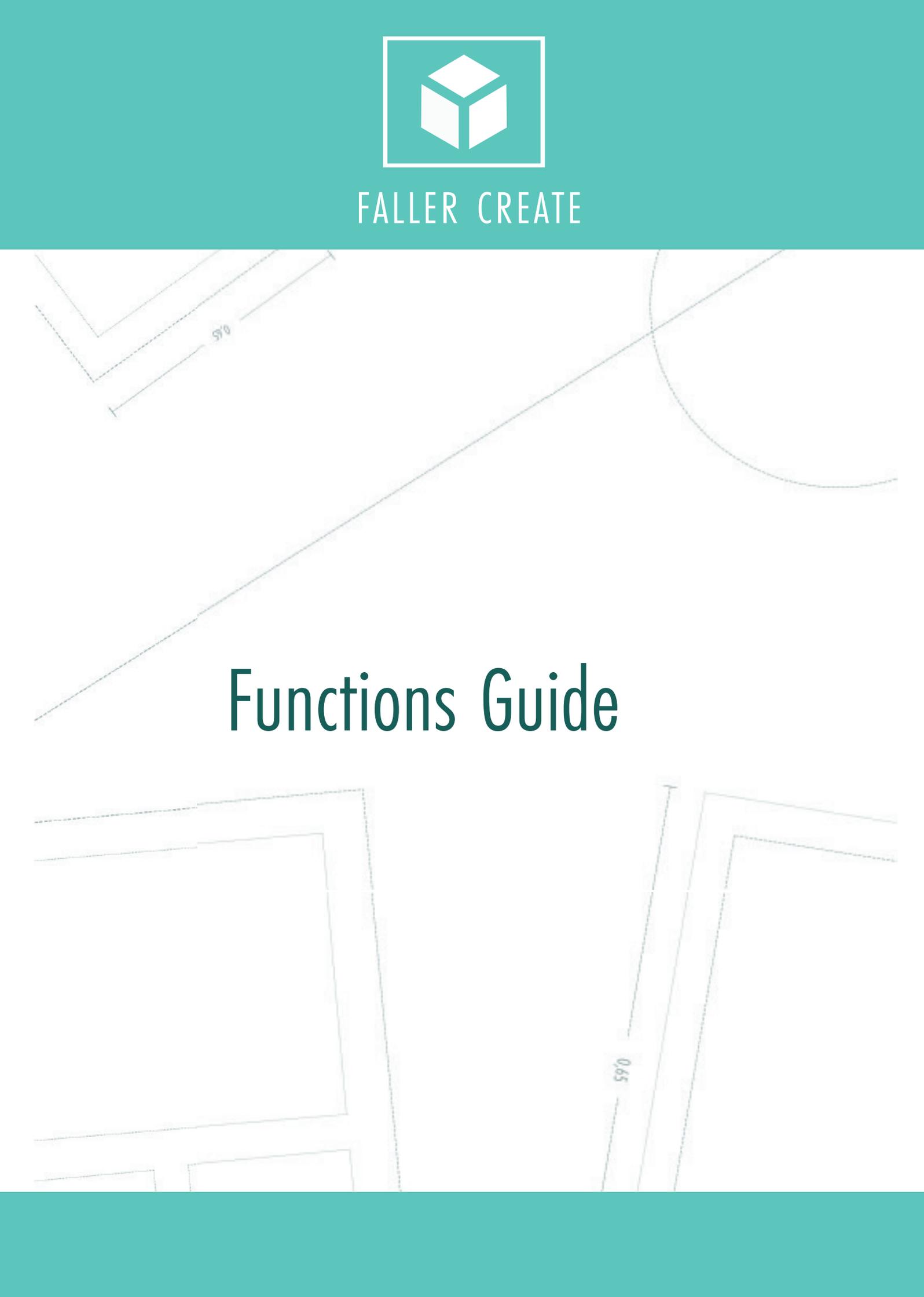


FALLER CREATE



Functions Guide

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## What is FALLER CREATE?

