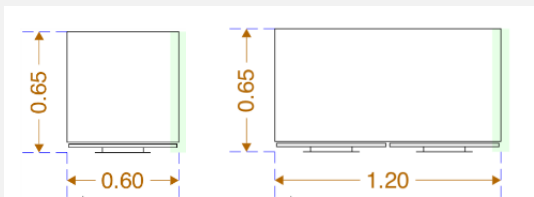


### Examples of automatic furniture modification



Kitchen block

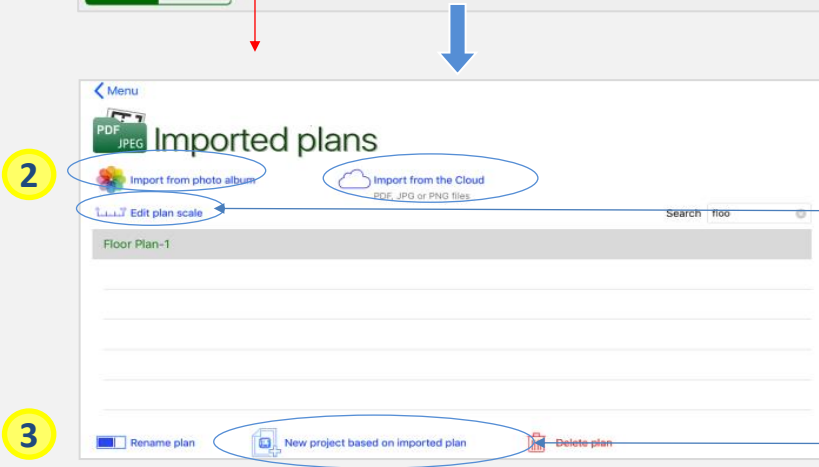
Fridge



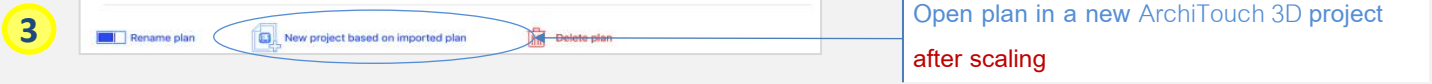


# Copy plans

From images or PDF files



Modify selected plan scale

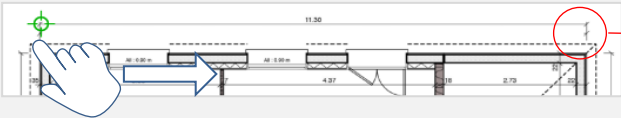


Open plan in a new ArchiTouch 3D project after scaling

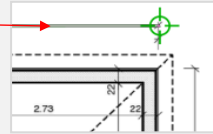
1



2 a



2 b



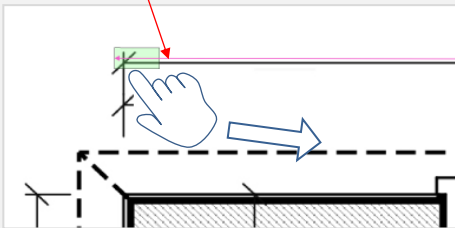
3



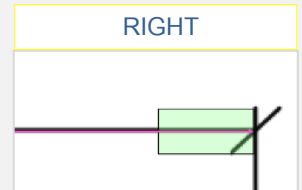
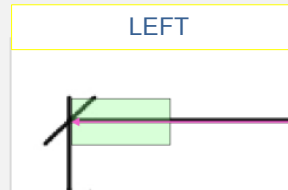
Input dimension from imported plan

Align precisely dimension ends using maximum zoom

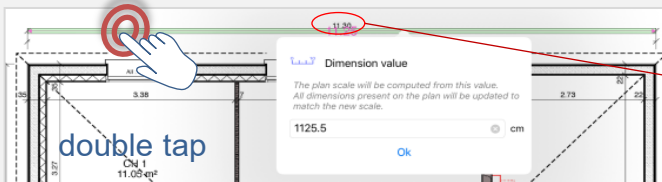
4 a



4 b



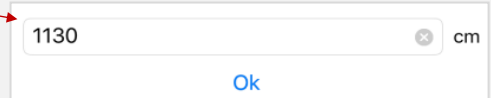
5 a



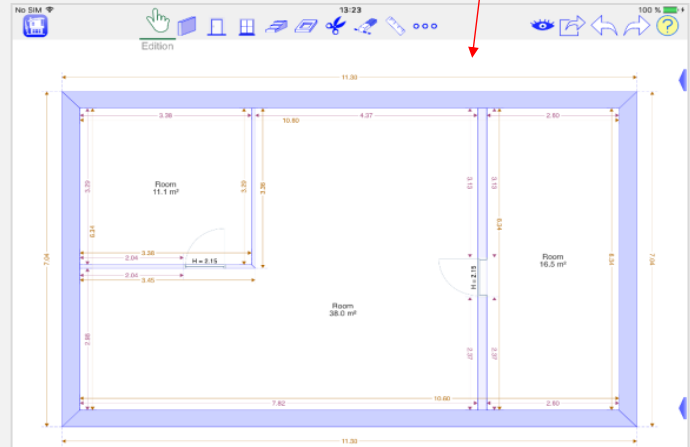
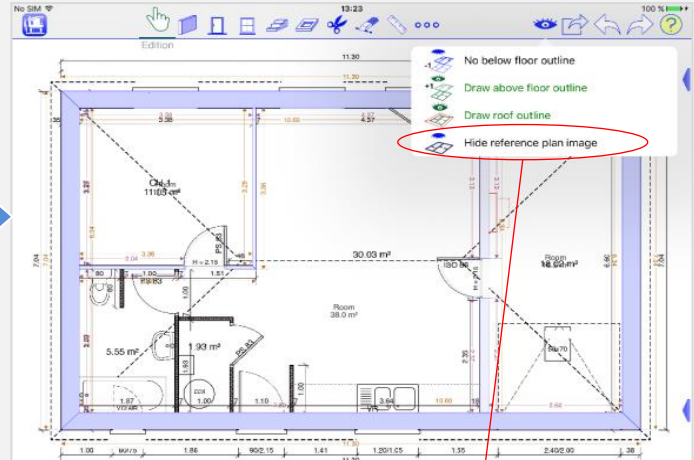
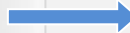
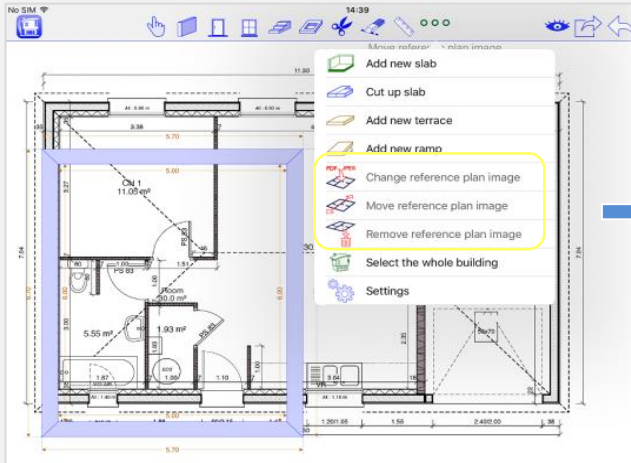
double tap

