

Sierra LandDesigner 3D Help



Getting started

Welcome to LandDesigner 3D, a fun, fast way to design a landscape or garden. You can create a new landscape plan from the ground up, redesign an existing yard, or simply add new plants.

LandDesigner 3D provides hundreds of trees, shrubs, flowers, and hardscape features for your designs.

What do you want to do?

[Take the Guided Tour](#)

[View sample designs](#)

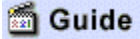
[Take the Quick Start tutorial](#)

[Navigate the Designer](#)

Take the Guided Tour

The first time you open LandDesigner 3D, the Guided Tour plays. This tour is a series of narrated, animated tutorials that help you understand LandDesigner 3D. If you're a new user (and if you have a sound card), *we recommend that you take the Guided Tour* before you begin your own designs.

You have access to this tour at any time by clicking the button in the **Guide** tab at the left side of the window.



Note: If you want LandDesigner 3D to play the Guided Tour each time you enter a new design step or new window, leave the **Autoplay Guided Tour** option selected in the Welcome screen. This option also appears in the Help menu. When selected, the option appears with a check mark.

Start

This phase welcomes you to LandDesigner 3D by offering three introductory videos and interviews you about your garden.

Site

This phase helps you lay out your yard, including the lot, a representation of your house, the slope of your lot, and roads and driveways. You can also insert symbols to indicate problem areas and points of interest.

Design

This phase helps you through the main part of your design work. Add hardscape, structures, plants, beds, and irrigation. You can also use the Dynamic F/X (effects) to see how shadows affect your plan and how your plants will grow over time.

Finish

Within this phase you can print your design, view the list of materials in it, and see a reading list for learning more about landscape design.

View sample designs

The sample designs are a few examples of what you can do with LandDesigner 3D. We recommend that you examine some sample designs before creating your own. You can also use a sample design as a starting point for a landscape design of your own.

To look at a sample design in LandDesigner 3D:

- 1. Select Open Sample from the File menu.**

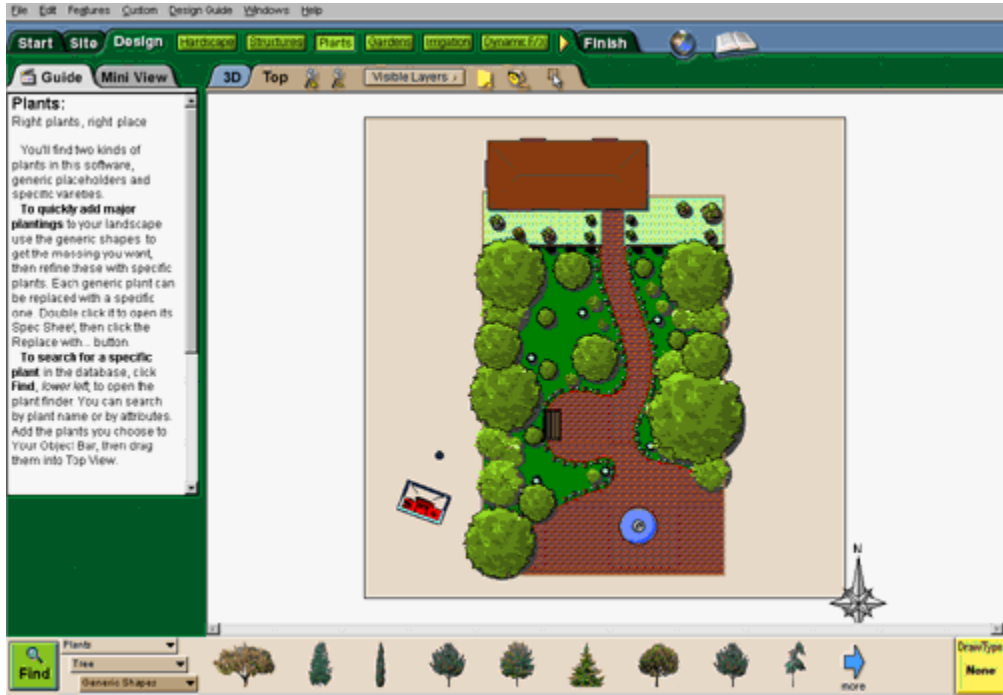
The Sample Files window appears.

- 2. Click a listing that interests you and then click OK.**

After a short pause, the sample design appears in the Designer.

Navigate the Designer

The Designer is the main window in LandDesigner 3D, where you create and visualize your designs in two and three dimensions. Click on an area in the screen to see what each tool does.



See also:

[Using the Object toolbar in Top View](#)

[Moving around in the 3D View](#)

[Moving the camera](#)

[Using layers](#)

Use the Object toolbar in Top View

If you click the **Top View** tab in the Top View toolbar, the Object toolbar at the bottom of the screen displays options for working within Top View.

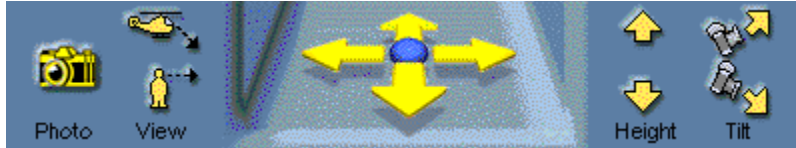


In Top View, the Object toolbar tools let you add plants and other objects to your design. See [Add plants](#) and [Add objects](#) for details on using these tools.

When you select the 3D View, the Object toolbar displays options for moving around in 3D. See [Move around in 3D View](#) for more information.

Move around in the 3D View

Use the 3D View to see a realistic rendering of your landscape design in three dimensions. The WalkAbout tools let you move through the design and view it from all angles.



The 3D View toolbar is divided into four sets of tools for navigating the 3D View.

View. Click the two View icons to switch between an overhead view (helicopter icon) or an eye-level view (person icon).

Move. Click a navigation arrow to move in the direction indicated by the arrow. Hold down the mouse button to continue the movement.

Height. To adjust your viewing height, click the Up and Down arrows.

Tilt. Click the Tilt icons to adjust your viewing angle.

You can change the 3D View in the following ways by clicking and dragging the mouse within the view or by using the arrow pad shown in the previous illustration. **For best results, start dragging from the center of the 3D View or arrow pad.**

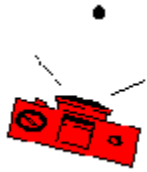
To move sideways in the 3D View, hold down the Shift key as you drag the mouse.

To change your viewing height in the 3D View, hold down the Ctrl key as you drag.

Note: The closer the mouse is to the center of the 3D View or arrow pad, the slower your movement. Dragging the mouse away from the center increases your speed.

Using the keyboard: Press the four arrow keys on the keyboard to move in small, precise increments in any of the four directions. To use these arrow keys, you must be in 3D View.

Move the camera



The red camera in Top View is often the best way to see what you want in the 3D View. While the WalkAbout tools let you change your view gradually and incrementally, you can move your view to any part of the design by repositioning the camera.

To move the camera:

1. **Click the Camera icon in Top View.**

When you click the icon, the word “Move” appears above the mouse pointer.

2. **Hold down the mouse button and drag the camera to the location you want to see in 3D View.**



If necessary, use the Zoom tools to see the camera better.

+ Zoom: To zoom in on a particular area of the design, click the **+ Zoom** tool in the Top View toolbar, then drag in the Designer to define the rectangular area. The area is magnified when you release the mouse.

– Zoom: Click the **– Zoom** button to zoom out from a magnified, enlarged view.

Zoom In: To magnify your view of the entire design, select **Zoom In** from the Windows menu.

3. **To rotate the camera, move the mouse over the spin handle near the camera icon, then click and drag the mouse to rotate the camera.**
4. **Go to 3D View by clicking the 3D tab in the Top View toolbar.**

The new camera position displays the new perspective in the 3D View.

Use layers

The Visible Layers control in Top View lets you show or hide various aspects of your landscape design. You might want to turn off the display of some items if your machine is running slowly or your design becomes congested.

To use the Visible Layers option:

1. **If necessary, move to Top View by clicking the Top View tab in the Top View toolbar.**
2. **Click the Visible Layers button in the Top View toolbar.**

The list shown in step 3 appears. If a layer appears with a check mark, it appears in your design. Each item in the list is a *toggle*, meaning that you turn it on or off each time you select it.

3. **Turn the display of the following items on or off.**

Foliage. When selected, plants are shown with full foliage. If you turn this option off, plants appear as circles. Turn the **Foliage** display off if your machine is running slowly or if your design appears cluttered. Turning off the foliage layer has the greatest effect on speed of processing.

Slope Detail. When selected, the ground displays any mounds or holes you applied. If you turn this option off, the mounds and holes disappear.

Utilities. When selected, the locations of all utilities such as property lines and water lines are shown in Top View. If you turn this option off, the utility symbols disappear.

Sprinkler Coverage. When selected, sprinklers appear with their coverage areas. If you turn this option off in Top View, the sprinklers appear without coverage areas. Sprinkler coverage areas can appear as circles or pie shapes.

Plant Labels. By default, LandDesigner 3D assigns labels to all items placed in your design. When the **Plant Labels** option is selected, these labels appear with their items in Top View. If you turn this option off, the labels disappear. The **Plant Labels** option is off by default.

Your Notes. When selected, any notes you added to Top View are shown with the design. If you turn this option off, your notes are no longer displayed.

Save your design

When you reach a stopping point in your design, you can save it for later use. It's a good idea to save your design regularly once you know you want to keep it.

To save your design in LandDesigner 3D:

1. **Select Save from the File menu.**

You see the Save dialog box.

2. **Enter a name for your design in the File Name field.**

3. **If necessary, assign the design file to another directory on your drive.**

By default, your design files are saved to the C:\Sierra\LandDesigner 3D\Design directory. LandDesigner 3D gives the file a *.3d/* extension.

Use the navigational controls in the Save window to change directories. See your Windows manuals if you need more information.

4. **Click Save to save the design file.**

Note: If you try to exit LandDesigner 3D without saving your work, you are prompted to save the design first.

To save your design as a sample in LandDesigner 3D:

1. **Select Save as Sample File from the File menu.**

2. **In the next window, type a name for the sample and click OK.**

The design you created is now available at any time when you select **Open Sample** from the **File** menu and select the **My Samples tab**.

Share your design

Three commands in the File menu let you share your design with others by exporting it as a bitmap or sending it via e-mail. You can also share your design with another LandDesigner 3D user over the Internet.

What do you want to do?

[Export your design](#)

[E-mail your design](#)

[Use Internet Walkthrough and Design Sharing](#)

Note: You can use the Recorder feature to show snapshots and animated Walkthrough tours of your design to other people. For more details, see [Record Walkthroughs and Snapshots](#).

Print your design

LandDesigner 3D gives you several options for printing your landscape design.

If you select the **Finish** phase in the Step-by-step toolbar and then click **Print Plans**, the Designer gives you options for printing the Top View, the 3D View, or a list of plants and materials used in your landscape design. Click the option you want, then click **OK** in the resulting window to print the view or list.

If you don't want to use the Step-by-step toolbar, you can print your design at any time by following the steps below.

To print your design in the Top View:

- 1. Select Print from the File menu.**

The print options dialog opens.

- 2. Select the desired scale for your printout.**

Enter a title, if desired. Click **OK**.

- 3. In the resulting window, you can specify a printer, paper orientation (landscape or portrait), and the type of paper to use. Click the Properties button to select advanced printing settings.**
- 4. Click OK to print.**

Export a design

If you want to incorporate the snapshot of your 3D View into another document, use the Export Bitmap command in the File menu. LandDesigner 3D saves the 3D view as a two-dimensional Windows bitmap.

To export your design as a bitmap:

- 1. Click the 3D tab in the Top View toolbar to go to 3D view.**

You cannot export the Top View as a bitmap image.

- 2. Select Export Bitmap from the File menu.**
- 3. In the Save window that appears, enter a name for the file in the File Name field.**
- 4. If necessary, assign the file to another directory.**

Use the navigational controls in the Save window to change directories on your drive. See your Windows manuals if you need more information. By default, the file is saved to the C:\Sierra\LandDesigner 3D directory.

- 5. Click Save to save the file.**

Note in the Save as Type field that your image will be saved as an 8-bit Windows bitmap.

E-mail your design

If you have a modem and a MAPI-compliant e-mail such as Microsoft Exchange or Outlook, LandDesigner 3D also allows you to e-mail your designs to others. For others to view your design they must also have LandDesigner 3D.

To e-mail your design:

1. Open the design file in LandDesigner 3D.

Choose **Open** from the **File** menu and locate the file. Your design appears in the Designer.

2. Select Mail This Design from the File menu.

If you do not have an e-mail program or a modem, *do not* use this command; it may crash your system.

3. Click OK in the resulting windows until the e-mail window appears.

4. Send an e-mail message as you normally do.

Your design is sent with the e-mail as an attachment.

Create your design

This section explains the Step-by-step toolbar in LandDesigner 3D, which guides you through the steps of building your design.

What do you want to do?

[Use the Step-by-step toolbar](#)

[Get help as you work](#)

[Start your design](#)

[Define the site](#)

[Lay out the design](#)

[Finish the process](#)

Use the Step-by-step toolbar

To help you proceed logically through the design process, LandDesigner 3D has a *Step-by-step toolbar*.



This toolbar contains four main phases—Start, Site, Design, and Finish. When you click a phase, the toolbar changes to display actions within that phase. For example, click Site to work with your lot, house, slope, symbols, and roads/driveway.

We want to emphasize that the Step-by-step toolbar is a *guide* to using LandDesigner 3D. It is not mandatory that you use its steps in order, or use it at all.

As you click through the steps in each phase, you may find activities that don't interest you. If so, you can skip them. To skip ahead within a selected phase, simply click on the yellow arrow at the end of the toolbar to move to the next step. You can also click in the **Next Step** button.

The toolbar consists of the following design phases:

Start. This phase offers three introductory videos for using the program and interviews you about your yard. See [Start your design](#).

Site. This phase is where you lay out your landscape site, including the lot, house, slope, and roads and driveways. See [Define the site](#).

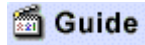
Design. This phase helps you add and position plants, structures, and other objects in your design. See [Lay out the design](#).

Finish. This phase is where you print your design, view the list of materials in it, and see a recommended reading list on landscape design. See [Finish the process](#).

Experienced users can skip the Start phase and go straight to the Site phase in the Step-by-step toolbar. You can change menus in the Object toolbar at any time to drag plants and objects of interest into your design.

Get help as you work

Guide tab



If you need help with any of the steps in the Step-by-step toolbar, click the Guide tab at the left side of the window for more information. For a narrated explanation, click the media button in the Guide tab.