*With FALLER CREATE, you can easily design and edit your desired model in a Web browser. Shell constructions, roofs, facades and all building elements can be adjusted with just a few clicks of the mouse. Simply try out your ideas and shape your individual creation.*

*For every model, you have a construction space of 200 mm x 200 mm x 200 mm. Within this space, you can build one or several shell constructions as large as you wish. Different forms and textures are available for the design of roofs and facades. Windows, doors and other elements can be freely placed and scaled on a grid. The software gives plenty of room for individualisation.*

## Technical requirements

*FALLER CREATE is a simple Web application and works on all devices with a modern Internet browser. We recommend using FALLER CREATE in Chrome or Firefox. A continuous Internet connection is required.*

## What scales can be created with FALLER CREATE?

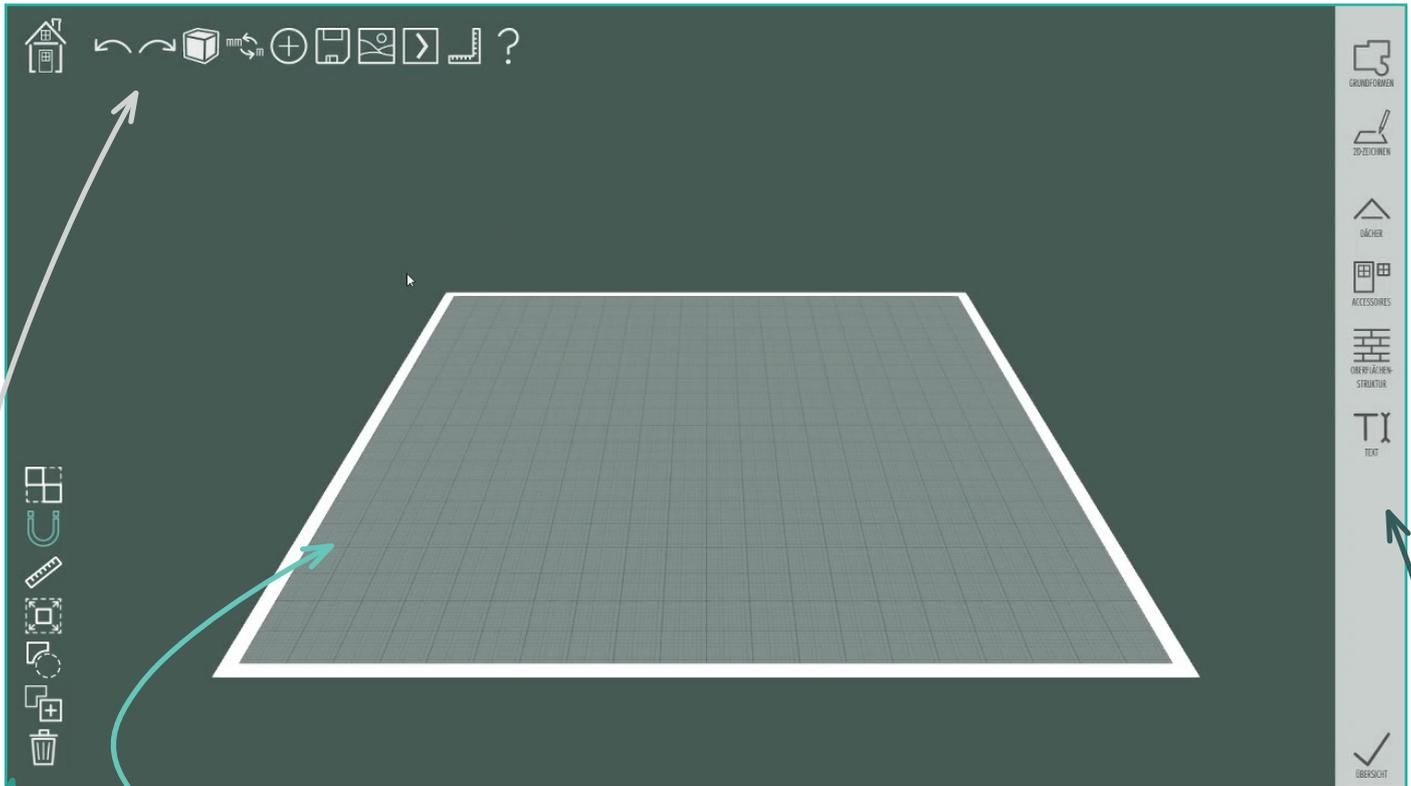
*With the previous version of the programme you could only design models at the HO scale. This version additionally allows you to design models at the scales N, TT and G. You can also use millimetres instead of a scale for your designs.*

## New features in FALLER CREATE 2.0

*FALLER CREATE 2.0 offers many new ways to create individualised models. The design programme was given a comprehensive update that makes it possible, amongst other things, to design with a high degree of freedom and with new geometries. You can now also share your design with other FALLER CREATE users or, collect shared objects and edit them yourself.*

# The design programme

The FALLER CREATE design programme consists of 4 components. These are described below.



## The workspace

Your design is created in the workspace. The grid displayed on it corresponds to a size of 200x200 mm. The superimposed finer grid corresponds to the grid of millimetre paper.

