



*Albury, Wodonga
and surrounding
areas*

*Single & double
storey new
home design*

*Solar passive/energy
efficient design*

*Renovations
& additions*

Unit development

VIRTUAL BUILDING EXPLORER

What is a Virtual Building Explorer File?

The virtual building explorer file attached allows you to walk around and through or fly over the 3D model for your home. You do not need any special software to run the file as it is a stand-alone executable file.

System Requirements

- Intel Pentium 4 or higher CPU (Mac: Any Intel processor)
- 2gb or higher RAM
- 1024 x 768 resolution or higher display
- Open GL 1.4 and DirectX 9 Compatible graphic card with 256mb or more on-board video memory
- Note: files are provided in Windows version by default. If you have a Mac system I can provide a version for this instead.

Opening The File

If the file has been emailed it will be sent using a file delivery service. Click the link in the email to go to the webpage for download, then click the download link and save the file to a folder in your computer or your desktop. The file will then need to be unzipped. (For best results download and install the latest version of winzip (free evaluation version) from www.winzip.com/download.htm). With Winzip installed right click on the zipped file and select "extract to here". The file will unzip and the resulting .exe file is ready for use. (Other file compression software that handle zip files may have different methods of unzipping).

Running the Virtual Building Explorer File

1. Close all other programs to allow the VBE file to use as much system and video card memory as possible.
2. It is usually best to turn off Windows 'Aero' if using Windows 7 as this will free up a lot of video card memory.
3. Double click on the virtual building explorer .exe (or .app if mac version) file to run the software. The self running program will load the virtual building.
4. Basic movements are with the arrow keys and the mouse (like in a first person shooter computer game). Use the arrows keys to move forward, backwards or sideways and the mouse to set your view angle and walking direction.
5. Pressing "F" will change between flying mode and walking mode. In walking mode you will have gravity and be able to walk around and through doors at a constant eyelevel (but not solid objects). In flying mode you will be able to fly up and down using the "page up" and "page down" buttons and can fly through solid objects.
6. F3 will turn on sun and realistic shadows (can slow down computer performance on some systems). You can also adjust other aspects of the lighting from the menu as well as take measurements.
7. Mac users note: the above commands are for windows version - there may be differences in the commands using the mac version. Pressing escape to bring up the menu then selecting the controls tab will show the relevant commands. Pressing 'N' may be required to activate the mouse navigation.

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