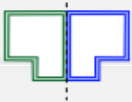
5 b

Adjust dimension value

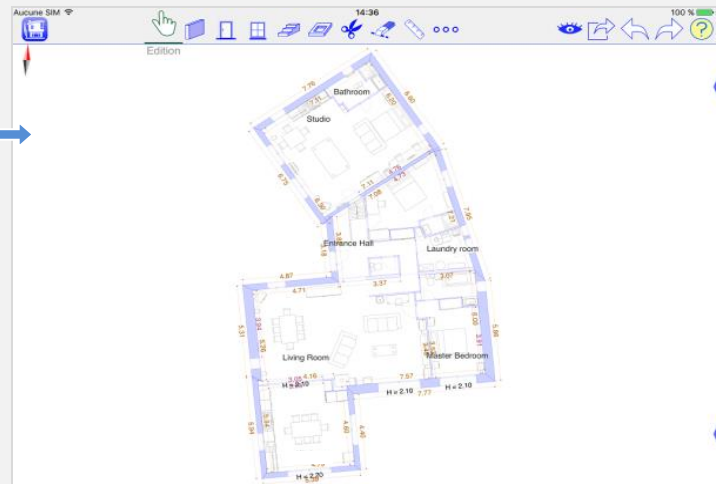
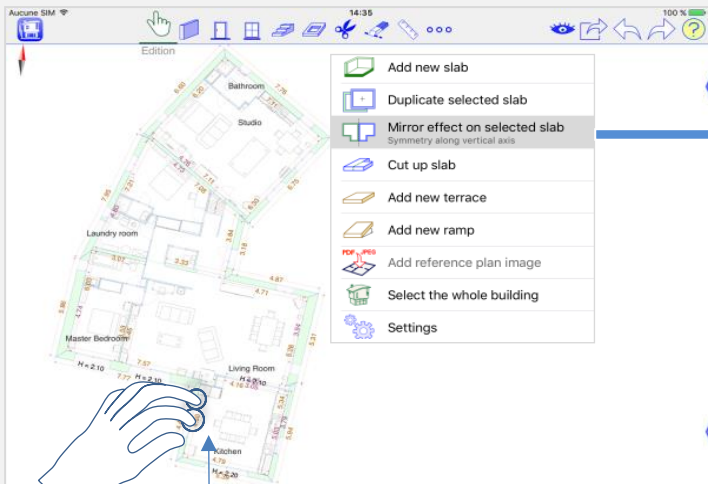








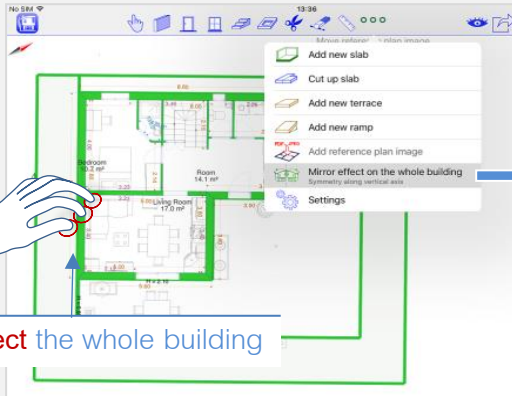
# Mirror effect On a slab



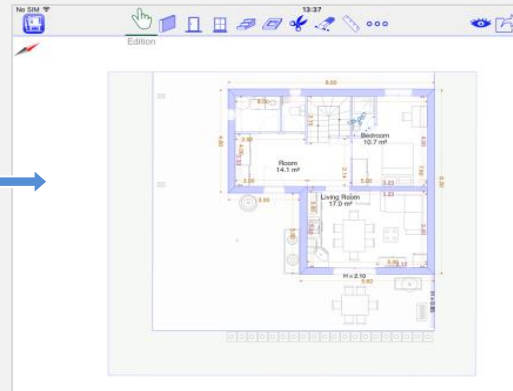
Select the slab to mirror

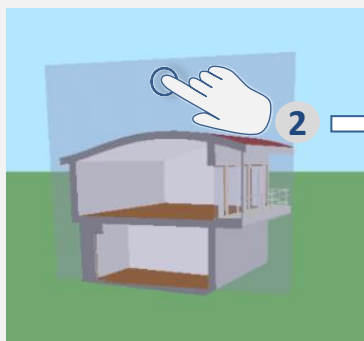
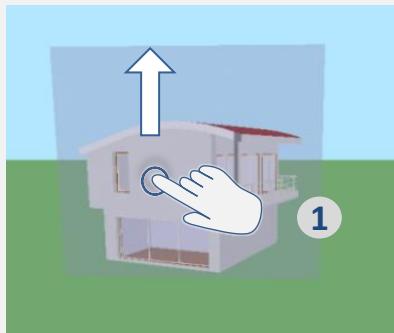
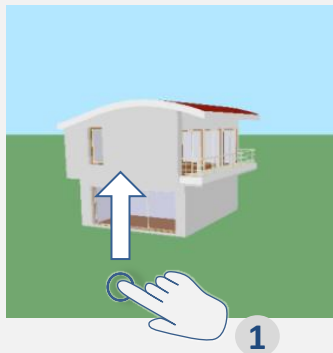
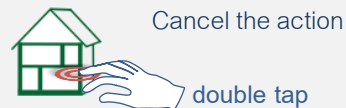


# Mirror effect For the whole building

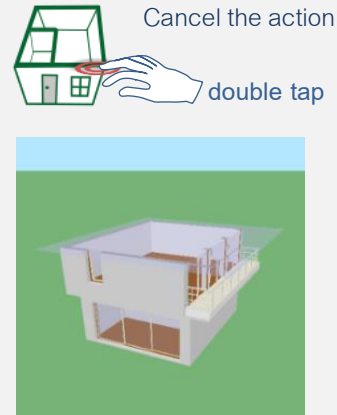
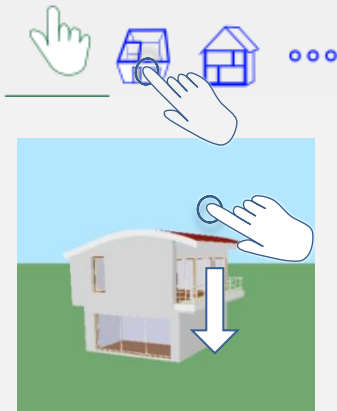


Select the whole building








- 1 Touch and hold at the bottom of the screen and then move your finger upwards
- 2 By moving your finger to the right or left, the cross sectional cut out can be pivoted



Move your finger: **up** or **down** to move the cut out


Options:



-  **Define preferred perspective**  
The current presentation will be used for plan generation.
-  **Select preferred perspective**  
Show 3D view with the preferred perspective.
-  **3D drawing options**




Saves the cut out

Returns to the saved cut out

 **3D drawing options**

Disable textures (use only solid colors)  
*This option greatly reduces energy consumption*