## The global menu

This menu contains the functions that can be applied globally to all functions and in every stage of the design. Amongst others, it contains the option to create a new model, activate help layers and change the scale unit of your design.

## The object menu

The object menu is on the right-hand side of the programme. It includes the objects with which you can design. This includes basic objects, roofs, accessories and texts. There is also a 2D drawing tool and the option of applying surface textures to elements.

## The object-specific menu

This menu relates to objects that are on the workspace. For example, you can find functions with which to move objects away from each other, copy them or connect them.

## Navigation



### **Rotate view**

*Hold the left mouse button and move the mouse to change the view of your model.*



### **Move workspace**

*Hold the right mouse button and move the mouse to move the workspace.*



### **Zoom**

*Rotate the scroll wheel to zoom in or out.*

## The global MENU



### **The house**

*Use the house to return to the main menu.*



### **Undo**

*Undo design steps.*



### **Redo**

*Restore undone steps.*



### **Change view**

*Switch the view of your design to a top view or return to the original view.*



### **Select scale**

*Select the scale in which you would like to design. The dimensions are shown in the respective scale in scale metres. But you can also design in millimetres and change the scale later.*



### **New model**

*Click on the plus sign to create a new model.*

**Save**

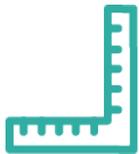
*Click on the disk icon to save your model*

**Panorama**

*This function allows you to set your model in an environment.*

**Guided program**

*Activate the guided programme to learn how to use the programme.*

**Help levels**

*Use the house to return to the main menu. Use the help layers to orient objects to these and create symmetrical objects.*

**Help**

*Use the question mark to obtain information on individual functions.*

## The OBJECT MENU

**Basic forms**

*This menu contains a wide selection of geometrical basic shapes. Select one of these basic shapes and drag it onto the workspace. Once you release it on the workspace, you can edit it.*

**2D drawing**

*Use this function to draw your own shapes or accessories. When you click on the green arrow in the lower corner, these are extruded and placed on the workspace. (More information on page 11)*

**Roofs**

*Use the prefabricated roofs and place them on your house. You can adjust the size of the roofs and change the surface texture of the individual roof elements.*



### **Accessories**

*Choose among different windows, doors and accessories. Place them on your design and adjust their size. You also have the option of generating staircases. For more information on generating staircases see page 11*



### **Surface structure**

*Click on an element on the workspace and select a surface texture. This allows you to give texture to your model; this will still be visible on the surface of your model after printing.*



### **Text**

*Enter text into the entry field and select a font. After you click on the green arrow, the text will be placed on the workspace.*



### **Overview**

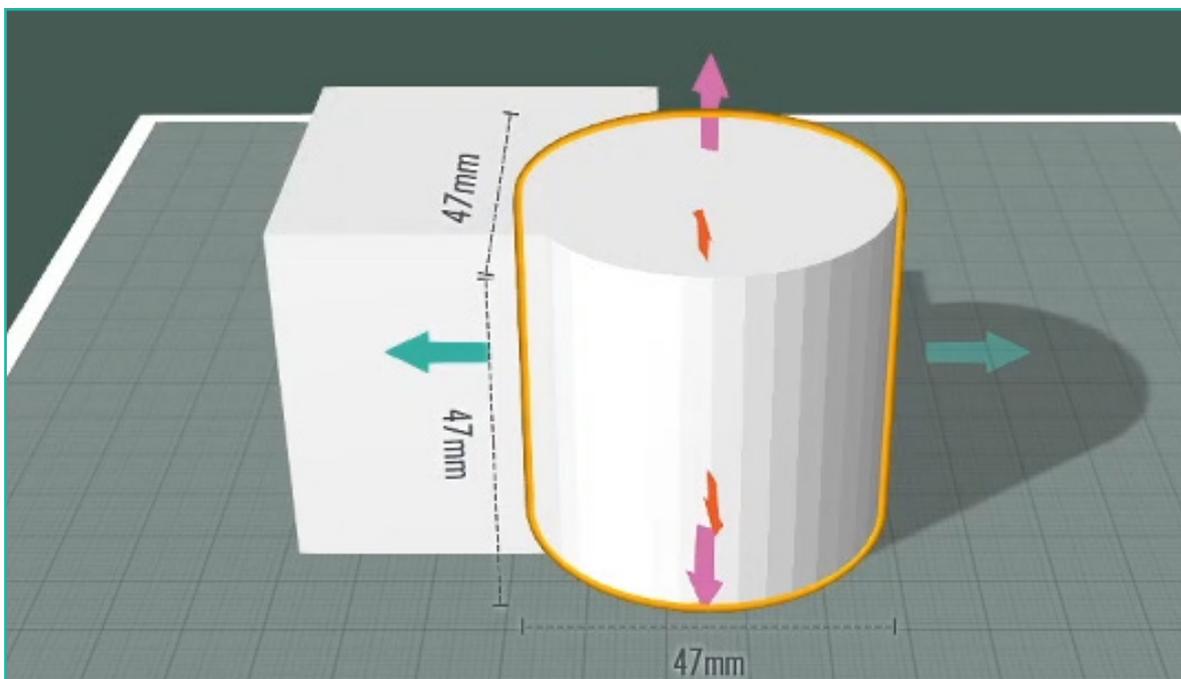
*This menu item contains important information about your model, such as model name, price and measurements. You can also place your model in the shopping cart*

