DIALUX TUTORIAL: I

DRAW A SIMPLE FLOOR PLAN

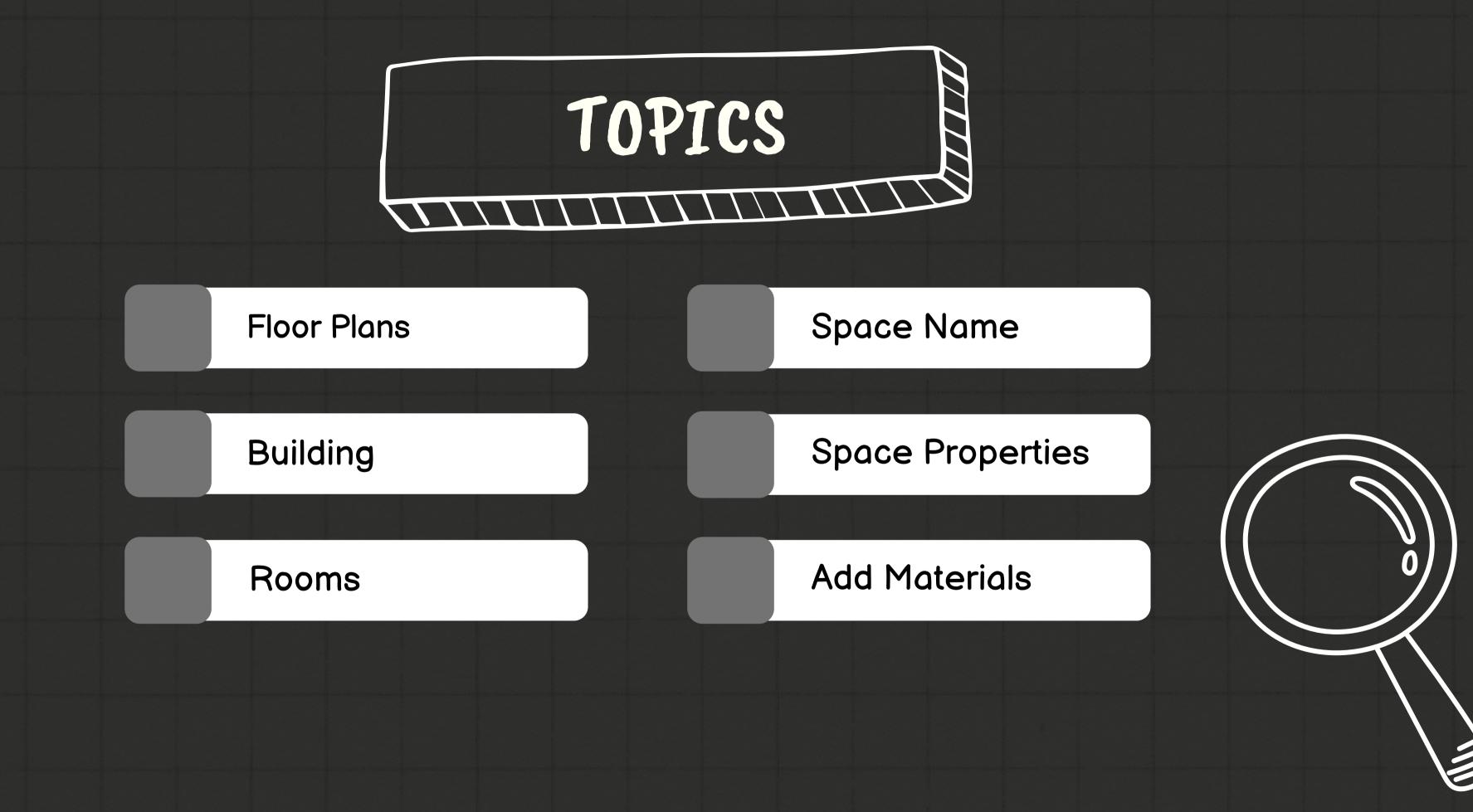
By Cristhian Michael



INTRODUCTION

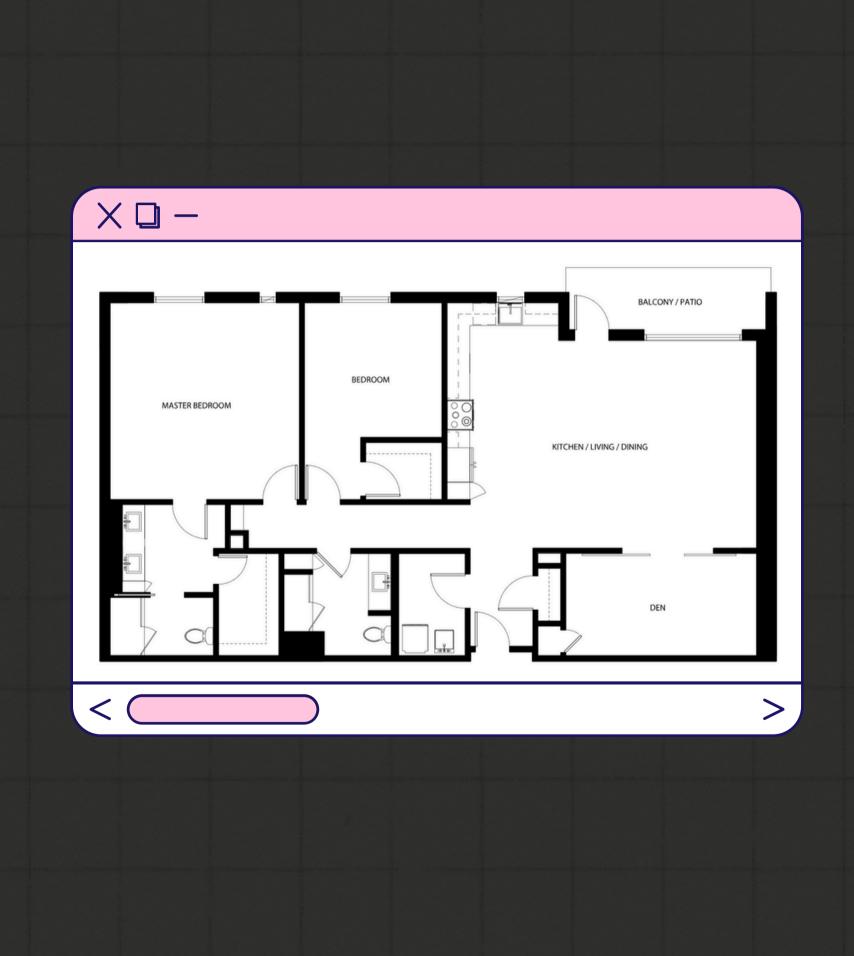
This document is designed as an introductory tutorial for using DIALux to create a house floor plan. It offers step-by-step guidance to help you get started with the software and can serve as a valuable reference throughout your project. However, it's essential to keep in mind that this tutorial is just a starting point. For a more in-depth understanding and to ensure accuracy, I strongly recommend consulting official DIALux resources and seeking advice from experienced professionals. By doing so, you'll be better equipped to tackle more complex projects and refine your skills further.

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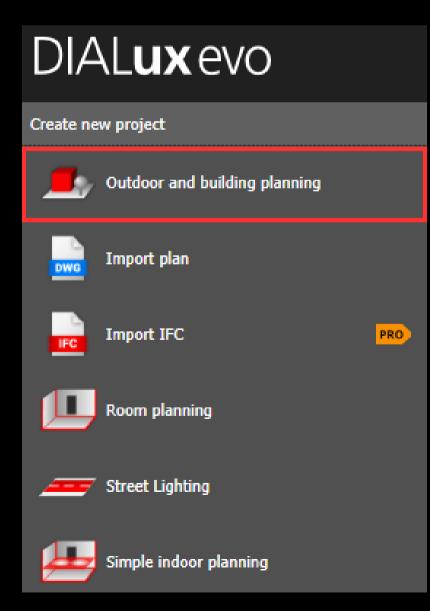


A floor plan for a house is a scaled drawing that shows the layout of rooms and spaces on a single level of the home. It includes details like walls, doors, windows, and key fixtures, giving a clear overview of how the space is organized and how different areas connect. Floor plans are essential for visualizing the design and ensuring that everything fits together properly before construction begins.



