The pCon.planner is a cost-free application allowing you to comfortably and professionally create complex furnishing concepts and to visualize them in a photo-realistic quality. The pCon.planner is easy and fast to learn because its functions are tailored to the planning of rooms and furnishings and easy comprehensible.

Download	www.pCon-planner.com
Languages	DE, EN, ES, FR, IT, NL, PT, RO
System	Windows 7, Windows Vista, Windows XP, Windows Server 2003 und 2008
License	Free version

Quick guide

1. Install pCon.planner: Download free of charge the pCon.planner from our website www.pCon-planner.com to your computer. After finishing the download navigate to the installation file you have downloaded. Then start installation by double-clicking on the installation file.

2. Run pCon.planner: Double-click the shortcut on your desktop. In case you haven't created a shortcut, run the program from Start -> All Programs -> EasternGraphics -> pCon.planner.

3. User interface: The user interface of pCon.planner is devided into five parts: the Application Menu (to open, save, import, export, print and send plannings), the Ribbon (with numerous groups on five tabs which provide all important tools and operations you need for your planning), the Work Area (with different views on your planning), the Quick Access Toolbar and the Status Bar.

The Work Area of the pCon.planner is located below the Ribbon. This is where you draw and furnish rooms.

With the command of the Viewports group located on the View tab you can split the Work Area into up to four viewports. The splitting of the Work Area allows you to look at the planning in different rendering modes and from different angles at the same time.

The pCon.planner provides different rendering modes. The highest rendering quality for textures and colors is provided by the Realistic mode. The shades of the objects are displayed and create the optimum of real-life appearance. This mode is primarily suitable for presentation and assessment of the planning in the end of the design process. For the planning itself we recommend the Wireframe or Hidden Line representation.

You can assign the way you look at your planning. Thus, different 2D/3D camera positions can be found in the View tab.
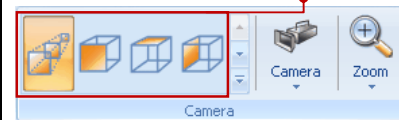
Each of the viewports can be assigned a different rendering mode and a different camera angle. The viewport with the red indication of the camera perspective is the active one. All planning steps you carry out directly affect this viewport. You can maximize any viewport by clicking the little angle in the upper-right corner of the relevant viewport. Click the angle again to return to the original display of the work area.

4. Navigation: You can zoom in and out on your planning by using the scroll wheel of your mouse or with particular menu items (View tab). Turn the scroll wheel to zoom in and out. Turn the wheel "away" from you to zoom in and "towards" you to zoom out. Note that the zoom zooms to the current position of the mouse pointer. This allows you to focus on specific objects.

Panning allows you to move your view of the planning two-dimensionally. You can pan sideways or up and down while remaining at the same. Click and hold the right mouse button to activate the panning function and move the mouse pointer vertically or horizontally. The mouse pointer changes to a hand icon which stands for the pan mode.