## The object-specific MENU

*This menu only appears if one or more objects are on the workspace. The functions that appear in this menu can be applied to the selected objects.*

### **When is an object selected?**

*You can tell that an object is selected by the orange contour that appears. Coloured arrows also appear around the object. You can select objects by clicking on them*



## Functions of the object-specific MENU



### **Select multiple**

*Use this function to select several objects at the same time. With this function, you can move, colour or connect several objects simultaneously. Click again on the “select multiple” function to deactivate it.*



### **Magnet**

*The magnet allows objects to be oriented to each other. This function is activated as soon as you drag objects onto the workspace. You can deactivate it at any time to move the object freely.*

**Ruler**

*By clicking on the ruler, you can enter the object's dimensions.*

**Scale evenly**

*Use this function to scale objects on the workspace evenly. Click on one of the direction arrows and pull it in a specific direction.*

**Cut hole**

*This function only appears when two objects are on the workspace. Make sure that the object that is to be pulled away from another goes through the other object. Then select the object to be pulled away and click on this function.*

**Connect shapes**

*To connect two or more objects on your workspace together, these objects must first be selected using the "select multiple" function. Then click on "connect shapes" in order to create a group.*

*Select this group and click on this function again to remove this function.*

**Copy**

*Use this function to create a copy of an element.*

**Delete**

*Use the waste basket to delete an object or a group of objects.*

## Transform and move objects

### Adjust object size

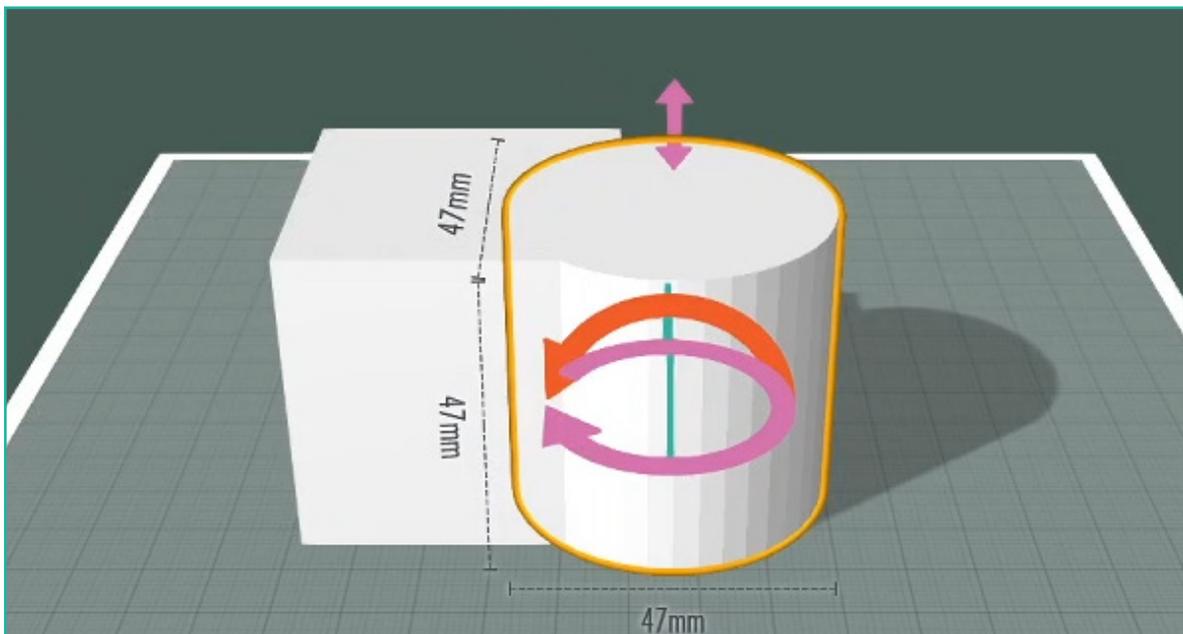
Use the coloured arrows to scale the objects on the workspace. For this, click on one of the six coloured arrows and hold, and pull it in one direction.