Step 1

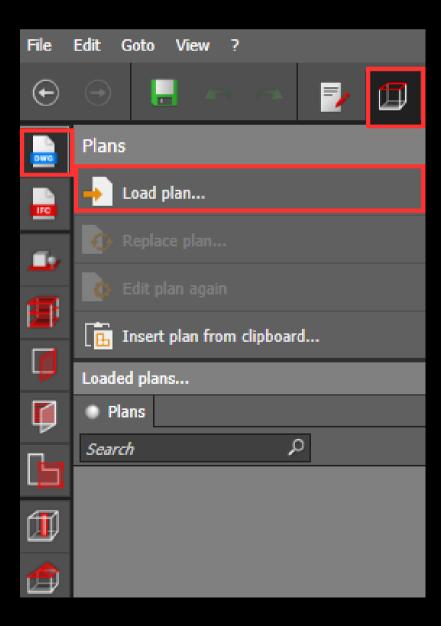
Create a new project by selecting Outdoor and building planning



FLOOR PLANS

Step 2

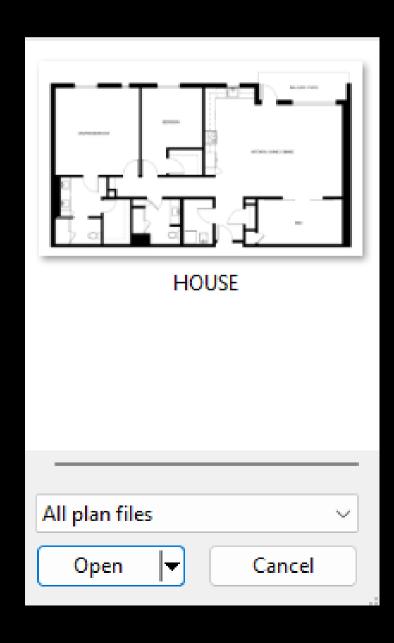
Select 'Load Plan' to upload the image or file you previously downloaded.





Step 3

Select the desired file to upload in DIALux.





Step 4

Scale the sketch by using a reference wall and specifying its length.

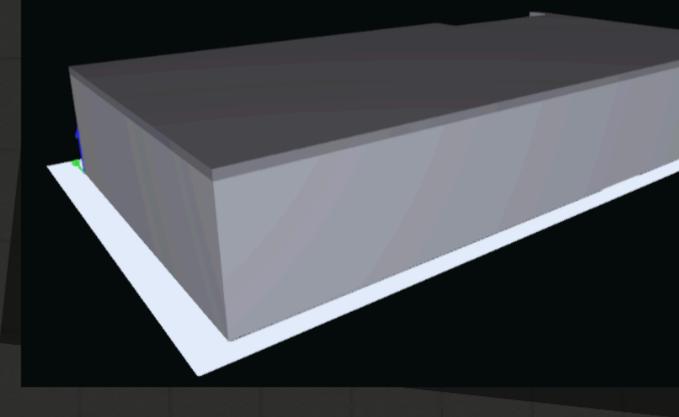




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In DIALux, a building is the digital version of the structure you're designing. It includes the layout of floors, rooms, and walls, which you can use to plan and test different lighting setups. This helps you see how your lighting will look and work in the actual space before it's built.