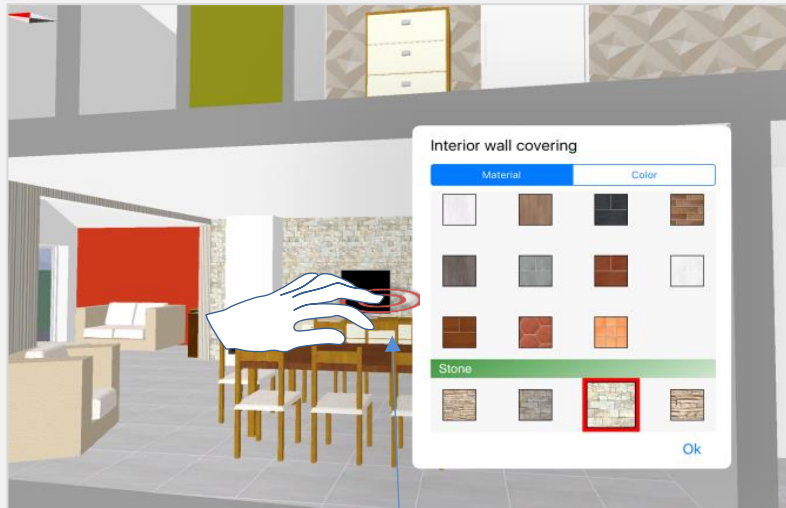
Building edge lines

*No edge lines added. Rendering is more natural but volumes are less visible.*

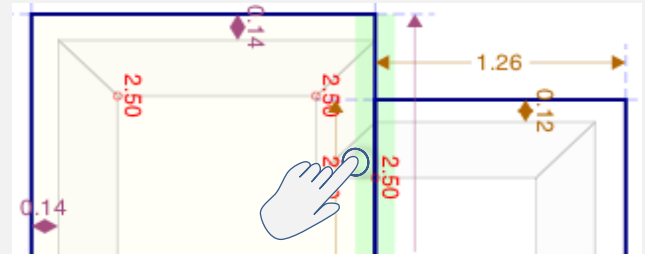
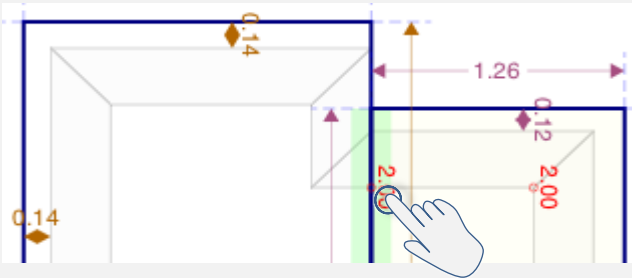
Ok

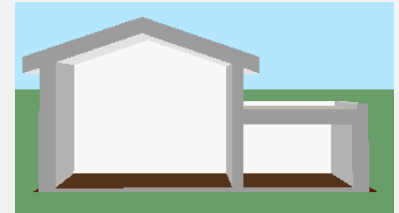
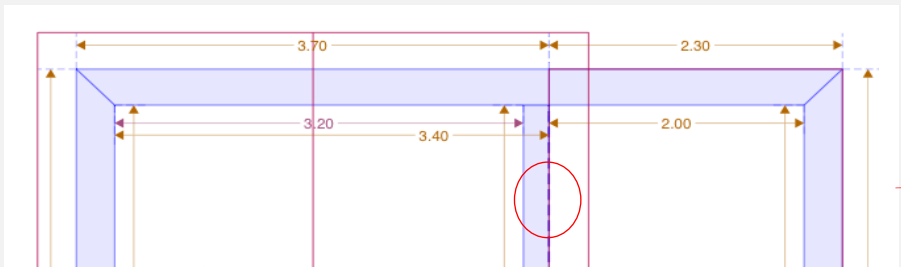
Change textures directly on 3D view  
Walls and Furniture




Double tap on interior, exterior walls or furniture

- The **roof** item can be selected, moved and divided using the same basic principles as for slabs
- Roofs are placed **directly** above the slab outline
- The roof will adjust **automatically** to the height of the walls. The height is defined in the slab properties (**double tap** on the slab),
- When two roof outlines are placed on top of each other, **tap** slightly to the side of the roof you want to modify to select the required outline






 Slab properties

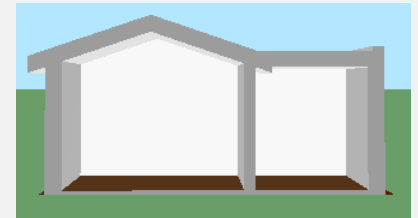
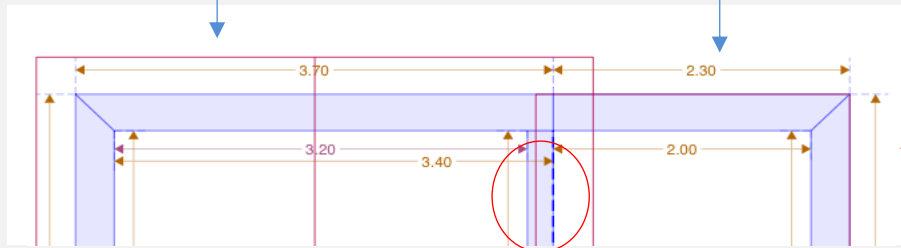
Minimum ceiling height

$H_{\min}$    cm

 Slab properties

Minimum ceiling height

$H_{\min}$    cm



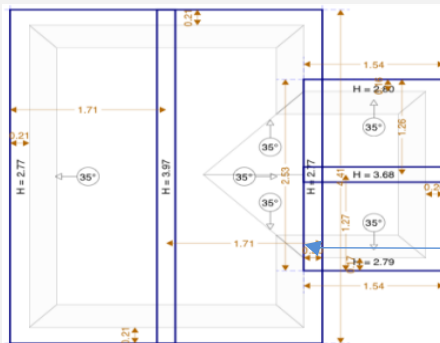
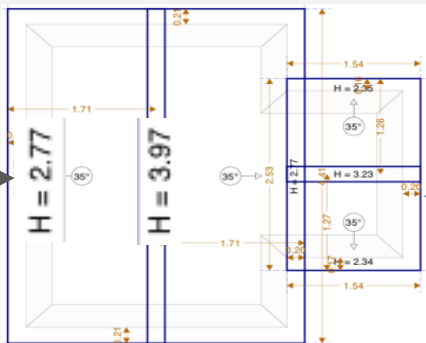
The roof line will cover the highest wall, therefore the roof will be placed on the highest wall

**Tip:** ceiling height indicators displayed in red can help position the roof (see next slides)











H= height from ground level



1

-  **Standard roof**  
Gable or hipped regarding ridge end position
-  **Joined roof**  
Joins nearest sloped roof
-  **Hipped roof**  
Multiple hips between ridge end and corners

2

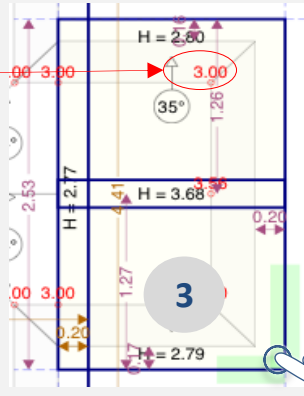
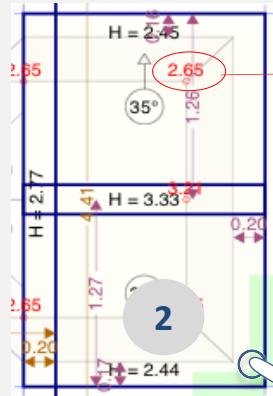
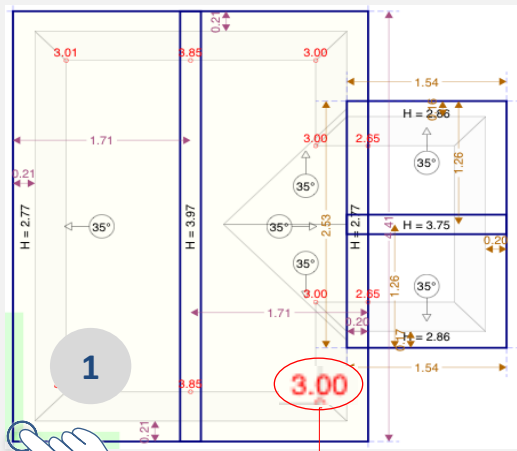
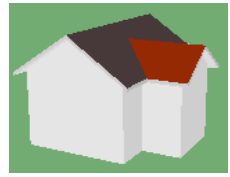
-  **Standard roof**  
Gable or hipped regarding ridge end position
-  **Joined roof**  
Joins nearest sloped roof
-  **Hipped roof**  
Multiple hips between ridge end and corners

- 1 Open the « **Roof** » dialog box (**double tap** on the roof item)
- 2 Select « **Joined roof** » on the side of the roof to join to the main roof (in the above example this is « left »)