Design Guide



For landscaping tips and design information, use the Design Guide. Select **Options** in the **Design Guide** menu or click the **Design Guide** button. For example, choose **Chapters** from the **Design Guide** menu and then choose Chapter 2 or 3 for information on laying out and designing your site.

Step-by-step toolbar tips

For the most part, steps within the Step-by-step toolbar take one of two forms.

Wizards: When you click a step marked with the wizard symbol, LandDesigner 3D uses a “wizard” format to help you through the step. A wizard is a series of windows that guide you through a process and ensure that you make the necessary selections to perform the task. To move to the next window of a wizard, click **Next Step**. To move to the previous window of a wizard, click **Back**.

Object toolbar: In some steps you add plants and objects from the Object toolbar. In these cases, the Object toolbar changes to display appropriate items for the selected step. For example, the Plants menu appears when you click **Plants** within the **Design** phase. You can then drag these plants into your design. You can also change the menus yourself (in non-wizard steps) to display other items.

For details on adding plants to your design, see [Add plants](#). For details on adding other objects, see [Add objects](#).

Start your design

To begin your design, select the **Start** phase in the Step-by-step toolbar. You have two options in the Start phase:

Welcome. The Welcome screen lets you select three introductory videos that help you use LandDesigner 3D.

Interview. When you click **Interview**, LandDesigner 3D presents seven questions about your gardening conditions and objectives. Your answers help LandDesigner 3D customize the program according to your needs. For example, your answers will customize the plant options that appear in the Object toolbar. Your answers also determine the default zone and soil settings for searches in the Plant Finder.

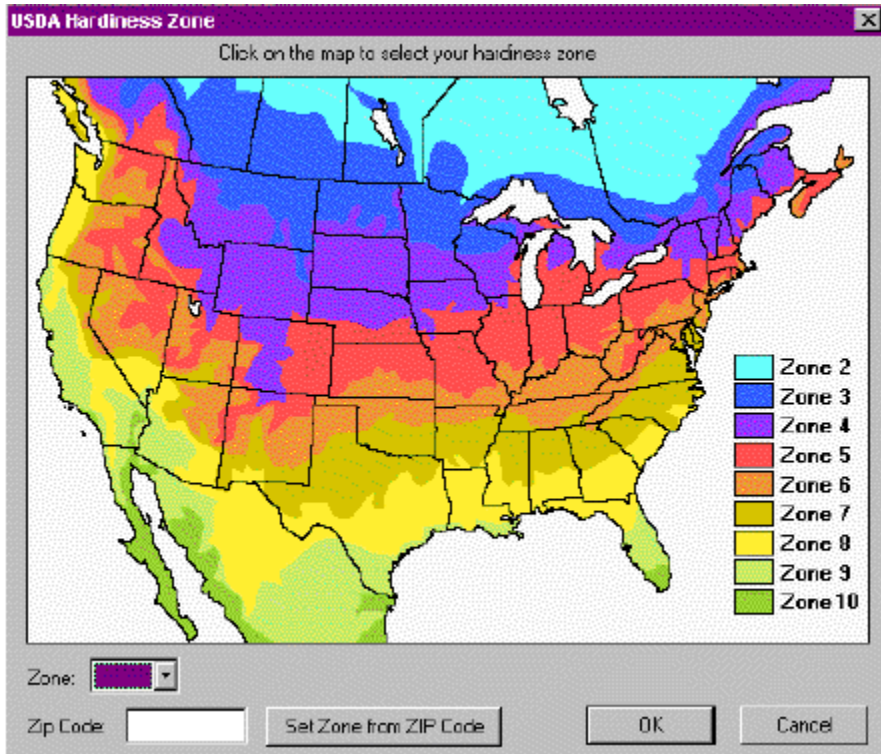
Question 1 in the interview lets you specify your garden zone. USDA hardiness zones subdivide the U.S. according to minimum temperatures at which plants can survive. If you don't know your zone number, click **Map** and then click your zone in the map. See [USDA Hardiness Zone Map](#) for instructions.

When you finish the first four questions, click **Next Step** to see the last three questions. Click **Done** to move to the next phase.

USDA Hardiness Zone Map

The Zone map displays USDA hardiness zones, which subdivide the U.S. according to minimum temperatures at which plants can survive. You can either set your zone in either of two ways:

- Click on any region in the continental United States
- Enter your zipcode and press the Set Zone from Zipcode button.



Define the site

To define the site in your landscape design, select the **Site** phase in the Step-by-step toolbar. The Site phase consists of five options:

Lot. Click this button to open the Lot Wizard, in which you define the dimensions, property lines, and compass setting of your lot.

House. Click this button to open the House Wizard, which takes you through the steps of representing your house in the design.

Slope. This wizard helps you define the slope of your lot.

Symbols. Insert symbols that indicate problem areas and points of interest on your lot, such as wind direction, noise problems, and eyesores.

Roads/Driveway. Define roads and driveways on your lot.

Define the lot

When you click the **Lot** button in the **Site** phase, the Lot Wizard takes you through the following three steps to define your lot. Click **Next Step** to move through the wizard.

Setting the lot's dimensions. Define the width and depth of the scene in the appropriate fields. To specify a background and ground cover for the design, click the **Change 3D Ground** or **Change 3D Backdrop** button. For more details, see [Change backgrounds and ground covers](#).

Laying down the property lines. Drag a property line tool from the Object toolbar into the design and define a custom shape that represents your property lines.



Setting the compass. Rotate the compass to point north and properly situate your design. To rotate the compass, click on it in the Designer. The dot that appears with the compass is the *spin handle*. Hold the mouse pointer over the dot, then click and drag the mouse to rotate the compass.



Define your house

The House Wizard helps you quickly build a facsimile of your home in the landscape design. To begin, click the **House** button in the **Site** phase to see Step 1 of the House Wizard.

The House Wizard has seven steps. After each step, click **Next Step** to move through the wizard.

To create a representation of your house in the design:

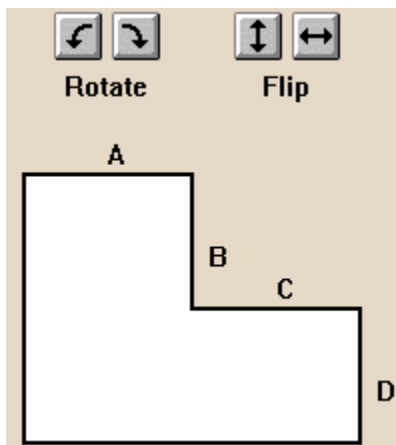
1. Select a template to define the basic shape of your house.

You can click one of the three displayed templates, create a custom shape, or click the **Sample Home** button and select a finished home from the resulting list. If you select a custom shape or a finished home, skip to step 4.

In choosing a template, choose the closest footprint for the main portion of your home. You'll be able to add extra rooms later.

2. Determine the size and orientation of the house.

Each side of the house is identified with a letter. To change the length of a side, type a new length in the field of the corresponding letter. To rotate the house shape or flip it horizontally or vertically, click the **Rotate** or **Flip** buttons.



3. Define the following roofing and siding options:

- Select Gable, Hip, or Flat as the roof type.
- Drag the slider bar to determine the slope of the roof.
- Click **Yes** if you want the roof to have an overhang.
- Set the number of stories for your house.
- Click a **Material** button to determine the texture of the walls, roof, and trim. The Choose Materials window opens. If you need help using this window, see [Add colors and textures](#).

4. Add more blocks, if necessary, to complete the basic structure of your house.

For example, you can add a garage to the house. Drag these blocks from the Object toolbar into the design, then resize the blocks by dragging the arrows around them. To rotate a block, click it to select it, then click and drag the spin handle that appears above it.

The Spec Sheet can help you revise your home design. To open the Spec Sheet, **double-click** a house block in Top View. You can also select a block, click the **Mini View** tab, and change settings in the miniature Spec Sheet that appears.

To change the height of the walls in a block, change the setting in the **Height** field of the Spec

Sheet.

To raise a block, change the setting in the **Height Above Ground** field of the Spec Sheet.

The wall and roof settings in the Spec Sheet correspond to your selections in the previous step of the House Wizard. You can change these settings if necessary.

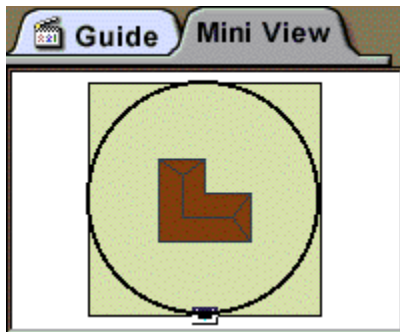
For more details on using the Spec Sheet, see [Using Spec Sheets](#).

Once you finish adding blocks, preview your home design in 3D by clicking the **Mini View** tab. If necessary, revise the house until you are satisfied with the basic shape.

5. Add windows and doors to the house.

First, click the **Mini View** tab to display a tracking tool that helps you navigate around the house and find the spots where you want to add windows and doors.

Click in the Mini View window on the circular track to move the camera on the track or click and drag the camera around the circle to rotate your view. Your vantage point of the house changes in 3D View.



When you're working in 3D View, you can choose **Mouse WalkAbout** in the Top View toolbar to walk around the house and find the best view, or **Mouse Edit Objects** to place and edit doors and windows.

Drag doors and windows from the Object toolbar onto a wall of the house. Click the menu in the Object toolbar to change your selection from doors to windows.

Note: This is the only place in LandDesigner 3D where you can directly place or move windows and doors into 3D View. You might have to wait occasionally while the 3D scene rebuilds, or renders.

In the 3D View of the Designer, you can drag the windows and doors to new locations on the house. To resize doors and windows, **double-click** them in the design, then change the Width, Depth, and Height settings of the Spec Sheet that appears. You can also use the Mini View Spec Sheet in the Mini View tab. For details on using the miniature Spec Sheet, see [Use the Mini View Spec Sheets](#).

To delete a door, window, or entire block from the house design, select the item and press the **Delete** key on your keyboard. To duplicate selected items, use the **Copy** and **Paste** commands in the **Edit** menu.

6. Add exterior details such as stairs and a chimney.

Drag these details from the Object toolbar onto the house. Click the menu in the Object toolbar to change your selection of exterior details. You can resize these details in the Designer by selecting them and then dragging the arrows around them. To rotate a detail, click it to select it, then click and drag the spin handle that appears above it.

To delete exterior details from the house design, select the item and press the Delete key on your keyboard. To copy selected items, use the **Copy** and **Paste** commands in the **Edit** menu.

You can also use the Spec Sheet to alter these exterior details, as described in the previous steps. For example, use the Height Above Ground setting to change the elevation of dormers and chimneys.

7. Finish the house by positioning it on the lot.

To reposition the house, click and drag it in the Top View of the Designer.

To revise the house, you can click **Back** to return to previous steps in the House Wizard. Click **Done** when you are finished. You can also revise the house at any time by double-clicking it in the Top View of the Designer and changing the settings in the House Wizard.

Note: To edit the house after you leave the House Wizard, **double-click** the house. Click **OK** when you see a message explaining you will return to the House Wizard. (The rest of your landscape becomes invisible). Edit your house blocks in Step 4, edit your windows and doors in Step 5, and edit any extra details in Step 6. When you complete the House Wizard, your landscaping reappears.

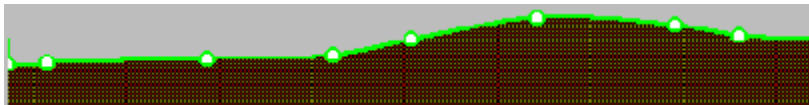
Define the slope of your lot

The Slope Wizard lets you create slopes and grades on your lot.

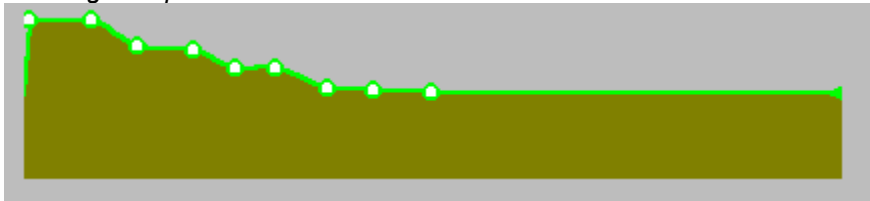
To define the slope of your lot:

1. **Click the Slope button in the Site phase to see Step 1 of the Slope Wizard, then define the basic slope of the lot.**
 - Set the maximum ground height of the grade at the top of the slope.
 - If your lot has one predominant slope, click the up and down arrows on the appropriate side(s) of the lot to mimic the slope.
 - Use the text boxes to specify the height of any side of the slope.
 - To return the site to its original state, click the **Reset Tilt** button.
2. **If your lot is terraced or has a number of rolling slopes, you can click the Advanced button.**

Advanced slopes are optional. If you click **Advanced**, use the resulting shape to define the slopes or terraced effect across one plane of your lot. To choose which direction the curve runs through your lot, click either the left or bottom button.



Defining a slope



Defining a terrace

Each time you click on the shape, LandDesigner 3D adds a point. You can drag these points to change the elevation and define the slope. To delete a point, click and drag it over another point. Use the measurement guides that appear when dragging points to help you judge the position of the curve. To return the shape to its original form, click **Reset Profile**.

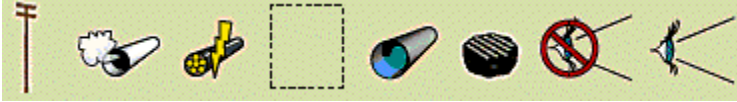
3. **Click Next Step to go to the final step of the Slope Wizard.**

Add holes and mounds to your design by selecting them in the Object toolbar and dragging them to the appropriate locations in your lot.

Click the lower menu in the Object toolbar to select hole or mound shapes. You can resize and reposition these shapes after placing them in your design.

Use symbols to mark points of interest

Click the **Symbols** button in the **Site** phase to insert markers that indicate potential problem areas and points of interest on your site, such as wind direction, noise problems, and eyesores you want to hide. Drag these symbols from the Object toolbar and drop them in the proper place on your site.



Note: Symbols do not appear in 3D View.



The Design Guide provides information to help you deal with potential problem areas. If you choose Chapters from the Design Guide menu and then choose Chapter 2, the resulting window contains topics on screening for privacy, buffering noise, and buffering wind. Click a topic to read more about it.

Define roads and driveways

Click the **Roads/Driveway** button in the **Site** phase to define drives, patios, and other paved surfaces in your design. Drag items from the Object toolbar and drop them in the design. Paved surfaces are represented in your design as textures on the ground.

In the design, you can resize and reshape these surfaces as needed. See [Define closed shapes](#) for more information.