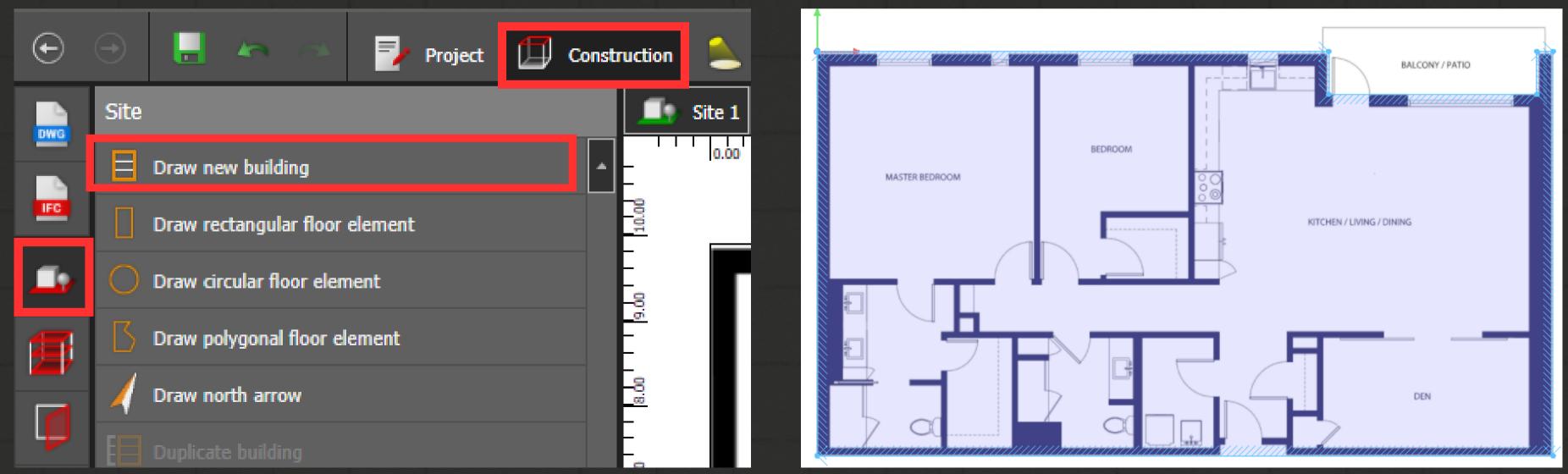




Step 1

Select 'Draw New Building' to design the structure of the building or house that you're going to create.

Select the external contour of the floor plan to outline the shape of the building. To finish the selection, right-click and choose 'Close Polygon.

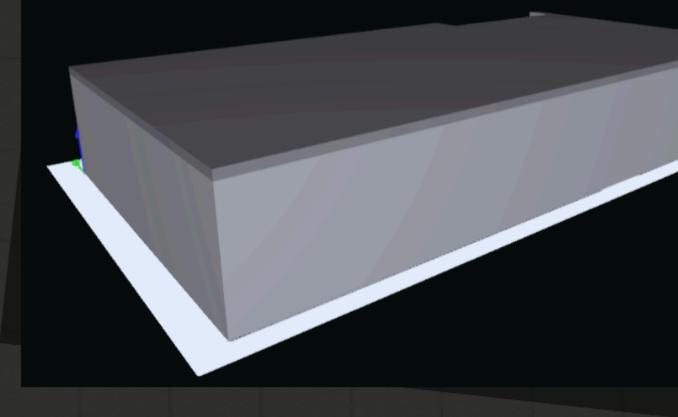




Step 1



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ROOMS

€	Θ 📕 4	h A	2	Project		Constructio	on		
DWG	Storey and building construction								
IFC	🕒 Draw new	room				ъ	•		
IFC	Draw new	indoor contou	r						
.	Draw new outer contour								
F	New empty storey								
	Duplicate s	torey					I		
•	Active storey								
	Name	Storey 1							
	Description								
5	Properties		_		_				
1	Storey height	2.800 m							
	Floor thickness	0.200 m							
	Storey overview								
		Name				Height			
	Storey 1					2.800 m			
	Clearance height		_						
	Storey 1 (2 Roon	ns) 2.800	m						

Step 1

To design a single room, select 'Storey and Building Construction,' then choose 'Draw New Room.' Make sure to set the room's height and the thickness of the walls.