**Info:** if the ridge tile height of the roof to be joined is too high or too low, the join is not possible. In this situation,

use the roof dialog box and modify the following option:

**Δh: Vertical shift (+/-)**  **cm**

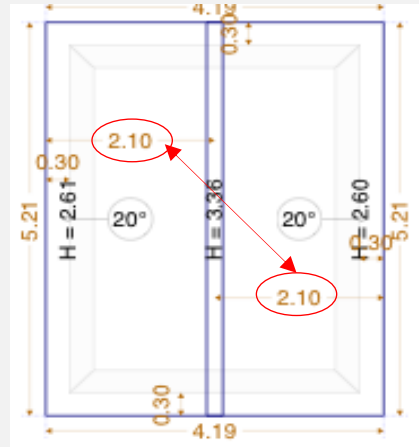
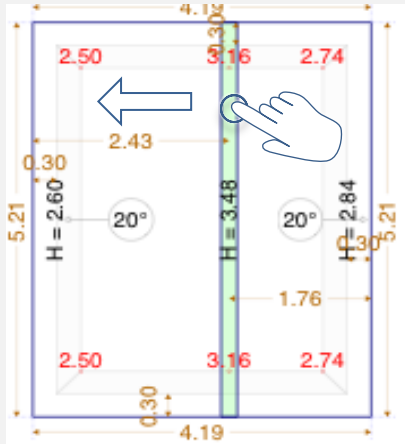
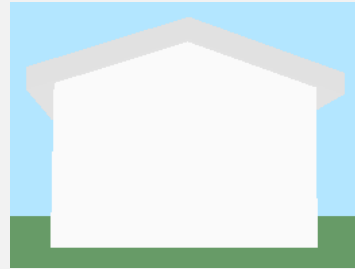
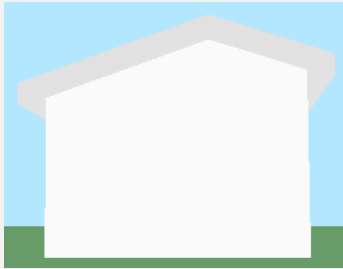


Δh: Vertical shift (+/-)  cm

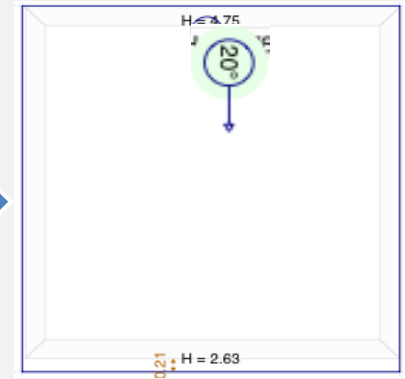
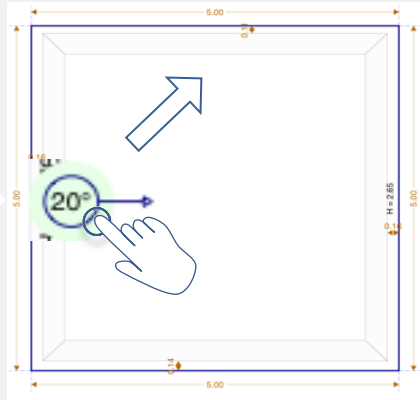
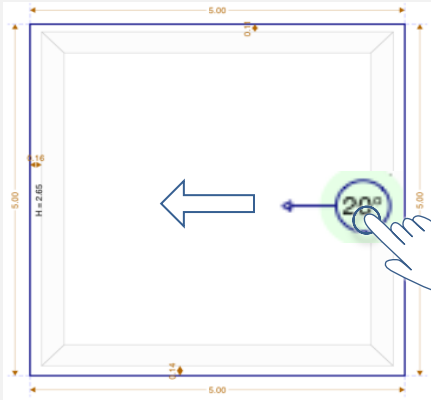


Δh: Vertical shift (+/-)  cm

- 1 Select the reference roof (the roof at the correct height) and find the red value (3.00 in this example)
- 2 Select the roof you want to adjust: find the red value (2.65), calculate the difference between the values (35 cm)
- 3 Insert this value into the roof dialog box for the roof you want to adjust: (+ and – values can be used)

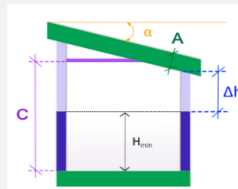


The ridge is centered precisely and **automatically**



(double tap on the roof item)

To change the direction of the slope, **drag the indicator** to the required edge



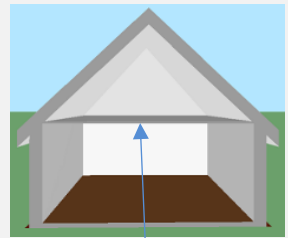
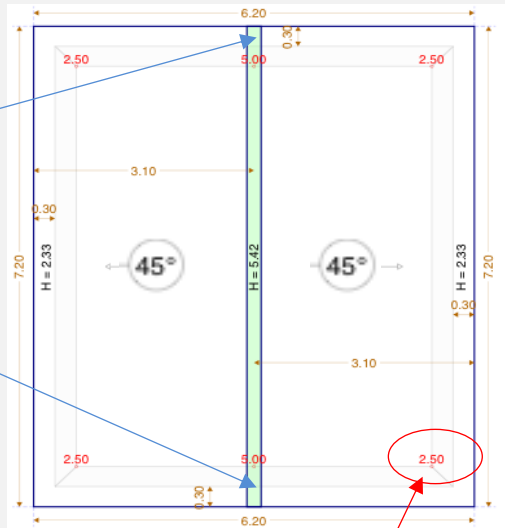
**Top ridge end type**

- Standard roof**  
Gable or hipped regarding ridge end position
- Joined roof**  
Joins nearest sloped roof
- Hipped roof**  
Multiple hips between ridge end and corners

**Bottom ridge end type**

- Standard roof**  
Gable or hipped regarding ridge end position
- Joined roof**  
Joins nearest sloped roof
- Hipped roof**  
Multiple hips between ridge end and corners

**Delete this roof**  
(double tap on the roof item)

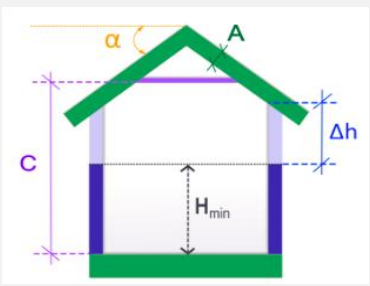


Indicates the interior height

A flat ceiling will not be assigned this value

**C: Create flat ceiling**

**C: Flat ceiling height** 250 cm



**Roof slope**

$\alpha$  45 Deg 100 %



### Top ridge end type

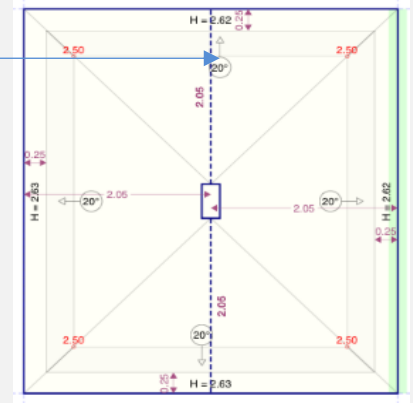
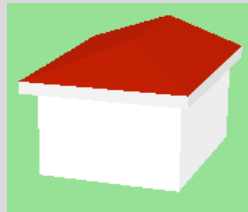
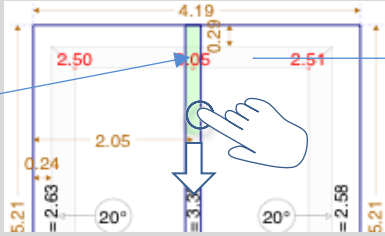
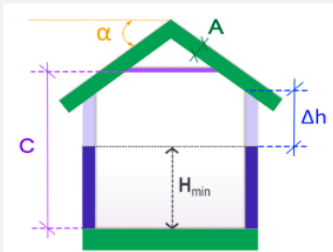
- Standard roof**  
Gable or hipped regarding ridge end position
- Joined roof**  
Joins nearest sloped roof
- Hipped roof**  
Multiple hips between ridge end and corners