Lay out the design

After you finish defining the site, you're ready for the most crucial part of your design: adding plants and other exterior objects such as decks and arbors and a variety of plants.

Much of your work during this step consists of selecting plants and other objects in the Object toolbar, then positioning and reshaping the plants and objects in the Designer.

If you need advice using any of the options in the Design phase, click the **Guide** tab at the left side of the window.

The Design phase contains six steps:

Hardscape. Hardscape refers to built components of your yard and landscape, such as fences and walkway paths. See [Drawing your own object shapes](#) for details on adding hardscape to your design.

Structures. See [Add objects](#) for details on adding structures such as lawn chairs, arbors, sprinklers and other objects to your design.

Plants. For details on adding plants to your design, see [Add plants](#).

Gardens. For details on adding garden beds to your design, see [Add garden beds and hedges](#).

Irrigation. Use this wizard to plan an irrigation system for your design. You can lay out in-ground sprinklers or surface drip tubing by dragging their components into the design from the Object toolbar. See [Irrigation basics](#) for instructions.

Dynamic F/X (Effects). Once you've defined the plants, structures, and other objects in your design, you can use the Shadow Caster to see how shadows fall across your design in Top View. You can also project the plants' Growth Over Time and use the Seasonal Change feature to see how the plants will look from season to season. For details on using these dynamic effects, see [Use the Shadow Caster](#), [Project Growth Over Time](#) and [Project Seasonal Change](#).

Note: You can define custom shapes for many of the components you add to your design from the Object toolbar. For details on defining custom shapes for plants, see [Define ground cover with the drawing tool](#). For objects, see [Draw your own object shapes](#).

Finish the process

When you complete your landscape design, select the **Finish** phase in the Step-by-step toolbar. You have three options in this phase:

Print Plans. When you click **Print Plans**, the Designer gives you options for printing the Top View, the 3D View, or a list of plants and materials used in your landscape design. Click the option you want, then click **OK** in the resulting window to print the view or list. For more details on printing, see [Print the design](#).

Shopping List. Click this button to see a list of plants and materials used in your landscape design. For more details, see [Use the Shopping List](#).

Resources. If you select this option, LandDesigner 3D displays a list of recommended reading on landscape design.

Add plants

This section explains your options for adding and manipulating plants in the Designer. For information on adding other objects in LandDesigner 3D, see [Add objects](#).

You'll find two major categories of plants in this software, generic placeholders and specific varieties. For example, the product includes generic plants such as Generic Round Tree, as well as specific plants such as the Sugar Maple. For more information on selecting types of plants, see Chapter 5 of the Design Guide.

To quickly add major plantings to your landscape, use the generic shapes to get the massing you want, then refine these with specific plants. Each generic plant can be replaced with a specific one once it is in your design. **Double-click** the plant in Top View to open its Spec Sheet, then click the **Replace with...** button in the window that appears. See [Using a plant's Spec Sheet](#) for more details.

You can also add a specific plant directly to your landscape instead of replacing a generic placeholder. See [Using the Plant Finder](#) for more information. In the Plant Finder, you can search by plant name or by attributes. Add the plants you choose to Your Object Bar, then drag them in to the Top View.

What do you want to do?

[Add plants from the Object toolbar](#)

[Add plants using the Plant Finder](#)

[Position plants](#)

[Revise a plant using its Spec Sheet](#)

[Add your own plant records](#)

[Add garden beds and hedges](#)

[Define ground cover with the drawing tool](#)

Add plants from the Object toolbar

The Object toolbar lets you quickly add plants to your design. Choose generic placeholder plants by type and shape to get the overall plantings you want in your design, then refine these later with specific plant varieties. Or look through some of the collections of special purpose plants.

Note: If you already know a specific plant variety you want to add to your design, use the Plant Finder to locate the plant and add it to Your Object Bar. See [Add plants using the Plant Finder](#) for instructions.

To add plants using the Object toolbar:

1. **If you are not already in the Top View, please click on the Top view tab.**

You must be in Top View to add plants in the Designer.

2. **In the Object toolbar, select the plant type you want.**

Click the top menu and select Plants from the resulting list. Next, in the second menu, select the type of plant you want, such as Trees. By default, the toolbar will display the basic generic shapes available for that type of plant.



To view different lists of plants, click the middle and bottom menus. A list will drop down, from which you can make a new selection.

Click on the bottom menu to see other options. Some types of plants, such as annuals, offer a wide variety of generic shapes, based not only on the overall shape of the plant, but on features such as blossom shape. Other types of plants, such as trees, provide lists of specific plants well suited for different regions.



Note: Not all menus have sub-menus. Also, the menus are hierarchical, meaning that your choice in one menu determines the options that appear in the menus underneath it.

3. **When you find the plant you want for your design, click its icon in the Object toolbar and drag it into Top View.**

You can also place the plant in Top View by clicking once on the plant and then clicking once inside Top View where you want the plant.

Note: A brief description of the plant usually appears when you hold your cursor over it in the toolbar.

4. **When the plant is in Top View, position it properly.**

For details, see [Positioning plants](#).

You can replace generic plants with specific plants once you have placed them in your design. For details, see [Revising a plant using its Spec Sheet](#).

Note: To quickly distinguish between generic plants and specific plants, look at their icons in the Object toolbar. Specific plants have an inset photo on their icon.



Position plants

Use the Top View in the Designer to reposition and resize plants. You use the 3D View to see the effects of your work. Any changes you make in Top View apply immediately in 3D View.

What do you want to do?

[Move plants](#)

[Change a plant's size](#)

[Copy plants](#)

[Delete a plant](#)

Move plants

Elevation of dropped objects

LandDesigner 3D automatically places most plants on the ground. In some cases, however, you might want to change the plant's elevation. For example, you might want to place a plant in a pot or on a deck. For details, see [Position decorations and smaller objects](#).

Moving plants with the mouse

To move a plant to a new location in Top View, place your mouse pointer on it. When the "Move" handle appears, select the plant and drag it where you want it.

Moving multiple plants

To move multiple plants at one time, you have two options:



- Choose **Drag Select** from the **Edit menu** and then click and drag in Top View over the plants you want to move. After you define all the plants, release the mouse. Next, click and drag the mouse on one of the plants you selected. All the selected plants will move.
- Hold down the **Shift** key and click on each plant you want to move. When all the plants are selected, release the **Shift** key. Next, click and drag the mouse on one plant. All the selected plants will move.

Moving plants with the keyboard

By pressing the arrow keys on your keyboard, you can incrementally move a selected plant up, down, left, or right. Repeat the commands as many times as necessary.

Change a plant's size

Sometimes a plant looks too big, or not big enough, for the design. In such cases you can easily change the plant's size.

To change a plant's size:

1. Click once on the plant to select it in Top View.

The small arrows that appear around the plant let you resize it.

2. Hold the mouse pointer over an arrow, then click and drag the mouse to change the plant's size.

To increase the plant's width and height, drag the mouse away from the plant.

To reduce the plant's width and height, drag toward the center of the plant. As you drag, the plant's current dimensions appear in Top View.

If you change a plant's width, the height changes proportionally, and vice versa.

3. To change a plant's size using precise dimensions, double-click it and change the dimensions in the Spec Sheet.

You can also select a plant, click the **Mini View** tab, and change settings in the miniature Spec Sheet that appears.

For details on using the Spec Sheet, see [Revising a plant using its Spec Sheet](#).

Copy plants

Once you have created and refined a plant, you can copy it. Plants retain all dimensions, colors, and materials of the original.

To copy a plant, select it and choose **Copy** from the **Edit** menu. Next, select **Paste** from the **Edit menu** to make the copy appear. Move the copied plant in the design as needed.

Delete a plant

If you decide that a certain plant isn't right for your design, you can delete the plant. You have the following options:

To delete a single plant, click it and then press the **Delete** key. You can also select **Delete** from the **Edit** menu.

To delete multiple plants, hold down the **Shift** key, click each plant you want to delete, and then press the **Delete** key.

Note: If you make a mistake while resizing or repositioning a plant, you don't have to delete it and start over. You can undo the previous action by selecting **Undo** from the **Edit** menu.

Add plants using the Plant Finder

The Plant Finder gives you access to LandDesigner 3D's extensive database of trees, shrubs, and greenery. Use this feature to add a particular species to your design, or to replace a generic plant with a specific one.

Each plant in the Plant Finder comes with a photograph or illustration, detailed information on size, care, and use, and usually, the pronunciation of the botanical name.

To locate a particular plant:

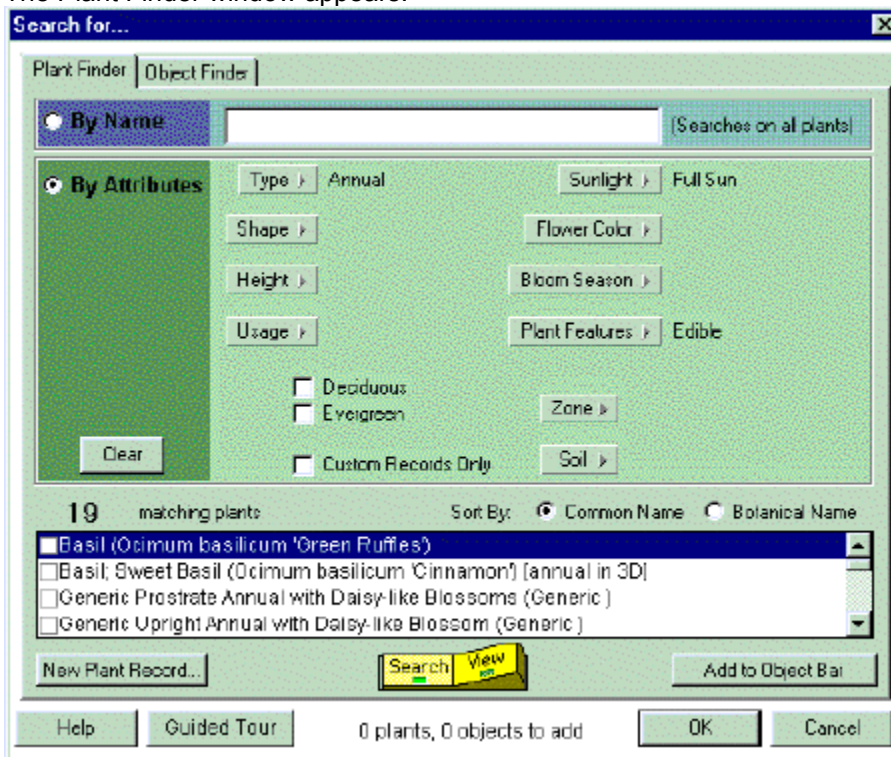
1. Open the Plant Finder using one of the following options:

To locate a plant you can't find, click the **Find** button in the Object toolbar.



To replace a generic plant with a specific one, **double-click** the plant in Top View. In the plant Spec Sheet that appears, click the **Replace With** button.

The Plant Finder window appears.



2. To search for plants by common name or botanical name, click the By Name button and then enter all or part of the name.

3. To search for plants by different criteria and characteristics they possess, click the By Attributes button and then select the attributes you want.

For example, you can click **Type**, **Shape**, and **Height** and select attributes for these categories from the resulting lists.

After you have chosen a type, representative plant shapes appear when you click the Shape list.

Most attributes are self-explanatory. The **Zone** button refers to [USDA hardiness zones](#), which

subdivide the U.S. according to minimum temperatures at which plants can survive. Click the **Zone** button and select your zone from the resulting list. If you don't know your zone number, click **Maps** from the **Zone** menu and click your zone in the map.

As you increase the number of search attributes, you decrease the number of plants LandDesigner 3D finds. If you select too many search attributes, your search will find no plants.

If you completed the interview when you started your design, the default zone and soil settings correspond with your answers. For details on this interview, see [Start Your Design](#).

4. **To further limit a search to find deciduous plants, evergreens, or previously defined custom plants, click the appropriate check boxes.**

For details on defining plants of your own, see [Add your own plant records](#).

5. **To sort the plants found in the search, click Common Name or Botanical Name.**

The Matching Plants list shows which plants LandDesigner 3D found. Scroll through the list to see all the matches. The total number of matches is shown above the list.

To erase the search attributes and start again, click **Clear**.

6. **To learn more about a particular plant found in your search, click its name in the Matching Plants list and then click the View button.**

The Plant Finder displays a picture of the selected plant and information about it.

Once you select a plant, you have the following options:

- To read a description of the selected plant, click the **Description** tab. To read about the plant's attributes, click the **Attributes** tab.
- To see and read about the next plant found in your search, click **Next** or **Prev(ious)**.
- To define your own custom plants, click **New Plant Record**. For details, see [Add your own plant records](#).
- To return to the Plant Finder window, click the **Search** button.

7. **To add the selected plant to the Your Object toolbar menu in the Object toolbar, click Add to Toolbar.**

To add multiple plants, **double-click** each one in the Matching Plants list so check marks appear next to them, then click **Add to Toolbar**. You can also click the check boxes themselves to select multiple plants.

8. **When you finish using the Plant Finder, click OK.**

If you entered the Plant Finder through the **Find** button on the Object toolbar, you return to the Designer. If you added plants to the toolbar, the Your Object toolbar menu appears with the plants you specified. You can then drag them into your design.



Note: The Your Object toolbar menu retains the items found in all searches until you exit LandDesigner 3D. If the menu becomes too congested, you can clear it by selecting **Clear Your Object toolbar** from the **Edit** menu. Your Object toolbar automatically resets whenever you exit the application.

Revising a plant using its Spec Sheet

You can use a plant's Spec Sheet to revise its size, appearance, and other properties.

Note: If you click the **Mini View** tab, a miniature version of the Spec Sheet appears in the Mini View on the left side of the window. You can see the plant's name and revise the plant's width, height, and color. To open the full-sized Spec Sheet from this miniature version, click **Details**.

1. To open a plant's Spec Sheet, double-click the plant.

You can also **right-click** the plant and then select **Specs** from the menu that appears.

The Spec Sheet includes the current settings for the selected plant. You can revise any or all of these settings.

2. To open the Plant Finder and replace the selected plant with another, click the Replace With button. You can use the Replace With button to replace a generic plant with a specific variety.

3. Set the plant's dimensions by entering values in the Width and Height fields.

4. To return the plant to its original dimensions, click the Original Size button.

Some plants also have a list of Suggested Sizes in the Spec Sheet. If so, you can choose a size from the list.

5. If you are satisfied with the size and location of a plant, you can lock its settings to make sure they aren't changed accidentally.