The size of the object will change.

Another way of changing an object's size is to use the ruler function in the object-specific menu to enter its dimensions.

### Rotate object

Click a second time on a selected object. Round arrows appear. Click on one of the round arrows and hold and turn the object by moving the mouse.



### Move objects vertically

When you click twice on an object, a double arrow appears along with the round arrows. Use this arrow to move objects vertically. To do so, click on the arrow and move your mouse up or down.

### Place objects with the arrow keys

Use your keyboard's arrow keys to easily place objects. First make sure that an object is selected. You can then use the arrow keys to move the object by one millimetre per press.

## Creating parametric accessories



### Parametric accessories

A context menu appears. It allows you to configure the dimensions and the number of steps of your staircase. The dimensions can be adjusted later. The number of steps cannot be adjusted later. Click on the small green arrow to place the staircase on the workspace.

Click on one of the accessories. In this example it is a staircase.



A context menu appears. It allows you to configure the dimensions and the number of steps of your staircase. The dimensions can be adjusted later. The number of steps cannot be adjusted later. Click on the small green arrow to place the staircase on the workspace.

You can use the coloured arrows to adjust the dimensions.

## 2D-Drawing

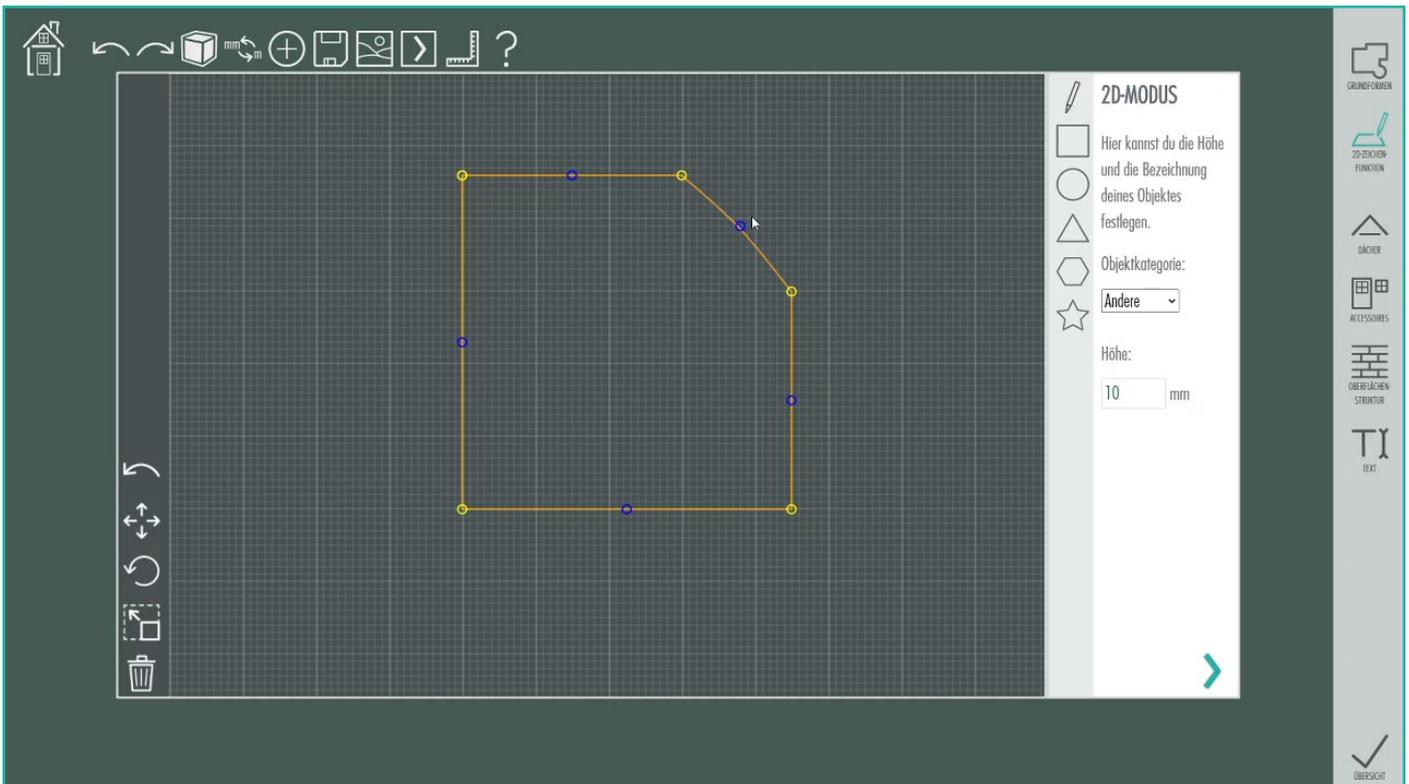


### 2D drawing

First click on "2D drawing"; a new window will open. In this window, draw a shape. It is then extruded and placed on the workspace.

## Setup

2D drawing is divided into 4 areas. This division is similar to that in the rest of the design programme. You can find a detailed description below.



### Drawing area

Your drawing appears on this area. The displayed grid is a millimetre grid and your drawing orients itself to it.

### Drawing menu

This menu contains all the tools that you need to draw. There are some ready provided surfaces, but also a drawing pen.

### Drawing-specific menu

This menu only opens when there is a drawing on the drawing area.

### Settings

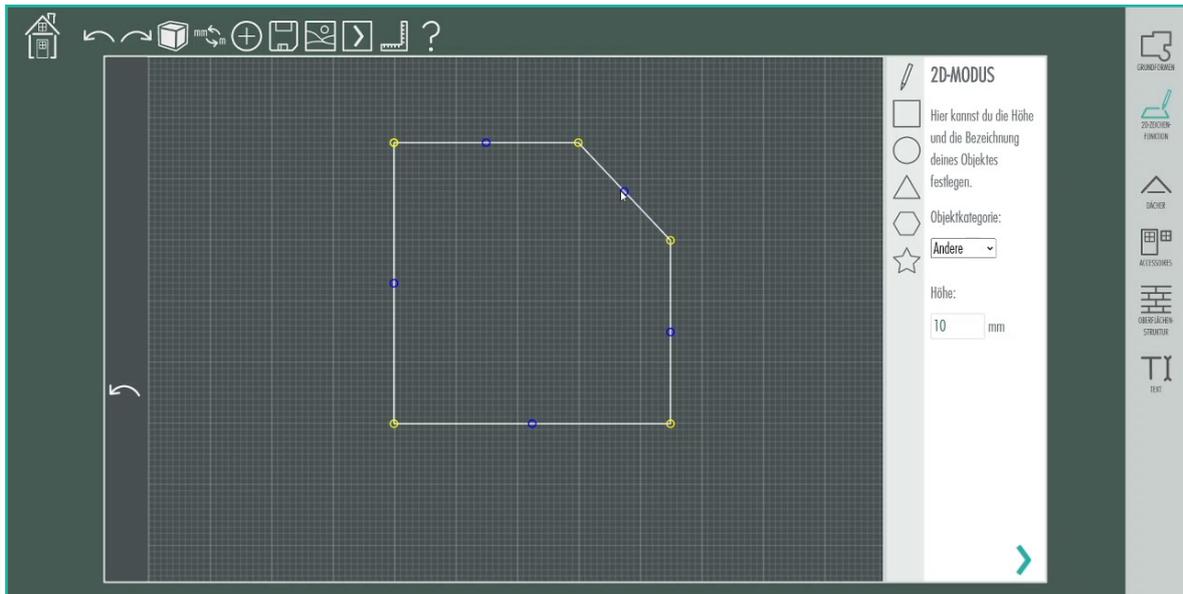
In this menu, you can set the object category and the height of your drawing.

