REHUBIC Help

New

Open

My site

RE
HUBIC
Powered by Biophome

| HOME | WALLS | FURNITURE | 3D PROJECT | SAVE | HELP | CLOSE |

New

NEW
Draw a project from the beginning

New from template

Open

OPEN
Open a project from my hard drive

Open Projects from Users

My site

Sign in REHUBIC
Log in with your user or register in REHUBIC

Suggestions
Tell us what you think

CHOOSE GRAPHIC MODE

Standard mode. Use it if enhanced mode gives problems. ○

Enhanced mode through hardware use. REHUBIC can fail. ◉

If you are not logged in REHUBIC

New

Open

My site

RE
HUBIC
Powered by Biophome

HOME   WALLS   FURNITURE   3D PROJECT   SAVE   HELP   CLOSE

New

NEW
Draw a project from the beginning

New from template

Open

OPEN
Open a project from my hard drive

Render in the cloud
View my renders in the cloud

Open Projects from Users

Open Projects in the cloud

My site

My data

Change user
Log in with another user or register a new one

Close personal access
Use REHUBIC without identifying

My published projects

Suggestions
Tell us what you think

CHOOSE GRAPHIC MODE

Standard mode. Use it if enhanced mode gives problems. ○
Enhanced mode through hardware use. REHUBIC can fail. ◉

If you are logged in REHUBIC

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WALLS   HELP   CLOSE

We explain to you how to work with walls

1 click on a wall can
move it

With one click move and modify the wall

2 clicks on a wall
divide it in three parts
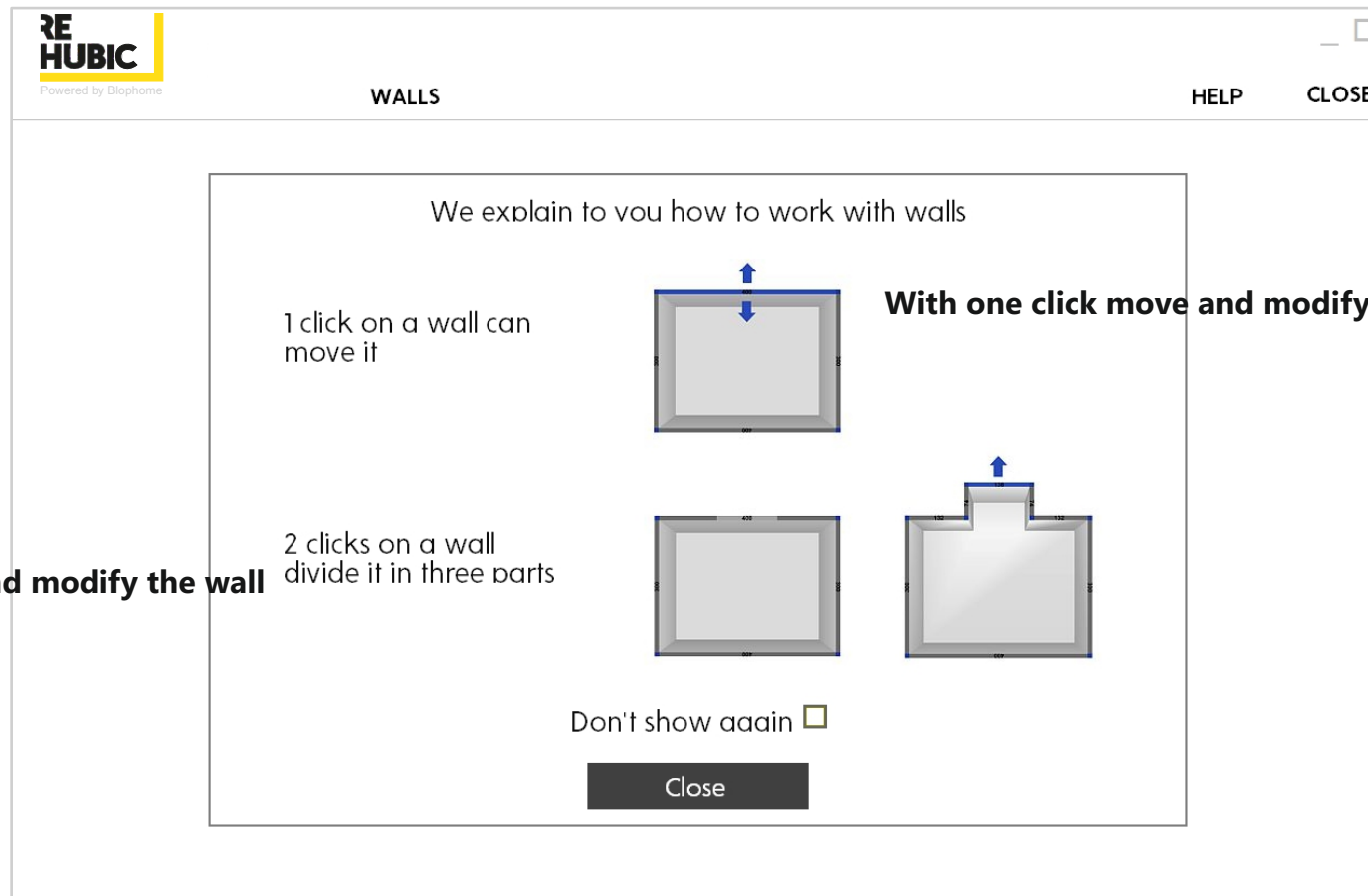
With 2 clicks we get in and modify the wall

Don't show again ☐

Close

When we start working with the application you will find this window as a default object
If you want to disconnect click: I do not want this window to appear

Tabs: The titles of the tabs indicate their main function -- **Home:** for a new project or to open one -- **Walls:** to give the room its shape -- **Furniture:** to insert elements, change textures or properties of the objects -- **3D Project:** to focus on perspective, high-quality render -- **Save:** to save and print or send by e-mail and print -- **Help:** Default parametres, delete temporary files and proxy setup

RE
HUBIC
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HOME   **WALLS**   FURNITURE   3D PROJECT   SAVE   HELP   CLOSE

WALLS   LIST   MAG. ON   ZOOM +   ZOOM -   WINDOW   INITIAL
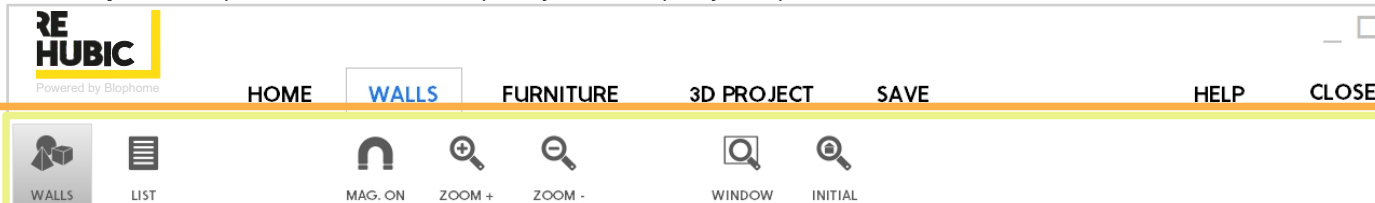
Icons: On each tab you will find the icons that you need to work with.

Walls and Platforms:
The walls and platforms libraries appear in this window.
Drag and drop over the room.

Walls   Platforms
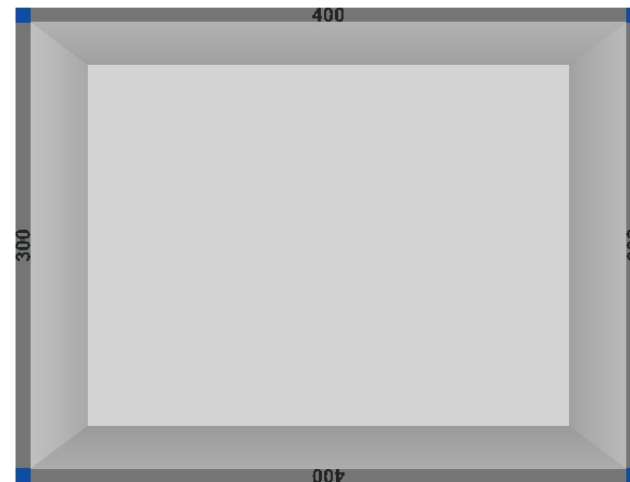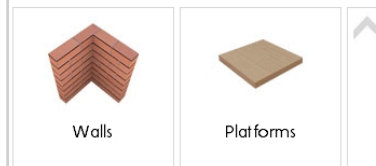
Work zone: This is the area in which the room to be decorated appears, in the case of the walls, it allows you to modify the geometry in order to adapt it to your design.

400

300   300

400

Textures:
The textures libraries appear in this window.
Drag and drop over the object or the room.

List of Materials:
All the objects that the room has got appear in this window

Search Object:
Ayuda de búsqueda textual de objeto

Maker Filter

Objects Window

Objects:
The objects libraries appear in this window. Drag and drop over the room.

