

DIALUX TUTORIAL: I

DRAW A SIMPLE FLOOR PLAN



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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.



TOPICS

Floor Plans

Space Name

Building

Space Properties

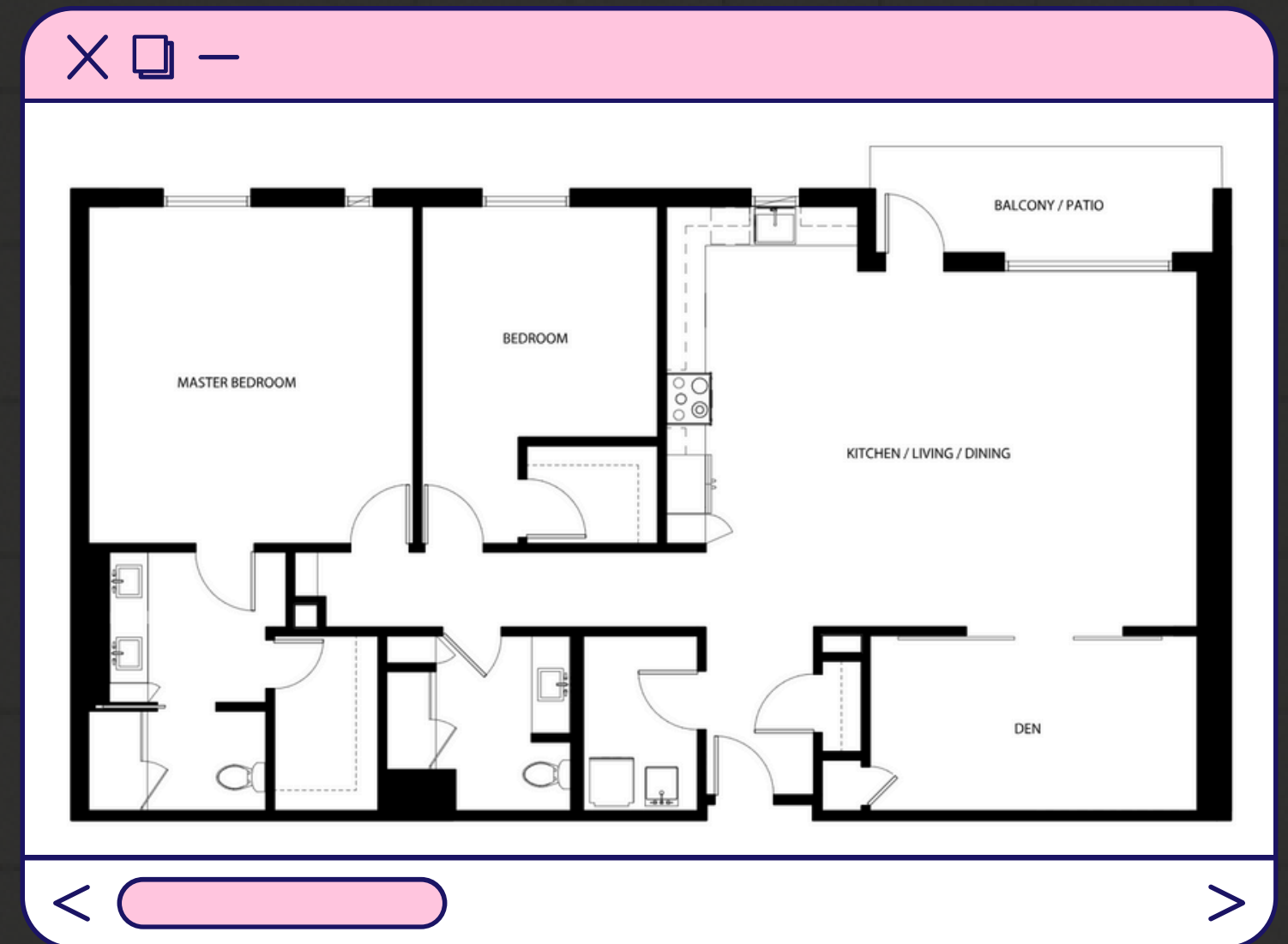
Rooms

Add Materials



FLOOR PLANS

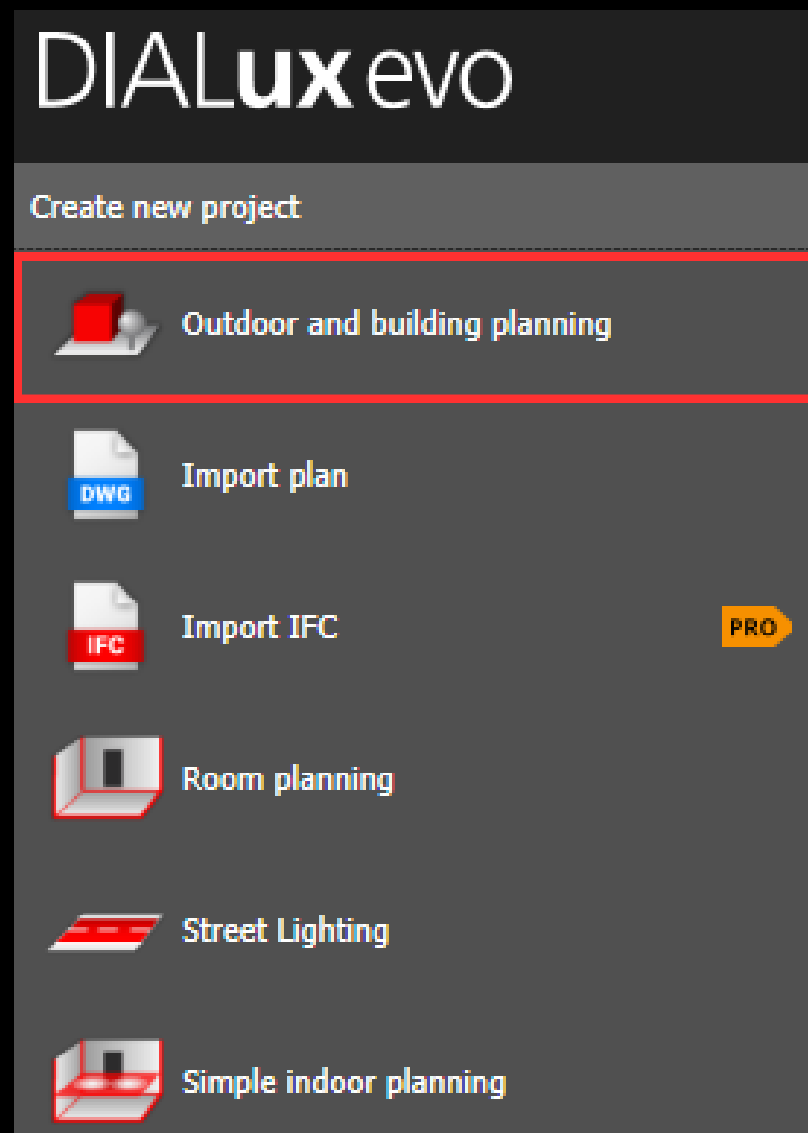
A floor plan for a house is a scaled drawing that shows the layout of rooms and spaces on a single level of the home. It includes details like walls, doors, windows, and key fixtures, giving a clear overview of how the space is organized and how different areas connect. Floor plans are essential for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



