c a d s u p p o r t o n l i n e . c o m

issue 0802

Welcome to this issue of the cadsupportonline user group. This manual is designed to work like a user group meeting. There is a main workshop topic, then a page of general questions and answers, finally 2 extended movies showing tips or techniques.

Workshop Topic
Setting up a Kitchen Plan

I wrote a Kitchen Design manual some years ago and it needs updating. I thought this would be a good place to update the manual.

Even if you are not interested in the design of kitchens you might learn something from the way I carry out this exercise. We will be using the base cabinet and other cabinet objects and we will make our drawings using Section viewports.

Q & A
How can I export symbols to my office library?

In VectorWorks 12 this is not possible but in VectorWorks 2008 we now have an export function.

Extended Podcast 054

I have made a movie where I discuss options for using layer and classes.

Extended Podcast 055

How to use VectorWorks for presentation applications like a business card or a calendar.

News

Drawing a Kitchen Plan

In this workshop we will be setting up a kitchen plan. We will use the cabinet objects in VectorWorks. These are only available if you have VectorWorks Architect or Designer. Most of the techniques I use will be suitable if you are using VectorWorks 12 or VectorWorks 2008.

Even if you are not interested in kitchen design, or if you use a different cabinet design package, you should learn something from the techniques I use. I will be using the standard Architect workspace for this workshop.

Step 1 - Draw the Walls

If you are drawing a new kitchen in a new house then you should have a plan with all the doors and windows in place.

If you are renovating an existing kitchen you will have to draw all the existing walls, doors and windows. You wouldn't want to put a cabinet where there is a window, would you?

So we need to draw the existing kitchen. We will use walls, then add the doors and windows.

A really quick way to draw the existing kitchen is to draw the shape of the kitchen using rectangles or polygons, then draw the walls around. This is not the only way to do this,but it is quick to draw the walls first. It really depends on how you like to work.

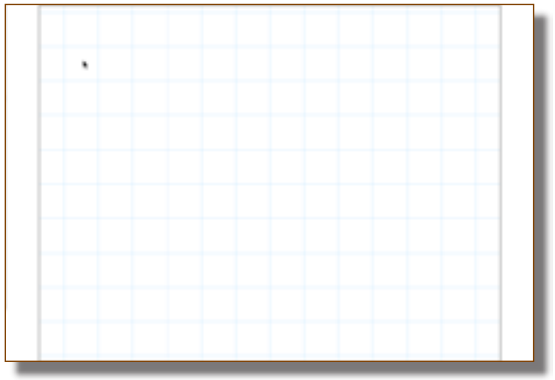
cadmovie151

Another quick way to draw the walls is to use the wall tool in 3D to draw the walls. This method is fast and accurate, but it is not easy to place the doors and windows accurately.

cadmovie152

We need to draw the walls for our kitchen.

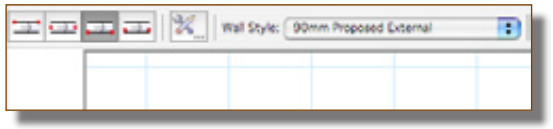
- Start a new file.
- Set the units of the file and the scale of the layer to suit, or use your template file. I have used a file with metric units and a layer scale to 1:50.



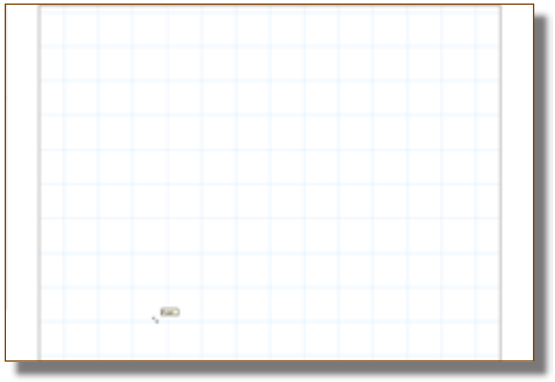
cadmovie153

- Go to the **Building Shell** toolset.
- Choose the **Wall** tool.

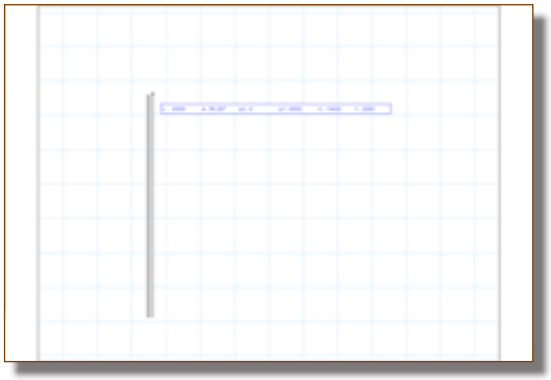
- Go to the **Mode Bar.**
- Choose the **3rd** mode. This will set the wall control line to the inside of the kitchen.



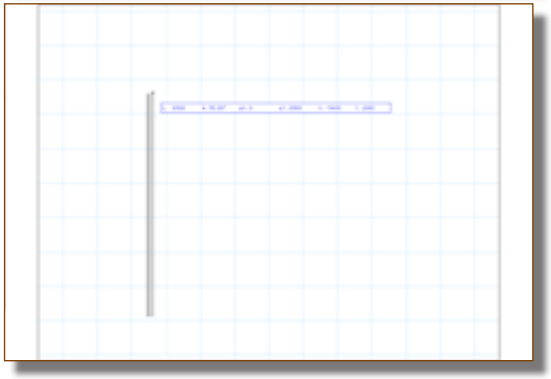
- Start at the bottom of the screen.
- Click once.



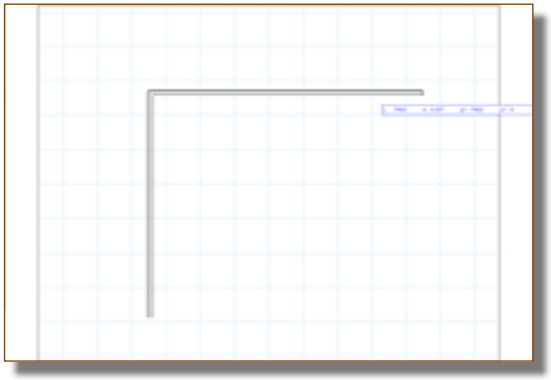
- Move up the page. Make sure your wall is at least **4500mm (14.7')** long.



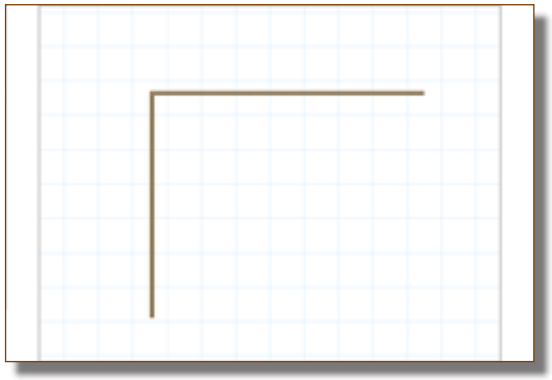
- Click once. We are drawing a simple corner kitchen. If you were drawing a complex kitchen you would use the sizes you measured on site.



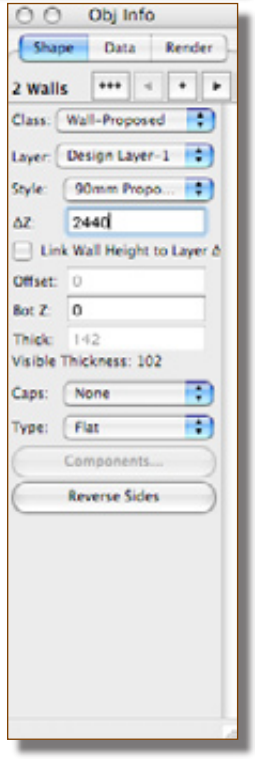
- Move across to the right.



- Double click to finish the walls.

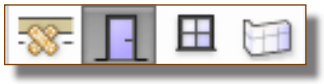


- Go to the **Object Info Palette**.
- Turn **Off** the option to **Link Wall Height to Layer ΔZ**. This option is useful if you set your layer heights correctly. For a simple drawing like this one I would not worry about setting up the layer heights. It's easy to set the wall heights for individual walls.
- Change the Wall ΔZ to suit the ceiling height you measured on site. In this case make the walls **2440mm (8')** high.