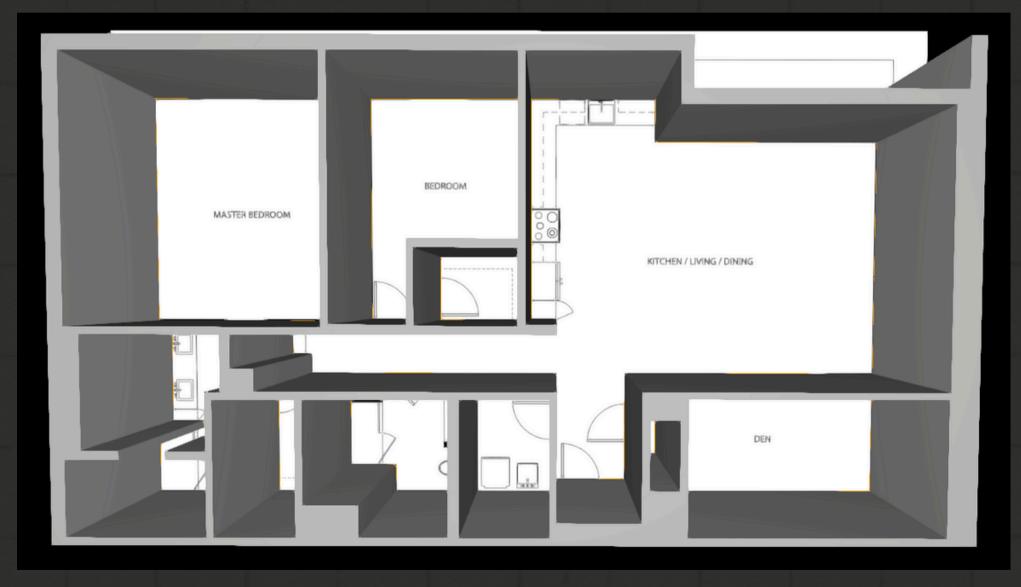
FLOOR PLAN



Different Method

To design a multiple rooms, select 'Storey and Building Construction,' then choose 'Draw New indoor contour.' Make sure to set the room's height and the thickness of the walls.

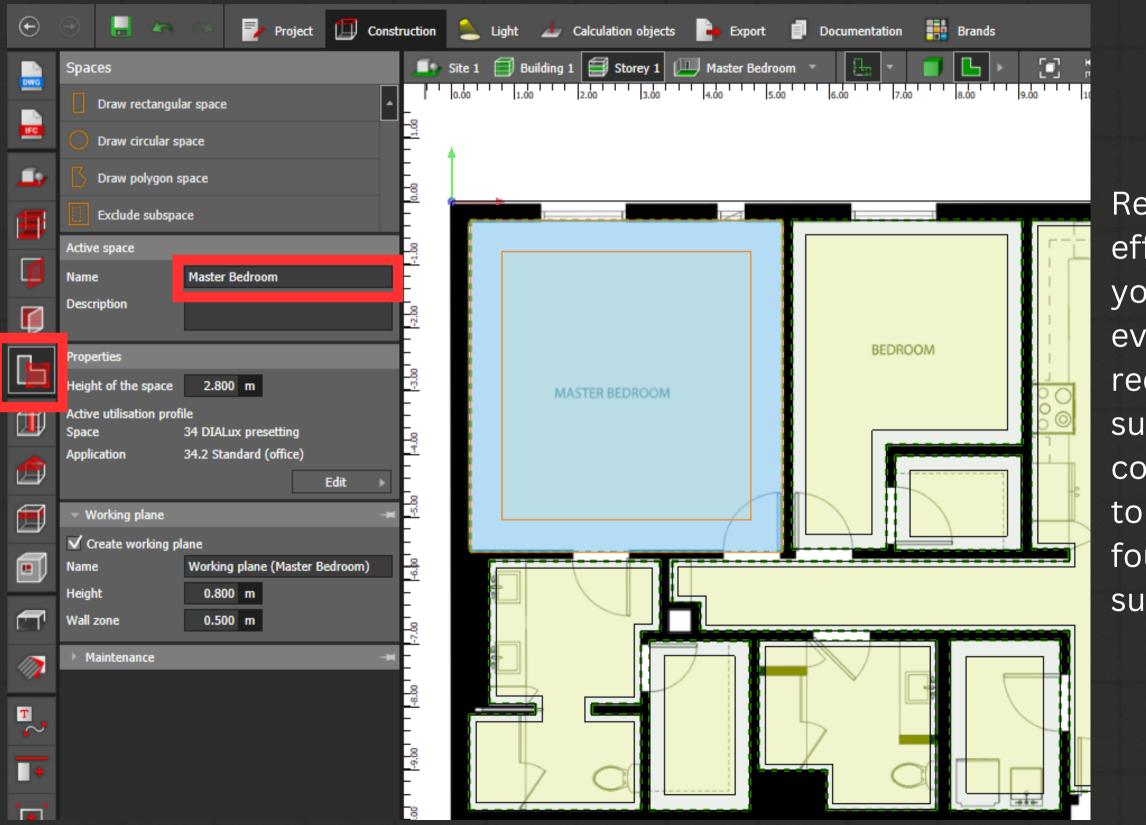
€	⊖ .	n 🗠	Project	Construction				
DWG	Storey and building construction							
	🕒 Draw new room 🕥 🔺							
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Ψ.	Active storey							
	Name	Storey 1						
4	Description							
	Properties							
	Storey height	2.800 n	1					
	Floor thickness	0.200 n	1					