Maximize and Minimize

HOME   WALLS   FURNITURE   3D PROJECT   SAVE   HELP   CLOSE

OBJECTS   TEXTURES   LIST   ELEVATION   2D   MAG. ON   ZOOM +   ZOOM -   WINDOW   INITIAL   UNDO

Update cataloqs

BLOPHOME

+cataloqs

Search obiect

Maker filter   All

Doors. Windows and Briaue Glass	Air conditionina	Armchairs	Auxiliarv furniture	Beds	Chairs and Tabourets	Construction elements
Decorative Obiects and Textils	Illumination	Kitchens	Musicals Instruments	Plants and Flowers	Tables	Wardrobes

What can I do? Window
This window will appear when selecting an object in the room. It will indicate which changes we can make to the selected object.

Converting the geometry (1) is as easy as placing the mouse on any wall and stretching. If we do this on the interior rectangles (2) we can make shapes. Distort the shapes with the blue squares.

1

Current state
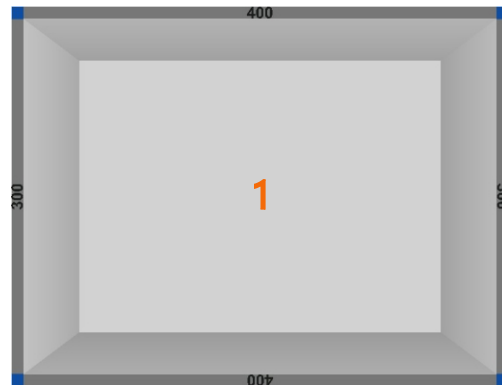
Mark the grey zone
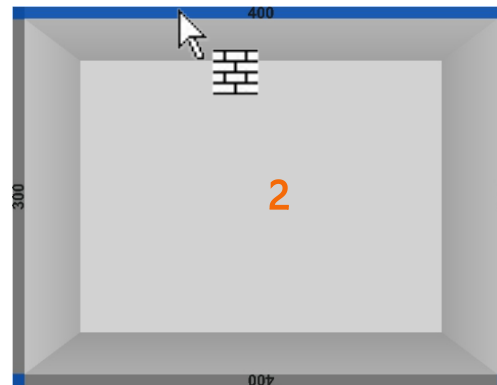
Stretch with the mouse
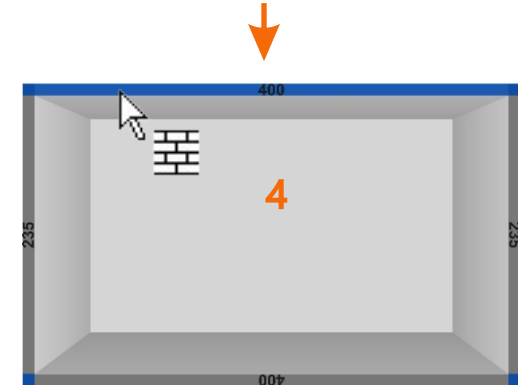
2

Current state
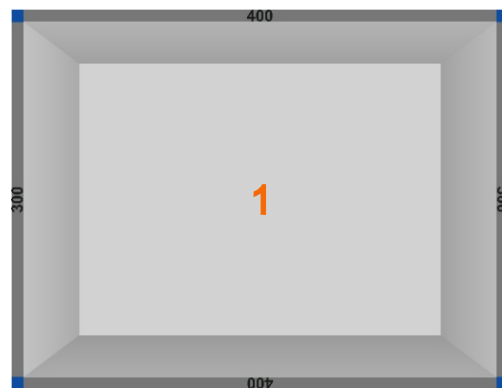
Two clicks on the gray area
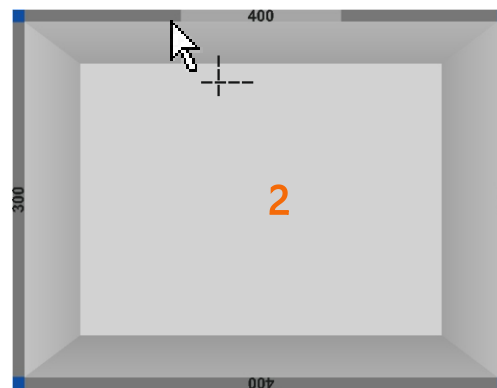
Stretch with the mouse
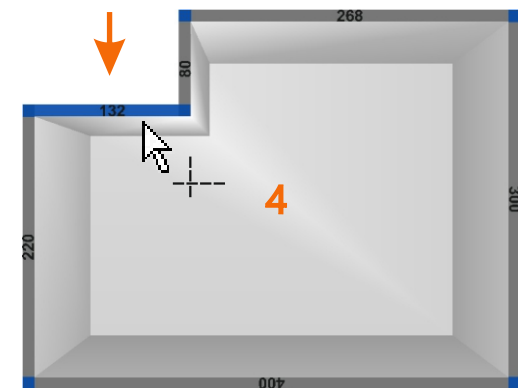
In order to shape a wall of the room (1) doble click on the wall and delete (2) and we will be able to modify the lenght of the wall

1

Current state
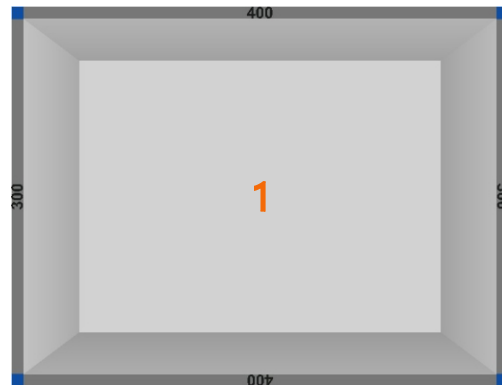
One click
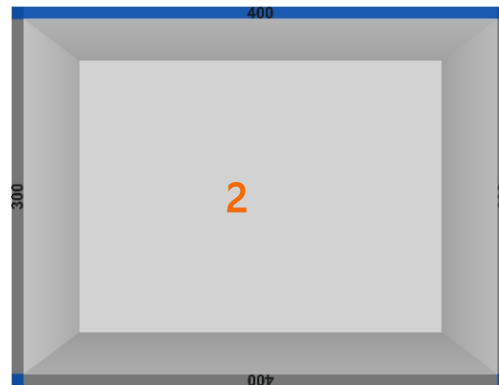
Delete wall 🗑

3
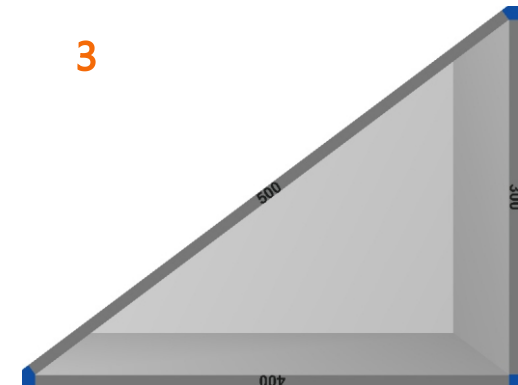
2

Current state
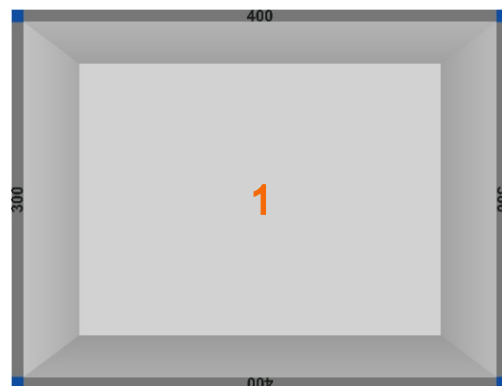
One click
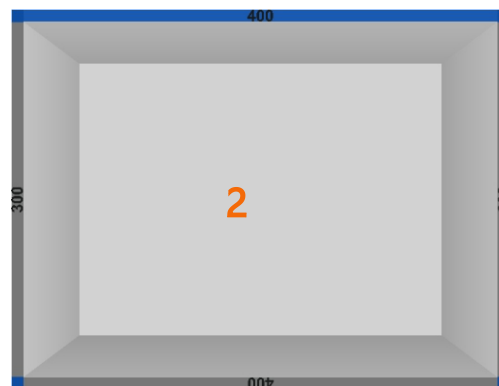
Modify the length of the wall

3

lenght 200.0
height 250.0
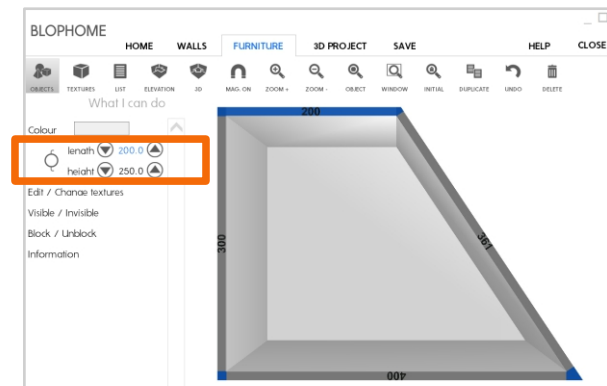
REHUBIC Help

Add Wall: Click and a partition wall will automatically appear in the room. We can change it or move it.