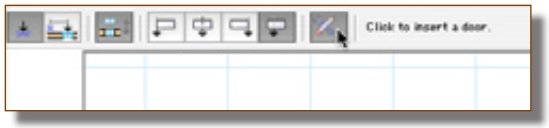


Step 2 - Place Doors and Windows

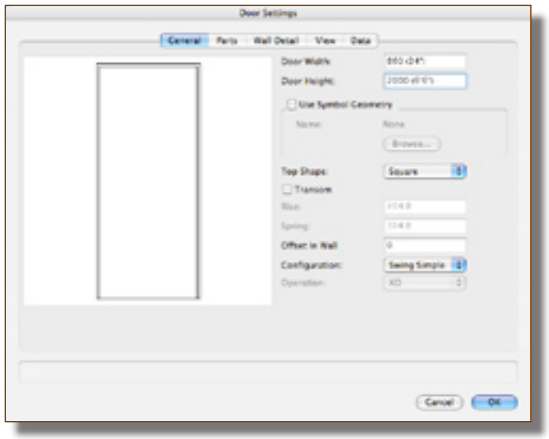
cadmovie154



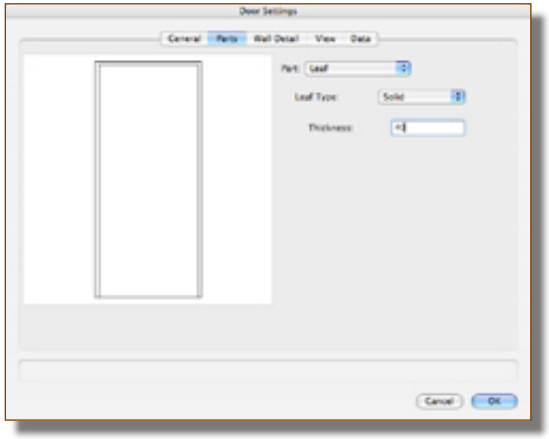
- Go to the **Building Shell** toolset.
- Choose the **Door** Object.



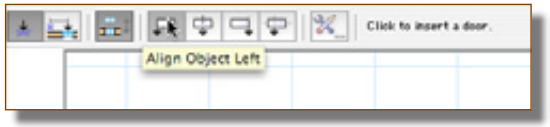
- Go to the **Mode Bar**.
- Click on the last mode. This mode sets the preferences for the door.



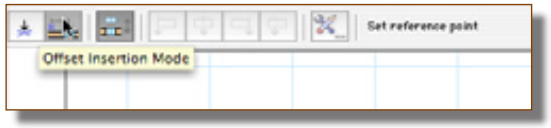
- Set the door width and height for the door. The sizes here refer to the leaf size of the door, not the overall size of the door and frame.



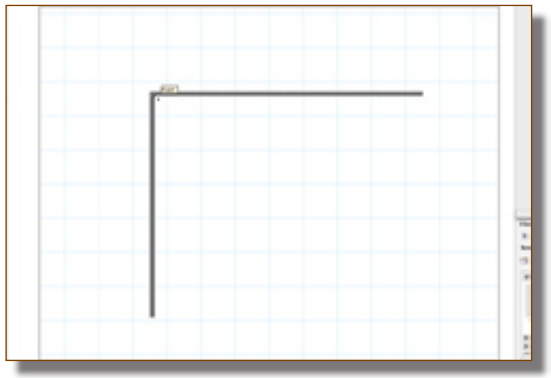
- Click on the **Parts** Tab.
- Choose the type of door leaf. I usually make the doors and windows very simple for an existing kitchen. This is so the client does not look too hard at the windows and doors. You really want them to focus on the Kitchen design.
- Click on the **OK** button.



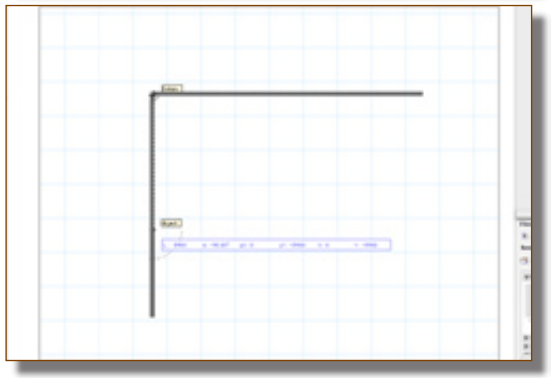
- Go to the **Mode Bar**.
- Click on the **4th** Mode.



- Go to the **Mode Bar**.
- Click on the **2nd** Mode. This mode allows us to insert the doors accurately.

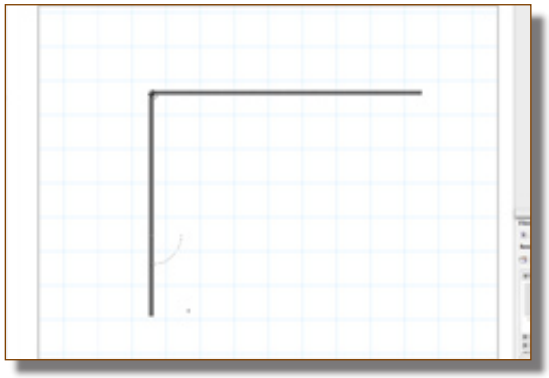


- Go to the Drawing area.
- Move to the internal corner of the 2 walls. This will become our reference point.
- Click once.

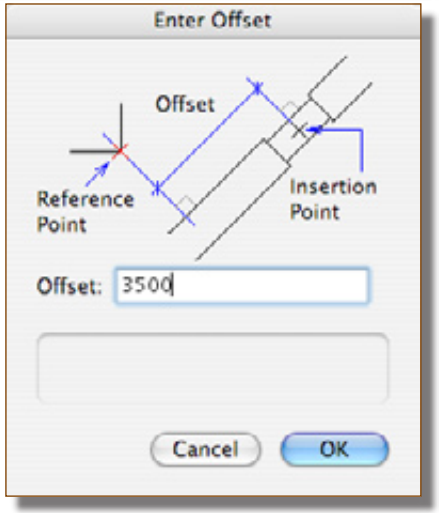


- Move down the wall.
- Click once.

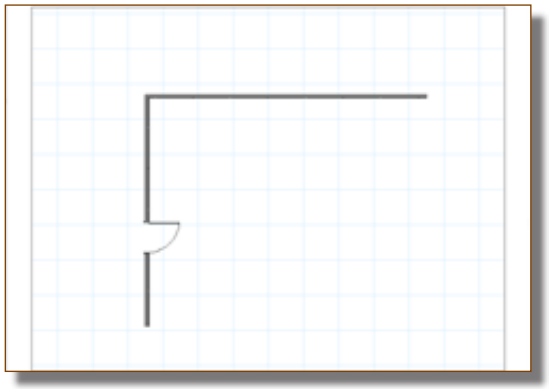
- Move into the kitchen and down.
- Click once. This sets the flip of the door but not the position. We get a dialog box to accurately position the door.



- This is the dialog box for the offset.
- Type in the distance from the internal wall to the start of the door.
- Click on the **OK** button.



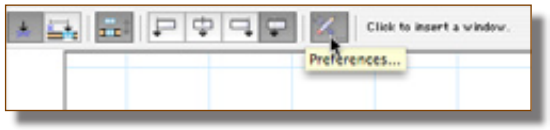
- VectorWorks places the door at the correct location.



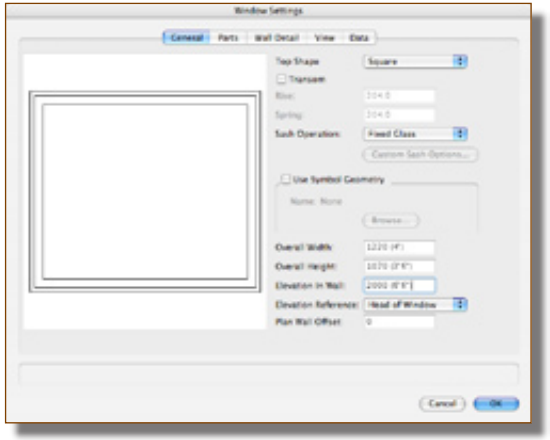
`cadmovie155`

- Go to the **Building Shell** toolset.
- Choose the **Window** Object.

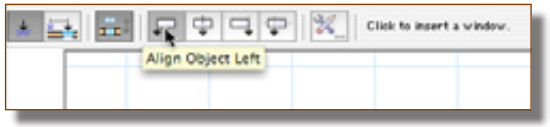
- Go to the **Mode Bar**.
- Click on the last mode. This mode sets the preferences for the window.



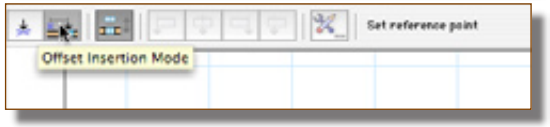
- Set the window width and height. The sizes here refer to the overall size of the window and frame.
- Click on the **OK** button.