## Drawing your own objects



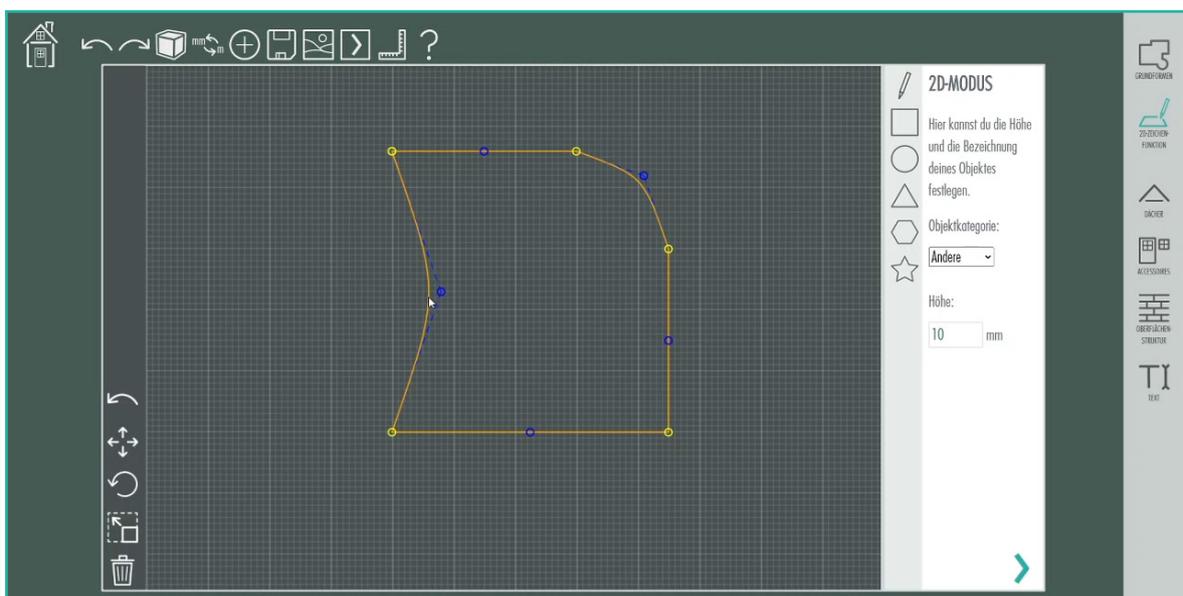
### Pen

Select the pen Then click on the drawing area. Use this pen to create the corners of your drawing. Create a closed outline in which you connect the last point in your drawing to the first.



### Create curves

Once you have created an outline, further points appear centrally between the corners. These are curve points. When you click on one of these points, the line turns orange and you can move the curve point to create a curve.



## The drawing-specific MENU

The following functions only appear when an outline is selected. You can recognise that a curve is selected by the fact that the curve's outline is orange. To be able to select another outline, none of the following functions should be activated.



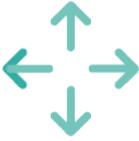
### **Undo**

*Undo drawing steps.*



### **Redo**

*Redo undone steps.*



### **Shift outline**

*Move your drawing on the drawing area with this function.*



### **Rotate outline**

*You can rotate your drawing with this function.*



### **Scale outline**

*Use this function to evenly scale the outline.*



### **Delete**

*Use the waste basket to delete a drawing.*

## Other settings

### Object category

Using the "object category" item, you can define whether the object you have drawn should be treated as a window, door or other object.

Objects marked as windows or doors are generated in a defined height of 2 millimetres. Window panes are also added to the empty spaces of the accessory. The self-created accessories are placed in the wall of the house during 3D printing exactly like ready-made accessories.

For objects in the "other" category, the height can be adjusted separately.

### Height

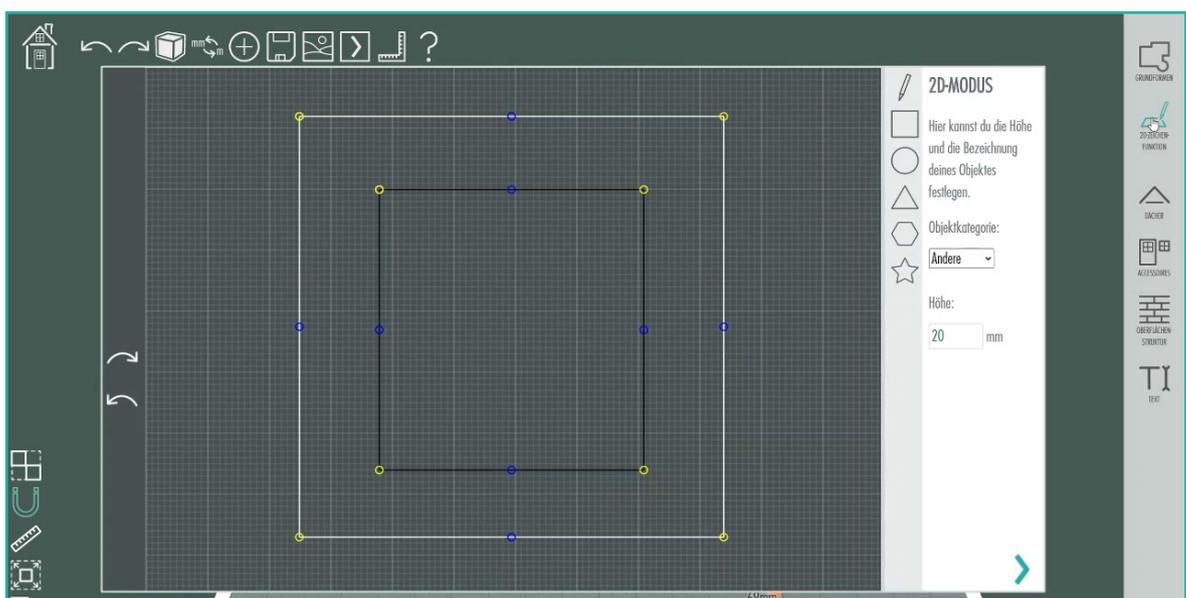
You can adjust the height of the created model by making an entry in this field. The height of the extrusion can only be adjusted if the drawn object is not marked as a window or door.