The orbit function swivels three-dimensionally around one set point, which can be positioned on any object or in empty space. To use the orbit mode, first change into the perspective camera view and move the cursor to the position around which you want to swivel. Click and hold the scroll wheel of your mouse. In the active viewport, the mouse pointer changes to indicate the orbit mode. Move the mouse to swivel around the fixed point.
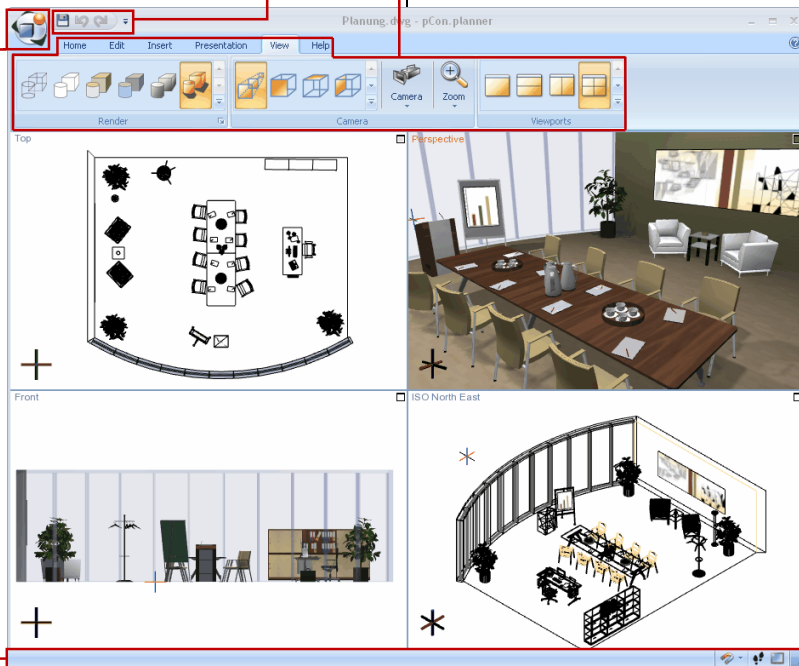
5. Design rooms: With the wall icon of the Room group located on the Insert tab you can draw single walls, that form rooms. To draw a room first enter the height and depth of the wall into the input fields next to the wall icon.
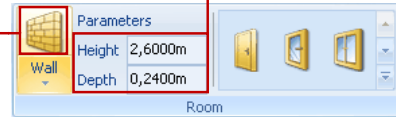

Click the wall icon and move the cursor onto the Work Area. Choose a viewport with rendering mode Wireframe and camera view Top. Click the left mouse button in this viewport and move the cursor from the left to the right to draw the wall. Click again the left mouse button to define the endpoint of the wall. If you do not press "Esc" or click "Cancel" in the Context Menu, the drawing tool remains active and you can start drawing the next wall at the endpoint of this wall. To do this move the cursor into the desired direction.
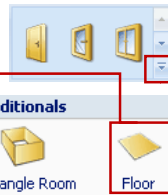

Proceed like in the last step and draw a rectangular room. To finish the drawing set the endpoint of the last wall on the startpoint of the first wall, press "Esc" or click "Cancel" in the Context Menu.

Now start inserting wall elements (e.g door, window, glass panel, glass front, or wall opening) in your room. Select the rendering mode Wireframe and the camera view Top. After this, select a room element in the Room group on the Insert tab by left mouse click. Move the cursor onto one of the walls of your drawing. Click any point of the wall to insert the object.
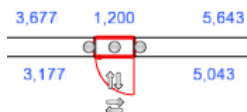

After completing a room you can add a floor. Click "Floor" in the Room group on the Insert tab. Then move the mouse pointer to the room you want to fit with a floor in the viewport with Top view. If the room is suitable for adding a floor, the room appears encircled by a red line. Click the left mouse key to insert the floor.
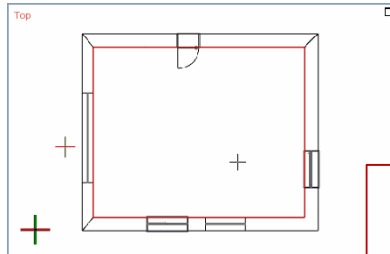
6. Assign colors and materials: In pCon.planner you can assign colors to walls, floors and any other objects.
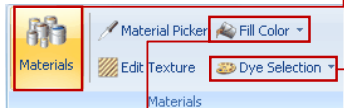

Via the function "Fill Color" you can assign colors to the objects in your planning. Click the Color button in the Materials group on the Edit tab and click one of the provided colors or define a color. When you move the mouse pointer onto the work area, its shape turns into a color bucket, which tells you that the tool is active. Click the objects of which you want to change the color. To quit the color tool press "Esc".
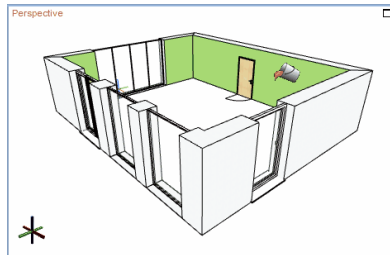

With the function "Dye Selection" you can assign the same color to groups of objects. This function is particularly useful when you draw floor-space plans since you do not have to dye each object individually. Select an arbitrary number of objects in your drawing. Click "Dye Selection" in the Materials group on the Edit tab and click one of the provided colors or define a color. The selected color will now be assigned to the selection of objects.