### Bottom ridge end type

- Standard roof**  
Gable or hipped regarding ridge end position
- Joined roof**  
Joins nearest sloped roof
- Hipped roof**  
Multiple hips between ridge end and corners

Delete this roof

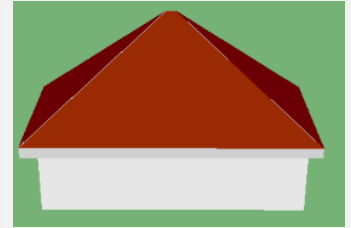
(double Tap on the roof item)



**Info:** Select « Hipped roof » to vary the roof slope at the gable end

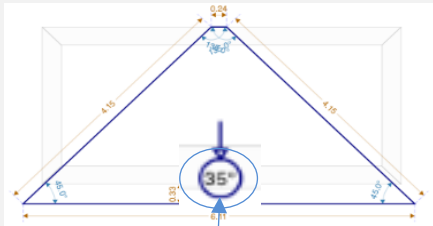
For special cases, construct the roofs with a simple slope between them.

For example:

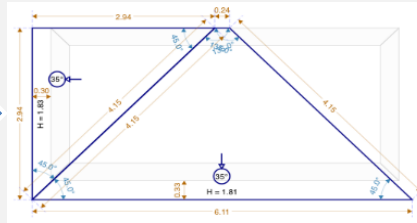


Place 3 roof items on the design and modify them as appropriate to achieve the required shape.

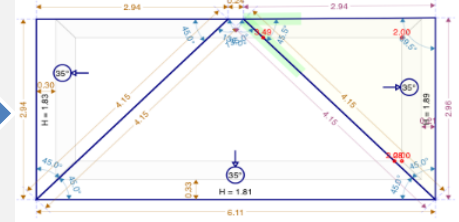
1



2



3



When the top of the roof is not parallel to the base line, move the slope indicator towards the base of the roof and indicate (using a **negative** value) the angle of slope that is required.

**Roof slope**

α

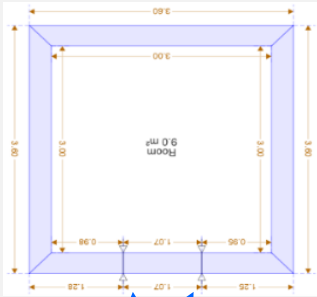
Deg

%

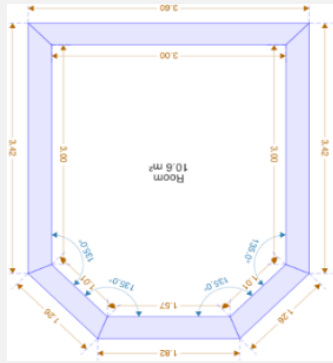
(double tap on the roof item)



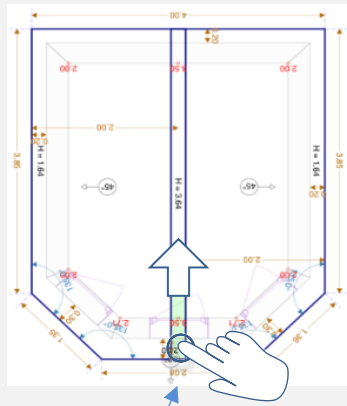
1



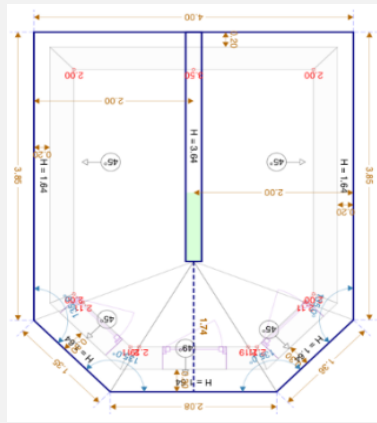
2



3



4



	<b>Standard roof</b> Gable or hipped regarding ridge end position
	<b>Joined roof</b> Joins nearest sloped roof
	<b>Hipped roof</b> Multiple hips between ridge end and corners

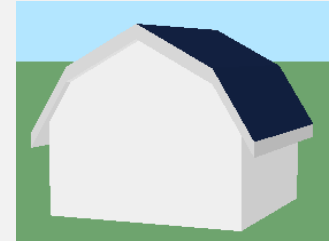


(double tap on the roof item)





Up side slope				
$\alpha$	30	Deg	57.74	%
$\alpha 1$	60	Deg	173.21	%

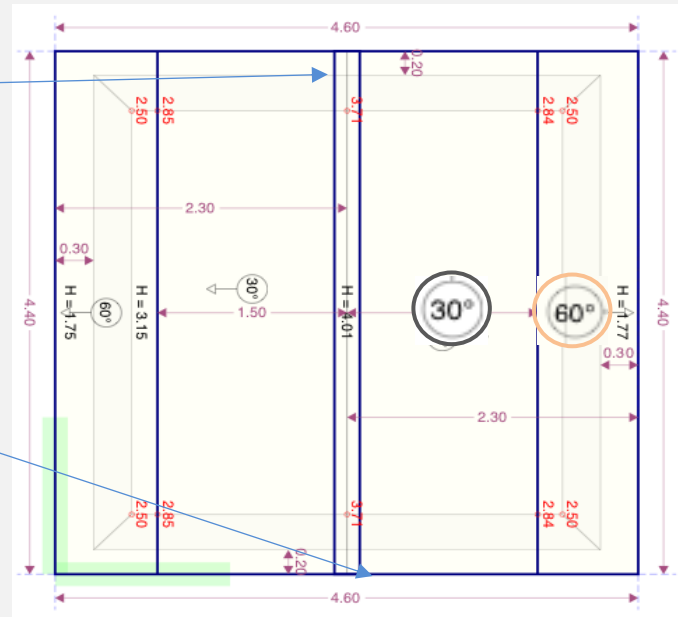


**Left ridge end type**

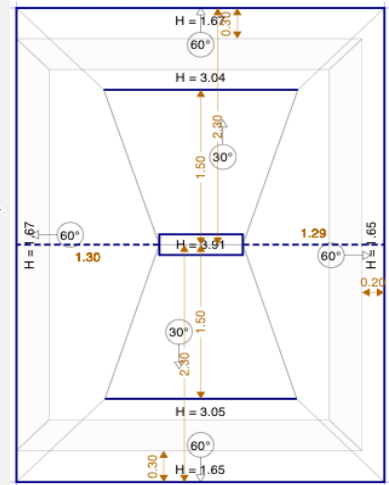
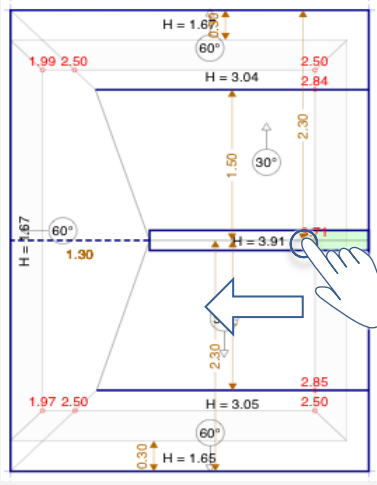
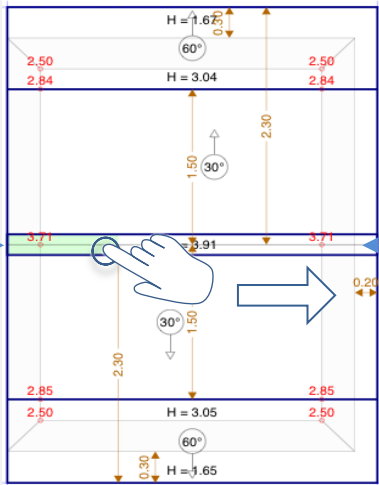
- Standard roof**  
Gable or hipped regarding ridge end position
- Joined roof**  
Joins nearest sloped roof
- Hipped roof**  
Multiple hips between ridge end and corners