FLOOR PLANS

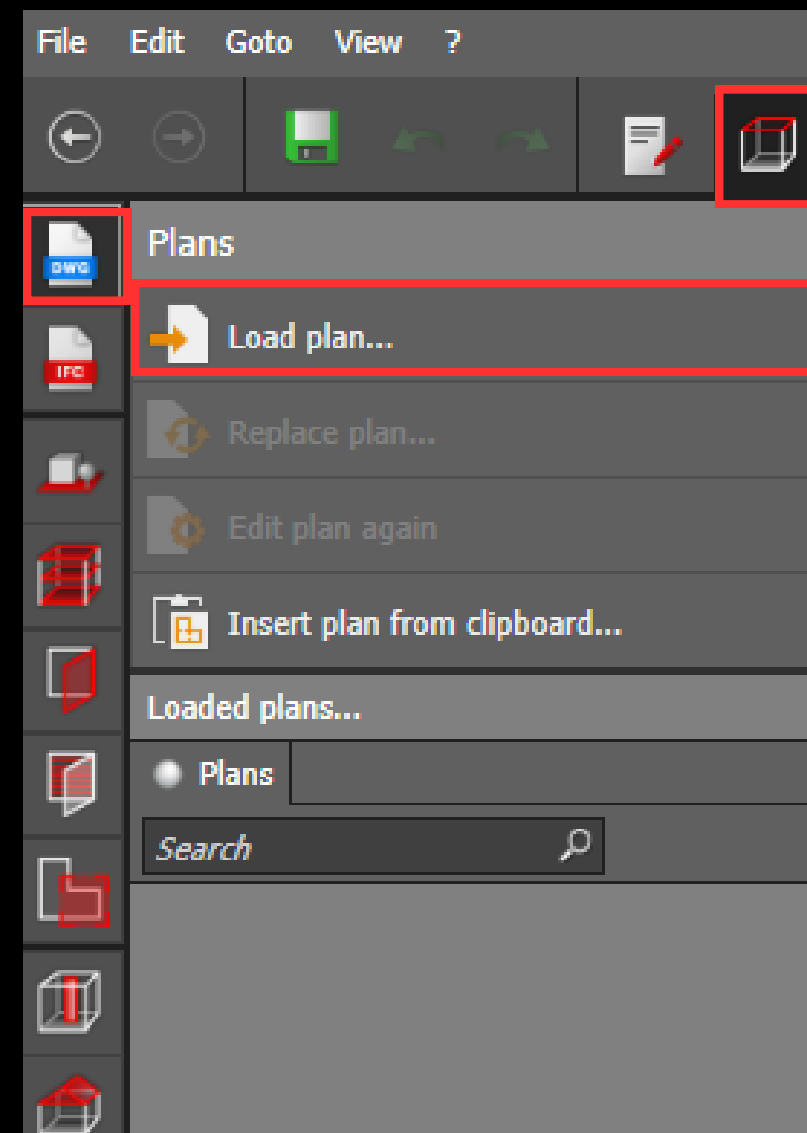
Step 1

Create a new project by selecting *Outdoor and building planning*



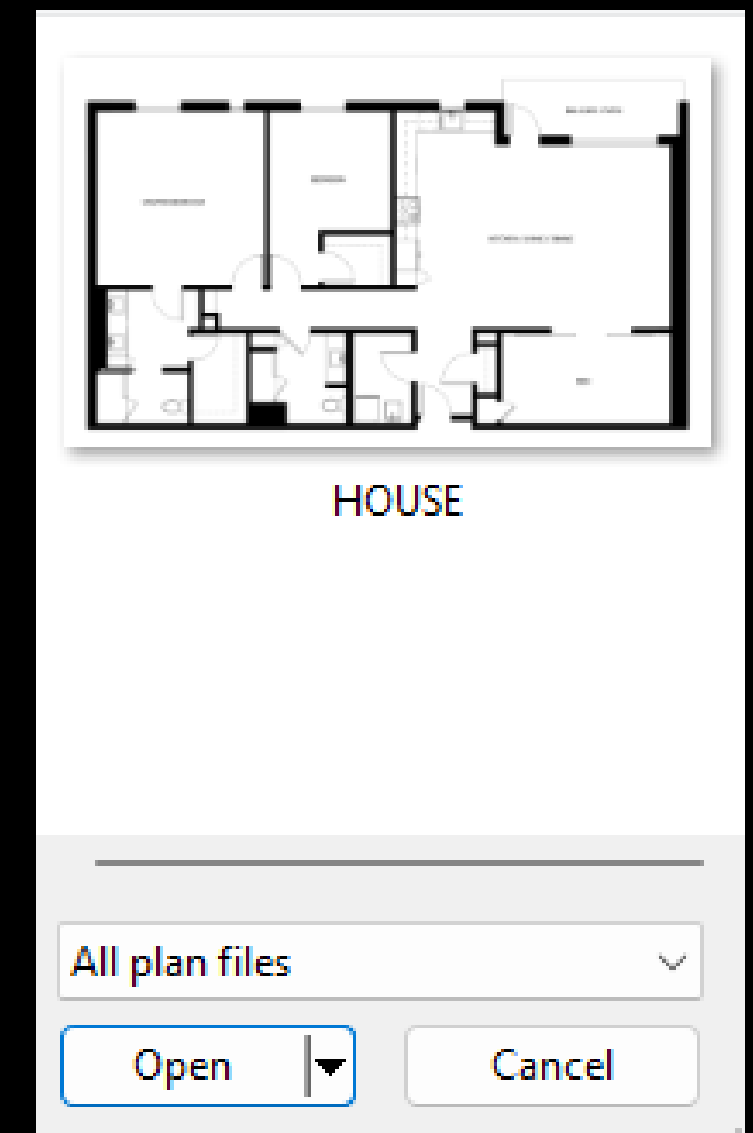
