

This documentation describes how this unreal product “SCL Assets 03 Restaurant” demonstrating the interactive architectural visualization on Windows platform.

Basic Features:

- **Buttons:** If you hover the mouse over a word or arrow to show a green line, it means that this is an available button to trigger a function by clicking it **[Fig 1]**. Click some buttons will show the sub-buttons **[Fig 3]**
- **Arrows:** The arrows on the screen are circled with yellow circles **[Fig 1]**. Click the left arrow to move the viewport camera to the previous position; click the right arrow to move the viewport camera to the next position.
- **Exit:** Click the button to exit the file, it are circled with blue circle **[Fig 1]**.

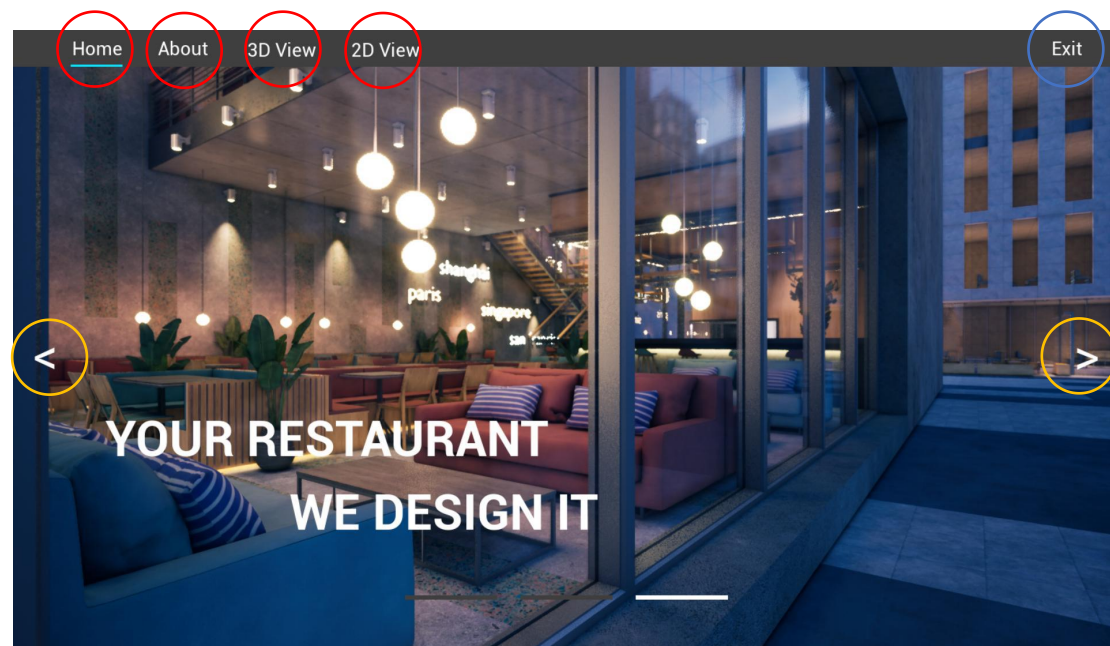


Fig 1. Home Menu

CONTENTS:

It contains 4 basic menus inside the file, each figures to a different functional menu to demonstrate the interactive visualization, which are circled with red circle **[Fig 1]**.

1. Home Menu

This is the begin menu **[Fig 1]**. Through this menu you can trigger to the other 3 menus, they are About; 3D View and 2D View. The other 3 menus only trigger back to the Home menu.

2. About Menu

This menu introduce the restaurant details **[Fig 2]**
No interactive functions inside.