*To lock the plant's size, click the **Lock Size** box.*

*To lock the plant's size and location, click the **Lock Size and Location** box.*

6. To assign a plant a different flower color, click the Flower Color list and select a color.

7. To display the plant by its size at a certain age, enter an age and then click Size Based on Age.

The plant's height and width will change, but the amount of its branches and foliage will not.

8. Click the other tabs in the Spec Sheet to view more information about the selected plant.

By default, the Basics tab appears, as shown in the previous illustration. Click the **Plant Info** tab, for example, to see descriptions and attributes of the selected plant. For details about the options in the other tabs, see [Using Spec Sheets](#).

9. Click OK to close the Spec Sheet and return to the Designer.

Add your own plant records

If you can't locate the plant you need in the Object toolbar or the Plant Finder, you can define it yourself and add it to LandDesigner 3D.

To add your own plant record:

1. **Open the Plant Finder by clicking the Find button in the Object toolbar.**
2. **Click the New Plant Record button in the Plant Finder.**
You see the Add My Own Plant window.
3. **In the Common Name field, type the name of the plant you want to add.**
4. **Click the Type and Shape buttons and select the closest matching plant type and shape from the resulting menus.**
5. **To further customize your plant, enter other attributes under Optional Information.**
6. **To associate a scanned photograph or bitmap to your custom plant record, click Choose Photo and select the graphic from the file navigation window.**

If you want to delete your custom plant selections and start over, click **Delete This Plant**.

7. **When you finish defining the custom plant, click OK.**

The Plant Finder appears with the custom plant selected in the Matching Plants list. Be patient; this operation might take a few seconds.

8. **To add the selected custom plant permanently to the Object toolbar, click Add to Toolbar in the Plant Finder.**
9. **Click OK to exit the Plant Finder.**

If you entered the Plant Finder through the Find button on the Object toolbar, you return to the Designer. If you entered through the Spec Sheet, the custom plant you selected in the Plant Finder becomes the new selection in the Spec Sheet.

To change information about a custom plant later, open its Spec Sheet and click **Change Custom Info**.

Add garden beds and hedges

If you want to quickly lay out an entire bed of plants rather than painstakingly selecting and plotting individual plants, use the Garden Bed wizard.

To begin adding a garden bed, select the **Design** phase in the Step-by-step toolbar and then click **Gardens**. A selection of garden bed shapes appears in the Object toolbar. Use the wizard to lay out the bed. If you need help, click the **Guide** tab at the left side of the window.

To add a garden bed to your design:

1. Define the shape of the bed and drag it into the Designer.

This is Step 1 of the Garden Bed wizard. You have several options:

Pick the desired shape of garden bed from the options in the Object toolbar and drag it into the Designer. You will define its size and shape later.

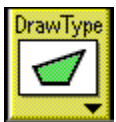
If the shape you want is not available, use the **Free Draw Bed** option. Click the **Draw Type** button and pick from one of the following shapes:

- **Select the rectangular or circular shape** and drag to define the size of the shape. When you finish, the object appears.
- **Select the Point-to-Point Curve tool.**



Each time you click in Top View, you define one curve of a free form, curved shape. Continue clicking until you define a closed shape. To end the shape, **double-click** on the last point or press the **Esc**, **Enter**, or **Backspace** key. The shape fills in.

- **Select the Point-to-Point Line tool.**



Each time you click in Top View, you define a side of a free-form shape. Continue clicking until you define a closed shape. To end the shape, **double-click** on the last point or press the **Esc**, **Enter**, or **Backspace** key. The shape fills in.

2. Once the garden bed is in the Designer, reposition it and reshape it as necessary.

Again, you have several options:

- To move the bed, hold the mouse pointer within it. When the “Move” handle appears, click and drag the bed where you want it.
- To resize the entire bed, click and drag over one of the outer arrows.
- To reposition one of the bed’s points, hold the mouse pointer over one of the inner arrows. When a “Stretch” handle appears, click and drag the point to a new location.
- To reposition one of the bed’s sides, hold the mouse pointer over one of the inner arrows. When a “Pull” handle appears, click and drag the side to a new location.
- To rotate the bed, click the dot within it. When a “Spin” handle appears, click and drag the

handle to rotate the bed.

- You can also reshape the bed by right-clicking the “Pull” handles of particular points and using the resulting menu options. See [Edit points of objects](#) for more details.

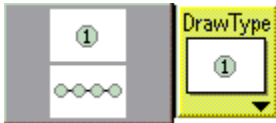
3. Click the Next Step button to move to Step 2 of the Garden Bed wizard.

In this step, you add plant clusters to fill the bed.

4. Drag plant clusters from the Object toolbar into the bed you defined.

5. Click the Next Step button to move to Step 3 of the Garden Bed wizard.

- If you added predefined clusters of plants to your garden bed in the previous step, you can use this step to revise individual plants within the clusters.
- Go to the **Generic Shapes** menu and drag in generic plants that you can replace later with particular species. For more details, see [Using a plant's Spec Sheet](#).
- Use the Plant Finder to locate specific plants, add them to Your Object Bar, and drag them into your garden bed. See [Using the Plant Finder](#) for more details.



- To quickly create a row of one type of plant, select the plant on the Object toolbar, click the **Draw Type** button, and then click the **Hedge** button. Move your mouse to Top View, click to select the first point and click where you want it to end. The hedge draws when you release the mouse.

6. To change a cluster of plants, right-click on the bed and select Ungroup.

You can also select the bed and then select **Ungroup** from the **Edit** menu. The plants in the bed become independent. You can then resize, reposition, or delete individual plants as needed.

If you want to regroup the plants into a cluster after you finish, click the **Drag Select** button and drag over the group. Next, select **Group** from the **Edit** menu.

7. Click the Next Step button to move to the last step of the wizard and apply edging to the garden bed.

Select the type of edging you want from the Object toolbar, then move your mouse to Top View and define the edging shape. Each time you click in Top View, you define a point of the shape. Continue clicking until you define the shape you want. To end the drawing, click on the last point, right-click, or press the **Esc**, **Enter**, or **Backspace** key.

If you need to revise the shape of the edging, see the options in step 3 of this procedure.

8. Switch to 3D View and review your design.

Click the **3D** tab in the Top View toolbar to go to 3D View. If changes are needed, return to Top View to make them.

Define ground cover with the drawing tool

Besides all the tools for adding generic and specific plants, LandDesigner 3D lets you quickly define an area of any shape or length and assign it a vine growth or ground cover.

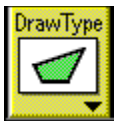
To define a ground cover area with the drawing tool:

1. **Select any generic ground cover plant in the Object toolbar.**
2. **With the plant selected, click the Draw Type button and then define the ground cover area you want.**
3. **Select one of the following Draw Types from the menu and define the shape in Top View.**
 - **Select the rectangular or circular shape** and drag to define the size of the shape. When you finish, the object appears.
 - **Select the Point-to-Point Curve tool.**



Each time you click in Top View, you define one curve of a free form, curved shape. Continue clicking until you define a closed shape. To end the shape, **double-click** on the last point or press the **Esc**, **Enter**, or **Backspace** key. The shape fills in.

- **Select the Point-to-Point Line tool.**



Each time you click in Top View, you define a side of a free-form shape. Continue clicking until you define a closed shape. To end the shape, **double-click** on the last point or press the **Esc**, **Enter**, or **Backspace** key. The shape fills in.

3. **If necessary, reshape and resize the plant area in Top View.**

To move the plant area, hold the mouse pointer within it. When the “Move” handle appears, click and drag the plant area where you want it.

To resize the entire plant area, click and drag the mouse pointer over one of the outer arrows.

To reposition one of the area’s points, hold the mouse pointer over one of the inner arrows. When a “Stretch” handle appears, click and drag the point to a new location.

To reposition one of the area’s sides, hold the mouse pointer over one of the inner arrows. When a “Pull” handle appears, click drag the side to a new location.

To rotate the area, click the dot within it. When a “Spin” handle appears, click and drag the handle to rotate the area.

You can also reshape the area by right-clicking the “Pull” handles of particular points and using the resulting menu options. See [Add and remove points of objects](#) for more details.

4. **Switch to 3D View and review your design.**

Click the **3D** tab in the Top View toolbar to go to 3D View. If changes are needed, return to Top View to make them.

Add objects

You can add other objects besides plants to your landscape designs. For example, you can add lawn chairs, sprinklers, and barbecue grills. This section explains how to use these objects in your designs.

What do you want to do?

[Find objects](#)

[Position objects](#)

[Use an object's Spec Sheet](#)

[Add colors and textures](#)

[Reshape objects](#)

[Draw your own object shapes](#)

[Import a deck from 3D Deck](#)

[Create your own objects](#)

[Create your own textures](#)

[Digital collections](#)

Find objects

You can locate objects you want to use in your landscape designs by using the menus in the Object toolbar or by clicking the **Find** button and using the Object Finder.

The Step-by-step toolbar helps you add objects at the right time and also takes you to the right menus for selecting objects of interest. In some steps, the Object toolbar is not available. See [Use the Step-by-step toolbar](#) for details.

What do you want to do?

[Find objects in the Object toolbar](#)

[Search for objects](#)

Find objects in the Object toolbar

1. **If necessary, click the Top View tab in the Top View toolbar to go to Top View.**

You must be in Top View to add objects in the Designer.

2. **In the Object toolbar, click the first menu and select the type of object you want to add.**

For example, you can click the menu and select Accents from the resulting list. The related accent items appear in the Object toolbar to the right of the menus.

To see more objects, you can stay within the Accents menu or switch to a different category.

To stay within the Accents menu and view different objects, click a menu below it. A list drops down, and you can make a new selection. Note that not all menus have sub-menus.

To switch to a different category, click the top menu again and make a different selection, such as *Furniture* or *Structures*. Note that the menus are hierarchical, meaning that your choice in a menu determines the options that appear in the lower menus.

A brief description of the object usually appears when you hold your cursor over it in the toolbar.

3. **When you find the item you want for your design, click its icon in the Object toolbar and drag it into Top View.**

You can also place the object in Top View by clicking once on the object and then clicking once inside Top View where you want the object.

Note: Objects that you can shape yourself behave differently. For details, see [Draw your own object shapes](#).

4. **When the object is in Top View, position it properly.**

For details, see [Position objects](#).

Search for objects

LandDesigner 3D lets you search for objects you can't find immediately in the Object toolbar.

To locate an object you can't find:

1. Click the Find button in the Object toolbar.



2. In the Search window that appears, click the Object Finder tab.
3. In the Object Finder tab, type the object of your search in the Type of Item field.
For example, type *hammock* or *bench*. You can also type part of a word. For example, you can type *sprink* to find sprinkler objects.
4. Click Find # of Matches to see how many matches LandDesigner 3D found.
5. To add these matching objects to the Your Object toolbar menu in the Object toolbar, click Add to Object Bar and click OK.
6. Drag the item(s) LandDesigner 3D found from the Your Object toolbar menu into the Designer.

Note: The Your Object toolbar menu retains the items found in all searches until you exit LandDesigner 3D. If the menu becomes too congested, you can clear it by selecting **Clear Your Object Bar** from the **Edit** menu.

Position objects

Use the Top View in the Designer to reposition and resize objects. You use the 3D View to see the effects of your work. Any changes you make in Top View will also appear in 3D View.

What do you want to do?

[Move objects](#)

[Position decorations and smaller objects](#)

[Place smaller items on larger objects](#)

[Copy objects](#)

[Delete an object](#)

Move objects

Elevation of dropped objects

Each object you drop into Top View is assigned a logical elevation, or *height above ground*. LandDesigner 3D places many objects on the ground, but there are exceptions. An outdoor place setting drops to a table, for example. You might want to revise an object's elevation. For example, you can change the elevation of objects that sit on a slope. For details, see [Position decorations and smaller objects](#).

Move objects with the mouse

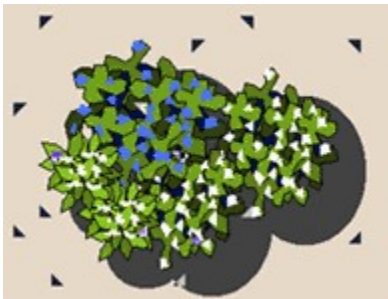
To move an object to a new location in Top View, place your mouse pointer on it. When the “Move” handle appears, click and drag the object where you want it.

If necessary, use the Zoom tools to see the object better. To zoom in on the area that includes the object, click the **+ Zoom** tool in the Top View toolbar, then drag in the Designer to define the rectangular area. The area is magnified when you release the mouse.

Move multiple objects

To move multiple objects at one time, you have two options:

- Choose the **Drag Select** option from the **Edit** menu and then click and drag in Top View over the items you want to move. After you define all the items, release the mouse. Next, click and drag the mouse on one of the objects you selected. All the selected objects will move.



- Hold down the **Shift** key and click on each object you want to move. When all the objects are selected, release the **Shift** key. Next, click and drag the mouse on one object. All the selected objects will move.

Move objects with the keyboard

By pressing the arrow keys on your keyboard, you can incrementally move selected objects up, down, left, or right. Repeat the commands as many times as necessary.

Position decorations and smaller objects

Once you finish adding the main objects in your design, you can add decorative elements such as flowerpots and outdoor lamps.

As a rule, don't add decorations until after the major objects are in place and the right size. You can thus experiment freely without having to reposition every small object.

Decorative items are available from the Object toolbar, just like larger objects. When positioning smaller objects, you use many of the same tools as for larger ones.

If necessary, use the **Zoom** tools to see smaller objects better. See [Using the Top View toolbar](#) for instructions.

Note: If you need help selecting smaller objects when they are positioned below larger ones, **right-click** on the larger object. Choose **Select Object** from the resulting menu and then select the smaller object's name from the next pop-up menu.

Place smaller items on larger objects

If you position a smaller item in Top View on a larger object, the smaller item will “fall” nicely onto the object below. LandDesigner 3D uses this logic, for example, to place table settings on an outdoor table, or items on a deck.

However, if you then change the height of the table or deck, the height of the smaller items will not change. Your place settings, for example, might be sliced by the table. To fix this problem, change the Height Above Ground value of the smaller item. The Height Above Ground represents the *bottom* of the object.

To change an item’s Height Above Ground:

- 1. Open the item’s Spec Sheet by double-clicking on it.**
- 2. Enter a new Height Above Ground value so the bottom of the object rests on top of the larger object.**

For example, to make place settings appear to rest properly on a resized table, change the place settings’ Height Above Ground to equal the new height (not the Height Above Ground) of the table.

- 3. Click OK to close the Spec Sheet and see the results in the 3D window.**

You might have to experiment with the Height Above Ground setting until the smaller item appears to rest on the larger one.