Step 2

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



Step 3

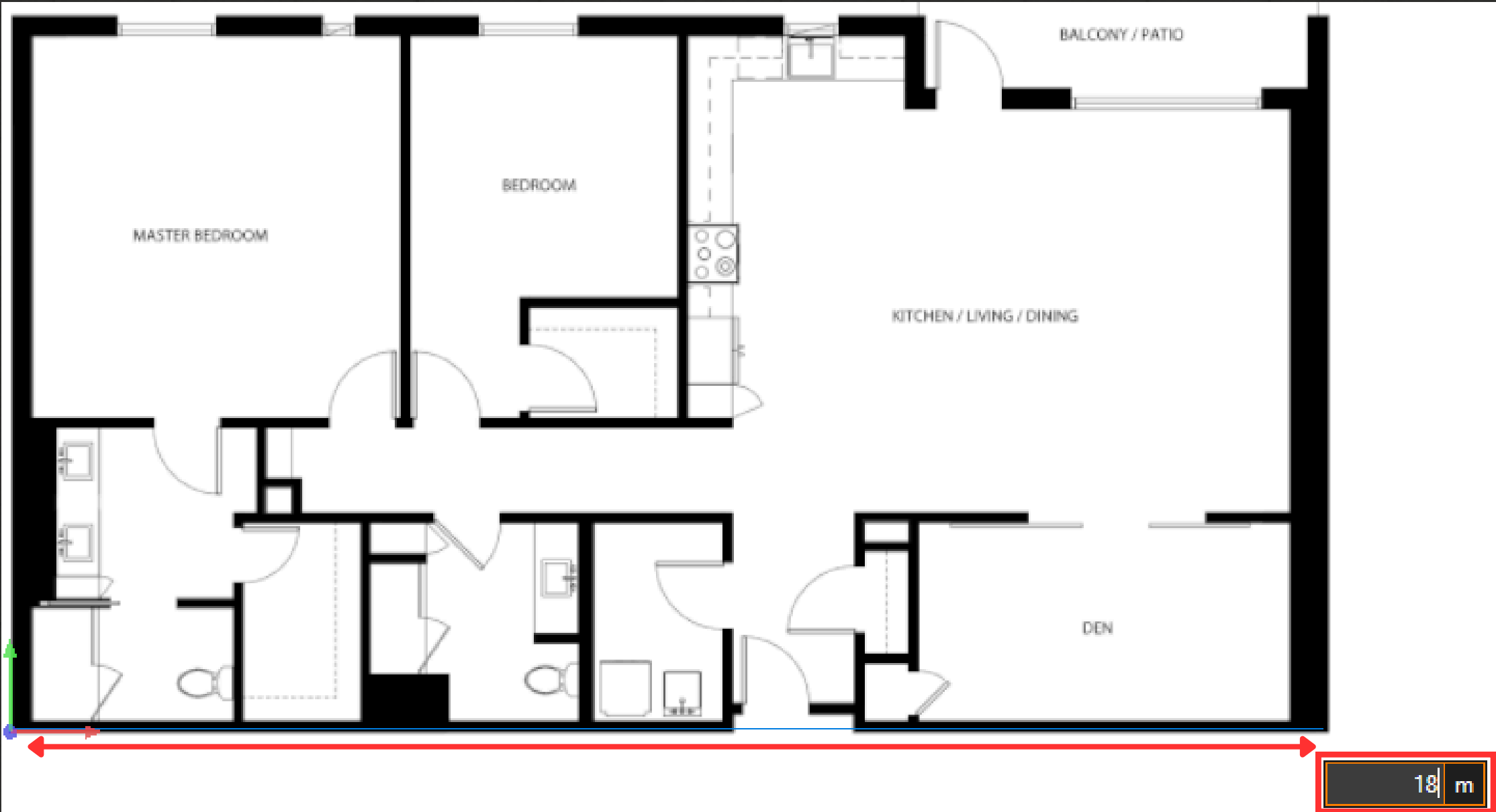
Select the desired file to upload in DIALux.