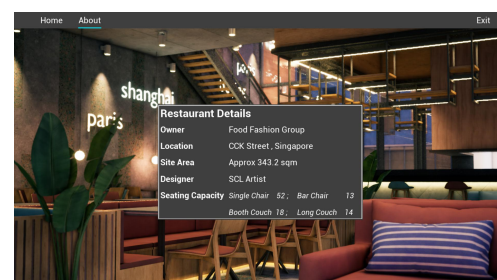


Fig 2. About Menu

3. 3D View Menu

It demonstrates the interactive function in 3d mode, and contains two sub-menus, they are Perspective and Point View. [Fig 3]

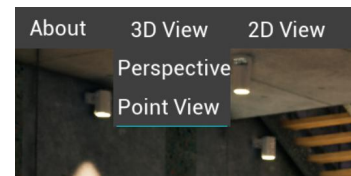


Fig 3. 3D View Menu

● Perspective

It displays a fixed viewport based on the different perspective cameras. All perspective cameras are distributed into three levels. [Fig 4]

- (1) Click the buttons, which are circled with red circle , to active the current level.
- (2) Click the arrows to shift camera positions by looping on each level.
- (3) The word will show the current level, it is circled with green circle.



Fig 4. Perspective Menu

● Point View

It displays a 360 degree viewport based on different camera position. Also the cameras are distributed into three levels. [Fig 5]

- (1) Click the buttons, which are circled with red circle , to active the current level.
- (2) Turn the mouse to change angle to display the 360 degree scene.

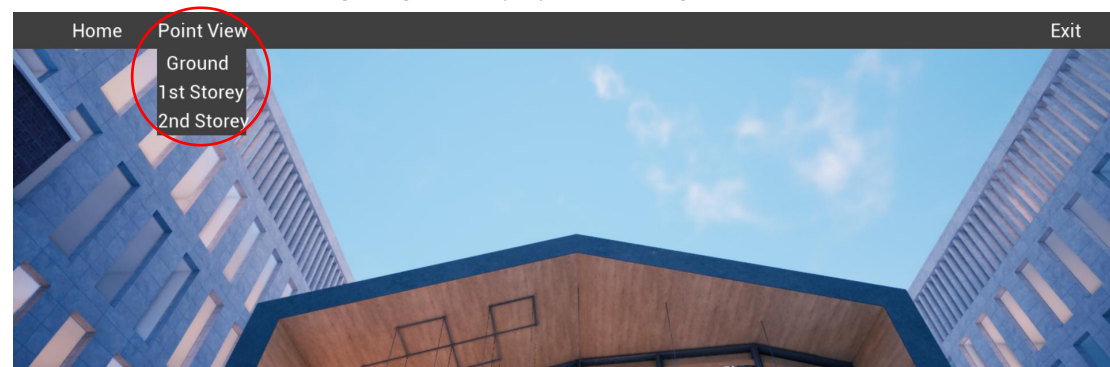


Fig 5. Point View Menu

4. 2D View Menu

It demonstrates the interactive function in 2d mode, and contains two sub-menus, they are Perspective and Point View. [Fig 6]

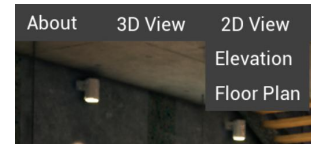


Fig 6. 2D View Menu

● Elevation

It displays four elevations by clicking each button which is circled with red circle, and the current elevation name will show below in green circle [Fig 7].

- Click the double arrow button to extend the panel, which is circled with blue circle.