Note that LandDesigner 3D only drops and raises objects to surfaces that are large and wide enough to accommodate the smaller object. If necessary, resize one or both of the objects.

Copy objects

Once you have created and refined an object, you can copy it. Copies retain all dimensions, colors, and materials of the original.

To copy an object, select it and choose **Copy** from the **Edit** menu. Next, select **Paste** from the **Edit** menu to make the copy appear. Move the copied object in the design as needed.

Delete an object

If you decide that a certain object isn't right for your landscape design, you can delete the object. You have the following options:

To delete a single object, click it and then press the **Delete** key. You can also select **Delete** from the **Edit** menu.

To delete multiple objects, hold down the **Shift** key, click each object you want to delete, and then press the **Delete** key.

Note: If you make a mistake while resizing or repositioning an object, you don't have to delete it and start over. You can undo the previous action by selecting **Undo** from the **Edit** menu.

Use an object's Spec Sheet

Spec Sheets give you many options for revising an object's size, appearance, and other properties.

For information on revising plants in a spec sheet, see [Revising a plant using its Spec Sheet](#).

Note: If you click the **Mini View** tab, a miniature version of the Spec Sheet appears in the Mini View on the left side of the window. You can see the selected object's name and revise the object's width, height, and depth. You can also click the **Change To** button to replace the selected object with another similar object. To open the more complete Spec Sheet from this miniature version, click **Details**.

1. To open an object's Spec Sheet, double-click the object.

You can also **right-click** the object and then select Specs from the menu that appears.

2. Set the object's dimensions by entering values in the Width, Depth, and Height fields.

3. To return the object to its original dimensions, click the Original Size button.

Some objects also have a list of suggested sizes in the Spec Sheet. If so, you can choose a size from the list.

4. If you are satisfied with the size and location of an object, you can lock its settings to make sure they aren't changed accidentally.

To lock the object's size, click the **Lock Size** box.

To lock the object's size and location, click the **Lock Size and Location** box.

5. Click OK to close the Spec Sheet and return to the Designer.

Add colors and textures

Spec Sheets let you assign distinctive colors, textures, and styles to many objects in your design.

You can change these materials at any time in the design process. If you move objects after applying materials, the materials move with the objects.

To add materials to objects in the Designer:

1. Double-click in Top View on the object whose style you want to edit.

The object's Spec Sheet opens. The Materials section displays *panels* for each style assigned to different parts of the object. For example, a park bench might have a panel for its legs and one for the bench.

If an object uses different materials within the same material category, two numbered panels appear in the Materials section.

For example, if a lawn chair uses one fabric for the back and another for its seat cushion, the materials are labeled *fabric #1* and *fabric #2*.

2. To copy material shown in one panel of the Spec Sheet to another panel, click the first panel, drag the mouse over the panel you want to change, and release the mouse.

3. To change a material, click a panel.

The Choose Materials window opens for the selected style.



4. Use the following options in the Choose Materials window to find the style you want:

To view different material types, click one of the category buttons on the left side of the window.

Once you select the category you want, scroll through the displayed panels to look at your choices. Place your mouse pointer on a material to see a quick description of it. To create your own material, see [Creating your own materials](#).

5. When you find a material you want, click its panel and click OK.

The Choose Materials window closes and the Spec Sheet reappears. The style you chose appears in the Materials area.

6. To assign the material permanently to the object, click the Lock Materials box.

7. Click OK to close the Spec Sheet and return to the Designer views.

Draw your own object shapes

LandDesigner 3D provides many predefined objects, but it also gives you the ability to create your own shapes. Your drawing options are determined by the type of object you need to create.

Shapes you define fall into two basic categories: closed shapes and lines.

What do you want to do?

[Define closed shapes \(e.g. driveways, decks\)](#)

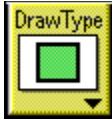
[Define line shapes \(e.g. fences, powerlines\)](#)

Define closed shapes

Follow these steps to define your own closed shapes such as decks and driveways.

1. Select an appropriate object in the Object toolbar at the bottom of the screen.

If custom shapes are available, the **Draw Type** button at the right of the Object toolbar changes appearance when you select an object. Click this tool to see which shapes are available.



If you can't define a shape for the selected object, the Draw Type button looks like the illustration below. Drag the predefined shape into Top View and resize it later. See [Reshape objects](#) for more details.



2. With the object selected, click the Draw Type button to the right of the toolbar.

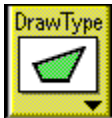
3. Select one of the following Draw Types from the menu and define the shape in Top View.

- **Select the rectangular or circular shape** and drag to define the size of the shape. When you finish, the object appears.
- **Select the Point-to-Point Curve tool.**



Each time you click in Top View, you define one curve of a free-form, curved shape. Continue clicking until you define a closed shape. To end the shape, **double-click** on the last point or press the **Esc**, **Enter**, or **Backspace** key. The shape fills in.

- **Select the Point-to-Point Line tool.**



Each time you click in Top View, you define a side of a free-form shape. Continue clicking until you define a closed shape. To end the shape, **double-click** on the last point or press the **Esc**, **Enter**, or **Backspace** key. The shape fills in.

To reshape these objects in Top View, see [Define line shapes](#).

Define line shapes

Follow these steps to define line shapes such as fences and power lines.

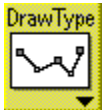
1. Select an appropriate object in the Object toolbar at the bottom of the screen.

If line shapes are available, the Draw Type tool at the right of the Object toolbar changes appearance when you select an object.

2. With the line object selected, click the Draw Type button to the right of the toolbar.

3. Select one of the following Draw Types from the menu and define the shape in Top View.

- **Select the *Multi-Line tool*.**



- Move to Top View and define the line shape. Each time you click in Top View, you define a point on the shape. Continue clicking until you define a shape you like. To end the shape, double-click on the last point or press the Esc, Enter, or Backspace key. The shape fills in. The object appears in Top View.
- **Select the *Line tool*.**



- Move to Top View. Click once to begin the line, then move the mouse to the endpoint and click again. The object appears in Top View.
- **Select the *Curved Line tool* from the Draw Type menu.**



- Move your mouse to Top View and define the shape. Each time you click in Top View, you define an arc of the shape. Continue clicking until you define a shape you like. To end the drawing, double-click on the last point or press the Esc, Enter, or Backspace key. The object appears in Top View.

Reshape objects

This section explains how to change the shape of objects once they're in Top View. You can change the object's size and rotate the object. If you define your own object shapes, you can reshape them by using the "Pull" and "Stretch" handles.

What do you want to do?

For predefined objects:

[Change an object's size](#)

[Rotate objects](#)

For objects you shape:

[Pull and stretch objects](#)

[Edit points of objects](#)

Change an object's size

Sometimes objects look too big, or not big enough, for the design. In such cases you can easily change the object's size.

To change an object's size:

1. **Click once on the object to select it in Top View.**

The small arrows that appear around the object let you resize it.



2. **Hold the mouse pointer over an arrow, then click and drag the mouse to change the object's size.**

To increase the object's width, height and depth, drag the mouse away from the object. To reduce the object's width and depth, drag toward the center of the object. As you drag, the object's current dimensions appear in Top View.

3. **To change an object's size using precise dimensions, double-click it and change the dimensions in the Spec Sheet.**

For details on using the Spec Sheet, see [Use an object's Spec Sheet](#).

Rotate objects

If an object is in the right location but the angle is wrong, you can rotate it.

To rotate an object:

1. **Click once on the object to select it in Top View.**

The dot that appears beneath the object is the *spin handle*.



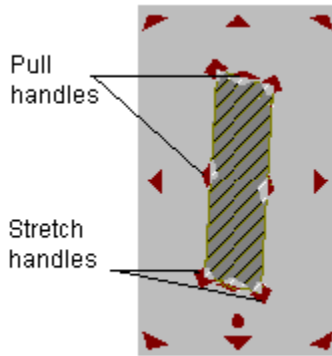
Spin handle

2. **Hold the mouse pointer over the spin handle, then click and drag the mouse to rotate the object.**

Pull and stretch objects

Objects you draw yourself have additional options for reshaping. When you select an object, you see a set of outer handles and a set of inner handles, as shown in the illustration.

You can resize the entire object proportionally by clicking and dragging the mouse pointer over one of the outer arrows.



Use the inner handles to reshape objects.

To reposition one of the object's points, hold the mouse pointer over one of the inner arrows around the object. When a “Stretch” handle appears, drag the point to a new location.

To reposition one of the object's sides (or curves), hold the mouse pointer over one of the inner arrows around the object. When a “Pull” handle appears, drag the side to a new location.

Edit points of objects

Once you add your own object shapes in Top View, you can reshape them by right-clicking the “Pull” handles of particular points and using the resulting menu options.

Note: You only see this menu after right-clicking a Pull handle. The options are not available with Stretch handles or Move handles.

You have the following options for editing points:

Split (add a point). If you select Split, LandDesigner 3D adds a new point to the shape. You can then use the Pull handles and Stretch handles to reshape the object.

Join (remove a point). If you select Join, LandDesigner 3D removes the selected point and fills in the shape by redrawing the line between the two closest points.

Change curve/line. If you select this option, LandDesigner 3D changes the selected curve to a line. If you selected a line, it changes to a curve.

See also:

[Pulling and stretching objects](#)

Digital collections

Additional objects for your designs are available at the Sierra Home Web site. Users can download these collections at no charge. If you have Netscape Navigator or Internet Explorer, you can connect to the Internet directly from LandDesigner 3D, as described below. If you are using a different Web browser, the steps may be slightly different.

Note: If you don't find what you're looking for in the product of in the digital collections, go to the message boards on our Web site and post a request for assistance.

To download new collections from our Web site:

1. **Select Internet Features from the Features menu.**
2. **Click OK.**

LandDesigner 3D takes you to your Internet connection prompt or browser. Log on to the Web as you usually do.

Note: If you don't want to select a browser each time you use the Internet Features option, select a default browser using the **Choose Web Browser** option in the **Features menu**.

3. **At our Web site, select and download the collection(s) you want.**

Complete instructions are available at the Web site.

4. **To make the new objects appear in the Object toolbar of LandDesigner 3D, exit the program and restart it.**

Be sure to save any work before exiting LandDesigner 3D.

Note: The add-on plants for LandDesigner version 4.5 do not work with LandDesigner version 5.0.

Additional features

This section explains how to use the extra features included in LandDesigner 3D.

What do you want to do?

[Record Walkthroughs and Snapshots](#)

[Take a 3D photo](#)

[Use the measuring tape](#)

[Use the Shopping List](#)

[Save your design](#)

[Print your design](#)

[Share your design](#)

[Connect to the Web](#)

Use the Shadow Caster

In Top View, the Shadow Caster feature simulates shadows in your landscape design based on time, date and location. Use the Shadow Caster to see how the sun affects your landscape over a day or a year. For more information, see Chapter 2 of the Design Guide, *Using Sun and Shade*.

Before using the Shadow Caster, adjust the compass in Top View. Compass changes affect shadow simulations. See [Define the lot](#) for instructions on using the compass.

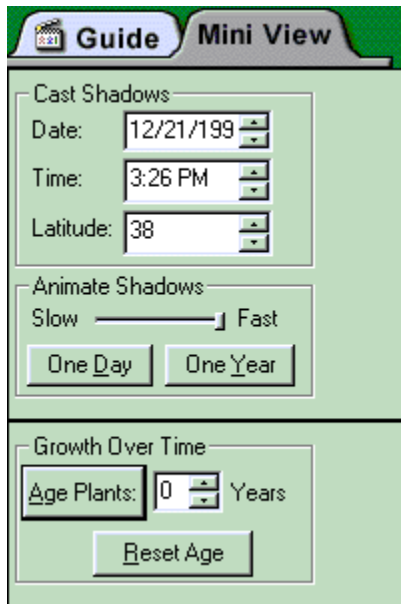
To use the Shadow Caster:

1. Click the **Design** button in the **Step-by-step** toolbar and then click **Dynamic F/X**.
2. If necessary, move to **Top View** by clicking the **Top View** tab in the **Top View** toolbar.

The Shadow Caster is not available in 3D View.

3. Click the **Mini View** tab.

The Shadow Caster controls and Growth Over Time controls appear. For details on using the Growth Over Time feature, see [Project Growth Over Time](#).



4. Set the date, time, and latitude you want to simulate.

You can enter these values directly or click the up and down arrows. When entering values directly, use the conventions and symbols shown in the fields.

For information about your city's latitude, call your local branch of the United States Geological Surveyor. Find them on-line at www.usgs.gov. You can also go on-line at www.census.gov/cgi-bin/gazetteer where you can enter your location and get your latitude.

5. Drag the **Animate Shadows** slider bar to determine how slowly or quickly the shadow effect occurs.
6. Click **One Day** or **One Year** to determine the period the shadow effect simulates.

LandDesigner 3D casts shadows over your design. Watch how the sun and shadow affect your landscape.

Project Growth Over Time

Use the Growth Over Time feature of LandDesigner 3D to see how the plants in your design will grow over various time periods. You can use these projections, for example, to determine how closely you should position adjacent plants.

You can observe Growth Over Time in the 3D View or Top View.

To use the Growth Over Time feature:

- 1. Click the Design button in the Step-by-step toolbar, and then click Dynamic F/X.**
- 2. Click the Mini View tab.**

The Shadow Caster controls and Growth Over Time controls appear. For details on using the Shadow Caster feature, see [Use the Shadow Caster](#).

- 3. In the Years field, enter the number of years into the future you want to project plant growth.**

You can enter this value directly or click the up and down arrows.

- 4. To project the plant's growth over the number of years you specified, click Age Plants.**

The plants increase in size accordingly.



Just planted



After 5 years

5. To reset the plants to their previous age and size, click **Reset Age.**

The plants will automatically revert to their original age when you switch to another view. To permanently change a plant's age, use the Spec Sheet. For example, you can make an oak 10 years older than younger plants in your design.

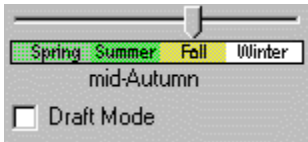
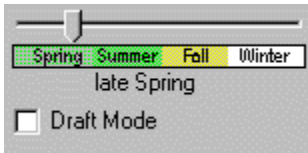
Note: The plants that grow over time include trees, shrubs, vines, cacti, ornamental grasses, ferns, perennials, and roses.

Project Seasonal Change

Use the Seasonal Change feature of LandDesigner 3D to see how the plants in your design look in various seasons. You can check seasonal changes in any design step by moving to the 3D view and then clicking the **Mini View** tab.