**Right ridge end type**

- Standard roof**  
Gable or hipped regarding ridge end position
- Joined roof**  
Joins nearest sloped roof
- Hipped roof**  
Multiple hips between ridge end and corners



(double tap on the roof item)



### Left ridge end type



#### Standard roof

Gable or hipped regarding ridge end position



#### Joined roof

Joins nearest sloped roof



#### Hipped roof

Multiple hips between ridge end and corners

### Right ridge end type



#### Standard roof

Gable or hipped regarding ridge end position



#### Joined roof

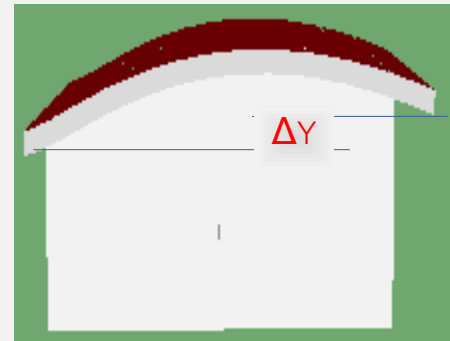
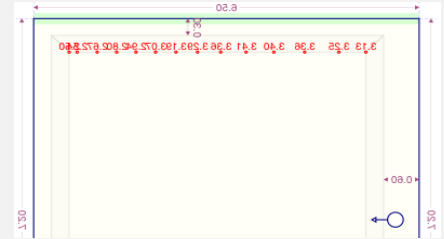
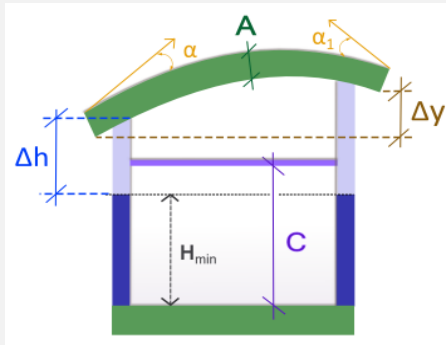
Joins nearest sloped roof



#### Hipped roof

Multiple hips between ridge end and corners





### Curve definition vectors

$\alpha$	19	Deg	L	201	cm
$\alpha 1$	34	Deg	L1	232	cm

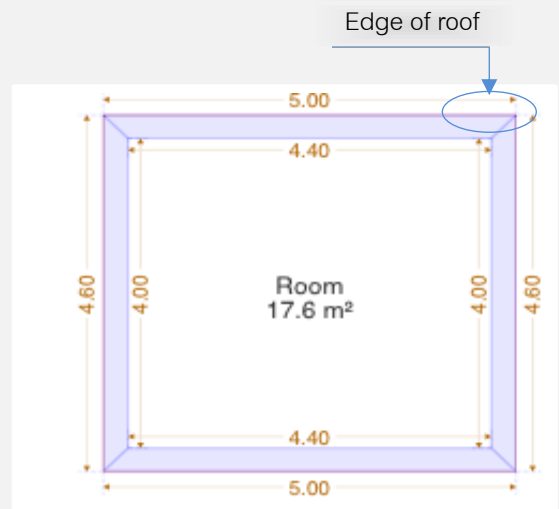
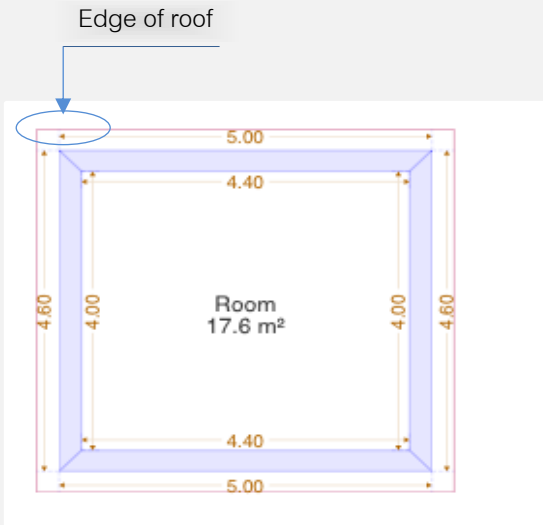
slope of the arrow



length of the arrow



**Info:** The higher the angle, the more the extremity of the roof is curved.  
 The longer the arrows, the more the general curvature is affected.  
 Try various values to achieve the roof you require.



With a parapet



Without parapet:  
zero height



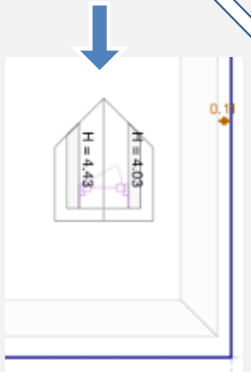
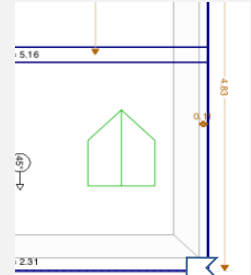
With a parapet



Without parapet:  
zero height

(double tap on the roof item)

### Roof dormers



#### Dormers and roof windows

##### Wall dormers



Shed dormer



Gabled dormer



Hipped dormer

##### Roof dormers



Shed dormer



Gabled dormer



Hipped dormer



Eyebrow

##### Other

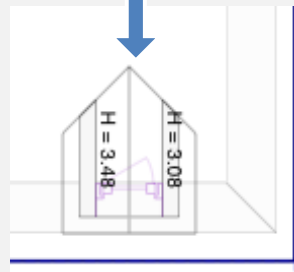
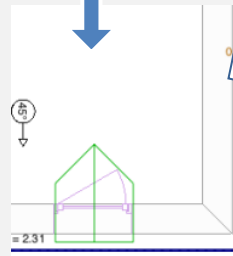
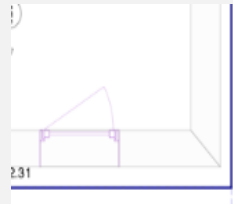


Roof window



Simple hole

### Wall dormers



#### Dormers and roof windows

##### Wall dormers



Shed dormer



Gabled dormer



Hipped dormer

##### Roof dormers



Shed dormer



Gabled dormer



Hipped dormer



Eyebrow

##### Other




Roof window



Simple hole

To place a roof window, select the type of window and set it to the desired location on the roof. The dimensions are changed by moving the lines of the drawing.