3D VIEW

SPACE NAME





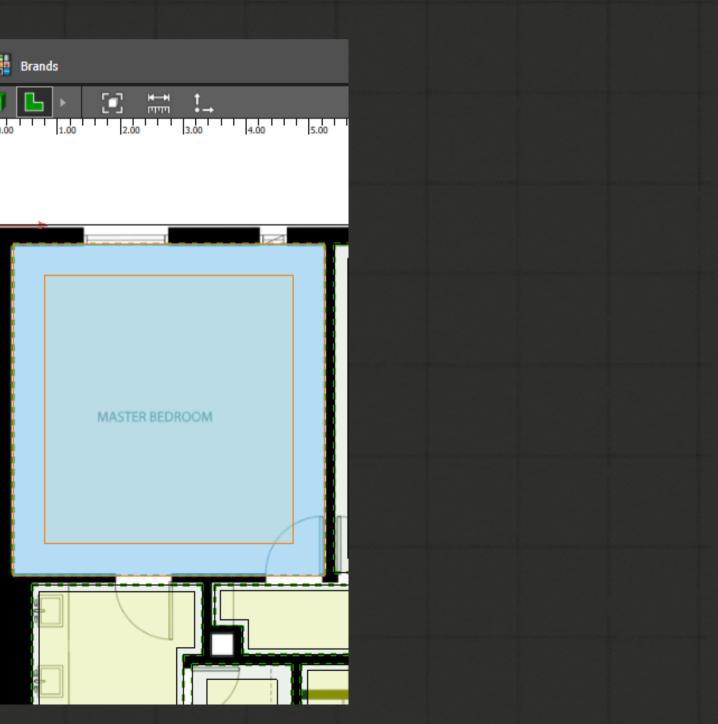
Renaming rooms in DIALux is a simple but effective way to maintain order and clarity in your lighting design projects. It ensures that every part of the project is easily identifiable, reduces the potential for mistakes, and supports a smoother workflow, especially in collaborative environments. By taking the time to appropriately name each room, you set the foundation for a more organized and successful project outcome.

SPACE PROPERTIES

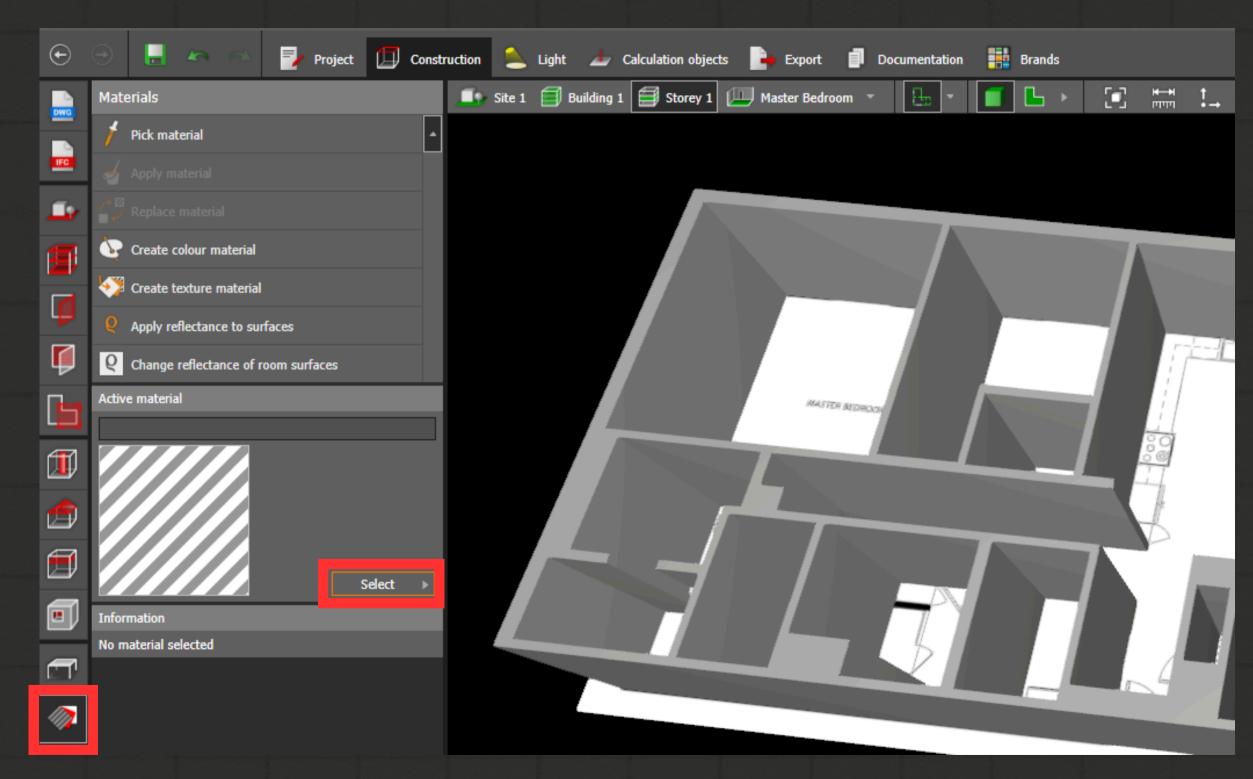
Selecting the type of use for a room in DIALux is a crucial step in achieving a lighting design that meets standard values and ensures optimal functionality. While the standard values are applied automatically based on the room type, you still have the flexibility to adjust them as needed, allowing for both precision and customization in your lighting projects.