To use the Seasonal Change feature:

- 1. Move to the 3D View.**
Click the **3D** tab on the toolbar if necessary.
- 2. Click the Mini View tab.**
- 3. Drag the Seasonal Change slider bar.**





Record Walkthroughs and Snapshots

LandDesigner 3D lets you save your favorite views and Walkthrough tours in each design. You can then view these Snapshots and animated tours at any time. Walkthroughs and Snapshots let you quickly communicate your ideas with landscape contractors and designers.

What do you want to do?

[Take Snapshots](#)

[View Snapshots](#)

[Record a Walkthrough](#)

[Play back a Walkthrough](#)

Take Snapshots

A Snapshot is a recorded image of a favorite 3D view in your landscape design; they work somewhat like bookmarks. Snapshots are a good way to save a list of sites in your design for quick review.

To record a Snapshot:

- 1. Select Record Video & Snapshots from the Features menu.**

The Recorder Options window appears.

- 2. Click the Snapshots tab.**
- 3. Use the 3D view controls to show the area you want to record in the Snapshot.**
- 4. Click the Record button to store the Snapshot.**
- 5. Type the name for your Snapshot in the Name field.**

If you don't want to name the Snapshot, you can use the generic name LandDesigner 3D assigns automatically.

You can view the Snapshot at any time.

- 6. Click Close to exit the Recorder Options window.**

You can now view the Snapshot in LandDesigner 3D whenever the saved design file is open.

View Snapshots

1. **Select Record Video & Snapshots from the Features menu.**
2. **Click the Snapshots tab and then select the Snapshot you want to view from the list.**
3. **Click Play to view the selected Snapshot.**
To delete a Snapshot, select it in the list and click **Delete**.
4. **Click Close to exit the Recorder Options window.**

Record a Walkthrough

A recorded Walkthrough is an animated, 3D tour of your design in LandDesigner 3D.

To record a Walkthrough:

1. Position the camera in Top View where you want to begin your Walkthrough.

You can further adjust this beginning view by switching to 3D View and using the navigation arrows in the Object toolbar.

2. Select Record Video & Snapshots from the Features menu.

The Recorder Options window appears.

3. Click Record to begin recording the Walkthrough.

4. Navigate through your 3D scene along the path you want to record.

The Walkthrough feature stores all of your movements as well as their speed.

5. Click Stop to end the Walkthrough recording.

The Stop button only works while you are recording.

6. Type a name for your Walkthrough in the Name field.

If you don't want to name the Walkthrough, you can use the generic name LandDesigner 3D assigns automatically.

7. To save the recorded Walkthrough as an .avi video file, click the Save button.

LandDesigner 3D warns you that the file might be large and might take a long time to create. If you want to proceed, click Yes. When the file is complete, LandDesigner 3D prompts you to assign the file a name and directory path.

The file is saved in .avi format, and can be opened and played outside LandDesigner 3D in a Windows video program.

8. Click Close to exit the Recorder Options window.

You can now play back the animated Walkthrough in LandDesigner 3D whenever the saved design file is open.

Play back a Walkthrough

1. **Select Record Video & Snapshots from the Features menu.**
2. **Click the Walkthroughs tab and then select the Walkthrough you want to view from the list.**
3. **Click Play to view the selected Walkthrough.**
4. **While the Walkthrough is playing, you can click Pause to pause the playback.**
If you click **Pause**, you can click **Resume** to continue.
To delete a Walkthrough, select it in the list and click **Delete**.
5. **Click Close to exit the Recorder Options window.**

Change backgrounds and ground covers

If you don't like the default background image and ground cover 3D Sierra Landscape uses in your landscape designs, you can change them.

Note: The default ground cover applies to your entire design. It is different from ground covers you add from the Object toolbar, which apply only to particular planted areas.

To change your default background and ground cover:

1. **Select Options from the Features menu.**
2. **Click the 3D View tab.**
3. **To choose a different background for your design, click the Change Location button.**

When you select a background, click **OK** to return to the 3D View options.

4. **To choose a new, default ground cover for your design, click the Change Ground button.**
5. **Use the Choose Materials window to find the ground cover you want.**

To view different material types, click the material buttons on the left side of the window.

Once you select a category, scroll through the displayed panels to look at your choices. Place your mouse pointer on a panel for a quick description of it.

6. **When you find a ground cover you want, click its panel and click OK.**

The Choose Materials window closes and the 3D View options appear.

7. **Click OK to close the 3D View options and see the new ground cover and background in the Designer.**

The background and ground cover are applied to the entire design. Later you can add more ground covers to particular planted areas from the Object toolbar.

Import your own background

You can prepare your own background images for landscape designs in the graphics program of your choice. You can also copy images from other applications or Web sites. Use the following guidelines to create the image:

- Correct for accidental tilting and aspect ratio and adjust brightness and contrast as needed.
- Size your image to a height of less than 480 pixels. Images with greater heights will appear centered in LandDesigner 3D, with the top and bottom truncated. The image can have any width, including panoramic dimensions of more than 1,000 pixels.
- Save the background image as a Windows Bitmap file (.bmp). LandDesigner 3D can import 256-color (8-bit) and million-color (24-bit) .bmp files.

You're ready to import the image as your design background.

To import your own background into LandDesigner 3D:

1. **Select Options from the Features menu.**
2. **Click the 3D View tab.**
3. **Select Change Location.**
2. **Click on the Choose My Own button.**
3. **In the next window, enter the directory path for the background image if you know it.**
If you don't know the path, click **Browse**. The Open window appears. Use the window to locate and select the background bitmap file. See your Windows manuals if you need more information for using this window.
4. **Click OK to close the window and see the background.**

Use the measuring tape

The Measure tool in the Top View toolbar lets you measure the distance between any two points in Top View. Click the Measure tool, then click two points in the Designer — one where you want the measurement to begin, and the other where you want it to end.

You have the following options for revising a measurement:

To move a measurement in Top View, click and drag it anywhere between its endpoints.

To resize or rotate a measurement, first click it to display its endpoints, then click and drag either endpoint.

To delete a measurement, select it and press the **Delete** key.

Other measurement tools

In addition to the Measure tool, LandDesigner 3D has other features that help you measure aspects of your design:

Dimensions in Top View. The Top View displays a plant or object's width and depth as you resize it. To resize a plant or object, click it to select it, then drag one of the arrows around it.

Standard versus metric units. By default, LandDesigner 3D uses standard (U.S.) units to display dimensions. To switch to metric units, select **Options** from the **Features** menu, click the **Top View** tab, and click **Display Metric Units**. To switch back to standard units, repeat the previous steps.

Grid in Top View. To help you align objects and assess spatial relationships in Top View, you can display a grid over it. To turn on the grid, select **Options** from the **Features** menu, click the **Top View** tab, and click **Display Grid**. You can also change the grid spacing, if necessary.

Use the Shopping List

Use the Shopping List to get a rough idea of how much your design might cost to build from scratch. The Shopping List also helps you keep track of selected design elements, as well as their quantities, unit prices, and subtotals.

1. **To see the Shopping List, select the Finish phase in the Step-by-step toolbar and then click Shopping List.**

The Shopping List window appears. Each major category of design elements is shown as a button on the left side of the list.

2. **Click a category button to see a breakdown of costs within the category.**

Click the button again to hide the details. When details are hidden, the category button appears with a (+) sign.

Related topics:

[View all the objects in the list](#)

[Modify prices](#)

[Adjust column widths](#)

[Export a Shopping List](#)

[Print a Shopping List](#)


View all objects in the list

Most plants and objects you add to a design appear in the Shopping List. If you select **Options** from the **Features** menu and then click **Show All on the Price** tab, all items will appear on the Shopping List.

Modify prices

To modify the price of a particular plant or object, **double-click** it in the Top View to see its Spec Sheet. Click the **Price** tab and revise the price. Note that not all objects have prices.

Adjust column widths

The Shopping List has columns for a plant or object's name, size, quantity, unit price, subtotal, and notes. To adjust the width of a column, move the mouse over the side of a column heading until the cursor changes to a . You can then click and drag the mouse to resize the column.

Export a Shopping List

If you want to crunch the numbers for the estimated costs of a design, you can export the Shopping List to a spreadsheet application such as Microsoft Excel. You can also export the list to text editors such as Microsoft Notepad.

To export the Shopping List:

1. **Click the Export button in the Shopping List window.**
2. **In the window that appears, enter a name for the shopping list in the File Name field.**
3. **If necessary, save the file to another directory on your drive.**
By default, the file is saved to the C:\Sierra\LandDesigner 3D directory.
4. **Click Save to export the Shopping List to its own file.**
5. **Open the Shopping List file in another program such as Excel or Notepad.**

Print a Shopping List

If you print your Shopping List, use the landscape orientation. You can choose this setting by selecting **Print Setup** from the **File** menu. If you need help, see [Print the design](#).

Set display and sound options

For a comprehensive list of these display options and a brief description of each, see [Options dialog box](#).

What options do you want to set?

[Layers](#)

[Sound options](#)

Layers

Aside from the display controls in the Options dialog box, you can also change the Top View by displaying or hiding the following items in the Visible Layers list. For more details, see [Use layers](#).

Foliage. When selected, plants are shown with full foliage. If you turn this option off, plants appear as circles.

Slope Detail. When selected, the ground displays any mound or holes you applied.

Utilities. When selected, the locations of all utilities such as property lines and water lines are shown in Top View.

Sprinkler Coverage. When selected, sprinklers appear with their coverage areas. If you turn this option off in Top View, the sprinklers appear alone.

Plant Labels. When selected, plant labels appear with their items in Top View. This option is off by default.

Your Notes. When selected, any notes you added to Top View are shown with the design.

Sound options

You have two options for controlling sound in the Options dialog box. To change these settings, select **Options** from the **Features menu** and then click the **Sound tab**.

Program Sounds. Select this option to turn the LandDesigner 3D sound effects on and off. By default the sound is on.

This option, like many in the Options dialog box, is a simple *toggle*, which means it works like an on-off switch. If your computer does not have a sound card and speakers, you will not hear the sound effects.

Walkthrough Sound. Use this list to select which sound effect you hear when navigating 3D View. By default, you hear footsteps. To hear an example of a new sound effect, select it in the list and click **Audition**. To choose a new sound for Walkthroughs, select it in the list and click **OK**.

Connect to the Web

You can connect to the World Wide Web directly from LandDesigner 3D. For example, you can go to Sierra's Web site and download additional objects for your designs. For more details, see [Digital collections](#).

To go to the World Wide Web from LandDesigner 3D:

1. **Click the Internet Features button at the top of the main window or select Internet Features from the Features menu.**
2. **In the window that appears, select the Internet browser you want to use.**

If a browser option is dimmed, you do not have the browser on your hard drive. To select another browser, click **Other** and then click **Browse**. In the resulting file dialog box, locate and select the browser you want to use.

3. **Click OK.**

Note: If you don't want to select a browser each time you use the Internet Features option, select a default browser using the **Choose Web Browser** option in the **Features menu**.

LandDesigner 3D takes you to your Internet connection prompt or browser. Log on to the Web as you normally do.

You can also log on to the Internet through the **Info** tab of some Spec Sheets. See [Spec Sheets](#) for details.

For information on sending your design as an attachment to e-mail messages, see [E-mail your design](#).

Use Internet Walkthrough and Design Sharing

You can use this feature to show another user your designs over an IP (Internet Protocol) network. Note that both you and the sender/recipient of the design need to be connected to an IP network and have LandDesigner 3D running on your computers. When connected, the sender's LandDesigner 3D display appears on the recipient's screen. You can even play a saved Walkthrough for the recipient.

To send your design to another machine:

- 1. Open "Internet Walkthrough & Design Sharing" from the Features menu.**
- 2. Select "Send a Design" from the "Prepare for Design Sharing" dialog box.**
- 3. Type in the IP network number of the recipient.**

This number appears in the recipient's "Receive a Design" dialog box. This connects you to the recipient's machine. Now your display will appear on the second machine. You can take the recipient on a Walkthrough of your design by navigating in 3D View. Type notes to each other in the Edit Field inside the Design Sharing dialog box.

The recipient is not able to navigate within your design. He or she is only an observer. To allow the recipient to drive, click on "Let the other person drive." Now your roles reverse: the second user drives, and you observe. The second user has to click "Let the other person drive" to enable you to drive again.

To receive a design from another machine:

- 1. Open "Internet Walkthrough & Design Sharing" from the Features menu.**
- 2. Click "Receive a Design" in the "Prepare for Design Sharing" dialog box.**

Your IP address will be displayed. Give this number to the sender so he or she can enter it. Once the sender installs your address, his or her design will appear on your screen.

Quick reference

After you become familiar with LandDesigner 3D, use this Quick Reference section for explanations of each menu option, descriptions of the toolbars, and instructions for using the Spec Sheets.

What do you want to look up?

[Menu reference](#)

[Toolbar reference](#)

[Spec Sheets](#)

[Improve performance](#)

[Solve memory problems](#)

[Set display and sound options](#)

[Terms in the Glossary](#)

Menu reference

File menu. Use this menu to control the design files you create in LandDesigner 3D. You can also use these options to print designs, e-mail them, and export them as bitmap graphics.

Edit menu. Use these options to select, copy, delete, and lock objects.

Features menu. These menu options let you connect to the Internet, set display options, and record Walkthroughs and Snapshots. For information on the Options dialog, see **Options menu**.

Custom menu. These options allow you to customize LandDesigner 3D. You can create your own objects and textures.

Design Guide menu. Use these options to get tips and information for designing your landscape.

Windows menu. These options let you control the display of windows in LandDesigner 3D.

Help menu. Choose an option to use the online help.

Click a menu to see its options. You can also open a menu by holding down the **Alt** key and pressing the key that matches the underlined letter in the menu name. For example, you can open the File menu by pressing **Alt** and **F**.

File menu

Use this menu to control the design files you create in LandDesigner 3D. You can also use these options to print designs, e-mail them, and export them as bitmap graphics.

New	Opens a new Designer screen in LandDesigner 3D, where you can create a new design.
Open	Opens an existing LandDesigner 3D file.
Open Sample	Opens a LandDesigner 3D sample design. See View sample designs for instructions.
Save	Saves your current open file. See Save your design for instructions.
Save As	Allows you to change the name of an existing file.
Save as Sample File	Saves your design as a sample landscape, so you can use it again to develop other designs. You'll find these samples in the Open Sample dialog under "My Samples." See Save your design for instructions.
Mail this Design	Allows you to e-mail your design. If you do not have an e-mail package, you should not use this command, otherwise it may crash your system. See E-mail your design for instructions.
Export Bitmap	Saves your current 3D View as a two-dimensional bitmap image, which you can later open in a graphics program. This option is not available until you select the 3D View. See Export a design for instructions.
Print	Prints the contents of either Top View or 3D View, depending on which window is active. For details on printing, see Print your design .
Print Preview	Displays a window that lets you preview what the printed design will look like.
Print Setup	Use Print Setup to specify a printer, paper orientation, and type of paper used. Click the Options or Properties button to select advanced printing settings. Press F1 in Print Setup for online help.
Exit	Exits LandDesigner 3D.