FLOOR PLANS

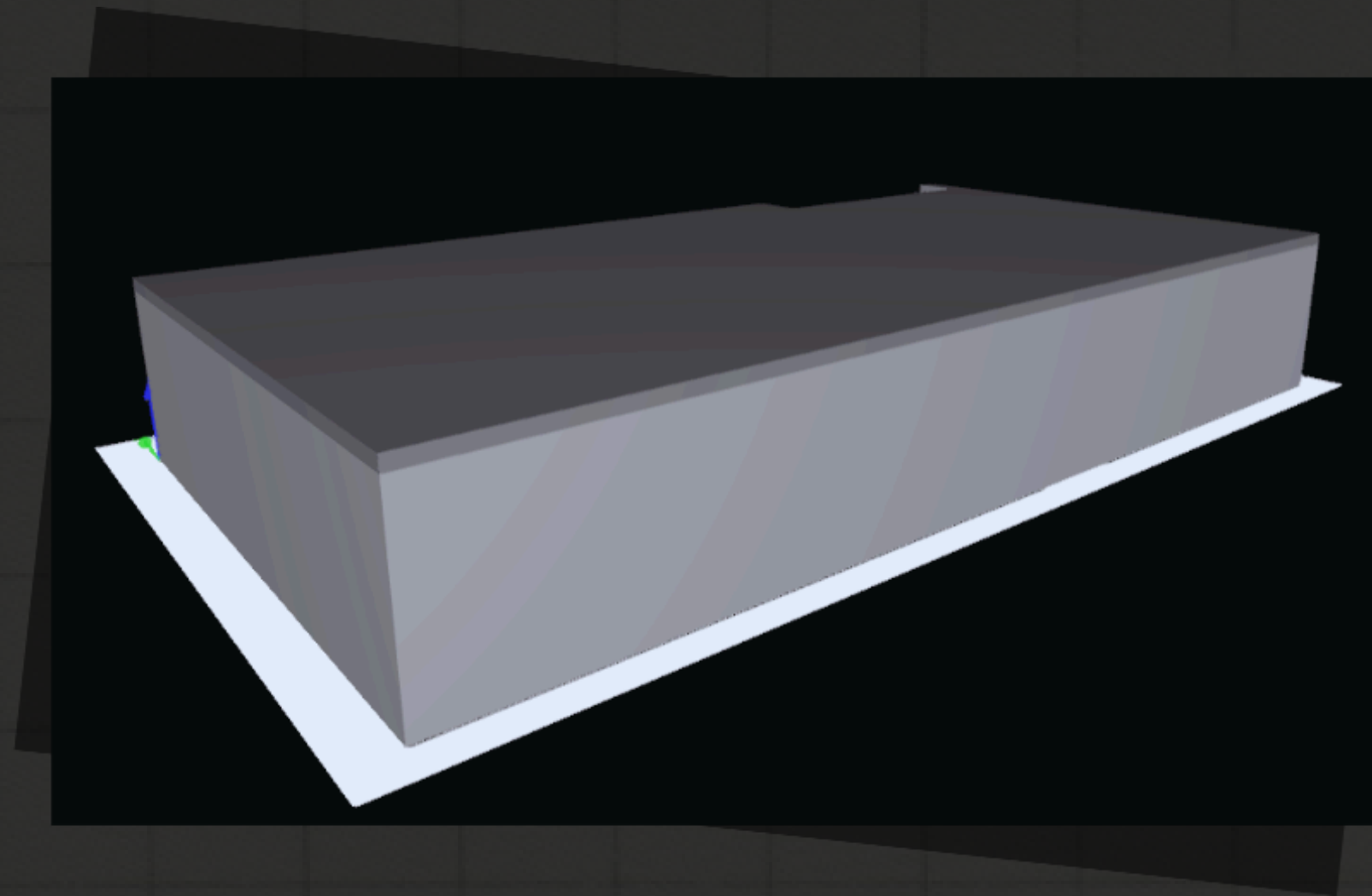
Step 4

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



BUILDING

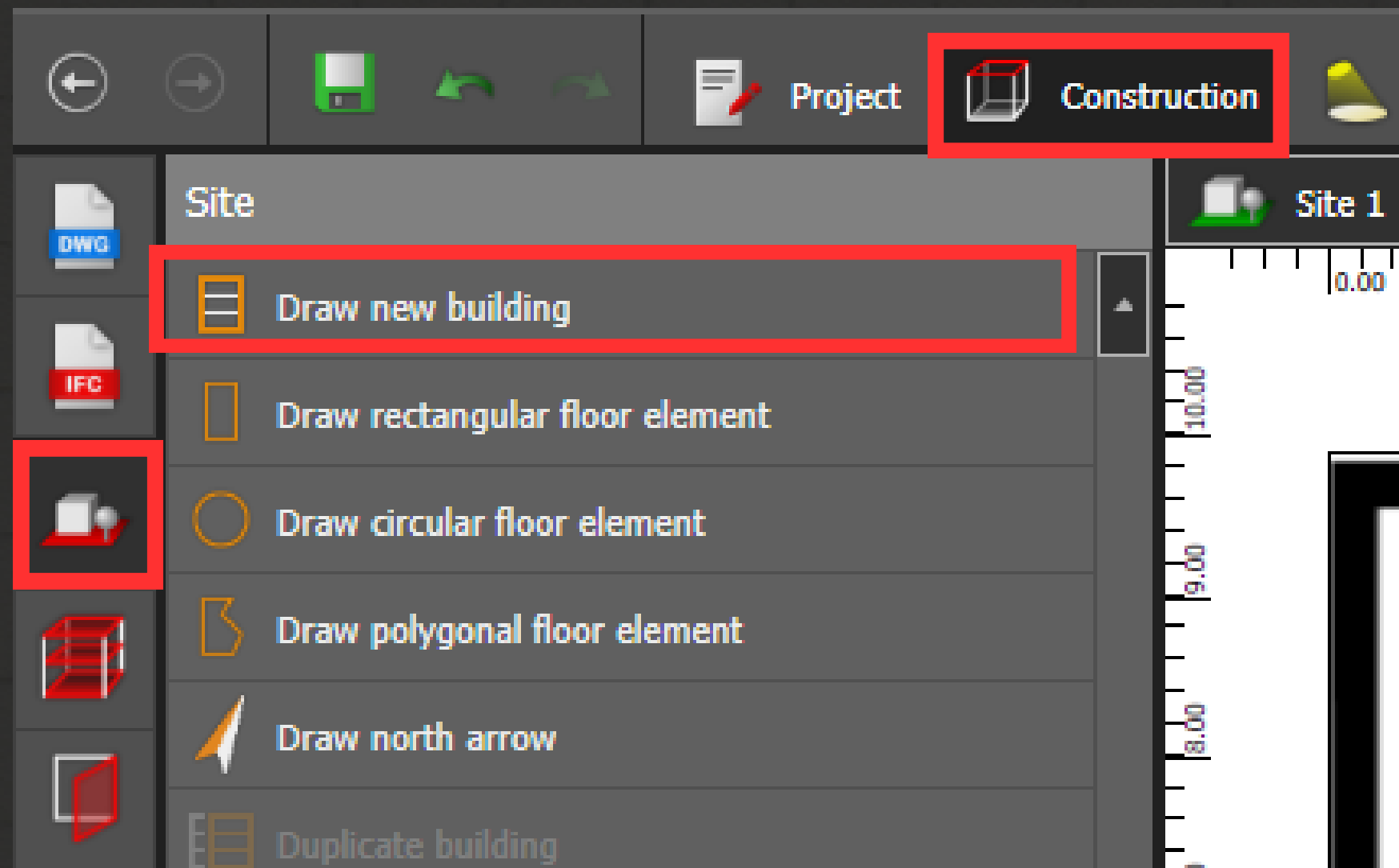
In DIALux, a building is the digital version of the structure you're designing. It includes the layout of floors, rooms, and walls, which you can use to plan and test different lighting setups. This helps you see how your lighting will look and work in the actual space before it's built.