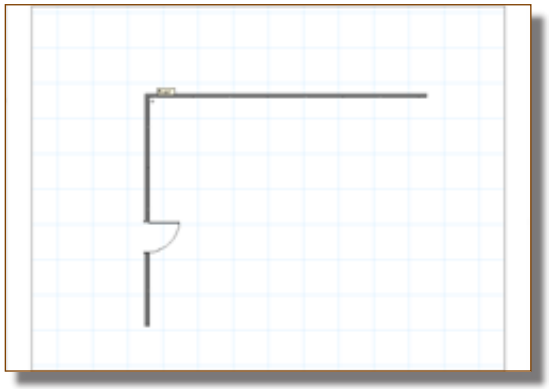
- Go to the **Mode Bar**.
- Click on the **4th** Mode.



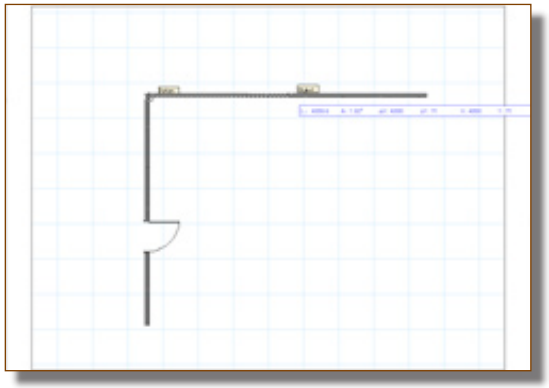
- Go to the **Mode Bar**.
- Click on the **2nd** Mode. This mode allows us to insert the windows accurately.



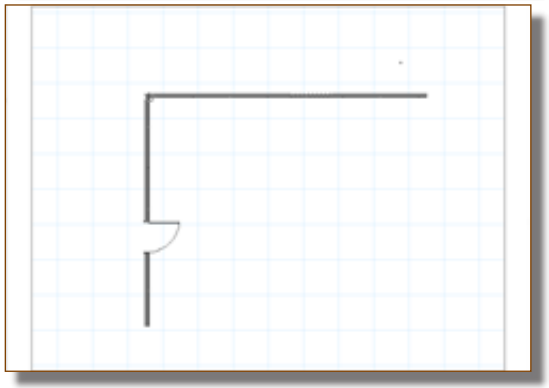
- Go to the Drawing area.
- Move to the internal corner of the 2 walls. This will become our reference point.
- Click once.



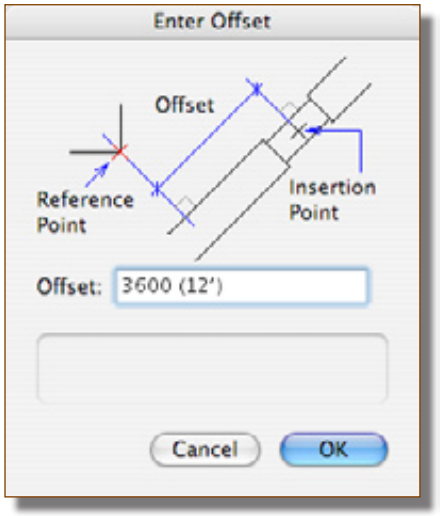
- Move across to the right.
- Click once on the wall.



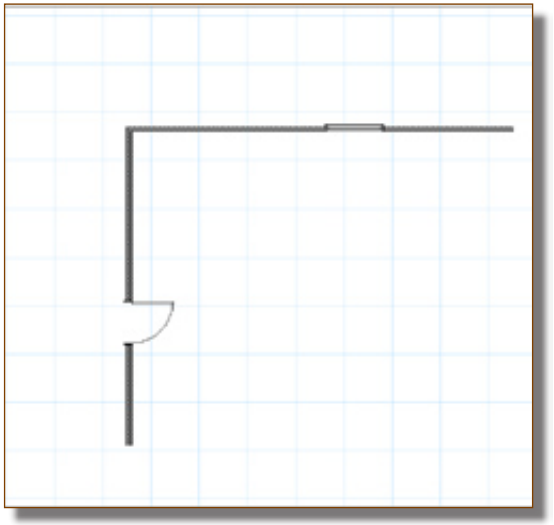
- Move to the right and move outside the kitchen.
- Click once. This sets the flip of the window but not the position. We get a dialog box to accurately position the door.



- This is the dialog box for the offset.
- Type in the distance from the internal wall to start of the window.
- Click on the **OK** button.



- VectorWorks places the window at the correct location.

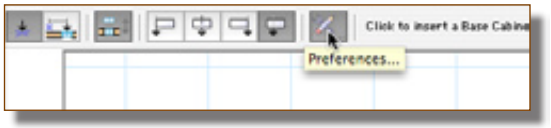


Step 3 - Place Corner Cabinet

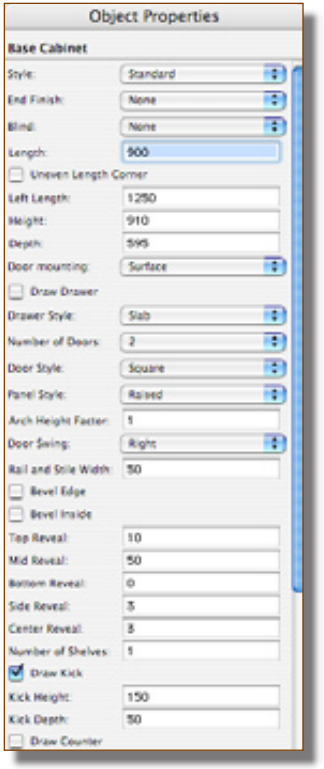
cadmovie156

- Go to the **Furn/Fixtures** toolset.
- Choose the **Base Cabinet** Object.

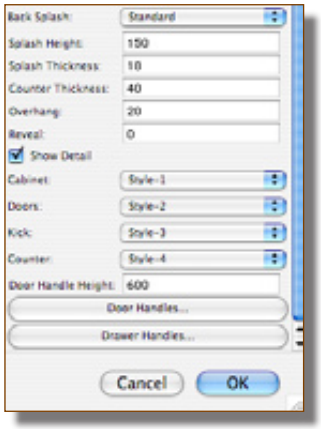
- Go to the **Mode Bar**.
- Click on the last mode. This mode sets the preferences for the base cabinet.



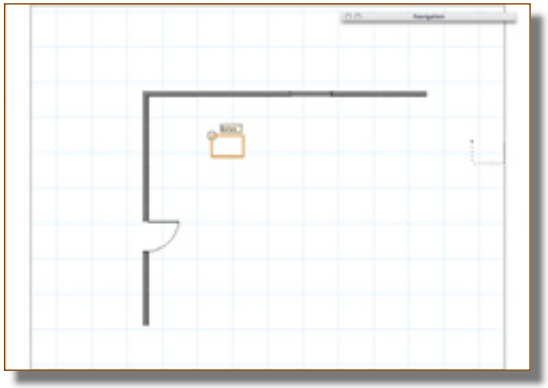
- Type in the settings for the base cabinet. There are a lot of settings on this dialog. If you set these to suit your construction, every cabinet you insert will have your settings. A few minutes spent here will save you a lot of time later on.
- Notice that I have chosen to turn off the counter (**Draw Counter**). I will use the counter object to add the counter.
- Click on the **OK** button.



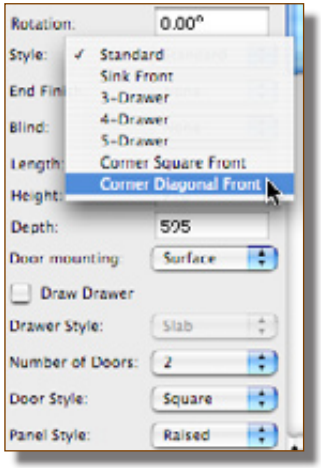
- If you scroll down you can choose some styles for the cabinet. These styles refer to the classes that are assigned to the cabinet. Using these class styles makes it fast and easy to change the textures or colours of the cabinets.
- Set the styles for the cabinet.
- Click on the **OK** button.



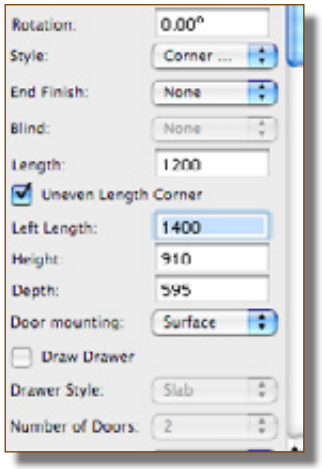
- Move into the drawing area.
- Double click to place a cabinet.



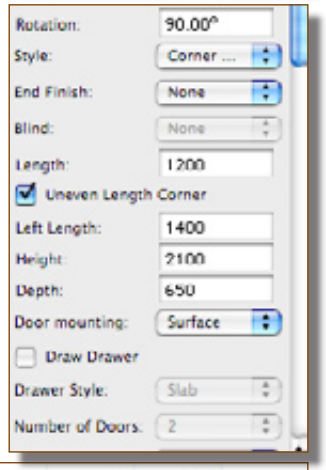
- Go to the Object Info Palette.
- Change the cabinet style to Corner Diagonal Front. We will use this to make a corner pantry (storage) unit.