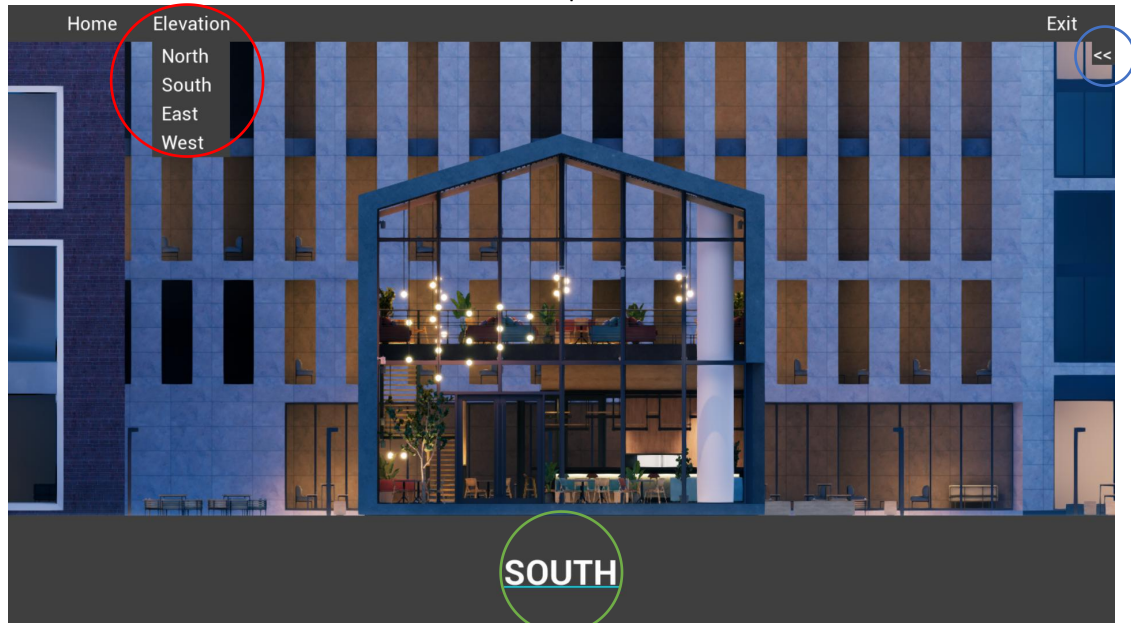


Fig 7. Elevation Menu



Fig 8. Elevation Panel

- (1) **Ambience:** By choosing whether to show or hide the background.[Fig 8]
- (2) **Measure:** By choosing whether to show or hide the measurement.[Fig 8]
- (3) **Section:** By choosing whether to enable or disable the section function and show or hide the slider.[Fig 9]
- (4) **Storey:** By choosing whether to show 1st or 2nd storey image inside the panel.[Fig 10]

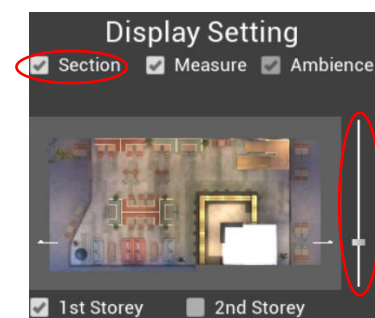


Fig 9. Elevation Panel

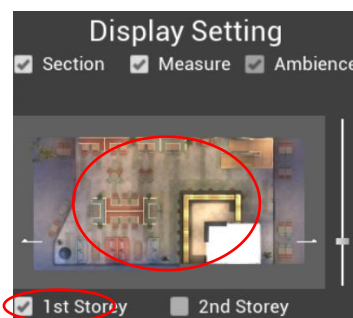
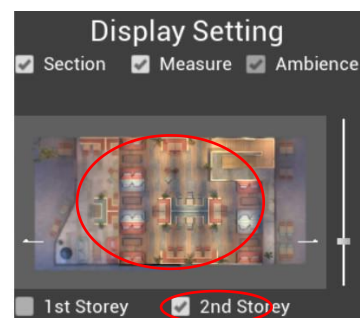


Fig 10. Elevation Panel



- Comparison between left and right in **[Fig 11]**. Left shows that enable Ambience; Measure and Section. By controlling the slider can change the section position, slider is circled by yellow color.



Fig 11. Elevation Panel control the setting

● Floor Plan

It displays the floor plan with two storey. Click the double arrow button to extend the panel. **[Fig 12]**.