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IFC			Template selection	Please select 🔹				
	Oraw circular sp	pace	Active utilisation profi					
.	S Draw polygon space		Type of use	9 Traffic zones inside buildings 60 Airports				
			Space 61 Railway installations					
- 🗐 I	Exclude subspace	ce	opace	General areas inside buildings				
	Active space		Application	10 Rest, sanitation and first aid rooms 11 Control rooms				
	Name	Master Bedroom	Illuminance	12 Store rooms, cold stores				
	Description		Maintenance value	Logistics and warehouse				
			Visual task (Em)	13 Logistics and warehouse Industry and trade				
	Properties		Visual task modified (
	leight of the space	2.800 m	Surrounding area (En					
4+1	Active utilisation profi	ile	Background area (Em	16 Cement, cement goods, concrete, bricks 17 Ceramics, tiles, glass, glassware				
		10 Rest, sanitation and first aid rooms	Cylindrical (Em,z)	17 Ceranics, ules, glass, glassware 18 Chemical, plastics and rubber industry				
	Application	10.1 Canteens, pantries	Wall (Em,wall)	19 Electrical and electronics industry				
		Edit 🕨	Ceiling (Em,ceiling)	20 Food, beverages and tobacco				
=	 Working plane 	-	Uniformity (Emin/Em)	21 Foundries and metal casting				
	Create working pl	ane	Glare limitation	22 Hairdressers				
	Name	Working plane (Master Bedroom)	Indoors (RUGL)	22				
	Height	0.800 m						
	Wall zone	0.500 m	Use times					
			Day	2404 Hours per year				
	Maintenance	-#		~6.57 Hours per day				





ADD MATERIALS





Materials are a key element in DIALux that greatly influence the realism of your lighting design. By using different materials for walls, objects, and surfaces, you create a more accurate and compelling visual experience. This not only improves the design process but also provides clients with a clearer, more realistic view of the final outcome, enhancing communication and decision-making throughout the project.



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					Materials	📕 Site 1 🗐 Building 1 🧾 Storey 1 💷 Ma	aster Bedroom
						A	
				IFC	🧹 Apply material 🕥		
🛛 Material catalogue - DIALux evo		_	οx	<u>_</u>			
Window		_		-	🔄 Create colour material		
Textures		Search	م		V Create texture material		
Outdoor	Name walnut rec	ldish			Q Apply reflectance to surfaces		
Indoor	Material type Painted			Ø	Q Change reflectance of room surfaces		
	Reflection factor 16 Reflective coating 13				Active material		
	Height 0.300			L	3012(Beige red)		
	Width 0.300	m		1	Reflection factor 32 %		
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