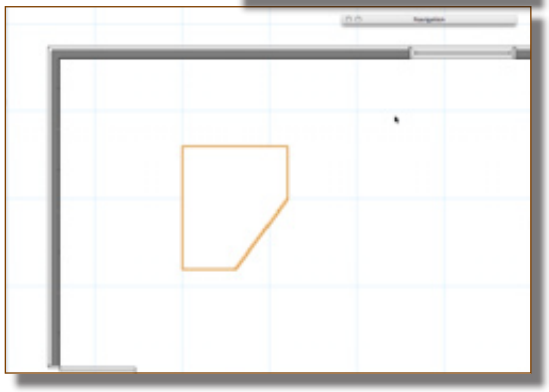
- Change the **Length** of the cabinet.
- Turn on the **Uneven Length Corner** option.
- Edit the **Left Length**.



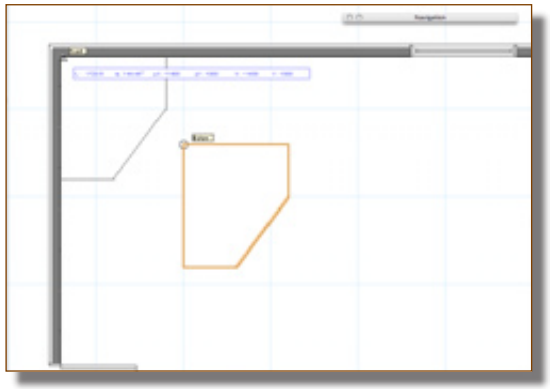
- Change the **Rotation** to **90º**.



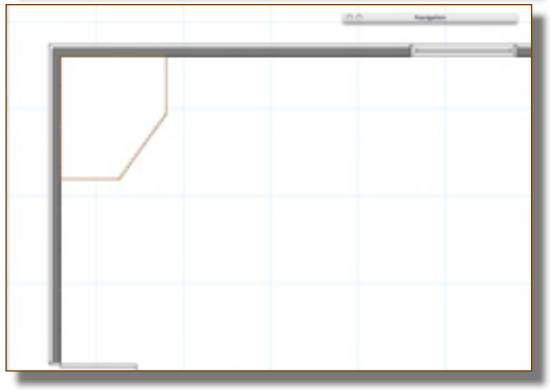
- Here is the corner unit.



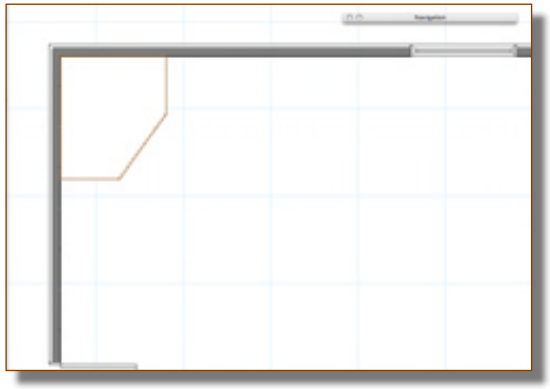
- Go to the **Basic** toolset.
- Select the **2D Selection** tool.
- Move to the top left corner of the cabinet.
- Click and drag the cabinet. When you start to drag you should see the snap cursor.



- Drag to the internal corner of the kitchen.
- Release the mouse button.



- The corner cabinet is in the corner.

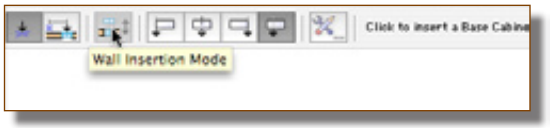


Step 4 - Place Straight Cabinets

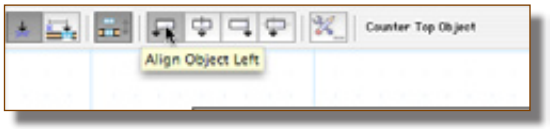
cadmove157

- Go to the **Furn/Fixtures** toolset.
- Choose the **Base Cabinet** Object.

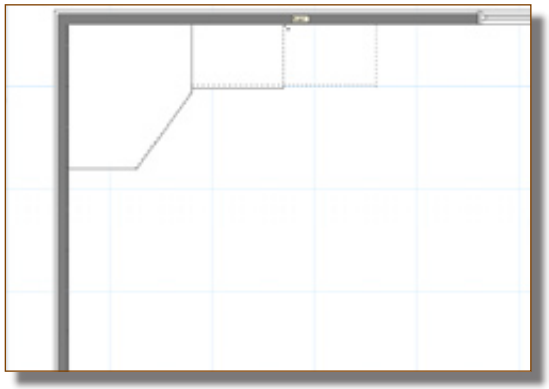
- Go to the **Mode Bar**.
- Turn off the 3rd mode. Turning off this mode will stop the cabinets jumping into the wall.



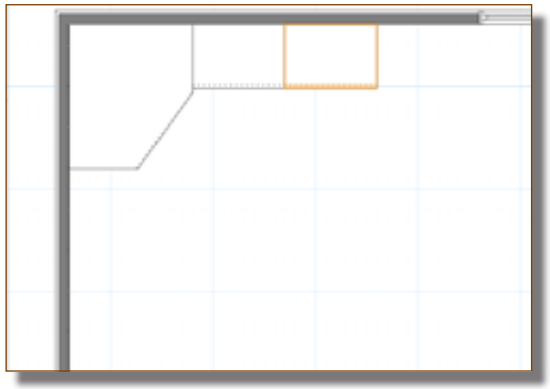
- Click on the **4th** mode. This mode will let you join one unit to the previous unit.



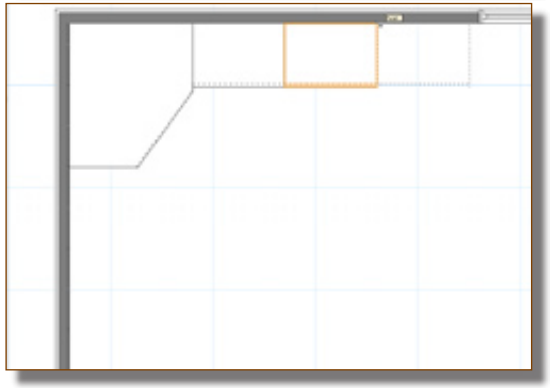
- Move to the right side of the corner unit.



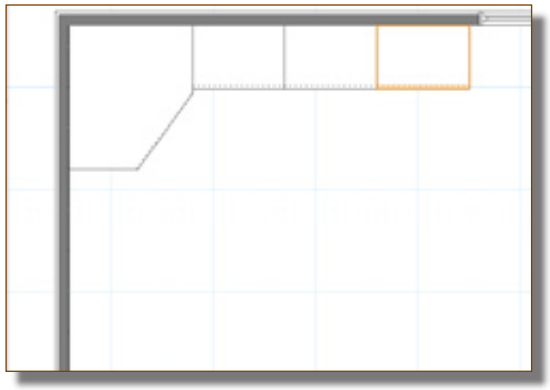
- Double click.



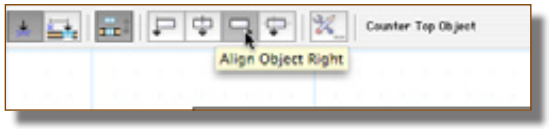
- Move to the right handside of the last unit.



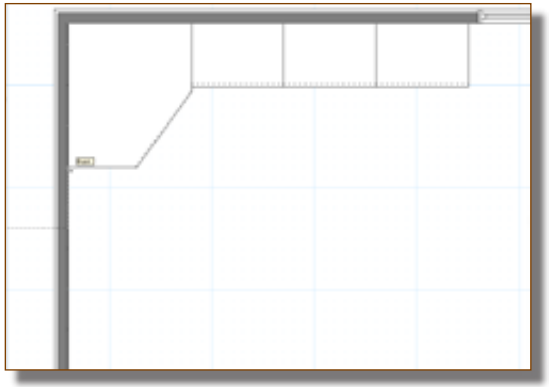
- Double click.



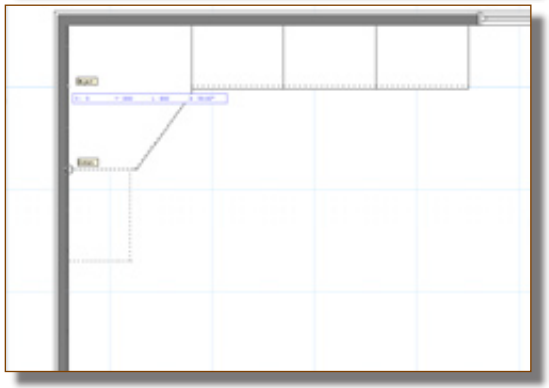
- Go to the **Mode Bar**.
- Click on the **6th** mode. This mode will let you join one unit to the previous unit, using the right side of the new unit.