In addition to colors you can assign materials to the objects. Suitable are picture formats, such as PNG, JPG, BMP. You can assign pictures to objects by drag & drop. Just select a picture and drag it onto the surface of an object. You can use pictures that you find on websites as well as pictures from a local directory.
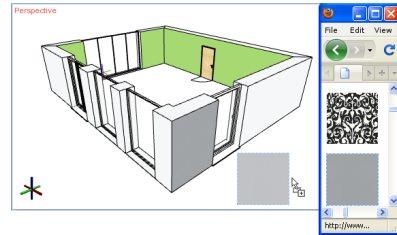
Furthermore, pCon.planner 6 gives you access to an online catalog with surface textures. Click the "Materials" button in the Materials group to open a catalog which provides numerous materials such as woods, fabrics, carpets, stone materials or metals from which you can make your choice.
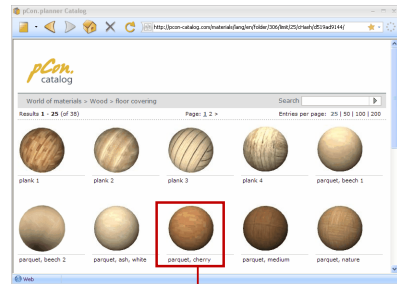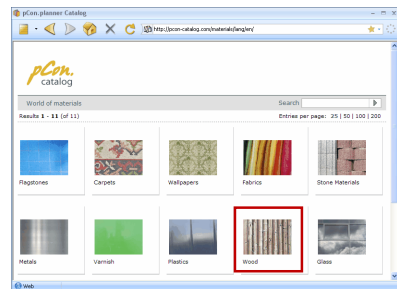

Click your desired material to download it right into pCon.planner. The cursor is now a bucket icon to indicate the tool being active. You can now assign the chosen material to as many objects as you like by clicking the relevant surfaces.
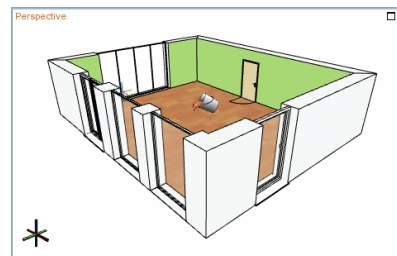
7. pCon.catalog - Insert objects: After creating a room you can insert objects of different file formats (e.g. DWG, 3DS, SKP, SAT) in your planning.


On the one hand you can click on "Object" in the Insert tab to import an object e.g. from a local file directory.
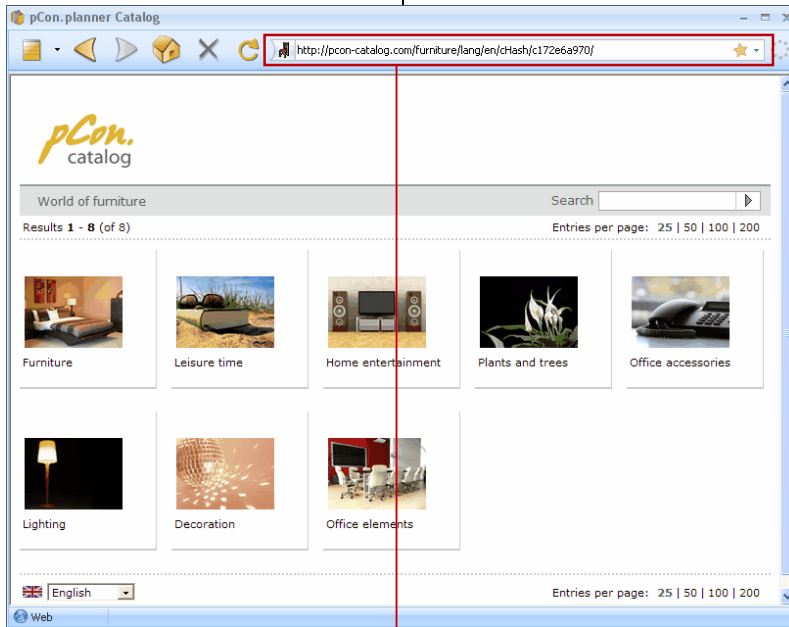
On the other hand you can use the pCon.catalog to import room and furnishing objects. Click "pCon.catalog" in the Insert tab, to open the home page of the pCon.catalog. Enter the URL of a known online catalog in the address bar to load the catalog or choose a catalog from the catalog overview.