Add Platform: Click, drag and drop. This allows us to create platforms. Once positioned, we can change its shape, size or height.

Catalogs: click to see the object libraries

Textures: click to see the texture libraries

Items list: click to see all objects standing on the room

Elevation: An interchangeable icon for edition the walls coatings to room

3D View / 2D View: An interchangeable icon to see the room in 3D (perspective) or 2D (plan).

Magnet On / Magnet Off: This indicates that currently the objects will be attached to the walls by default. If we click on the objects, they will break free and will not be attached to the walls.

Realistic render: The icon to obtain a high quality render.

Views: click to retrieve any view on which has made a perspective

Zoom + : Clicking on this will expand the view incrementally.

Zoom - : Clicking on this will reduce the view incrementally.

Object Zoom: click to do a frame on the view of the object selected

Zoom Window : Mark the area we want to see close up with 2 points

Zoom Initial : Clicking on this will leave it in initial zoom

Duplicate : Duplicates the selected object

Undo : The icon for undoing actions

Delete : Delete the selected object

Redo : The icon for remake actions.

REHUBIC Help

What can I do? Window   1 of 4

Select a simple object

What I can do

rotation ▼ 180.0 ▲

height position... ▼ 0.0 ▲

distance to ▼ 0.0 ▲

width ▼ 63.0 ▲

length ▼ 35.2 ▲

height ▼ 160.0 ▲

Edit / Change textures

Exchange object

Visible / Invisible

Block / Unblock

Information

Select a simple object

**Rotation :** Editing the number or using the arrows will rotate the object on the coordinates x, y (plan).

Height positioned :
Editing the number or using the arrows will change the height of placement with respect to the floor.

Distance to: Clicking on the arrow will take us to the object and we will choose the distance we want to change.

Length : The length can be changed by editing the number or using the arrows

Height : The height can be changed by editing the number or using the arrows.

Width : The width can be changed by editing the number or using the arrows.

Change textures : Here, we can also change the textures.
By clicking, textures libraries and object layers will appear.
This indicates what texture each layer has.
We can also drag and drop from the textures library to the layer.

Exchange the drawing: only possible in certain objects

Visible/Invisible: Hide objects

Lock / Unlock: : Locks the position of the object and its dimensions.

Information: Additional information about the object

REHUBIC Help

What can I do? Window   2 of 4

Select an object with series and linked and finished objects

Rotation : Editing the number or using the arrows will rotate the object on the coordinates x, y (plan).

Height positioned :
Editing the number or using the arrows will change the height of placement with respect to the floor.

Distance to: Clicking on the arrow will take us to the object and we will choose the distance we want to change.

Length : The length can be changed by editing the number or using the arrows

Height : The height can be changed by editing the number or using the arrows.

Width : The width can be changed by editing the number or using the arrows.

What I can do

rotation	▼ 180.0 ▲	
height position...	▼ 15.0 ▲	
distance to	▼ 0.0 ▲	
width	▼ 60.0 ▲	
length	▼ 63.7 ▲	
height	▼ 86.0 ▲	

Change serie

Change color

Open / Close

Visible / Invisible

Block / Unblock

Finish   Melamine ▼

Information

Select an object with series and linked and finished objects

Series / Option : Three options will appear:
Base units: inactive in this case
Doors: door styles will be shown
Handle: the handle units will be shown

Change color: It will appear the finishing options defined by the manufacturer

Visible/Invisible: Hide objects

Lock / Unlock: : Locks the position of the object and its dimensions.

Information: Additional information about the object

REHUBIC Help

What can I do? Window   3 of 4

Select several objects with series and linked and finished objects

What I can do

height position... ▼ 15.0 ▲ ︿

Change serie

Change color

Open / Close

Visible / Invisible

Block / Unblock

Group objects

Select several objects (with the Shift key) with series and linked and finished objects

Height positioned :
Editing the number or using the arrows will change the height of placement with respect to the floor.

Series / Option : Three options will appear:
Base units: inactive in this case
Doors: door styles will be shown
Handle: the handle units will be shown

Change color: It will appear the finishing options defined by the manufacturer

Open /close : This opens and closes the doors. (All selected objects will be changed.)

Visible / Invisible: Hide objects

Lock / Unlock : Locks the position of the object and its dimensions

Group objects: Merge several objects as if they were just one

Ungroup objects: Break the group of objects in their native

REHUBIC Help

What can I do? Window   4 of 4

Combination of modifiers of size

Length and depth :
by connecting these two switches and change the data in one of them, for example the lenght, proportionally modify the depth, and vice versa

Height and depth :
By connecting these two switches and change the data in one of them, for example height; proportionally modify the depth, and vice versa

Length and Height :
By connecting these two switches and change the data in one of them, for example height; modified proportionately length, and vice versa

Length, depth and height :
By connecting all the switches and change the data in one of them, proportionally modify the remaining two.

What I can do

rotation   180.0
heiaht position...   0.0
distance to   0.0
width   63.0
lenath   35.2
heiaht   160.0
Edit / Chanae textures
Exchanae obiect
Visible / Invisible
Block / Unblock
Information

width   63.0
lenath   35.2
heiaht   160.0
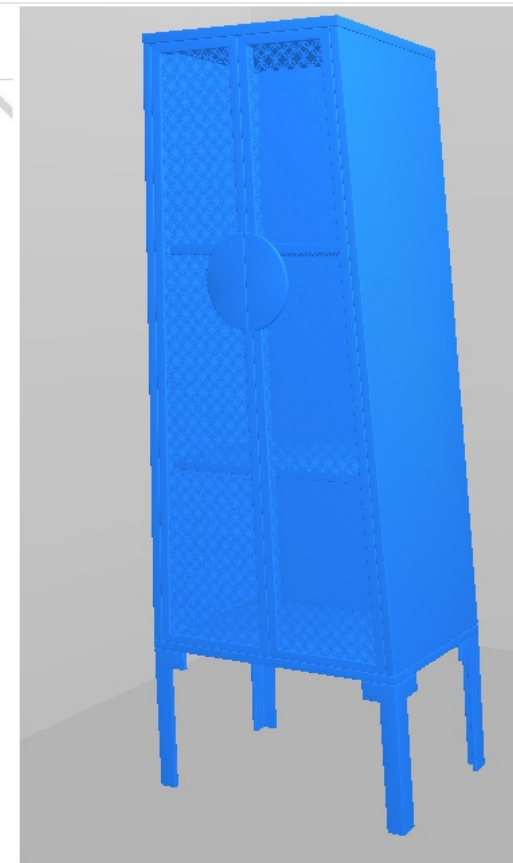
Double click on the square brackets turns into red; they serve to lock or unlock the length, the depth or the height.