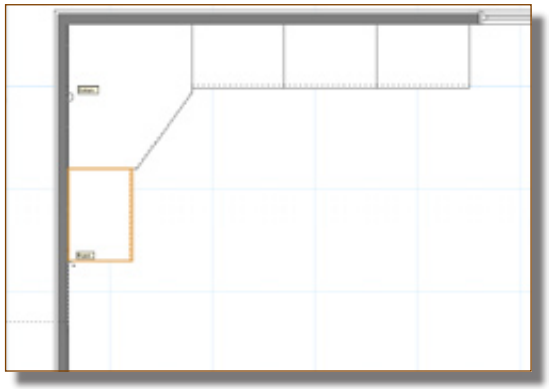
- Move to the bottom left of the corner unit.
- Click once.



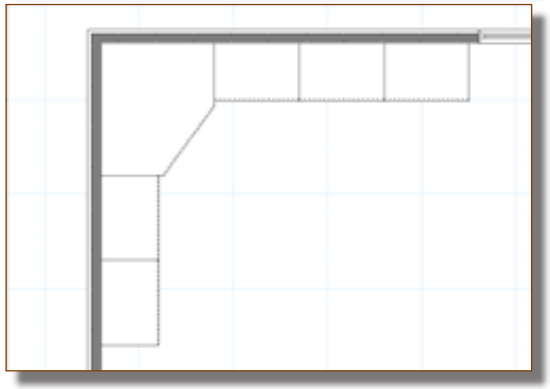
- Move up the wall.
- Click once.



- Move to the bottom left of the last unit.
- Click once.



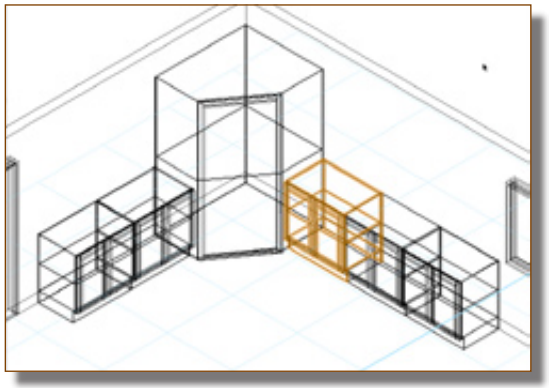
- Move up the wall.
- Click once. You could put in more units, just use the same techniques we have just used.



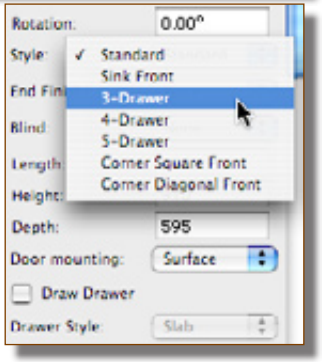
Step 5 - Edit the Cabinets

cadmovie158

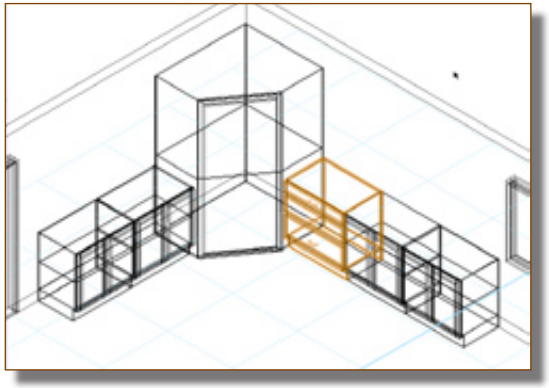
- Change to a 3D view. Key **3** on the numeric keypad is a 3D view, and it is quick to use.
- All your cabinets are standard, but we can change them.
- Select the cabinet next to the corner cupboard.



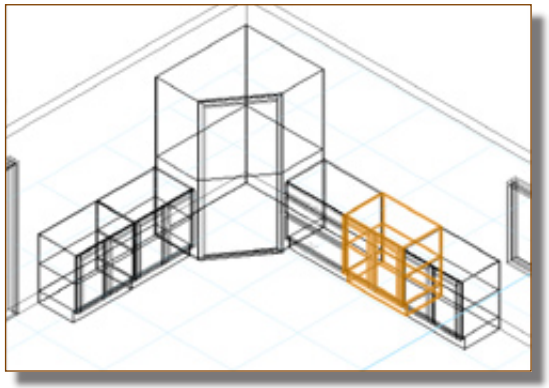
- Go to the **Object Info Palette**.
- Click on the **Style** pop-up menu.
- Choose **3-Drawer**.



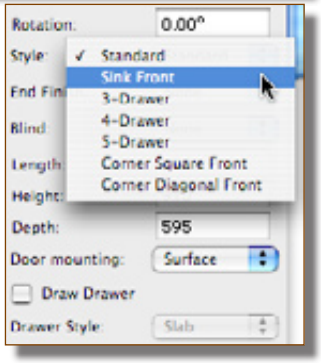
- You can see the changes to the cabinet.



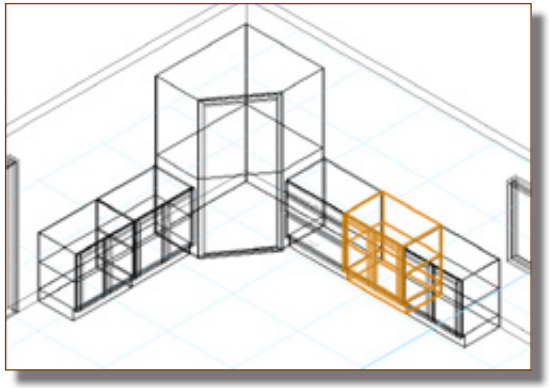
- Select the next cabinet.



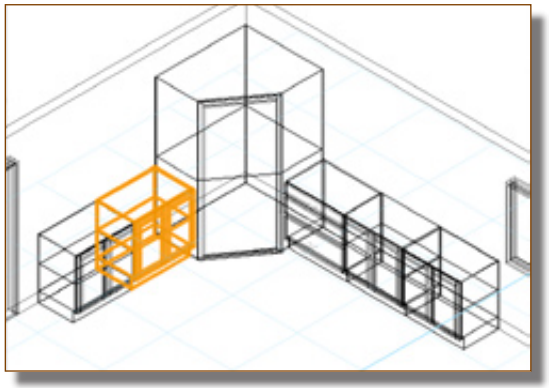
- Go to the **Object Info Palette**.
- Click on the **Style** pop-up menu.
- Choose **Sink Front**.



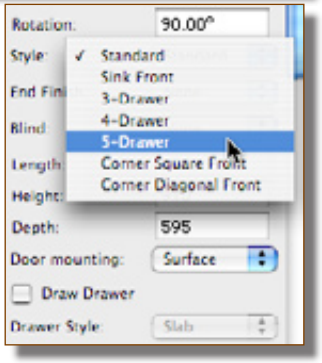
- The cabinet has been changed, but you may not see much difference.



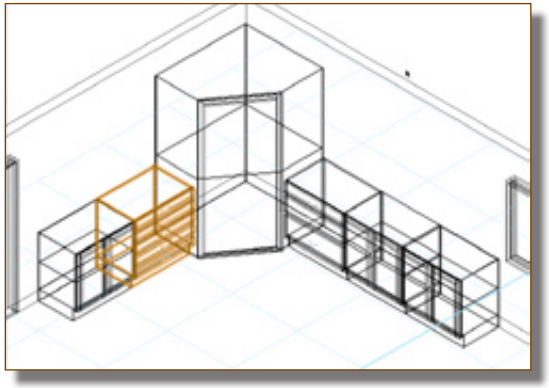
- Select the cabinet next to the corner cupboard.



- Go to the **Object Info Palette**.
- Click on the **Style** pop-up menu.
- Choose **5-Drawer**.



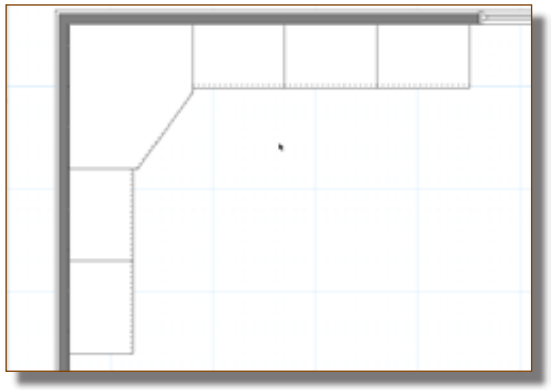
- You can see the changes to the cabinet. These changes can only be seen in a 3D view.