BUILDING

Step 1

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



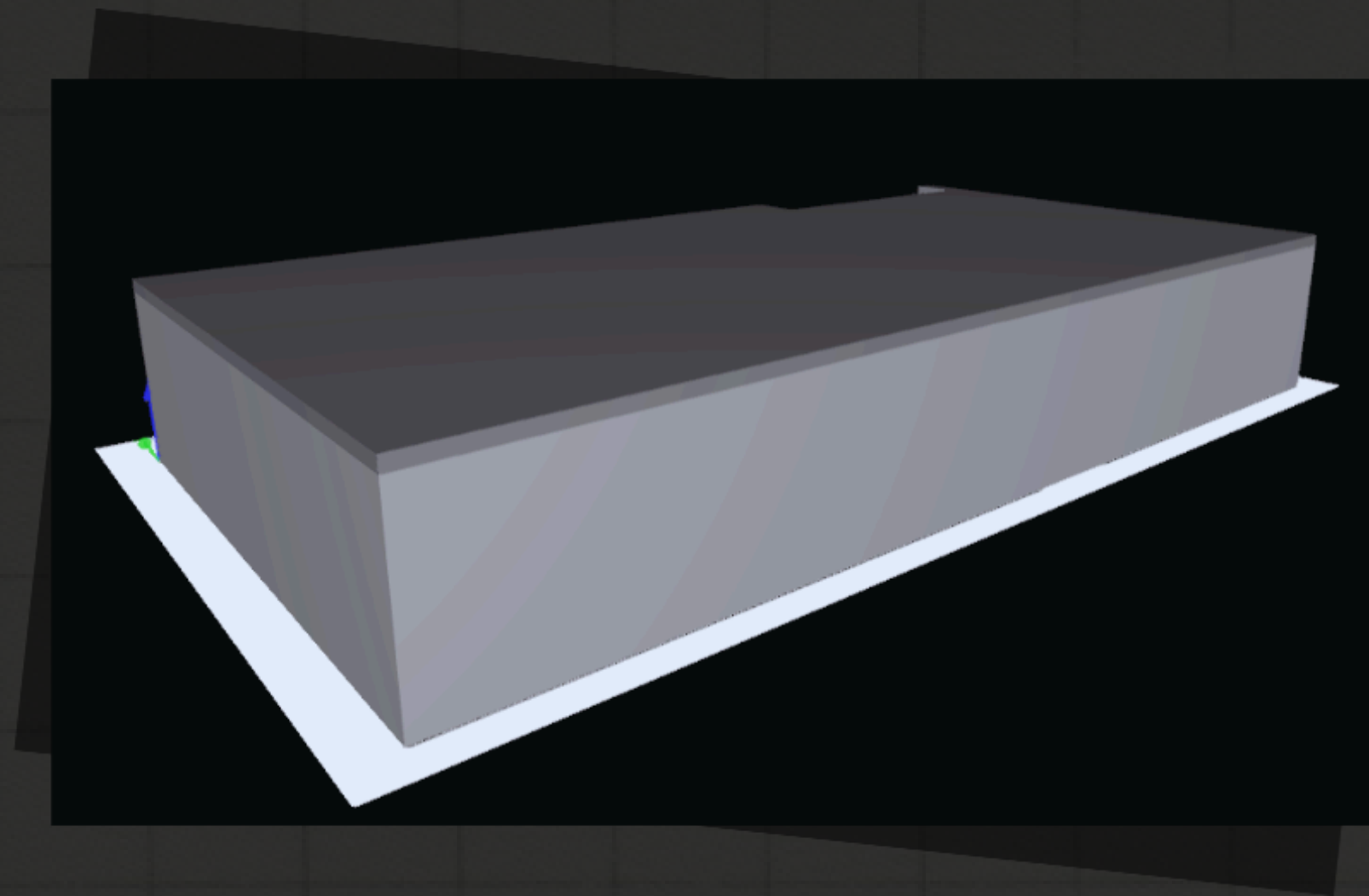
Step 1

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'.



ROOMS

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.