REHUBIC Help
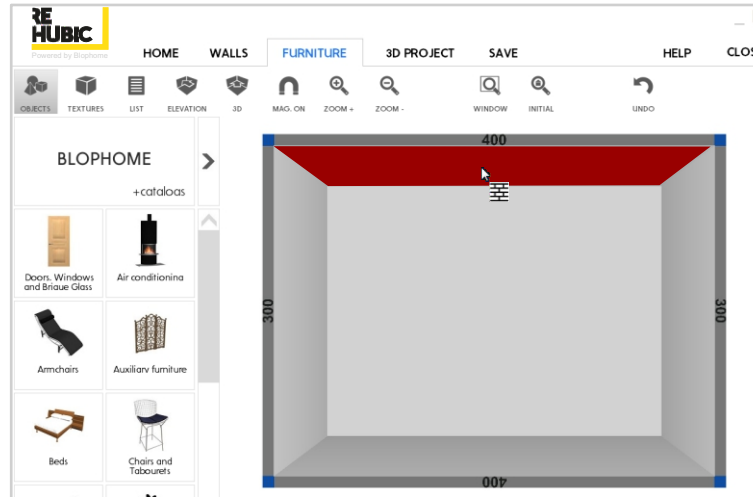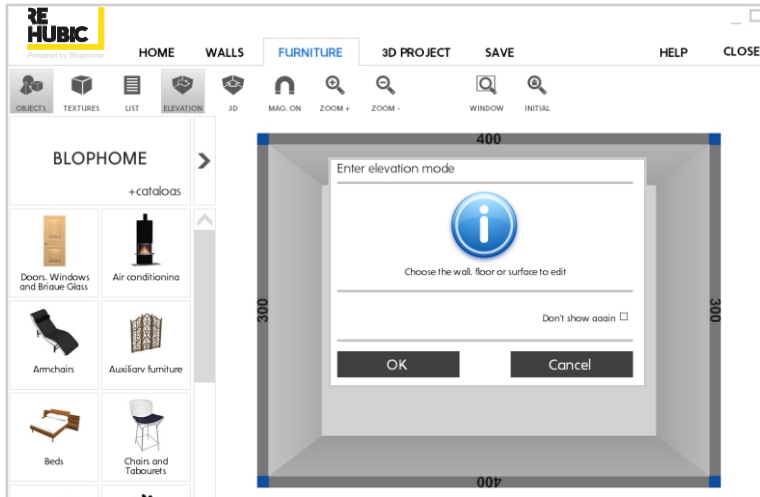
Choose a wall on which ever side you want to be and see the elevation
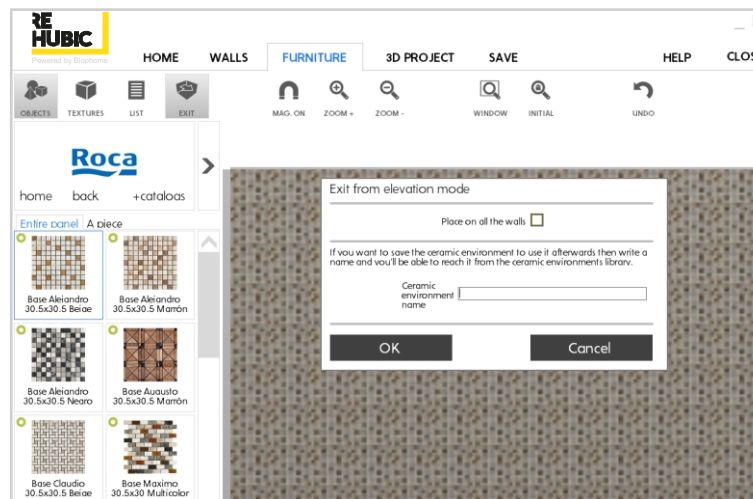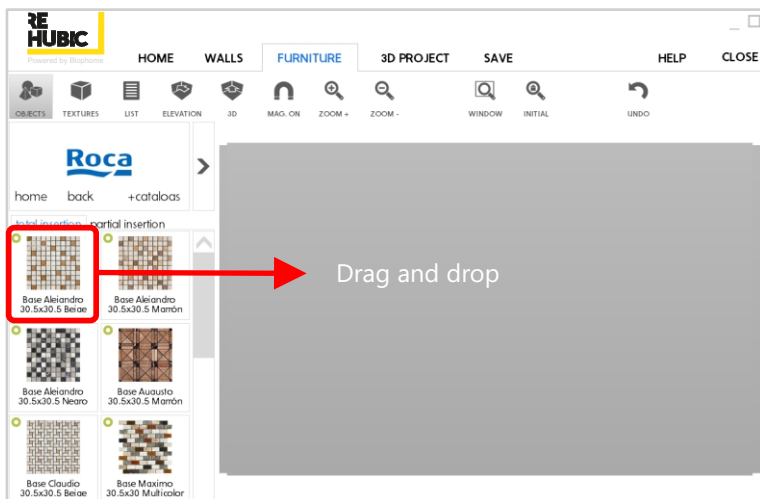
The elevation is the best way of working with the ceramic catalogues

You can apply the ceramic environment to all the walls, if you want

You can also save the ceramic environment so that it can be used later on.
State the name to access the ceramic environment object library

If you just want to cover one wall and not save the environment, click on Accept to leave the elevation work mode

REHUBIC Help

1. Select Elevation

2. Select wall

3. Cover
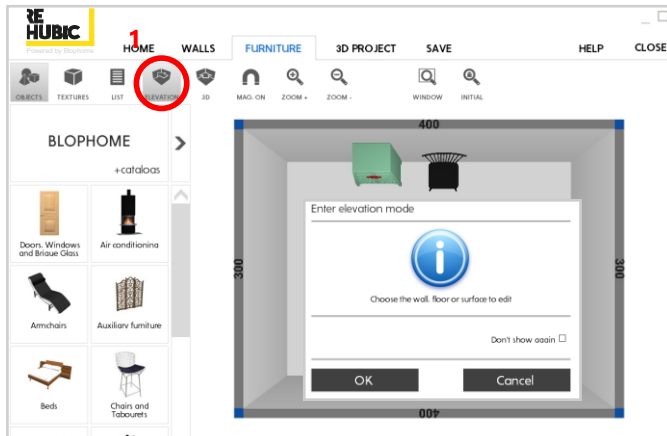
1. Select Elevation
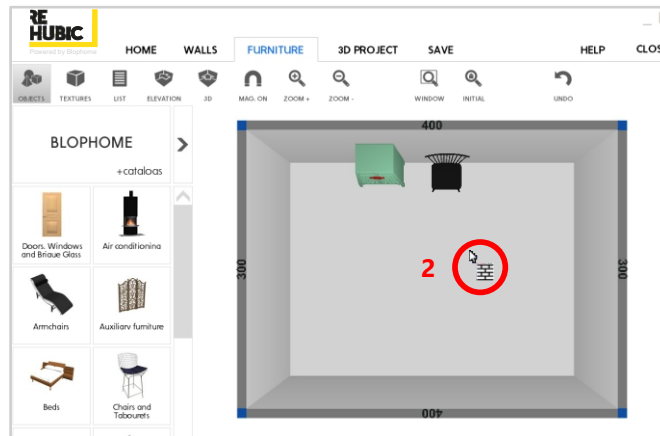
2. Select floor

3. Cover

What can I do? Window

Create a section of the entire wall with ceramic

Create a section of a ceramic piece

Drag and drop
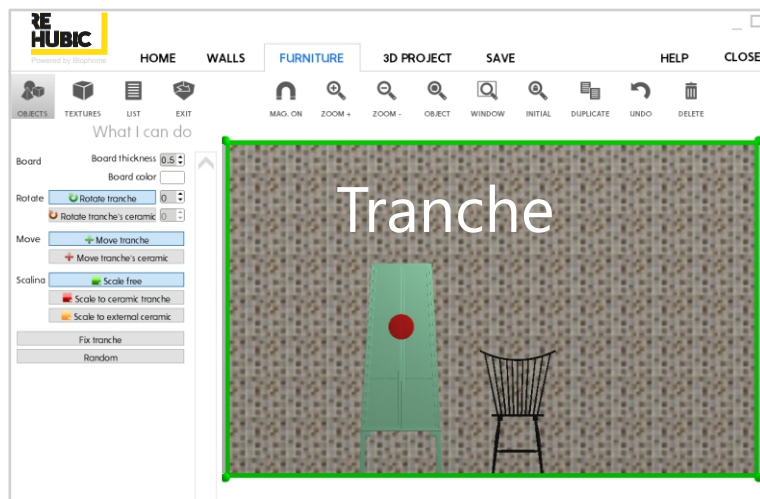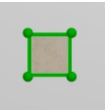
¿What I can do?

To rotate here   To rotate here

change size

Tranche

change size   change size
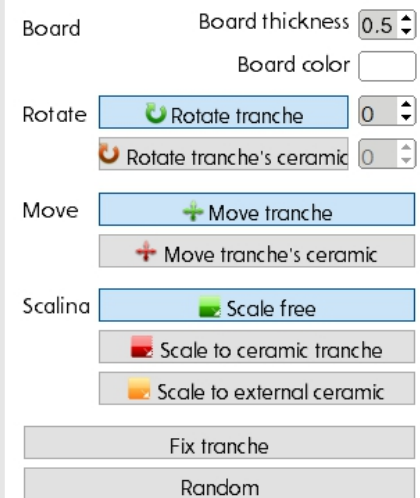
change size

To rotate here   To rotate here

REHUBIC Help

What can I do? Window

Change thickness of the board

What I can do	
Board	Board thickness 0.5 ⬍
	Board color

Thickness of the board 5

Thickness of the board 20
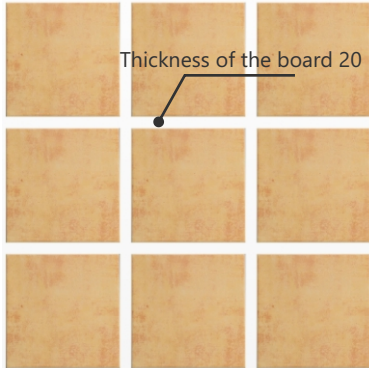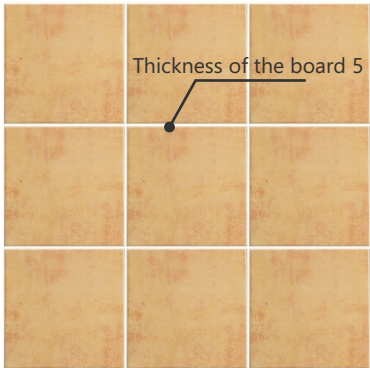
Change color of board