Step 6 - Making A Counter

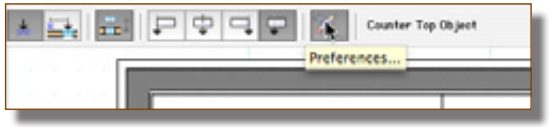
cadmovie159

- Change to a **Top/Plan** view. Key **0** on the numeric keypad is a short cut.

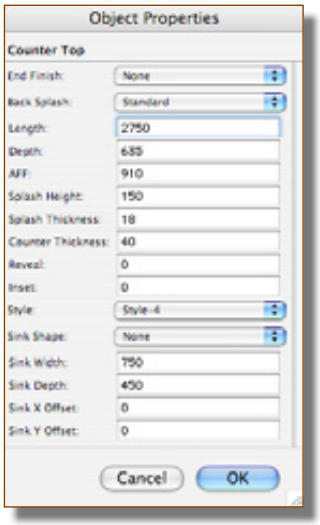


- Go to the **Furn/Fixtures** toolset.
- Choose the **Counter Top** Object.

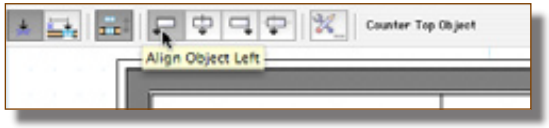
- Go to the **Mode Bar**.
- Click on the last mode. This mode sets the preferences for the counter top.



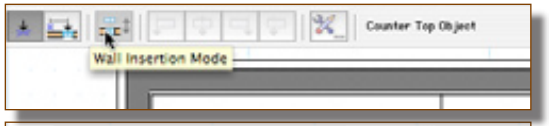
- Type in the settings for the counter top. There are several settings on this dialog. If you set these to suit your construction, every counter you insert will have your settings. A few minutes spent here will save you time later on.
- Click on the **OK** button.



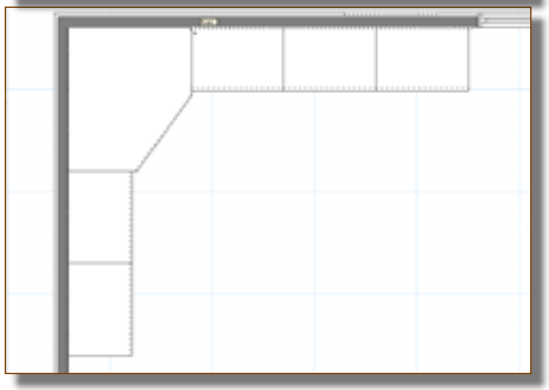
- Go to the **Mode Bar**.
- Click on the **4th** mode.



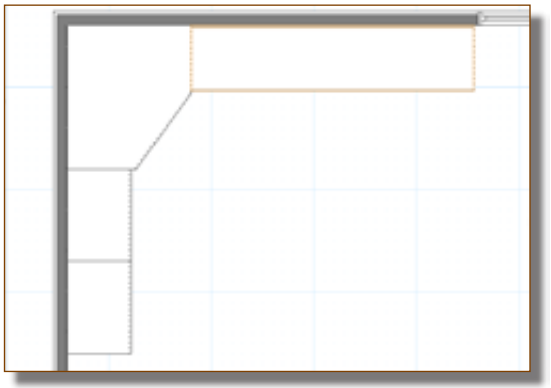
- Go to the **Mode Bar**.
- Turn off the **3rd** mode.

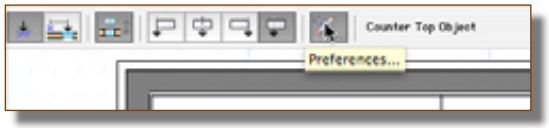


- Move to the right edge of the corner unit.



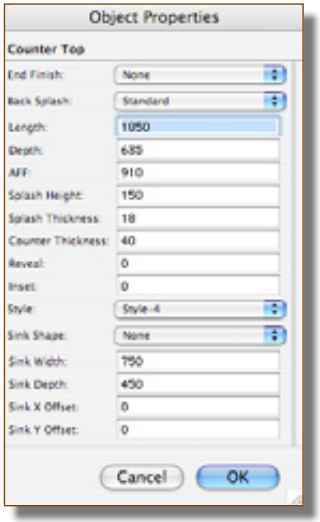
- Double click to place a counter top.



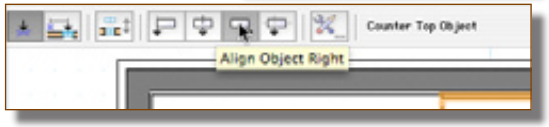


- Go to the **Mode Bar**.
- Click on the last mode.

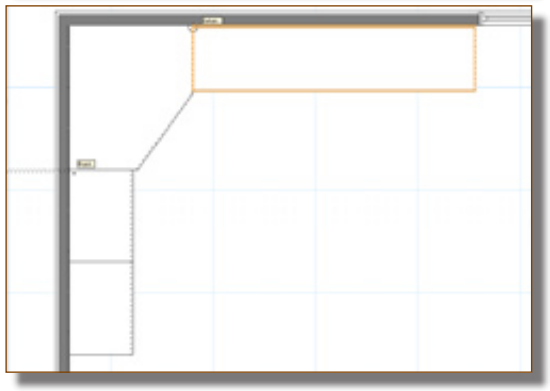
- Type in the settings for the counter top. Go to the **Mode Bar**. Notice the new length.
- Click on the **OK** button.



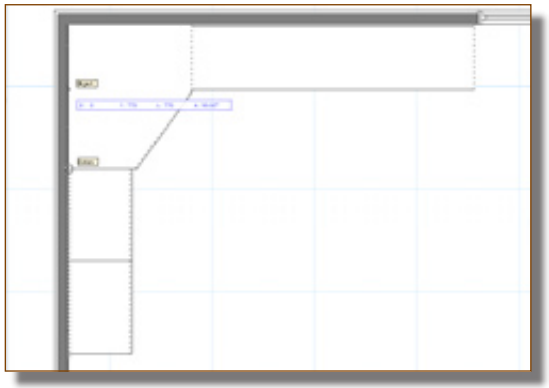
- Go to the **Mode Bar**.
- Click on the **6th** mode.



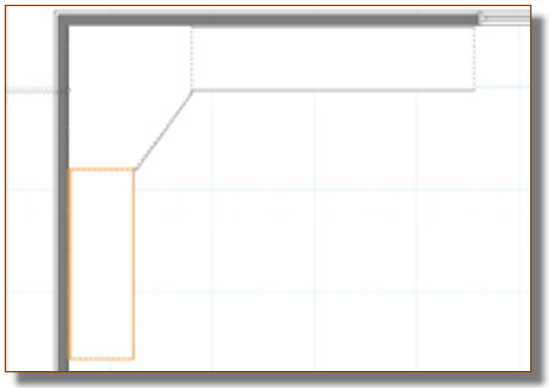
- Move to the bottom edge of the corner unit.
- Click once.



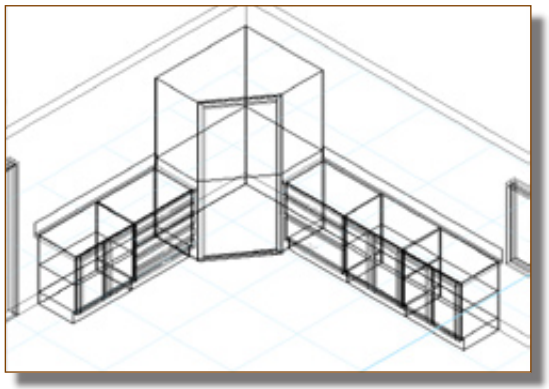
- Move up the wall.



- Click once.



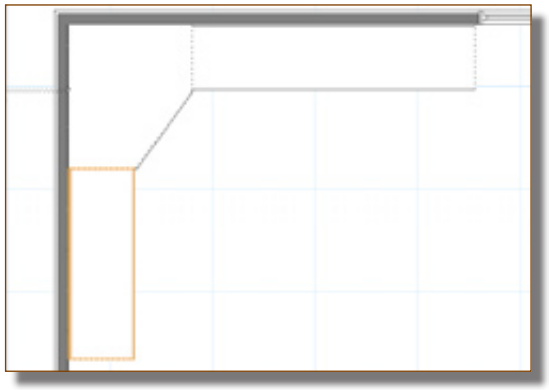
- If you look at the kitchen in 3D you can see the cupboards and counter.