Note: The names of recently opened design files appear in the File menu just above the Exit option. Click the file name to open the file.

Edit menu

Use options in the Edit menu to select, copy, delete, and lock objects in LandDesigner 3D.

Undo	Cancels your last action in the Designer.
Cut	Removes the selected item and puts it on the clipboard. You can then paste the item elsewhere. This command is unavailable if no item is selected. Cutting items to the clipboard replaces the contents previously stored there.
Copy	Copies the selected item onto the clipboard. You can then paste the item elsewhere. This command is unavailable if no item is selected. Copying an item to the clipboard replaces the contents previously stored there.
Paste	Inserts a copy of the clipboard contents into your design. This command is unavailable if the clipboard is empty.
Delete	Deletes the selected object in Top View.
Select All	Selects all objects in Top View.
Select None	Deselects all currently selected objects in Top View.
Drag Select	Selects multiple plants and objects in Top View. After selecting this option, click and drag your mouse over the appropriate plants and objects in Top View.
Group	Binds multiple items together as a single grouped object.
Ungroup	Turns a set of grouped items into independent entities again.
Lock Selected in Place	Locks a selected object in place to prevent it from being moved accidentally. When the selected object is locked, this menu option changes to Unlock Selected. If you select this option again, the object becomes unlocked.
Clear Your Object Bar	The Your Object Bar menu retains the items found in all searches until you exit LandDesigner 3D. If the menu becomes too congested, you can clear it by selecting this option.

Features menu

Interview	Opens the Interview wizard. Through questions the program becomes customized for your zone, climate, soil type and common or Latin name preferences. See Start your design for instructions.
Shopping List	The Shopping List records and tracks selected design elements, as well as their quantities, installed prices, unit prices, and subtotals. See Use the Shopping List for instructions.
2D & 3D Designer	Opens the Designer, the main screen you use to complete your landscape design in LandDesigner 3D. The Designer has a <i>Top View</i> , which is an aerial floor plan you use to add plants and other objects, and a <i>3D View</i> , which provides a realistic view of your design. See Navigate the Designer for instructions.
Plant & Object Finder	Opens the Finder where you can locate specific plants and objects and add them to Your Object Bar. See Find objects or Find plants for instructions.
Record Video & Snapshots	Opens the Recorder Control window. Use this feature to record a Walkthrough or Snapshot in 3D View. See Record Walkthroughs and Snapshots for instructions.
Take Photo	Record a high quality image of your design. See Take a 3D photo for instructions.
Lot Wizard	The Lot Wizard takes you through the following 3 steps to define your lot: setting dimensions, laying down the property lines, and setting the compass. See Define the lot for instructions.
House Wizard	The House Wizard helps you quickly build a facsimile of your home in the landscape design. See Define your house for instructions.
Slope Wizard	The Slope Wizard lets you create slopes and grades on your lot. See Define the slope of your lot for instructions.
Irrigation Wizard	Takes you to the Irrigation Wizard, where you can plan an irrigation system for your design. See Irrigation basics for more information.
Garden Bed Wizard	Takes you to the Garden Bed Wizard, where you can quickly lay out an entire bed of plants. See Add garden beds and hedges for instructions.
Shadow Caster	Opens the Shadow Caster window, where you can see how shadows fall across your design in Top View. See Use the Shadow Caster for instructions.
Growth Over Time	Lets you to see how the plants in your design will mature over time. See Project Growth Over Time for instructions.
Seasonal Change	Lets you see how the plants in your design change according to season. See Project Seasonal Change for instructions.
Design Review	The Design Review will look for possible design problems, from irrigation or wall measurement to tree locations and much more. See Review your design for more details.
Internet Features	Opens your Web browser so you can connect to the Internet. See Connect to the Web for instructions.

**Choose Web
Browser**

If you have more than one Web browser available, lets you select a Web browser to use. See [Connect to the Web](#) for instructions.

**Internet
Walkthrough
& Design
Sharing**

Lets you share your designs with another LandDesigner 3D user over the Internet. See [Use Internet Walkthrough and Design Sharing](#) for instructions.

3D Options

Rendering requires a tradeoff between viewing quality and the speed with which the 3D image is created. During the basic design phase of your landscape, you might want to increase the rendering speed at the expense of image quality. You can then navigate through the 3D View more quickly, which will require less time to generate the 3D scene.

Options

See [Options dialog](#) for complete information.

Options dialog box

Use the controls in the Options dialog box to enable or disable sound, to control how objects snap together, and to control various display settings.

The Options dialog box is divided into five sections, or tabs.

[3D View tab](#)

[Top View tab](#)

[LandDesigner tab](#)

[Sound tab](#)

[Price tab](#)

[Design Review tab](#)

3D View tab

- Set Lights** Increase the number of lights to brighten the 3D View. Decrease the number of lights to make the 3D View darker.
- Choose Quality of Scene** Select one of the options to set the display quality of the 3D View. For details, see [Improve 3D View speed](#).
- Change Ground** Click this button to change the default ground cover of your landscape design. See [Change backgrounds and ground covers](#) for instructions.
- Change Location** Click this button to change the background setting of your landscape. See [Change backgrounds and ground covers](#) for instructions.
- When I am not doing anything else** Click this box if you want to postpone rendering a photograph of your design to when your machine is idle.
- Stop me from walking through walls** Click to choose your preference for the program's behavior when walking around in 3D View
- When I render a photo...** There are two options. You may choose to use the depth-of-field blur, which is a camera-like feature. The other option allows you to change the time-of-day shading when rendering a high-resolution graphic.

Top View tab

- Display Grid** If you check this box, LandDesigner 3D displays a grid in Top View to help you align objects.
- Display Metric Units** Allows you to switch between displaying dimensions in standard American units or metric units. Check the box to display metric units.
- Hide Area Fills** This feature is especially useful when printing. This creates an outline of all the items in your design.
- Set 2D Grid Spacing** If you display a grid in Top View, you can vary the grid spacing with this control. Click Default to return to the original spacing (2 feet).

Sound tab

Program Sounds

When you select this check box, all sounds play in LandDesigner 3D. When deselected, sounds are turned off. See [Sound options](#) for details.

Walkthrough Sound

Lets you specify the sound you hear as you navigate the 3D View. By default, you hear footsteps. To hear a sample sound, click Audition. See [Sound options](#) for details.

Price tab

**Show All on
Shopping List**

By default, most architectural elements are shown with their prices on the Shopping List. Check this feature to see all items in your design on the Shopping List.

LandDesigner tab

Growth Rate Drag the slider bar to indicate how quickly plants typically grow in your area. See [Project Growth Over Time](#) for details.

Hide plant photo This refers to the plant image insets in the Object toolbar. When turned off the program may run faster.

Load recent design The default is to open the latest design you have created at start up. Turn it off if you frequently open different files.

Design Review tab

Click each of the functions listed below that you would like to be included in a Design Review. By default, all functions are selected. Access Design Review through **Design Review** in the **Features** menu.

- Check to see if trees are too close to your house
- Check to see if plants are shaded by other plants
- Check to see if evergreens are blocking the sun on the south side of lot
- Check to see if the driveway is too narrow
- Check to see if the path is too narrow
- Check for existence of irrigation systems
- Check to see if your plants can survive in the specified zone
- Check to see if plants are too close to each other
- Check to see if there are generics
- Check to see if deck is too close to lot line
- Check to see if deck has railing
- Check to see if garden shed is too close to the lot
- Check for size of lawn
- Check to see if walls are higher than 3 feet
- Additional advice

Windows menu

The Windows menu has the following options:

- Zoom In** Allows you to view your design from a closer vantage point.
- Zoom Out** Allows you to view your design from farther away.
- Zoom to
Lot Size** Resizes Top View to display all objects.

Design Guide menu

Use the commands in this menu to get tips and information for designing your landscape.

- Contents** View the contents of the Design Guide. Click a topic for information.
- Last Topic** View the last topic you read in the Design Guide.
- Search** Search for a particular topic of interest in the Design Guide.
- Chapters** Go to particular chapters of the Design Guide.

Help menu

Use the commands in this menu to get tips and information for using LandDesigner 3D.

- Contents** View the contents of the online help. Click a topic for information.
- Guided Tour** View a series of narrated, animated tutorials that help you understand LandDesigner 3D.
- AutoPlay
Guided Tour** If you want LandDesigner 3D to play the Guided Tour each time you enter a new design step or new window, leave this option selected. When selected, the option appears with a check mark.
- Credits** See the list of people who developed LandDesigner 3D.
- About** View information about the product.
- Version** See the version number of the LandDesigner 3D software.

Toolbar reference

LandDesigner 3D's Designer includes three toolbars:

- The Top View toolbar, which helps you control the Designer display.
- The Top View tools in the Object toolbar.
- The 3D View tools in the Object toolbar.

The Object toolbar of the Designer changes according to which view you're using. To work in the 3D View or the Top View, click the Top View tab or the 3D tab in the Top View toolbar.

What do you want to look up?

[Top View toolbar](#)

[Top View tools in the Object toolbar](#)

[Navigation arrows](#)

Top View toolbar

The Top View toolbar helps you control the Designer display. The toolbar contains the following options. To see all these options, you must be in Top View.



3D. Click this tab to change the Designer to 3D View.

Top. Click this tab to change the Designer to Top View.

Zoom. To zoom in on a particular area of the design, click the **+ Zoom** tool in the Top View toolbar, then drag in the Designer to define the rectangular area. The area is magnified when you release the mouse. Click the **- Zoom** button to zoom out from a magnified, enlarged view.

Note: To resize Top View to display your entire lot, choose **Zoom to Lot Size** from the **Windows** menu.

Visible Layers. Click this button to view a list that lets you turn the display of foliage, utilities, and other details on or off. For more information on using this feature, see [Use layers](#).

Add Text. Use this tool to add notes or descriptions in Top View. Click the **Add Text** button in the Top View toolbar. Next, click where in the design you want to add the note. A dialog box will appear. Type the note, choose whether you want the note to include an arrow, then click **OK**. **Double-click** the label box to edit the note. If you added an arrow, drag the arrowhead to where you want it to point. To move the note, click and drag it to a new location.

Measure. The Measure tool lets you measure the distance between any two points in the Top View. For details on using the Measure tool, see [Use the measuring tape](#).

Drag Select. Use this tool to select multiple plants and objects in Top View. Click the tool, then drag your mouse over the appropriate plants and objects in Top View. Once you've selected the items, you can move, delete, or manipulate all the items at once.

Top View tools in the Object toolbar

Use the Object toolbar at the bottom of the screen to add plants and other objects to your design. To see this toolbar, click the Top View tab in the Top View toolbar.



To use the Object toolbar in Top View:

- 1. Click the menus for the type of plant or object you want to add.**

These menus appear at the left side of the toolbar. When you click a menu, a list of plant or object categories appears. Choose the category you want.

A group of related items appears to the right of the menus. Note that the menus are hierarchical. In other words, your choice in a menu determines the options that appear in the lower menus.

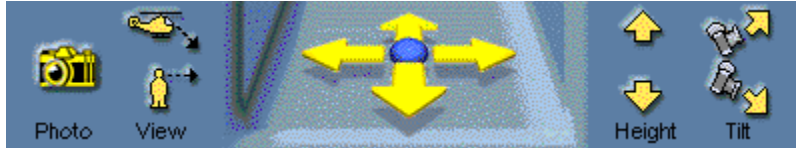
A brief description of the item usually appears when you hold your cursor over it in the Object toolbar.

- 2. When you find the item you want to include, click its icon and drag it into Top View.**
- 3. Look through all the categories to get familiar with the organization. If you don't see what you want, search for your plant or object by clicking the Find button.**

For details on using the Find button, see [Use the Plant Finder](#).

Navigation arrows

Use this toolbar at the bottom of the screen to control the 3D View and move around in it. To see the toolbar, click the 3D tab in the Top View toolbar.



The navigation arrows give you the following options:

View. Click the two View icons to switch between an overhead view (helicopter icon) or an eye-level view.

Move. Click a Move arrow to move in the direction indicated by the arrow. Hold down the mouse to continue the movement.

Height. To adjust viewing height, click the up and down arrows.

Tilt. Click the Tilt icons to adjust your viewing angle.

Note: The tools listed above are also available when the 3D View is selected in the Mini View.

Spec Sheets

LandDesigner 3D allows you to assign dimensions, colors, and textures to selected plants and objects using *Spec Sheets*. When you **double-click** on an object, its Spec Sheet opens, revealing properties of the item that you can change.

What do you want to do?

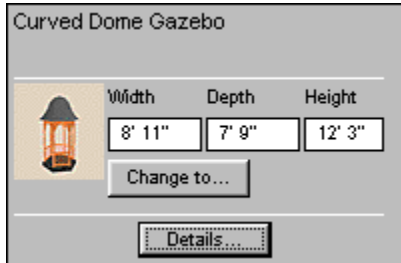
[Use Mini View Spec Sheets](#)

[Use Spec Sheets](#)


Use Mini View Spec Sheets

If you click the Mini View tab, a miniature version of the Spec Sheet appears in the Mini View on the left side of the window. You can see the plant or object's name and revise its width, height, depth, or length. To open the Spec Sheet from this miniature version, click Details.

You will notice slightly different options in Mini spec sheets for objects, plants, sprinklers, and house blocks. For example, the Mini spec sheet in the following illustration has a Change To option that lets you replace the selected object with another similar object.



Curved Dome Gazebo

	Width	Depth	Height
	8' 11"	7' 9"	12' 3"
<input type="button" value="Change to..."/>			
<input type="button" value="Details..."/>			

Use Spec Sheets

Use Spec Sheets to edit properties of an individual furnishing or object, including size, materials, color, style, and price.

To open an object's Spec Sheet, double-click the object. You can also select it and click the Details button in the Mini View.

Most Spec Sheets are divided into at least five categories of information, called tabs:

Basics tab. Includes dimensions and materials.

Preview tab. Displays the selected object from all angles in 3D. This tab is not available for plants.

Personal Notes tab. Lets you enter notes about an object.

Info tab. Provides access to more information on the object.

Price tab. Provides pricing information.

Basics tab

The Basics tab displays the plant or object's name, current dimensions, and other properties. Edit these settings to revise the selected plant or object.