Color board

Color board
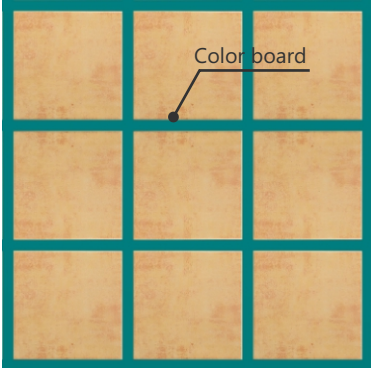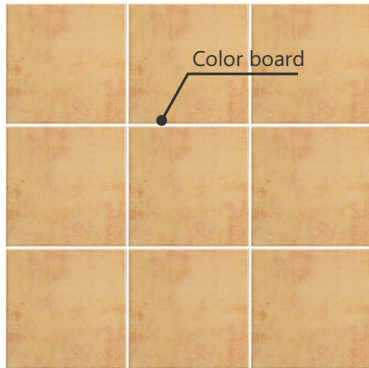
Rotate tranche

Rotate	↻ Rotate tranche	0 ⬍
	↻ Rotate tranche's ceramic	0 ⬍

Angle of rotation 0

Angle of rotation 62
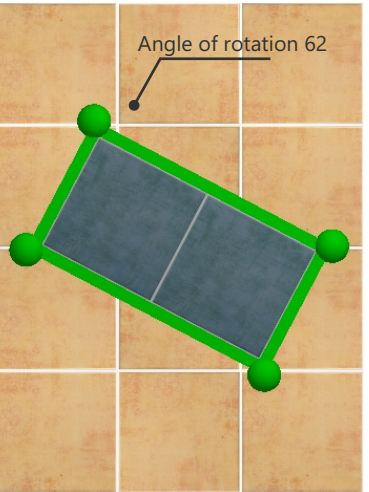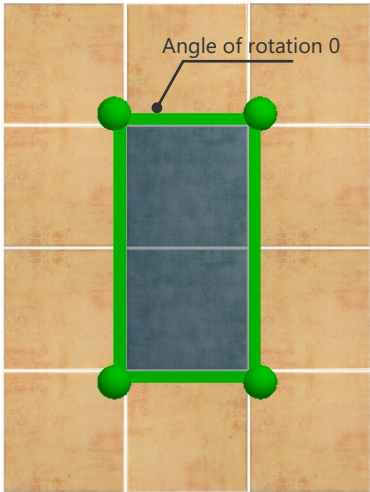
Ceramic tiles rotate the tranche

Angle 0

Angle 45
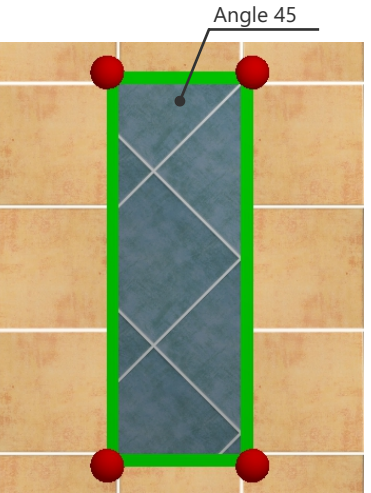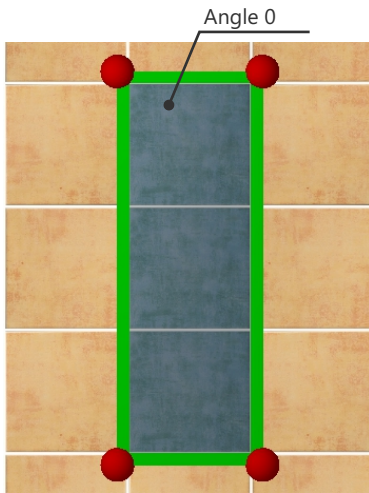
REHUBIC Help

What can I do? Window
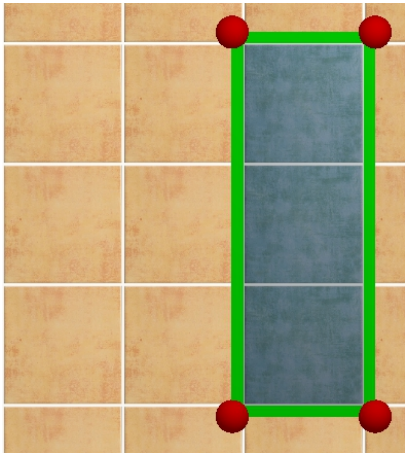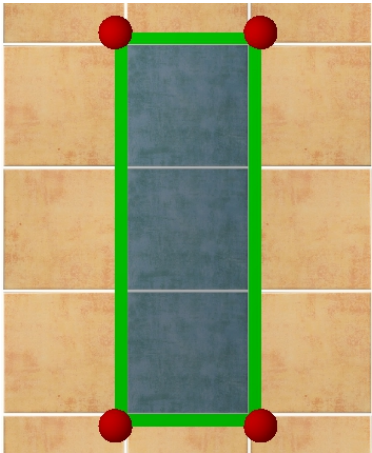
Move tranche

Move ceramic tiles the tranche
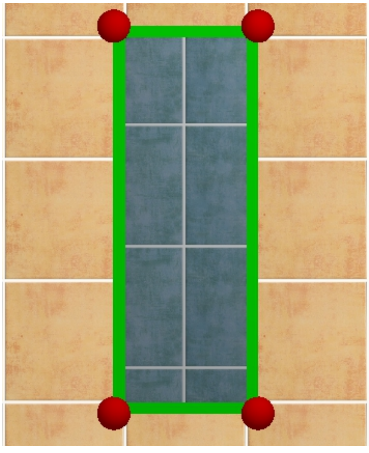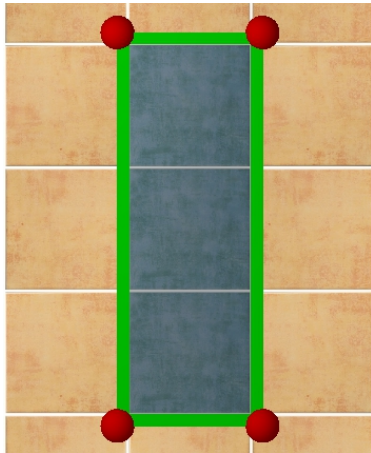
Fixing tranche

Tranche

Fix tranche
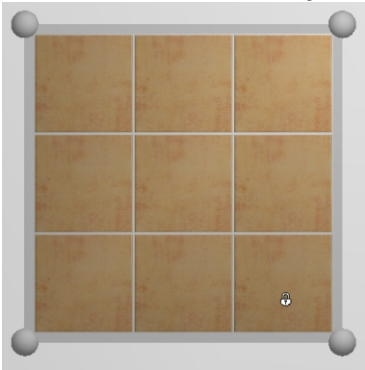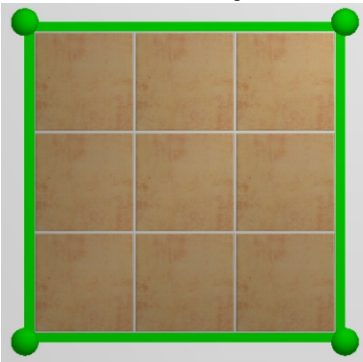
Random

Uniform sense of ceramic

Random on

What can I do? Window

Scale free
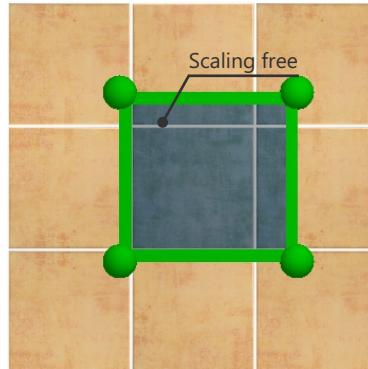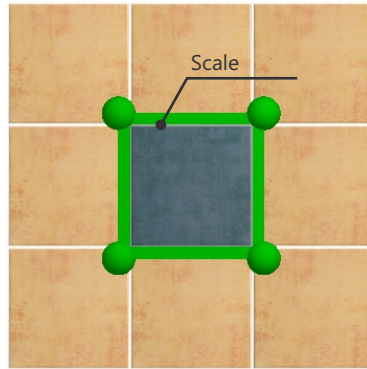
Scalina	
	Scale free
	Scale to ceramic tranche
	Scale to external ceramic