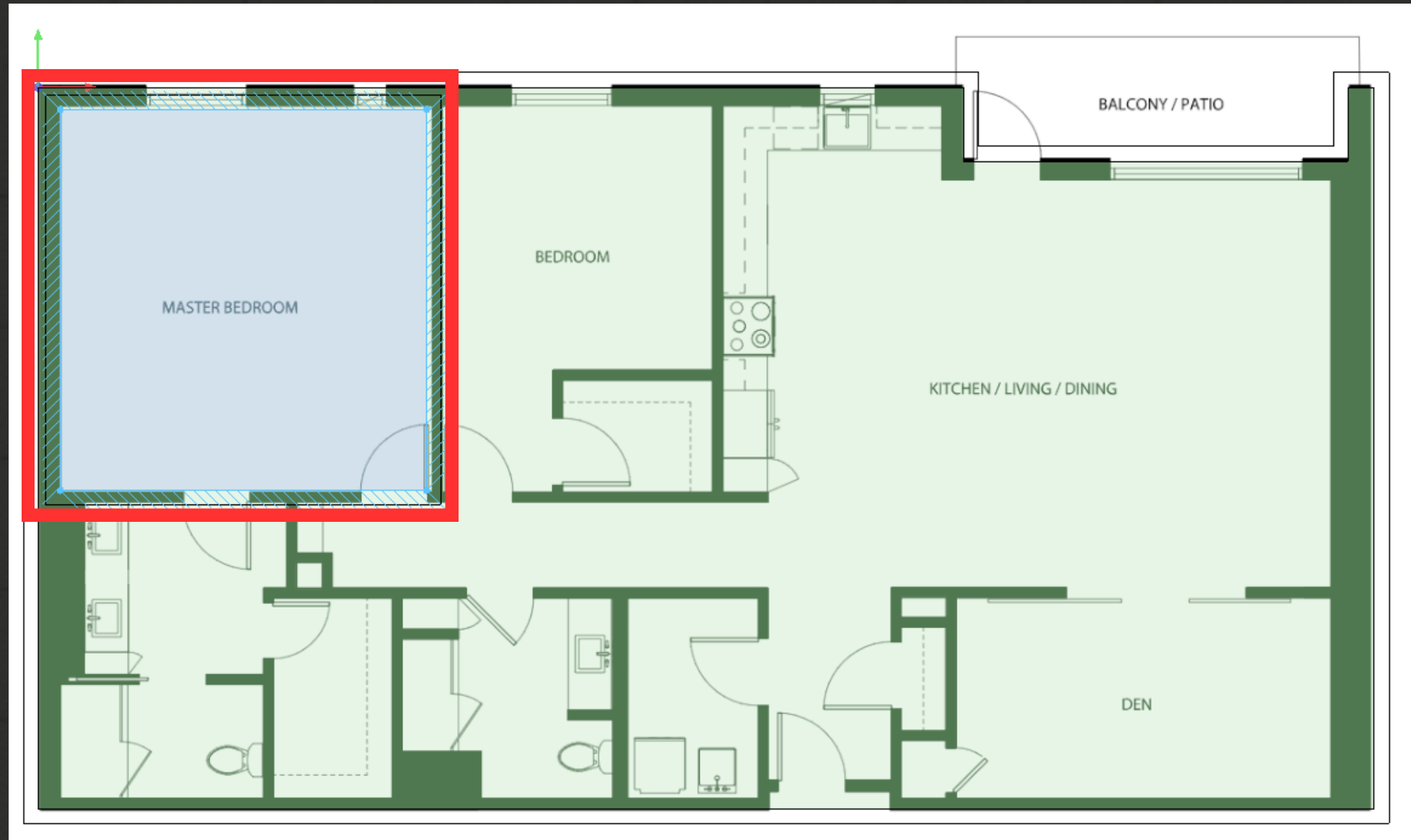


ROOMS

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



Software interface showing the 'Storey and building construction' panel. The 'Draw new room' option is highlighted with a red box. The 'Storey overview' table is also visible.