 **Roof dormer properties**

Slopes  
 deg.  %

Window(s)

Casement windows

- Single leaf, opens left
- Single leaf, opens right
- Double leaf**
- Sliding windows
- Double sash

Front face width  cm

Front eave  cm

Cheeks width  cm

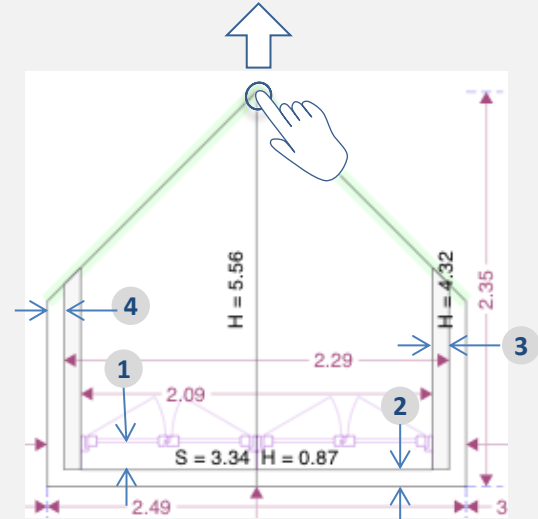
Side eaves  cm

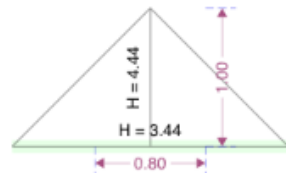
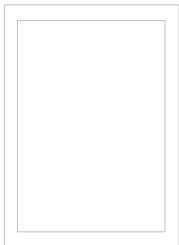
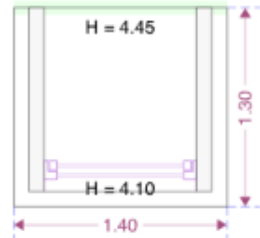
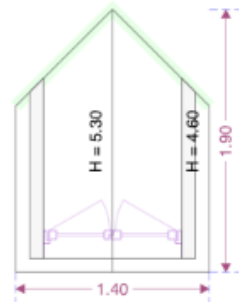
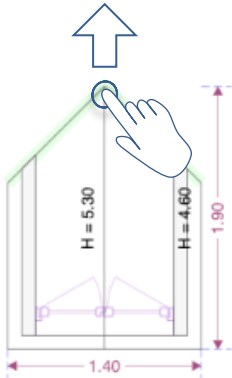
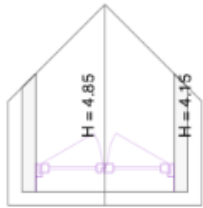
Roof thickness  cm

**Ok**

(double Tap on the roof item)

Selecting the type of windows







### Wall dormer properties

Slopes

45 deg. 100 %

Cheeks width 10 cm

Side eaves 10 cm

Roof thickness 15 cm

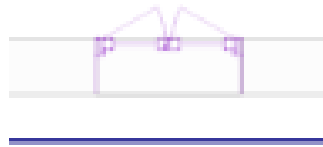
Extend roof cut to bottom

Ok

(double Tap on the roof item)

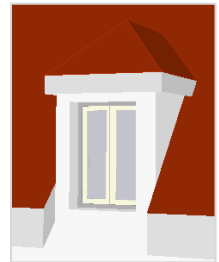
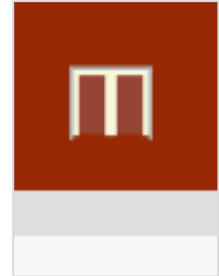
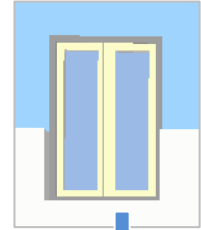
Placing a desired window on the wall of the top floor

Placing a main roof



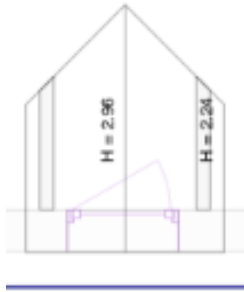
LH: Lintel Height

min: minimum height to incorporate window

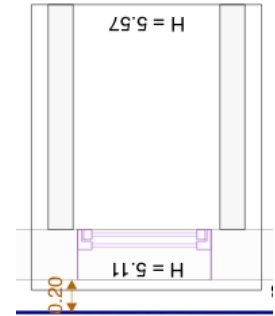


Extend roof cut to bottom





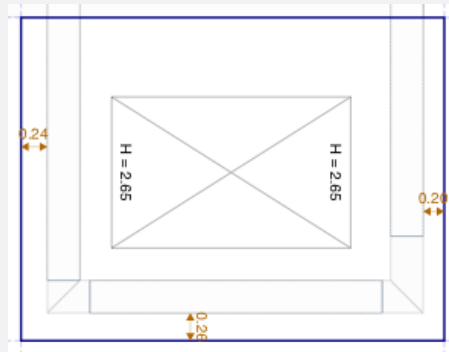
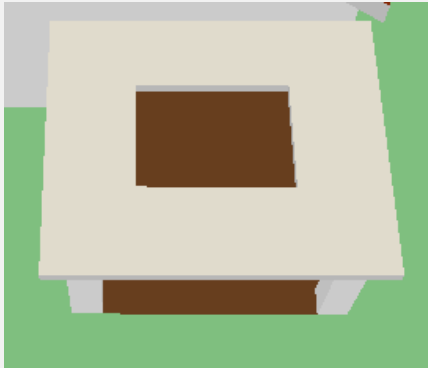
Extend roof cut to bottom



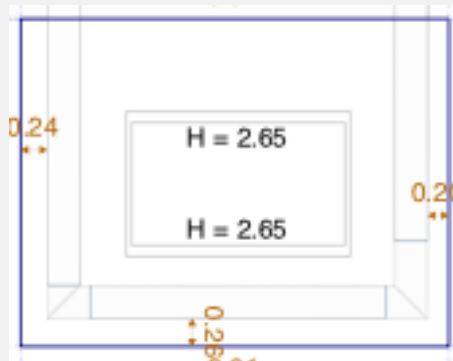
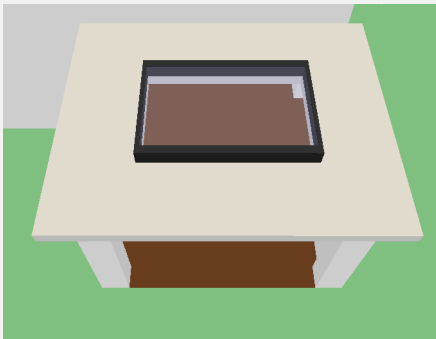
Extend roof cut to bottom