Scale

Scaling free

Scale to ceramic tranche

Scale

Scale

Scale to external ceramic

Scale

Scaling
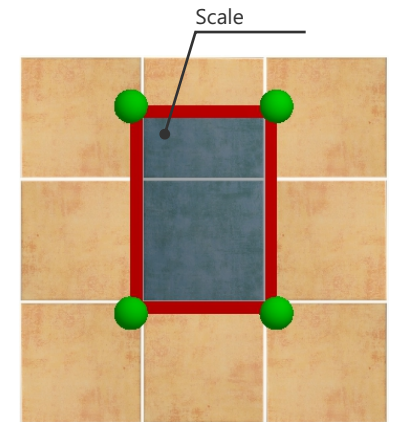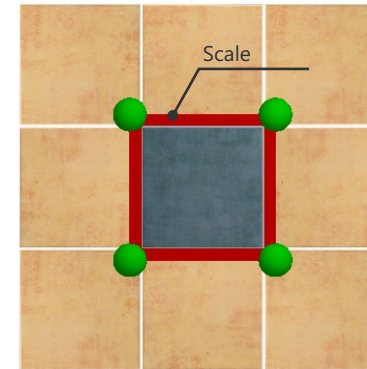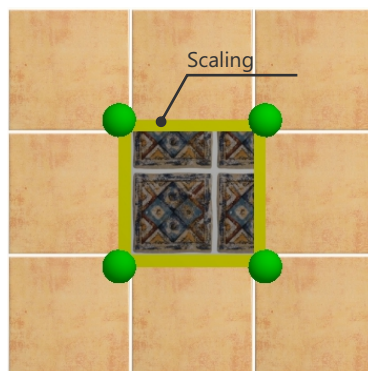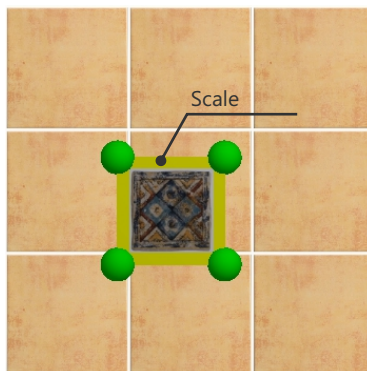
REHUBIC Help

Put Ceramic on Walls or Floors in Elevation Mode

Ceramic Environments
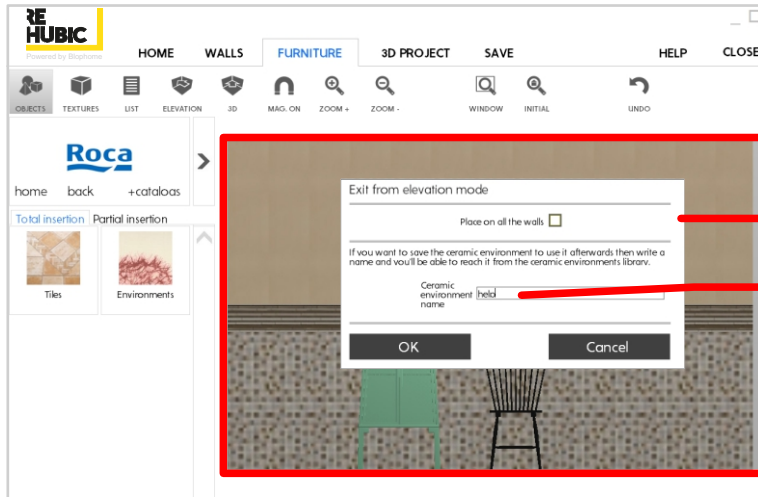
If you click on this box, the ceramic environment will be applied to all the walls

The ceramic environment can also be saved to be used later on
State the name to access the ceramic environment object library

If you just want to cover one wall and not save the environment, click on Accept
to leave the elevation work mode
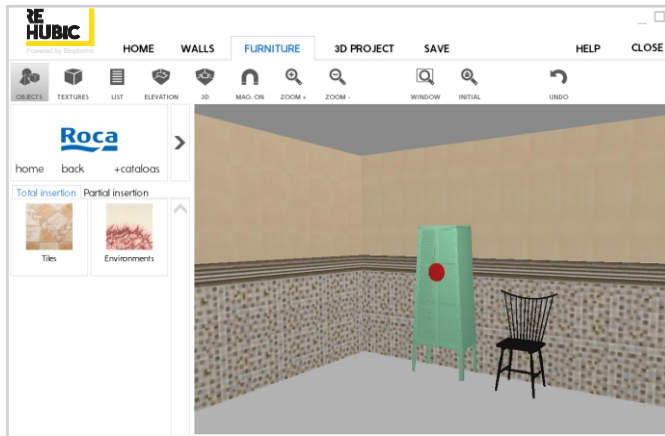
Environment applied to all the walls of the room
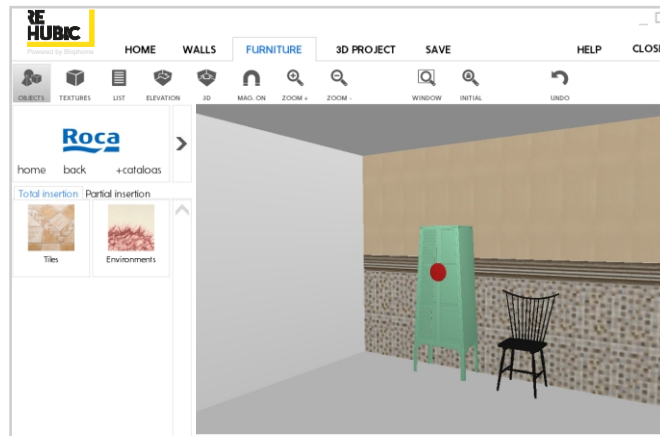
Environment applied to just one wall
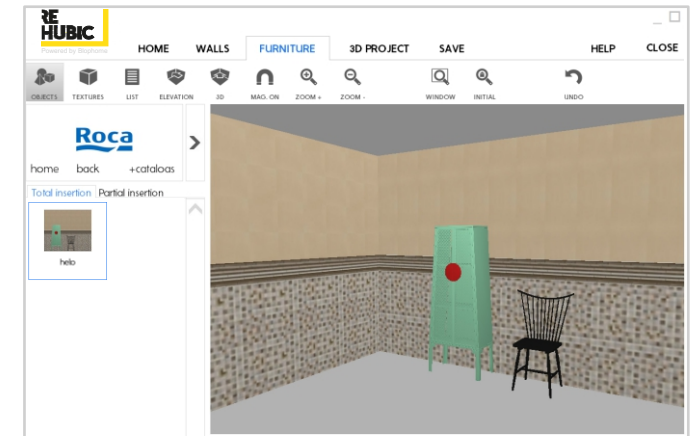
Environment saved in the ceramic object library

REHUBIC Help

Insert Objects in Elevation Mode
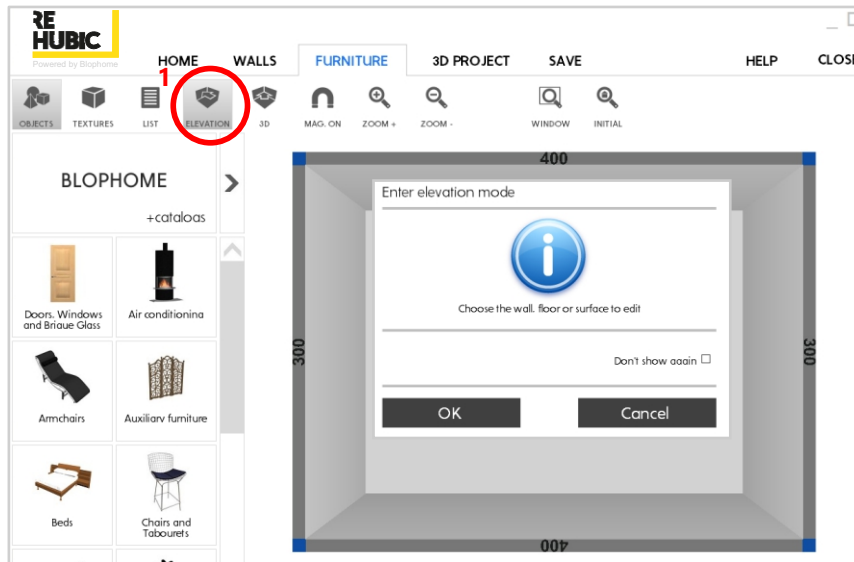
1. Select Elevation