Name	Height
Storey 1	2.800 m

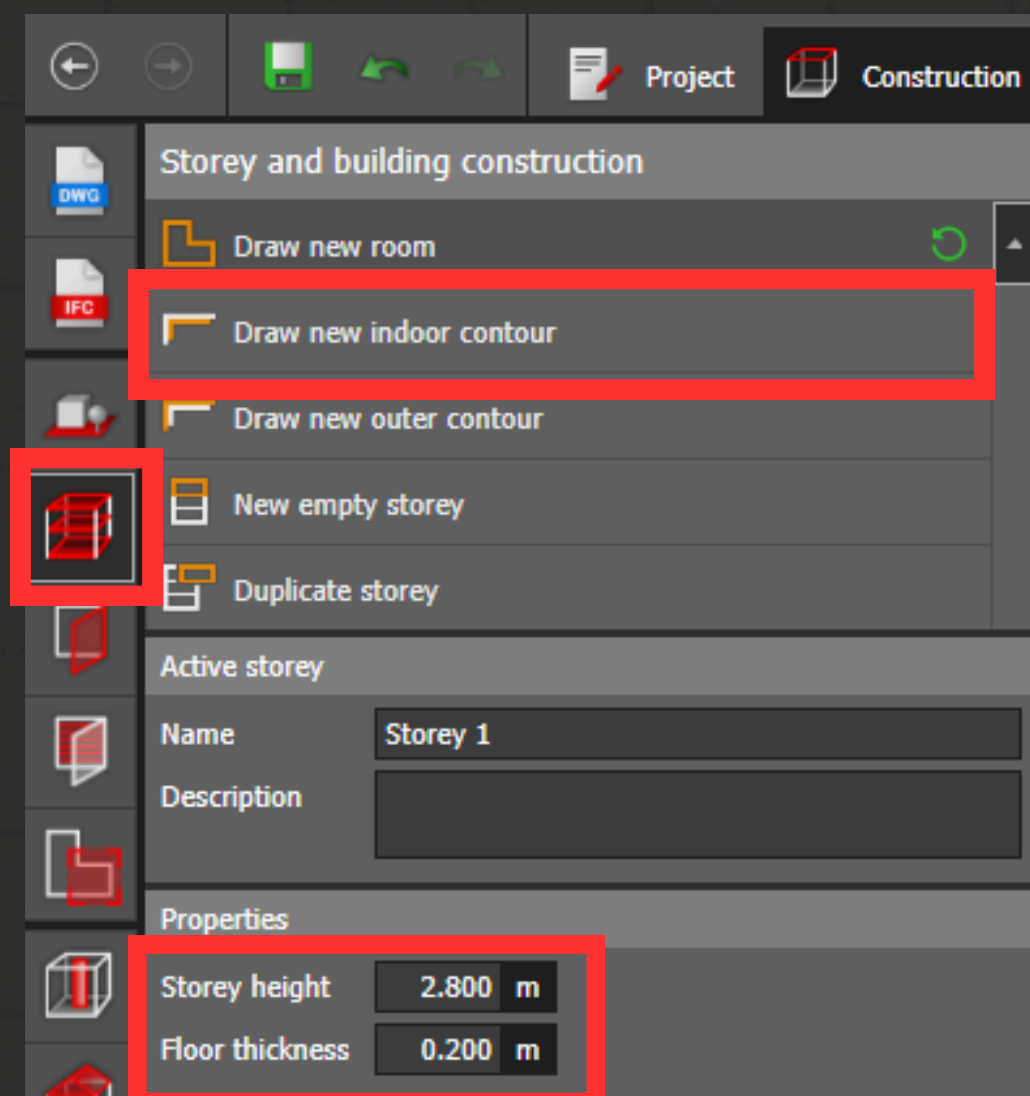
Name	Height
Storey 1 (2 Rooms)	2.800 m

ROOMS

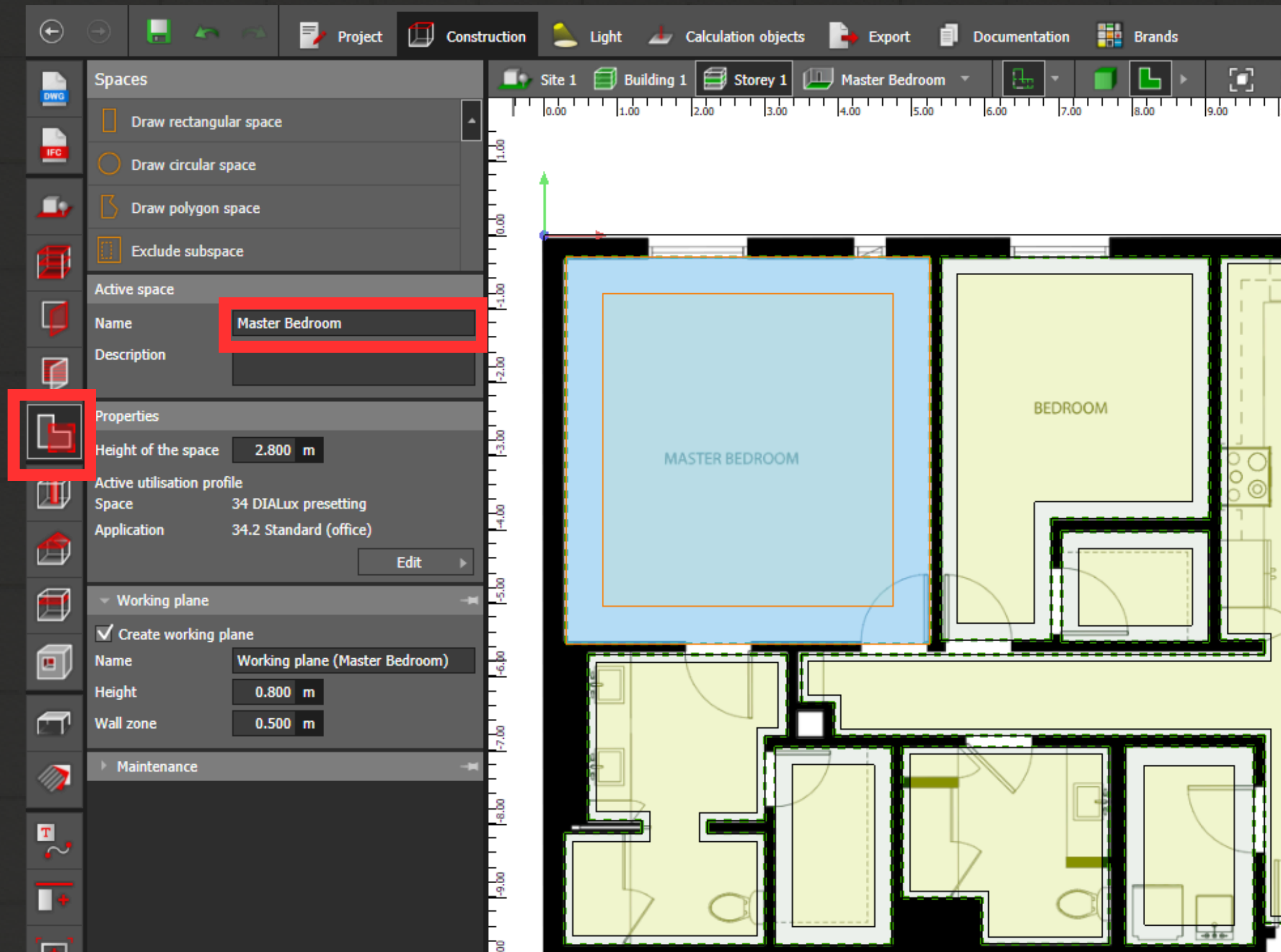
Different Method

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.