Opening in the roof slab

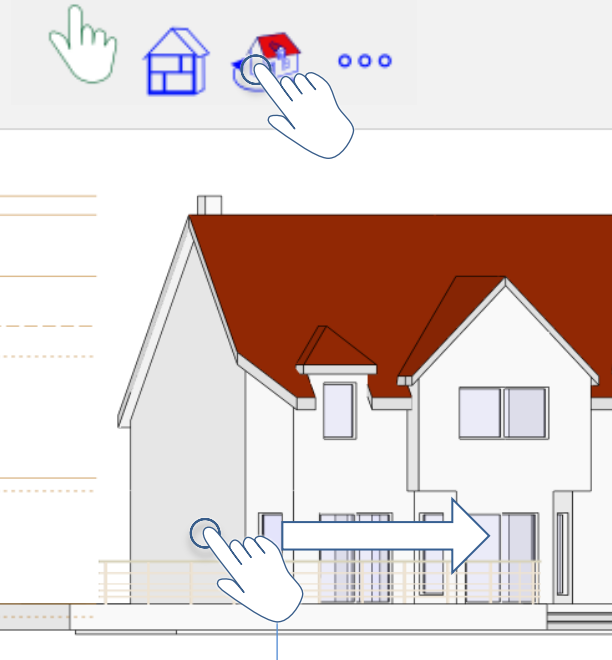


Placing a roof window



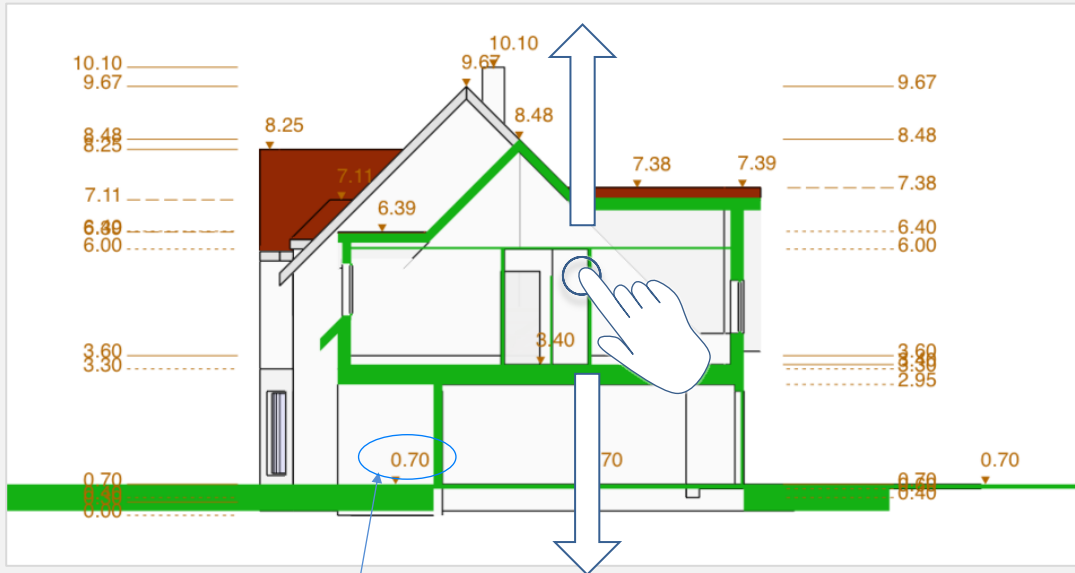


Select N – W – S - E elevation view



Rotate right or left if default building orientation does not match your needs




**Info:** Reference orientation is automatically adjusted to the building axis. You can use the Rotate function for custom angles.



Label of a slab elevation

Options:



- 
**Record angle and cross sections**  
 The current rotation and cross sections will be used for plan generation.
- 
**Select recorded angle and cross sections**  
 Show elevations using registered angle and cross sections
- 
**Settings**

Saves rotation angle and cross sections positions

Returns to the saved cut out



# Architectural Electrical Plans



0

1



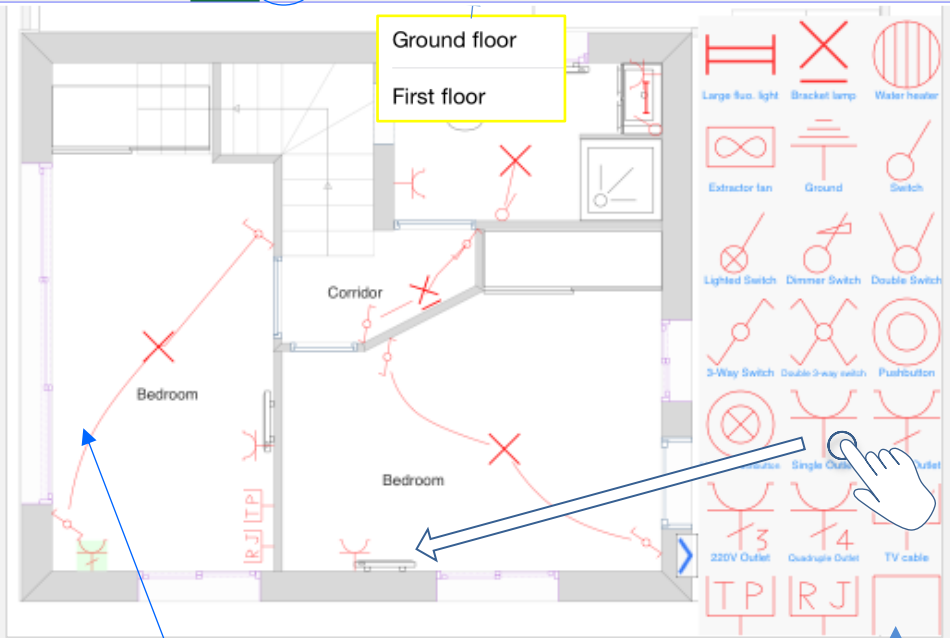
3D



93



Opérateur 14:09 100% First floor...



**Electric symbols**

Large fluo. light	Bracket lamp	Water heater
Extractor fan	Ground	Switch
Lighted Switch	Dimmer Switch	Double Switch
3-Way Switch	Double 3-way switch	Pushbutton
Single Outlet	Double Outlet	TV cable
220V Outlet	Quadruple Outlet	TV cable
TP RJ	RJ TP	Generic symbol

Large fluo. light	Bracket lamp	Water heater
Extractor fan	Ground	Switch
Lighted Switch	Dimmer Switch	Double Switch
3-Way Switch	Double 3-way switch	Pushbutton
Lighted Pushbutton	Single Outlet	Double Outlet
220V Outlet	Quadruple Outlet	TV cable
Telephone cable	Data cable	Generic symbol

Add lines

Options: Settings

Electric symbols  International  North America

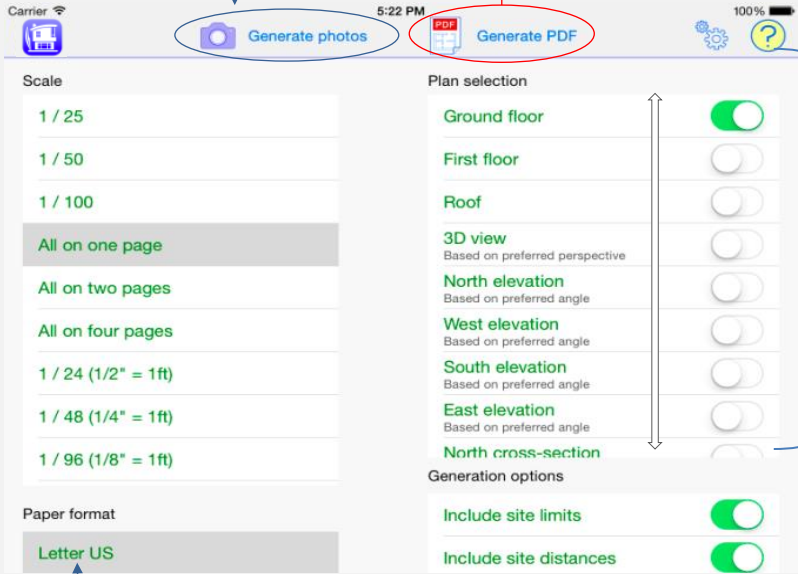
International  North America

**Info:** Architectural Electrical Plans are available in « generate plans » screen







pictures are generated in the iPad's photo albums



Select elevations and cross-sections to generate. Cross-sections are based on positions saved in elevation preferences. Orientations where no cross section is registered are not generated.

Elevation menu Option   
 Record angle and cross sections  
The current rotation and cross sections will be used for plan generation.  
Same for 3D view

select the paper size and scale.  
The plan may be contained on several pages



DXF File successfully generated.

Select the DXF file destination:

Send in E-mail   Store in the Cloud   Open (Preview, print...)   Cancel and delete

Carrier 12:08 PM 100%

**Generate DXF**

**Plan selection**

- Basement
- Ground floor**
- First floor
- Second floor

**DXF file name**

House  ←.dxf

**Compact DXF**

*Generate a compact DXF. The resulting file is smaller but it may be rejected by some apps.*

**Include terraces and balconies**

**Include furniture**

**Include electrical symbols**

**Include roof outline**

**Include site plan**

**Dimensions**

**DXF Units**

Name the DXF file

Choose de settings