2. Select wall

Drag and drop
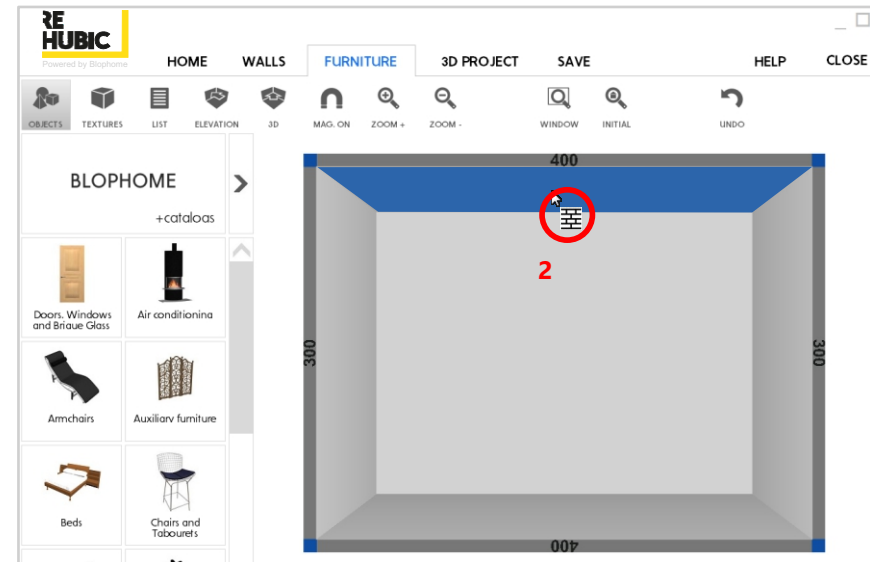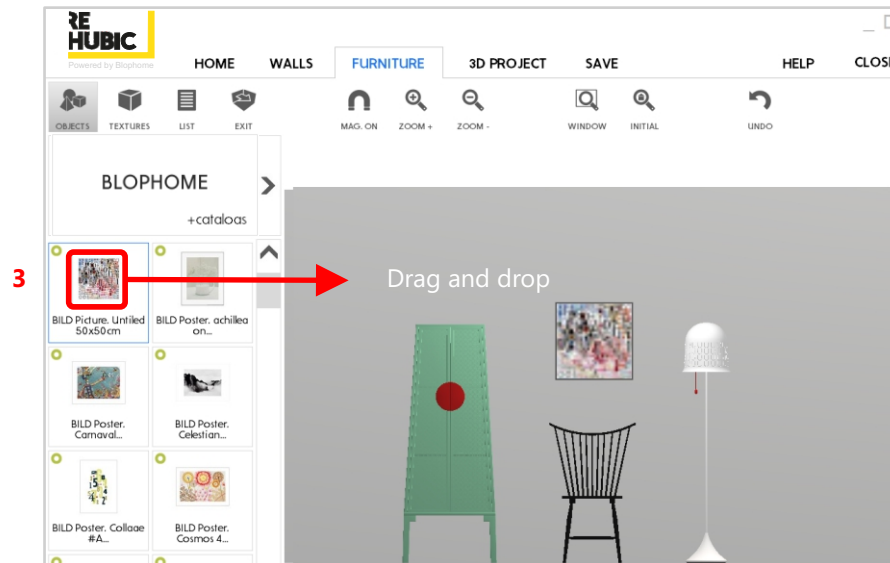
3. Furnish
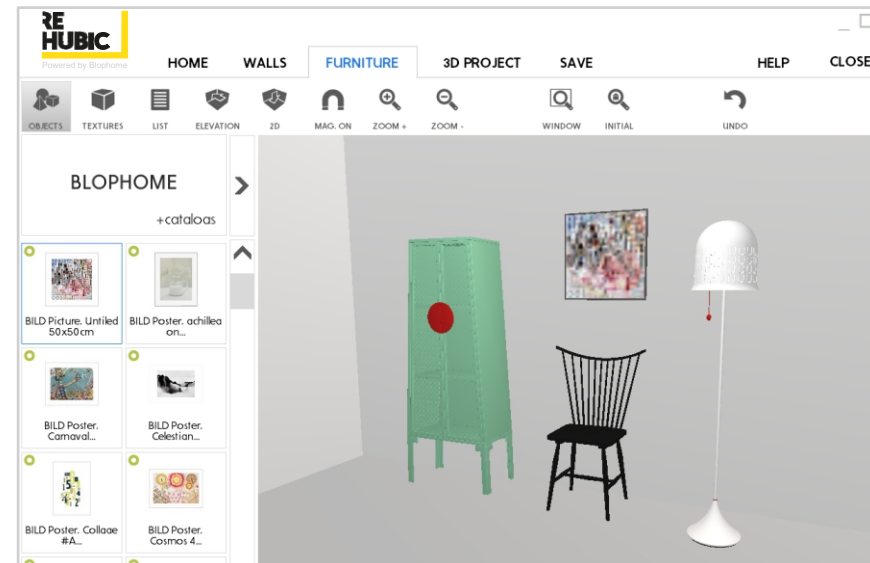
When accessing the 3D Projects folder, the room will be automatically shown in 3D. With the 2D icon, we return to the plan.
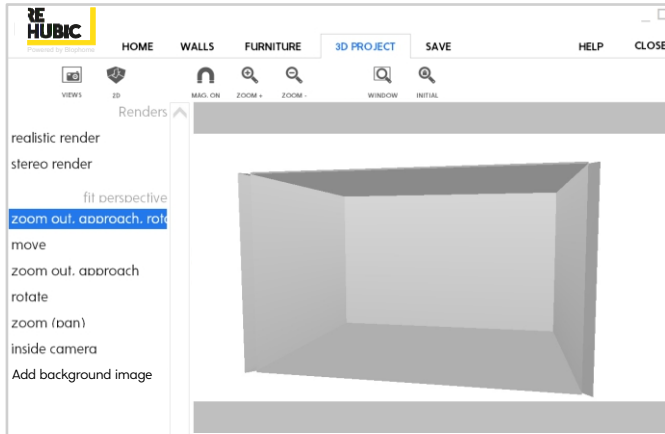
From the room, width a right mouse click, we can focus the perspective for zoom out, approach, rotate
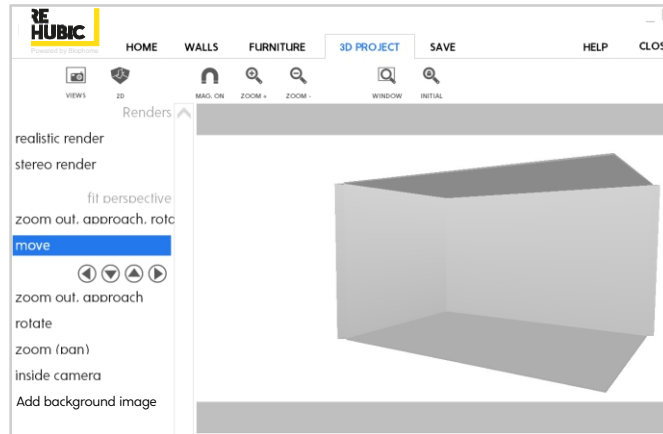
Move: each end of the button moves the room in the direction of the arrow
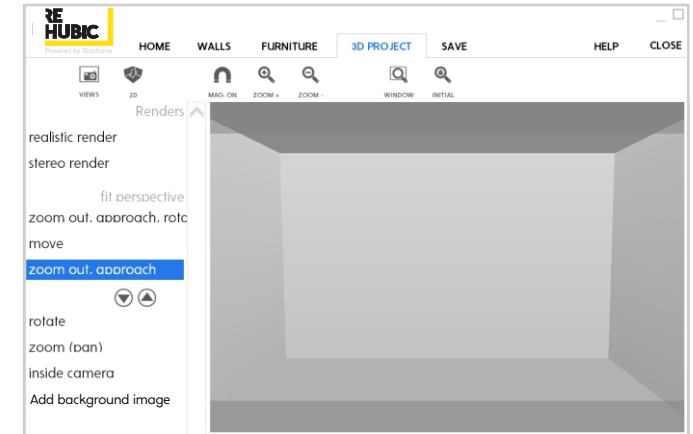
Zoom in or out: Each end of the button will reduce or expand the view incrementally
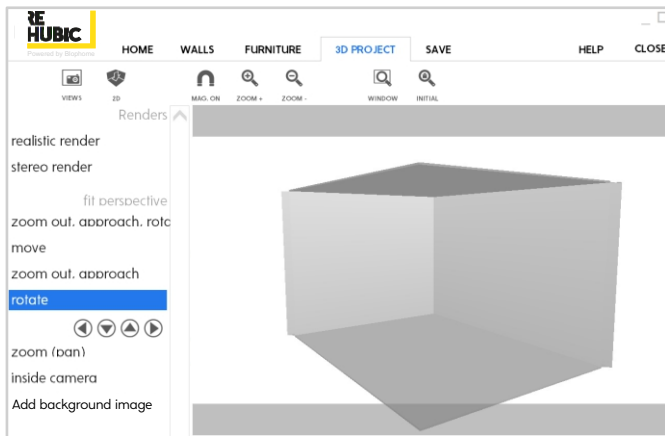
Rotate: Each end of this button makes the room rotate in the direction of the arrow.
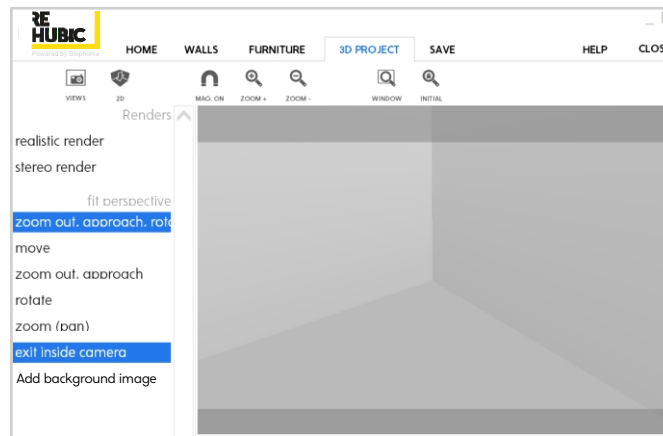
Inside camera: This positions the camera inside the room.
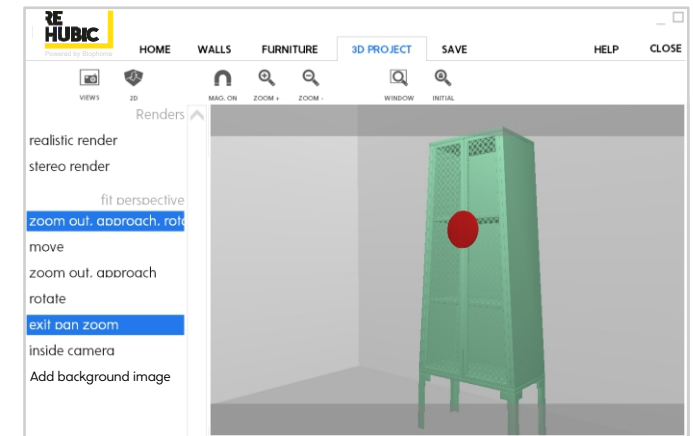
Zoom (pan): With the cursor, indicate which object you want to see close up and move the mouse.
Remember to go back and leave it in Normal Zoom.