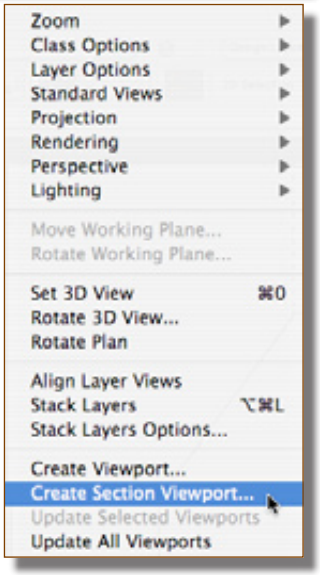
Step 7 - Creating Drawings

cadmovie160

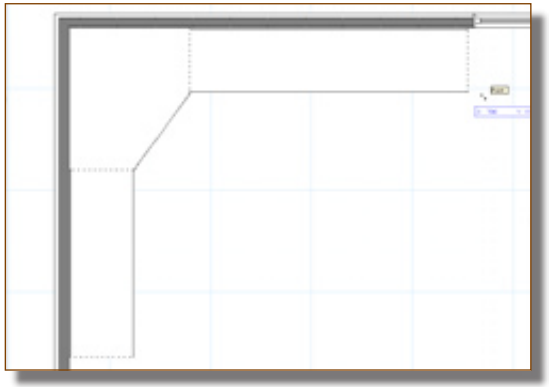
- Change you view to a **Top/Plan** view. Key **0** on the numeric keypad is a short cut to this view.
- We are going to make drawings of the kitchen, and the best way to do this is to make elevations.



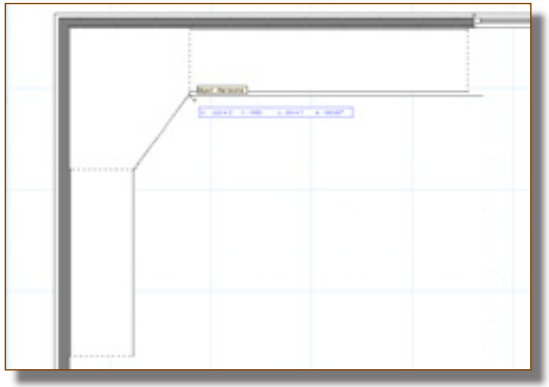
- Go to the Menu bar.
- Choose **View > Create Section Viewport**. We can use the section viewport command to create elevations of the cabinets.



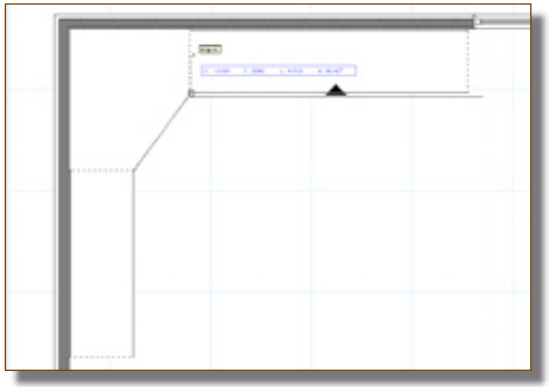
- Click to start the section viewport. This line will define the section line, so we want it to be close to the front of the cabinets, but not touching the counter top.



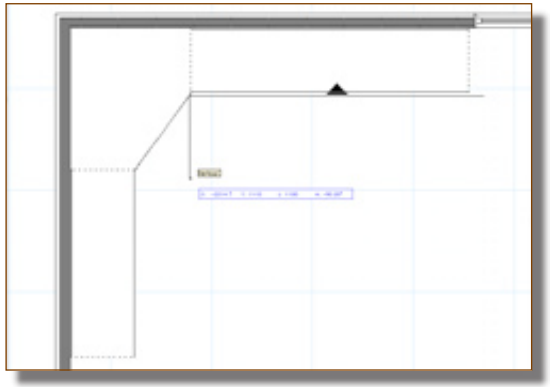
- Move along to the start of the corner cupboard.
- Hold down the shift key to keep the section line straight.
- Click once.



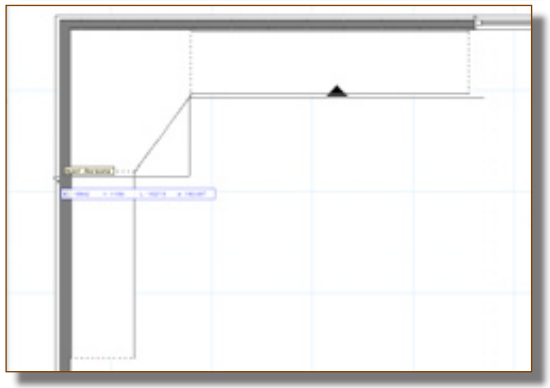
- We have to define which way we are looking.
- Move the cursor into the cupboards.
- Click once.



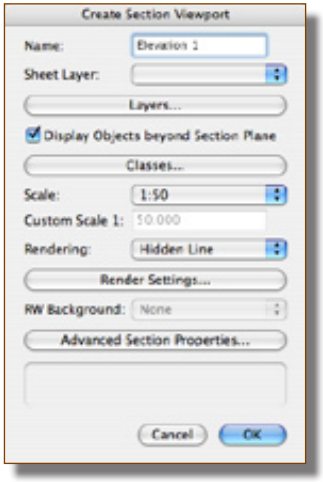
- Move down so that the section line goes beyond the corner cupboard.
- Click once.



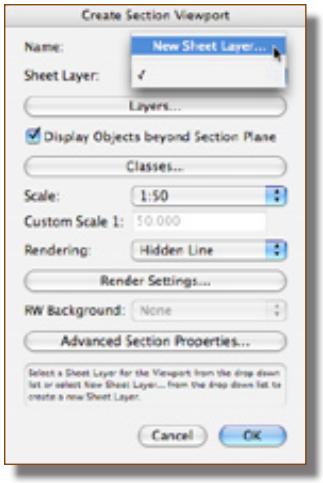
- Move across to the wall.
- Click once.



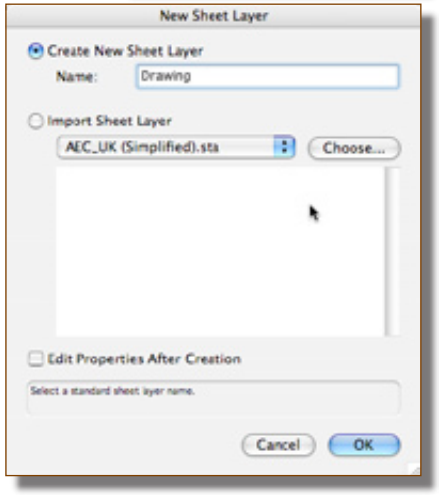
- This dialog box opens. We use it to define the section viewport.
- Name the section viewport.



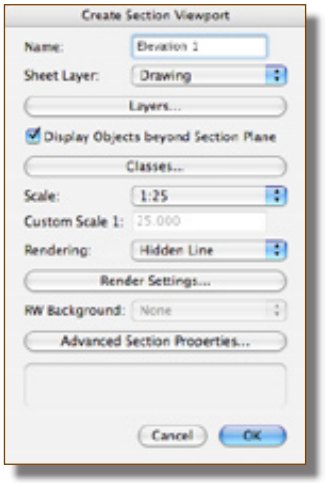
- Click on the pop-up menu for the Sheet Layer.
- If you have a template with a sheet layer, use that. Otherwise click on the **New Sheet Layer** option.



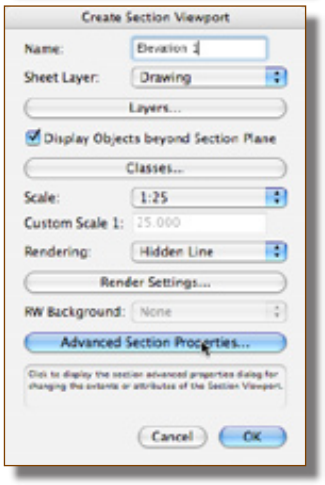
- Name the sheet layer.
- Click on the **OK** button.



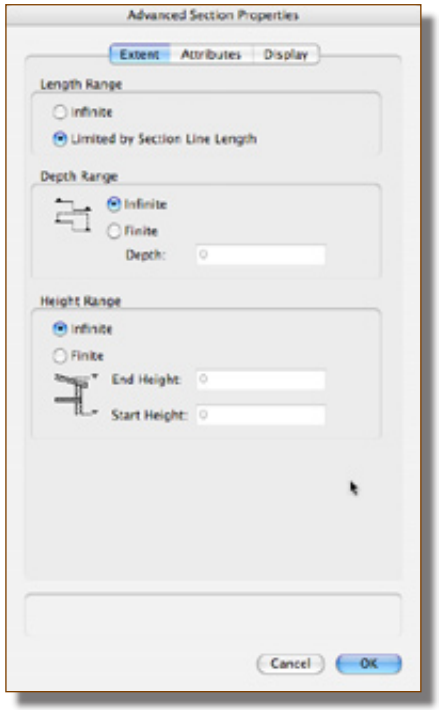
- Set the viewport scale.