3D VIEW



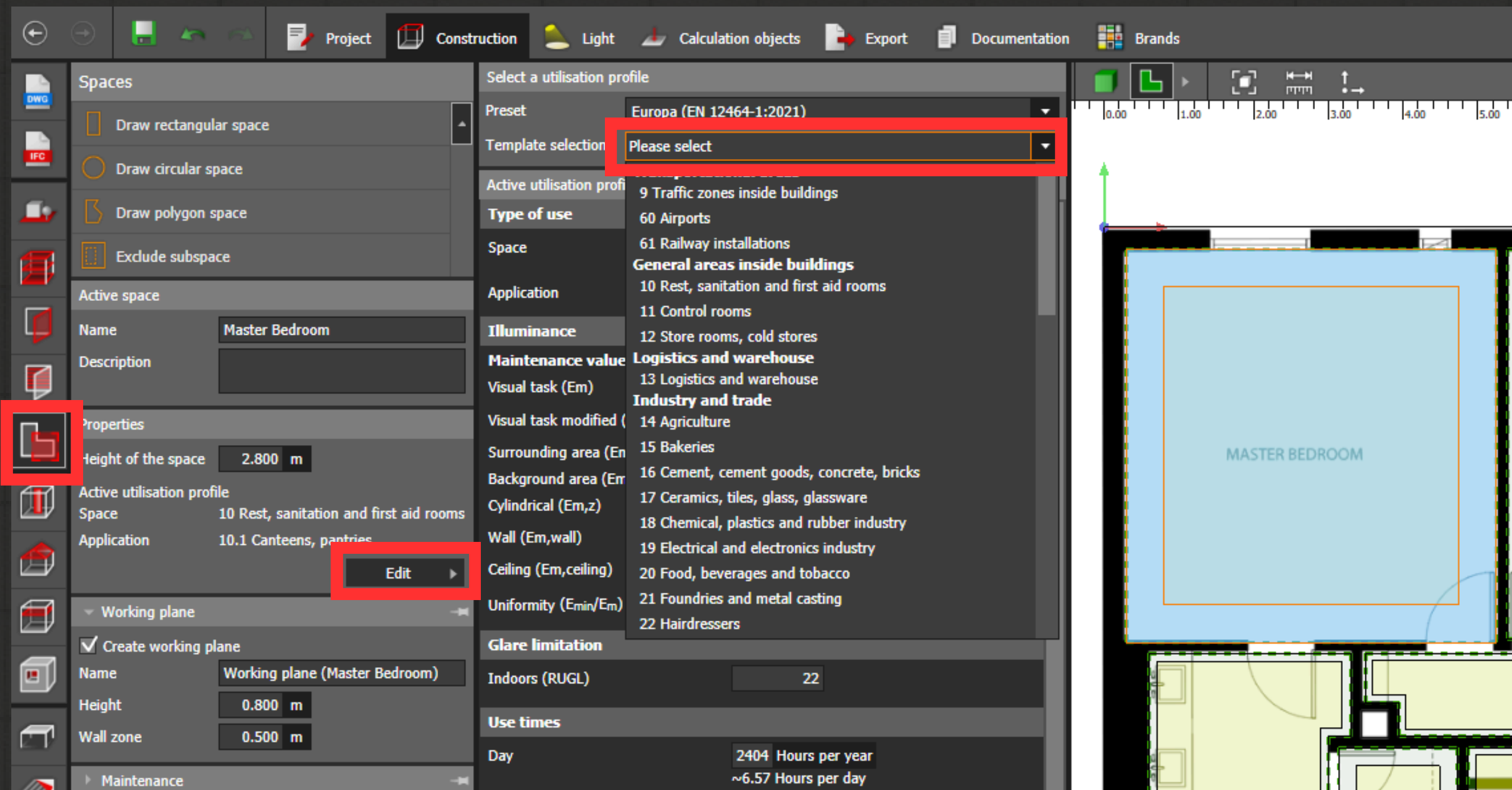
SPACE NAME



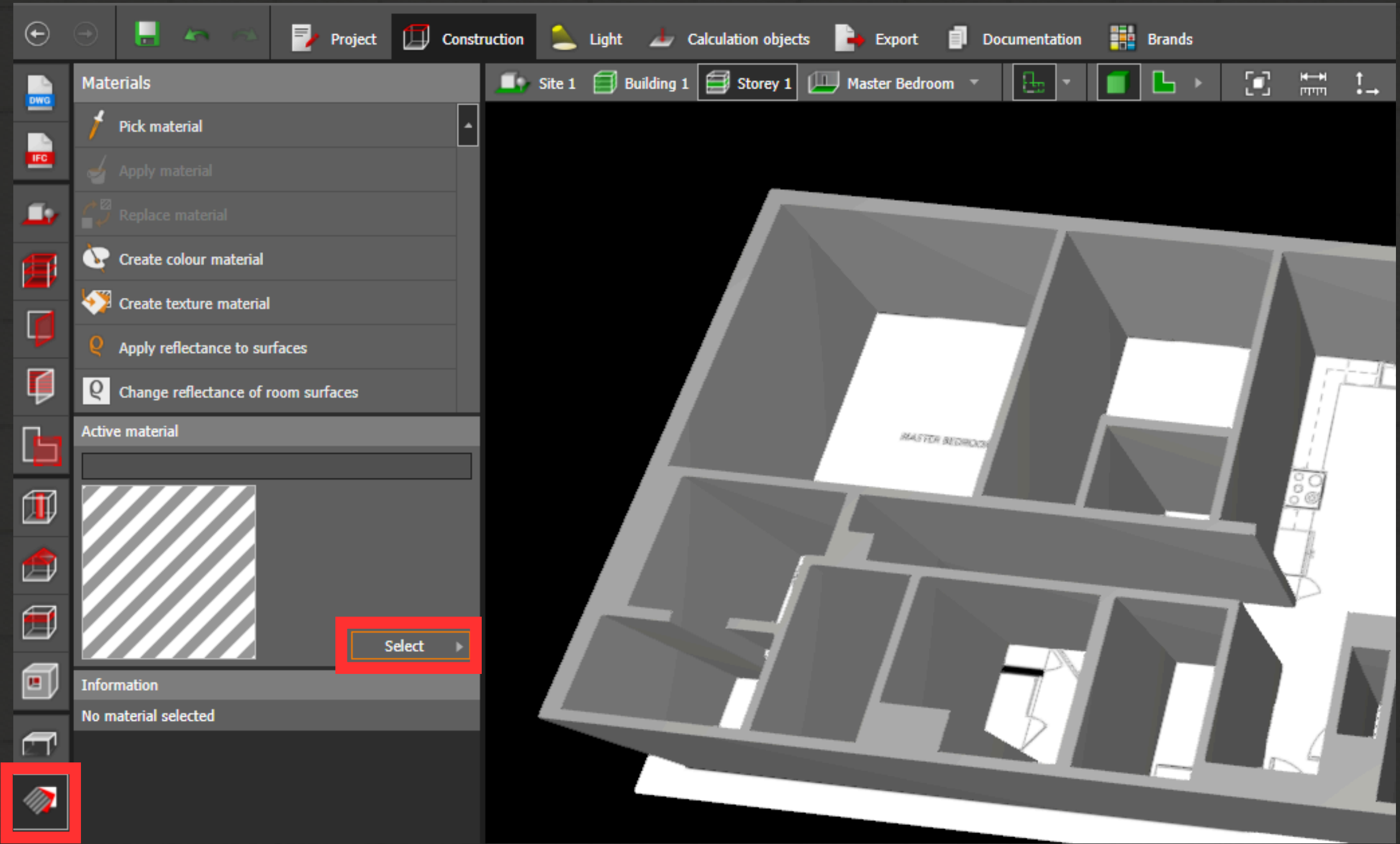
Renaming rooms in DIALux is a simple but effective way to maintain order and clarity in your lighting design projects. It ensures that every part of the project is easily identifiable, reduces the potential for mistakes, and supports a smoother workflow, especially in collaborative environments. By taking 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.



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.

ADD MATERIALS

Material catalogue - DIALux evo

Window

Textures

Outdoor

Indoor

		Name: walnut reddish Material type: Painted Reflection factor: 16 % Reflective coating: 13 % Height: 0.300 m Width: 0.300 m
		Name: Stained oak Material type: Painted Reflection factor: 24 % Reflective coating: 8 % Height: 0.300 m Width: 0.300 m
		Name: Light oak Material type: Painted Reflection factor: 46 % Reflective coating: 4 % Height: 0.700 m Width: 0.700 m
		Name: Birch Material type: Painted Reflection factor: 70 % Reflective coating: 3 % Height: 0.300 m Width: 0.300 m

Apply

Materials

Apply material

Create colour material

Create texture material

Apply reflectance to surfaces

Change reflectance of room surfaces

Active material

3012(Beige red)

Reflection factor: 32 %
Reflective coating: 0 %

Colour

Colour

Saturation

Red: 204
Green: 130
Blue: 115
Hex color code: #CC8273

Advanced properties

Material type: Painted
Reflection factor: 32 %
Reflective coating: 0 %



END