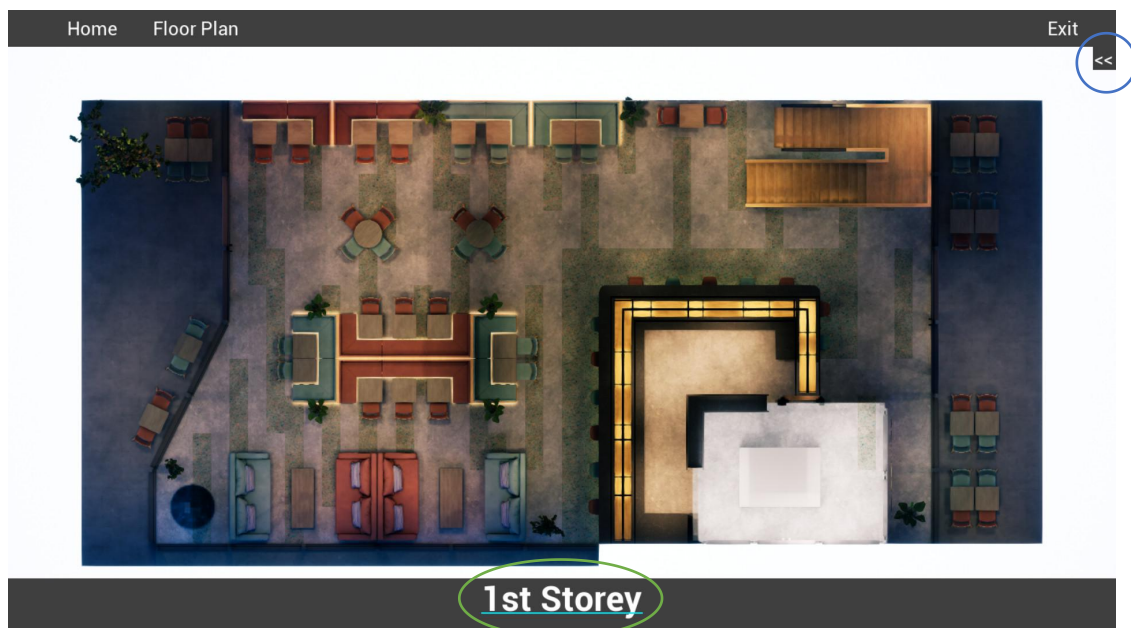


Fig 12. Floor Plan Menu

- (1) **Ambience:** By choosing whether to show or hide the background.[Fig 13]
- (2) **Lamps:** By choosing whether to show or hide the lamps in the scene.[Fig 13]
- (3) **Measure:** By choosing whether to show or hide the measurement.[Fig 13]
- (4) **Storey:** By choosing whether to show 1st or 2nd storey in the scene.[Fig 14]

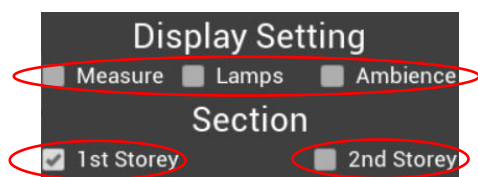


Fig 13. Floor Plan Panel

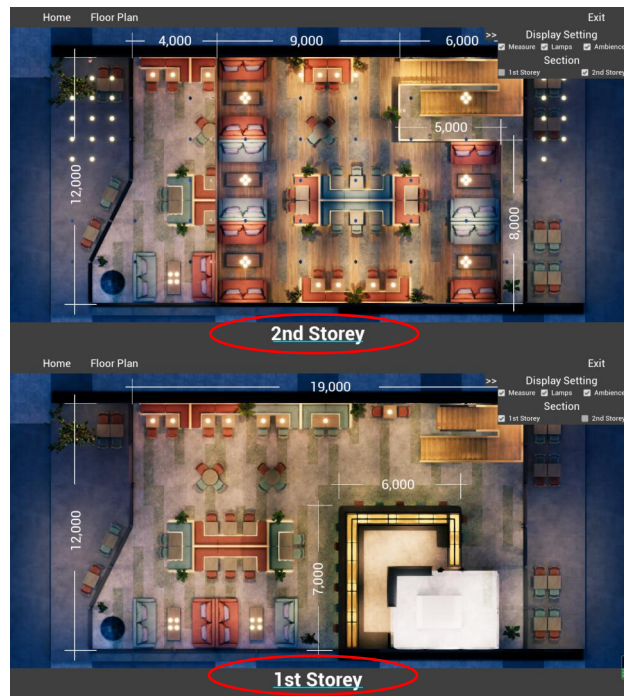


Fig 14. 1st and 2nd Storey

- Comparison between left and right in [Fig 15]. Left shows that enable Ambience; Lamps and Measure.



Fig 15. Floor Plan Comparison