REHUBIC Help
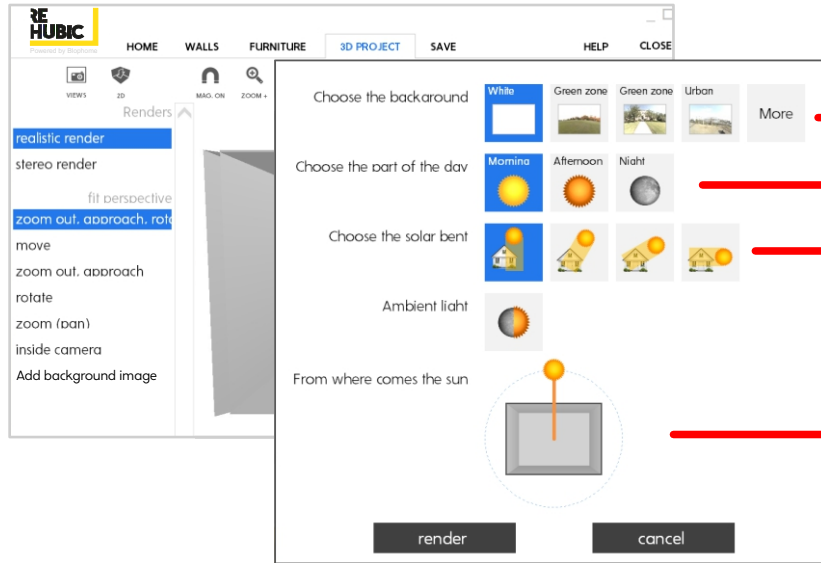
Realistic Render

Realistic Render

Fund selection: click on background you want, you will find different types of environments, adding exterior light and landscape to project

Choose the part of the day: morning, afternoon or night

Choose the solar bent

Click on the sun and move the cursor around the room to set the direction of sunlight to your project
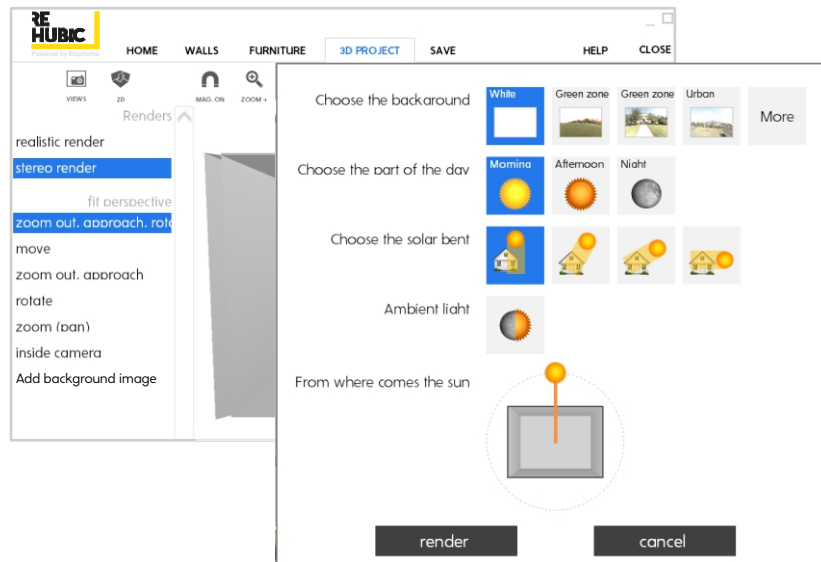
Stereo Render
STEREO (3D) GLASSES
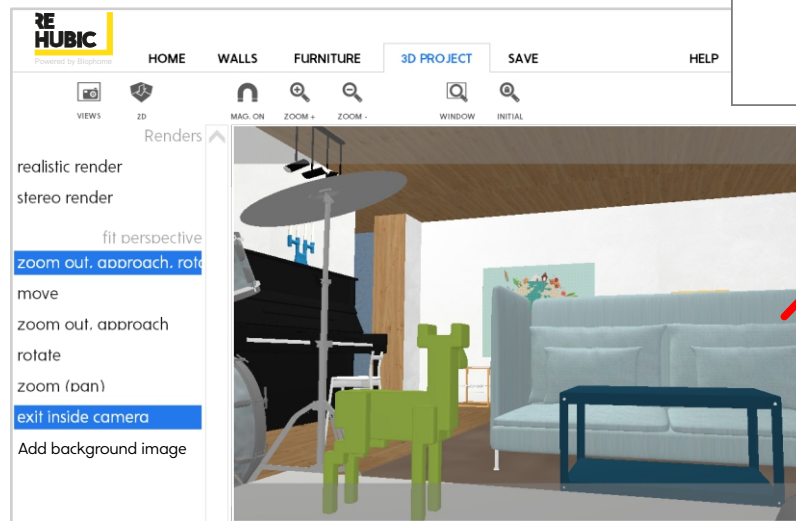If you have the necessary equipment, you can view photos in 3D like in the cinema.

If you have the drivers for JPS format and has a monitor, graphics card and glasses compatibles with this format you can generate stereo perspective and see the result in stereoscopic image..

Views (camera position)
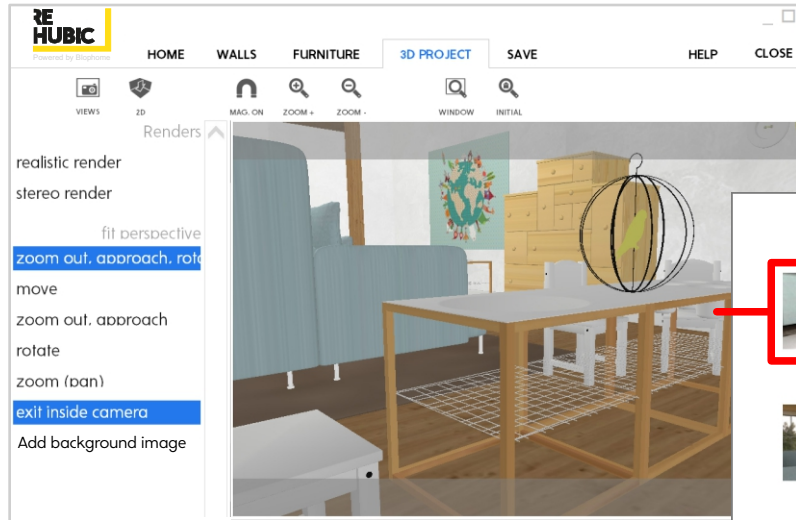
Camera views related to render
Any render that is done, will save the position of the camera, so if desired you could use it again.

In previous projects, it will not recover views.

Save to hard drive

Write the Project name. You can, if desired, publish your project on the website of blophome

To change front image of the project click on upload and select the image you want

You can publish your project as anonymous
If you want the published projects appear with your exclusive nick you must register your Nick

You must choose the type of room you want to publish

The created quality perspectives will appear here. Check all the ones you want to save.

Save to the cloud

If desired you can save your project in the cloud, it will be stored in our servers but will not be public if you do not want

To change front image of the project click on upload and select the image you want

You can publish your project as anonymous
If you want the published projects appear with your exclusive nick you must register your Nick

You must choose the type of room you want to publish

The created quality perspectives will appear here. Check all the ones you want to save.

REHUBIC
Operating System:
Windows vista, 7,8.

PC:
Any PC, keeping in mind that the better the graphic card, the more optimally it will work.

If you have the card's updated drivers, we recommend disconnecting the graphic motor for software, in order to use the hardware one.

NET:
Most important for the proper functioning of the Blophome is the Network speed, the more the better, because blophome classic needs to work with all network catalogs.