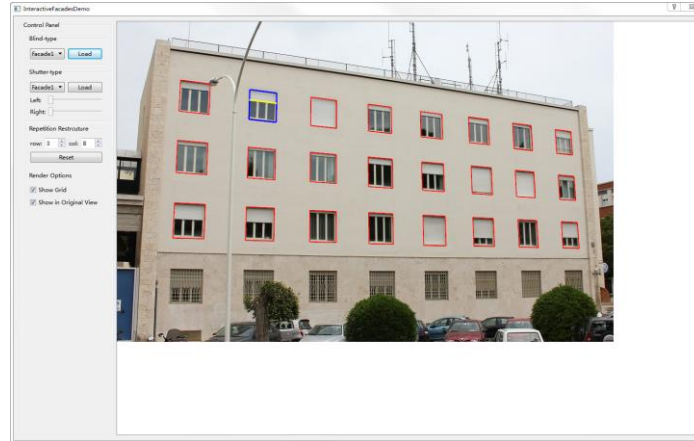


Interactive Facades

Submission ID: 1214

This is a very short manual for demo program: *Interactive Facades*. The software has been tested on machines with Windows 7 (32/64 bit) operating systems.



[Blind-type Facades]

Step 1: Load test cases

Go to 'Blind-type' group box, select a test case from the drop box, and then press 'Load'

Step 2: Interactive synthesis

- Select window element: move mouse on façade and press left button on window
- Change blind parameter: move mouse on yellow line (blind bottom) then press left mouse button and drag up/down
- Relocate window element: move mouse in selected window (but not on yellow line) then press left mouse button and move around

[Shutter-type Facades]

Step 1: Load test cases

Go to 'Shutter-type' group box, select a test case from the drop box, and then press 'Load'

Step 2: Interactive synthesis

- Select window element: (same as blind-type)
- Change shutter rotation angle: in 'Shutter-type' group box, drag the slider with label 'Left' to rotate left shutter and use the other slider for right shutter

[Repetition Re-structure]

Change the number of row/column of the repetition structure using two spin-boxes. Please note that if the structure doesn't change, it means the number exceeds the limit, please decrease. You can press 'Reset' to go back to the original structure. We disable this for some facades due to complicated background, which leads to visually weird results ☺

[Render Options]

- Check/uncheck 'Show Grid' to show and hide grid structure visualization
- Check/uncheck 'Show in Original View' to do the user interaction in original view

(You may also refer to video for interaction of GUI. Thanks!)