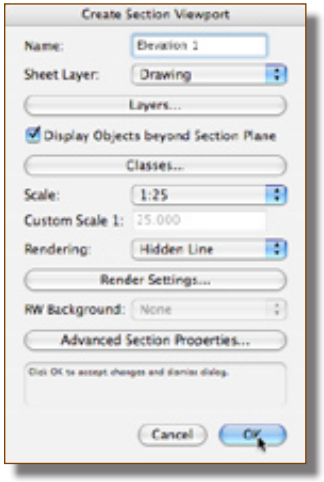
- Click on the **Advanced Properties...** button.



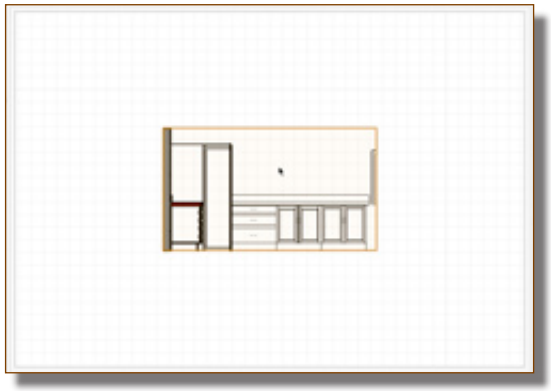
- The Length Range will limit your kitchen elevation to the length you have drawn your section line. So if you drew your line tight to the cabinets only, you will get a nice elevation. If you started your section line a long way from the start of the cabinets, you will get a lot of blank wall in your elevations.
- Click on the **OK** button.
  You can also use this technique to draw internal elevations of a large project.



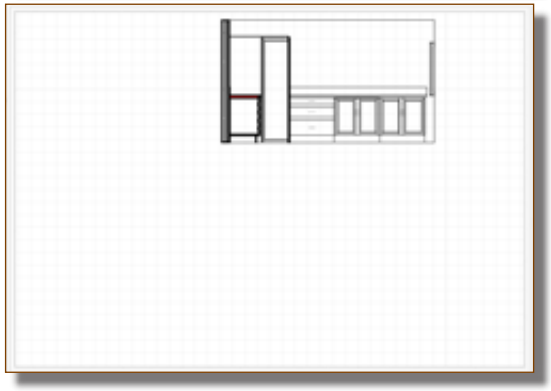
- Make sure you have checked everything.
- Click on the **OK** button.



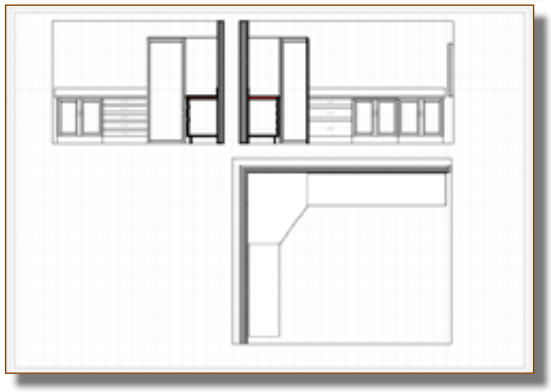
- Your section is placed in the middle of the drawing.



- Move the section to a better location. Use the 2D Selection tool to click and drag the viewport on the sheet.



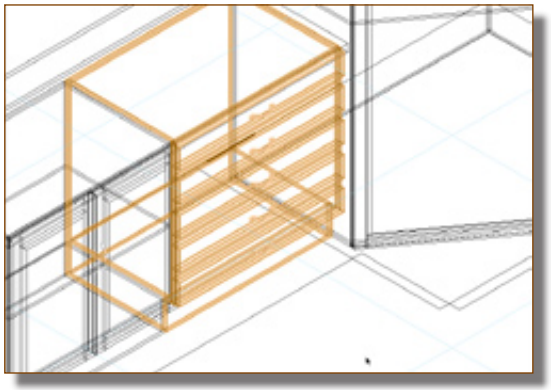
- Use the same technique to make the next elevation.
- Create a plan viewport.
- Arrange the viewports in order.



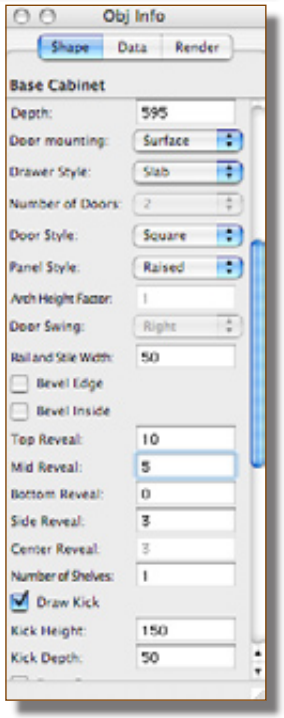
Step 8 - Editing Cabinets

cadmovie161

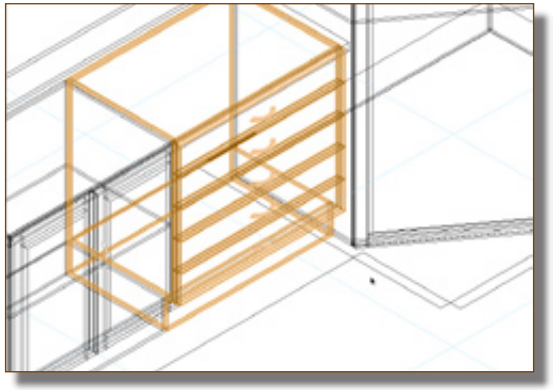
- Change your active layer back to the design layer (model layer).
- Change to a 3D view.
- I'm not happy about the look of the drawers. I didn't notice this until I had made the elevations. But we can change them now and update the elevations.



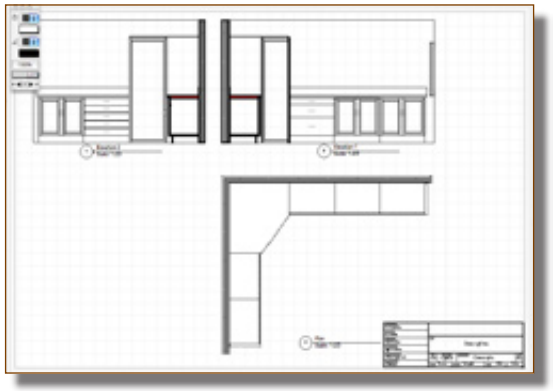
- Go to the **Object Info Palette**.
- Change the **Mid Reveal**. This controls the horizontal gap between the drawer.



- The drawers look better.



- Change your active layer to the Sheet Layer (drawing).
- Select the Section viewports and click on the **Update** button on the **Object Info Palette**.
- Add a title block to finish off the drawing. I've used the Drawing Border tool.



Questions and Answers

Q. How can I export symbols to my office library?

In VectorWorks 12 this is not possible but in VectorWorks 2008 we now have an export function.

First, let's go over the technique for getting symbols from your current project to the office library.

You create the symbol in the current project.

Then open your library file.

Go to the Resource Browser.

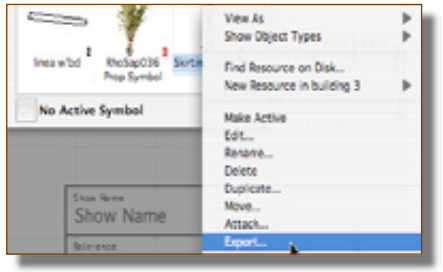
Find the current project, locate the symbol. Then right mouse click and choose Import.

This will get the symbol into your library, but it won't place the symbol into the correct symbol folder.

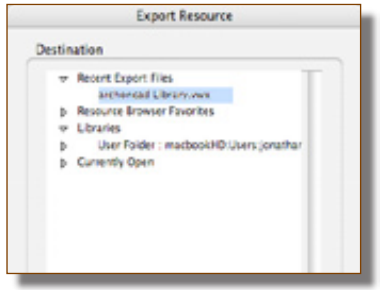
Now we should look at VectorWorks 2008. It is a lot quicker. Start with your current project and make a symbol.

- Locate the symbol on the Resource Browser.

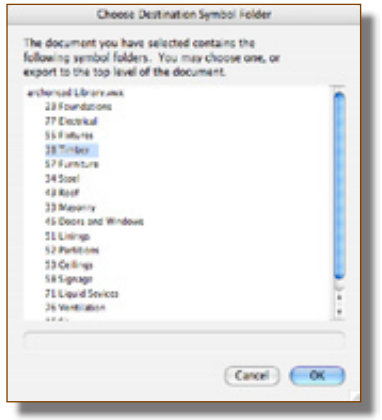
- Right mouse click on the symbol.
- Choose **Export...**



- Locate your library file.
- Click on the **OK** button. If you haven't used your library file for a while, or if it is not attached as a favorite then use the Browse... button to locate it.



- If your library has folders you get a dialog box like this to choose the location of the symbol.
- Click on the **OK** button.



This is a lot quicker and should allow you to keep your office library up to date with out too much trouble. But, you need VectorWorks 2008, sorry.