Select a suitable object from the catalog and click the planning file to download the object in the pCon.planner. The object is now attached to your mouse pointer. Click at the desired position in the planning to place the object there.
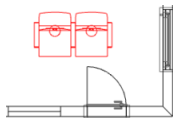
8. 3D-Galerie - Insert objects:
In addition to the pCon.catalog various room and furnishing objects can be found in the 3D Warehouse. Click "3D Warehouse" on the Insert tab to open a web application that gives you access to the contents of the Google 3D Warehouse. There you can search for objects and download them right into your planning in pCon.planner 6. The

object is now attached to your mouse pointer. Click at the desired position in the office to place the element there.
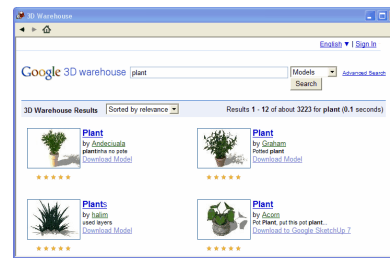
9. Move, rotate and scale objects: To move an object select the object by left mouse click and click the object again. The cursor changes into a cross indicating the moving operation. Now move the object to an arbitrary position and confirm by left mouse click.


Select the object you want to rotate by left mouse click. Click "Rotate" in the Edit tab. Click anywhere in the planning to set the rotating point. Move the mouse pointer to the desired angle and click to determine the starting point of the rotation. Move the mouse pointer to rotate the object to the desired angle and click to finish the rotation.
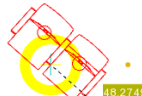
Select the object that is to be scaled by left mouse click. Click "Scale" in the Edit tab. The corners of the selected object appear as yellow dots (2D) or yellow balls (3D) - so-called Scale Interactors. To change the size of the object, click the appropriate interactors and move the mouse pointer.

Click again the left mouse button to finish the scaling.
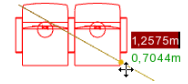
10. Present plannings: pCon.planner features a Presentation mode for highly professional and impressive presentations of your plannings to your customers and business partners. It works in the Full Screen mode. Your possibilities of interaction are restricted to navigation and changing the quality of visualization and the camera perspective. Press F12 or click the Fullscreen icon.

Furthermore, the pCon.planner provides a tool to create animations of your drawings. Select "Edit" in the Animation group on the Presentation tab. The Animation Editor opens. In the Animation editor press the green plus in the Animation area to create an animation.
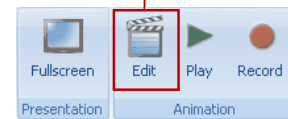
Go back to the work area and select a suitable view for the first camera position. Click the pin icon with the green plus in the Animation Editor. The current view is inserted as the first position. Repeat the step as often as necessary to simulate the desired camera animation.
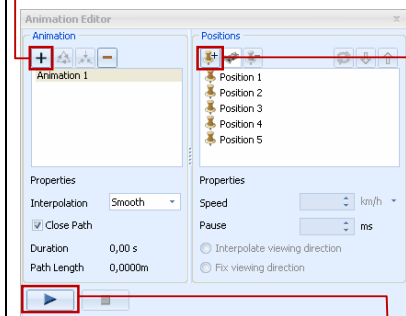
To play the animation press the play button in the Animation Editor. The animation can then be exported as a sequence of pictures and converted into a video with common video editing software, e.g. Windows Movie Maker, Virtual Dub or Quick Time.