## Construct cavities and accessories

### Design hollow objects

First use one of the provided shapes or the drawing pen to draw an outline on the drawing area. This first line is shown in white.

Then draw a second line within the first line. This is then shown in black. It is very important to make sure that the black line is within the white one; otherwise a correct 3D model cannot be created.

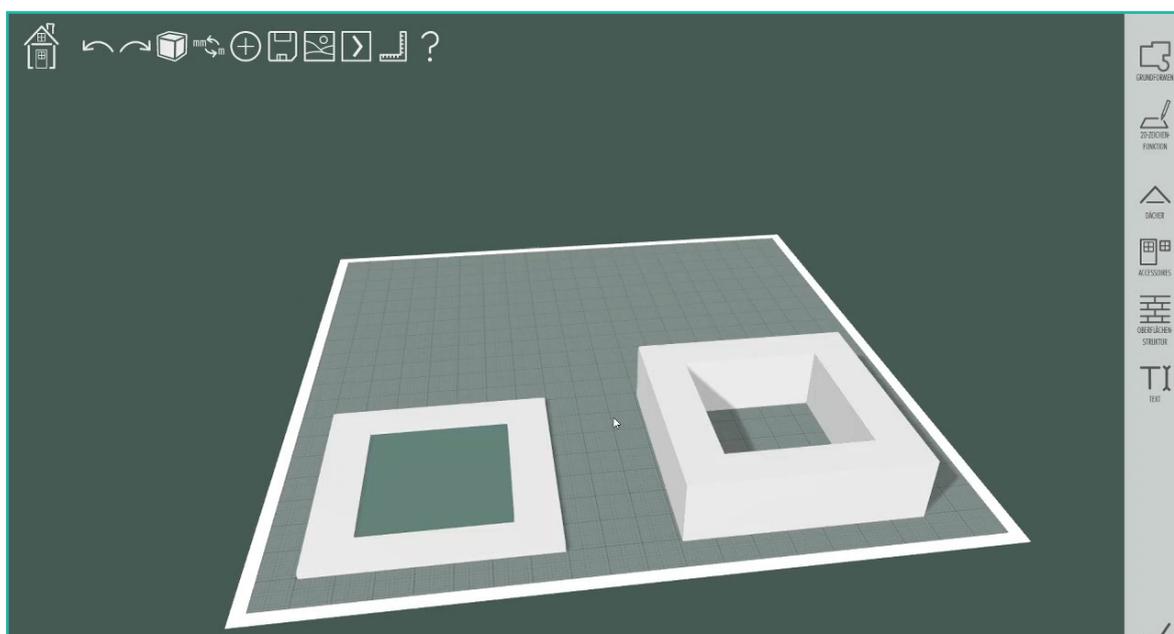


Clicking on the green arrow places the model on the workspace.

### Design accessories

The creation of your own accessories is similar to the design of a hollow object (as described above). The difference lies only in the fact that the object category is changed to "window/door".

Clicking on the green arrow places the accessory on the workspace.



## Important functions in My models, Gallery and Inspiration



### **Copy model**

*You can find this function under "My models": You can use the copy function to replicate models you have created.*



### **Edit**

*Click on this function to further edit your model. This function is also under "My models".*



### **Shopping cart**

*Under "My models", you have the option of placing your design in the shopping cart and ordering it.*



### **Delete**

*If you are not too pleased with a model, you can remove it from your model overview with the "delete" function.*



### **Paper plane**

*By clicking on the paper plane icon, you can share models you have created with other FALLER CREATE users. You can find your shared models in the Gallery*



### **Star**

*Use the star to mark models that you particularly liked in the model overview or the gallery.*



### **Folder**

*You can find this function in the Gallery and under "Inspiration". With the help of the folder, you can save the models shared by other users in your model overview. You can then edit those models yourself.*