Replace With. This control works differently for objects and plants. To replace an object with something similar, click the **Replace With** button. A series of related objects appears. For example, you may have first placed a hammock in Top View, but you might want to change to a bench. Scroll through the Replace With window, click on the new object you want, and click **OK** to make the change and return to the Spec Sheet.

If you are working in a plant's Spec Sheet and you click the **Replace With** button, the Plant Finder appears. For details on this feature, see [Use the Plant Finder](#).

Size and Location. These controls are the best way to precisely control the size and elevation of plants or objects. You can change the plant or object's Width, Depth, Height, and Height Above Ground by entering new dimensions in these fields.

Original Size. To return to the plant or object's original size, click the Original Size box.

Suggested Sizes. Some plants or objects come with a set of suggested sizes, which you can select from the Spec Sheet.

Lock Size. Once you decide on your plant or object's dimensions, check Lock Size. When locked, a plant or object cannot be accidentally resized in Top View, and you cannot edit the Width, Depth, and Height settings.

Lock Size and Location. Check this box if you want the plant or object's size and position to remain the same. When the plant or object's size and location are locked, you cannot edit the other settings under Size and Location.

Materials. The panels in the Materials section represent all the colors and textures you can change for the selected object. An object can have one or more panels. Each panel shows a picture of the material and the name of the region where the material is applied. For a quick description of a material, hold the mouse pointer over a panel.

Note: Plants do not have material options in their Spec Sheets.

To change a material, click on its panel. The Choose Materials window opens. You can choose from hundreds of materials for the selected object. For details, see [Add colors and textures](#). After you choose a new material, click **OK** to return to the Basics tab of the Spec Sheet. The panel will show your change.

To copy the material shown in one panel of the Spec Sheet to another panel, simply click the first panel, drag the mouse over the panel you want to change, and release the mouse.

Lock Materials. When you are satisfied with the chosen materials, you can check this box to prevent the materials from being changed by settings you make later in the Spec Sheet. Click again on the box to cancel the lock.

Additional Options for Plants. Some plants have additional options that appear on the right side of the Spec Sheet. For example, you can assign a plant a different flower color. To display the plant by its size at a certain age, enter an age and then click Size Based on Age. The plant's height and width will change, but the amount of its branches and foliage will not.

For details on using the Change Custom Info option, see [Add your own plant records.](#)

For general information on using Spec Sheets, see:

[Revising a plant using its Spec Sheet](#)

[Use an object's Spec Sheet](#)

Preview tab

Click the **Preview** tab to preview the selected object from all angles in 3D before leaving the Spec Sheet. You can drag your mouse across the object to rotate it, click the **Spin** check box to rotate it automatically, or click the **Top** button to look down at the object.

Note: The Preview tab is not available for plants, and is not available for all objects.

Personal Notes tab

Use this tab to enter your own comments about the object. These comments will be saved with your design. If you want to clear the notes and start again, click **Clear Notes**.

Price tab

LandDesigner 3D provides Low, Medium, and High prices for many objects, based on installed, retail prices. Choose one of these prices or click the **Yours** option and type a price of your own.

Even if the object has not been assigned a price, you can assign one yourself.

Add to the Shopping List. If you check this box, the price you select or enter in the Price tab appears in the Shopping List of LandDesigner 3D. For details, see [Use the Shopping List](#).

Improve performance

You might find the following tips helpful when using LandDesigner 3D:

[Hardware acceleration](#)

[Improve 3D View speed](#)

[Turn off layers](#)

[Recommended Video Display](#)

[Sound](#)

Improve 3D View speed

Rendering refers to the way LandDesigner 3D creates a three-dimensional effect on a 2D screen. Rendering requires a tradeoff between viewing quality and the speed with which LandDesigner 3D creates the 3D image.

During the basic design phase of your landscape, you might want to increase the rendering speed at the expense of image quality. You can then navigate through the 3D View more quickly, since LandDesigner 3D will require less time to generate the 3D scene.

Later, when you want to see all the materials and colors you've assigned, you can switch back to a better image quality and longer rendering time.

To control rendering speed and image quality:

1. **Select Options from the Features menu.**
2. **Click the 3D View tab in the Options dialog box.**
3. **To change the rendering method, click one of the following Quality of Scene options:**

Full light, all materials. Select this setting to see the highest-quality image, but at the slowest rendering speed. This setting is good for viewing your finished design.

Minimal light, all materials. This intermediate setting is a compromise between rendering speed and image quality.

Full light, no materials. Select this setting to increase the rendering speed but decrease 3D image quality.

Note: You can also increase rendering speed by clicking the **Draft Mode** check box, which appears in the Mini View when you select the **Design** phase in the Step-by-step toolbar and then select Dynamic F/X.

Turn off layers

You might notice a decline in your computer's performance as your design becomes more complex. The **Visible Layers** button in the Top View toolbar lets you turn off the display of many items in your design. For example, you might improve processing speed by turning off the display of plant foliage.

For more details on the Visible Layers options, see [Use layers](#).

Solve memory problems

Because of LandDesigner 3D's rendering capabilities and other advanced features, the program might require more memory than some computers can provide. If your processor runs short of memory, you may notice these symptoms:

- Parts of LandDesigner 3D do not start or display.
- The display shows an inappropriate color scheme.
- Printouts appear as if created on a typewriter.
- LandDesigner 3D stops responding to keyboard or mouse commands.

If you encounter such difficulties, try the following techniques to help you overcome memory shortfalls:

- Close other applications while running LandDesigner 3D. Note that some programs may start automatically when you start Windows. You'll find these program icons in your Windows Startup group.
- Reboot your computer.
- Increase the amount of random access memory (RAM) in your system.

Glossary

Use the glossary for quick explanations of important terms in LandDesigner 3D.

Camera

The camera controls your view in 3D. The camera tool is the red icon that appears in Top View. Point the camera toward an area you want to see in 3D View. For details, see [Move the camera](#).

Designer

The main screen you use to complete your landscape design in LandDesigner 3D. The Designer has a *Top View*, which is an aerial floor plan you use to add plants and other objects, and a *3D View*, which provides a realistic view of your design.

Dragging

Dragging refers to holding down the mouse button while you move the mouse pointer across the screen.

Finder

The Finder gives you access to LandDesigner 3D's extensive database. Use this feature to locate plants and objects or to replace generic "placeholder" plants.

Object toolbar

These controls at the bottom of the Designer display objects and plants in Top View, and navigational tools in 3D View.

Panels

Panels are the squares shown in the Materials section of object Spec Sheets. Panels show a small picture of the material assigned to an object. Hold your mouse over a panel to see a quick description of the material. Plants do not have materials in their Spec Sheets.

Rendering

Rendering refers to the way LandDesigner 3D creates a three-dimensional effect on a 2D screen.

Rotating

Each selected plant or object has a *spin handle*. To rotate a plant or object in Top View, click its spin handle and drag it in the direction you want to rotate it.

Shopping List

A feature in LandDesigner 3D that keeps track of selected design elements, as well as their quantities, installed prices, unit prices, and subtotals. For details, see [Use the Shopping List](#).

Spec Sheets

Spec Sheets are windows for editing properties of a selected plant or object, including its size, assigned materials, color, style, and price. To view the Spec Sheet of a plant or object, **double-click** it.

3D View

3D View is a realistic representation of your landscape design. The red camera in the Top View controls what you see in 3D. You can navigate the 3D View using the mouse, the arrow keys on your keyboard, or the navigational arrows at the bottom of the screen.

Top View

The window in LandDesigner 3D where you add, arrange, and revise plants and other objects. The Top View displays your design from an aerial perspective.

Wizard

A series of windows that helps you build a component of your landscape. LandDesigner 3D includes wizards to help you design lots, houses, and slopes, for example.

Recommended video display

This program requires at least 256 colors to run. It can also take advantage of thousands or millions of colors, but these require more memory. We recommend using these settings only with at least 16MB of RAM.

While the program will work fine at 640x480, we recommend at least 800x600, and there are benefits to 1024x768 as well.

Sound

LandDesigner 3D includes music, narration and sound effects. To hear these, you'll need a Windows®-compatible sound card. If you don't hear sound as you enter Windows, then you may not have Windows® sound.

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Tips and tricks

Use layers

The Visible Layers control in Top View lets you show or hide various aspects of your landscape design. You might want to turn off the display of some items if your machine is running slowly or your design becomes congested. Turning off the foliage layer has the greatest effect on speed of processing.

Select small objects below larger ones

If you need help selecting smaller objects when they are positioned below larger ones, **right-click** on the larger object. Choose **Select Object** from the resulting menu and then select the smaller object's name from the next pop-up menu.

Save the decorations for last

As a rule, don't add decorations until after the major objects are in place and the right size. You can thus experiment freely without having to reposition every small object.

Using vertical and horizontal snap

When you're dragging an object or a handle on an object, hold down the **Shift** or **Ctrl** key while dragging. This constrains or "snaps" the movement to a straight line.

Improve printing quality

If you're printing designs on a black and white printer, the filled-in areas of your design may all print black, making it hard to distinguish separate areas. From the **Features menu**, choose **Options** to see the Options dialog box. Choose the **Top View** tab and then choose **Hide Area Fills** to print only outlines of the filled-in areas of your landscape.

Improve 3D View speed

Rendering refers to the way LandDesigner 3D creates a three-dimensional effect on a 2D screen. Rendering requires a tradeoff between viewing quality and the speed with which LandDesigner 3D creates the 3D image.

During the basic design phase of your landscape, you might want to increase the rendering speed at the expense of image quality. You can then navigate through the 3D View more quickly, since LandDesigner 3D will require less time to generate the 3D scene.

Later, when you want to see all the materials and colors you've assigned, you can switch back to a better image quality and longer rendering time.

To control rendering speed and image quality:

1. **Select Options from the Features menu.**
2. **Click the 3D View tab in the Options dialog box.**
3. **To change the rendering method, click one of the following Quality of Scene options:**

Full light, all materials. Select this setting to see the highest-quality image, but at the slowest rendering speed. This setting is good for viewing your finished design.

Minimal light, all materials. This intermediate setting is a compromise between rendering speed and image quality.

Full light, no materials. Select this setting to increase LandDesigner 3D's rendering speed but decrease 3D image quality.

Note: You can also increase rendering speed by clicking the Draft Mode check box, which appears in the Mini View when you select the **Design** phase in the Step-by-step toolbar and then select **Dynamic F/X**.

Improve speed when working with the Object toolbar

The Object toolbar can show photo insets on the icons of specific plants. You can improve speed by choosing **Options** from the **Features** menu to see the Options dialog box. Choose the **Landscape** tab and then choose **Hide plant photo insets on the Object toolbar** to hide these photo insets.

Solve memory problems

Because of LandDesigner 3D's rendering capabilities and other advanced features, the program might require more memory than some computers can provide. See [Solve memory problems](#) for tips on conserving your memory resources.

Mixing curves and lines in a shape

You can change a portion of a curve to a line (or vice versa) by right clicking on the *diamond shaped handles* and choosing *Change curve/line* from the popup menu. By default the draw tools create shapes that contain only curves or only straight lines.

Having more control over curves

By adding extra "points" to a curve, you will gain more control and flexibility while reshaping. Right click on a diamond shaped handle and choose *Split (add a point)* from the popup menu. This is especially useful for a curve that is between two line segments.

Lock the size and location of large ground objects like lawns and beds

To select and move small objects on top of a larger object without inadvertently moving the large object, **double-click** on the large object and click the *Lock Size and Location* checkbox (on the Basics tab under the 'Height Above Ground' field).

Copying materials in the Material Chooser

It can be tedious to select the same material for multiple areas for the same object. To copy the material shown in one panel of the Spec Sheet to another panel, simply click the first panel, drag the mouse to the panel you want to change, and release the mouse.

Learn irrigation basics

Not only will you save water with the right system, you'll save time. Providing enough water, regularly, is one of the easiest ways to help your plants thrive. Don't wait till your yard is fully planted to plan the whole system. See *Using an underground sprinkler system* and *Choosing drip irrigation* in Chapter 3 of the Design Guide for more information.

Sprinklers

Your first goal in the design process is to position sprinkler heads for overlapping or head-to-head coverage. Each spot of ground should be covered by the throw of at least two sprinklers. For full coverage in a rectangular area, first place quarter-circle heads in the corners. Then place half-circle heads midway along each side. If necessary, set one or more full circle heads along the centerline of the area's length.

To design your sprinkler system with LandDesigner 3D, start by taking a sprinkler from the Object toolbar and placing it in the Top View. Use the wide variety of sprays and types of sprinklers to make sure that your basic irrigation plan covers your entire landscape. You can then resize them in the Top View or **double-click** the sprinkler to use the Spec Sheet.

Pipes

After setting sprinklers, divide the system into pipe circuits. You'll probably need 3/4-inch and 1/2-inch PVC pipe for most circuits unless you have a large yard. Be sure to have an experienced irrigation installer check your piping plan before you shop. These are the principle rules:

- Don't put plants with different watering needs—lawns and shrubs, for instance—on the same circuit.
- The combined flow of all the heads on a single circuit must not equal more than 75% of the total flow rate available.
- All the heads on a circuit must be of the same type. For instance, don't mix spray heads with single-stream heads.
- After adding sprinklers, follow these steps to add the pipes that will supply water to your sprinklers. On the Object toolbar, you have a choice of valves, drains and water pipes.

Planning Drip

Drip tubing is usually laid above ground, though it may be buried or mulched. Use buried 3/4-inch PVC pipe to supply the circuits and 1/2-inch drip tubing above ground, further branching with 1/4-inch tubing up to 15 feet long. You can use individual emitters or laser-cut 1/4-inch tubing that drips along its entire length.

If you prefer to use a drip irrigation system, choose from irrigation tubing, several types of drips or a bubbler in the Object toolbar.

Review your design

LandDesigner 3D assists you with finding common problems in your design. If you plant a tree too close to the house or if your wall height is not up to standard building practices, the review will find the problem.

To use the Design Review:

1. Click the Design Review button on the Finish tab.
2. Click the Problems tab to view the list of problems associated with your design.
3. Click on the Review All button, located in the lower left-hand corner of your screen, to begin the review of your landscape design.
4. Adjust your design to eliminate the problem.
5. Click the Review All button to refresh your problem list.

Note: There are several categories of problems the Design Review can look for. Customize the types of problems the Design Review looks for by using the Options dialog box in the Features menu. For more information, read the [Design Review tab](#).

Import a deck from 3D Deck

You might want to incorporate a deck you've created in 3D Deck into your landscape design.

To export a deck from 3D Deck:

- 1. In 3D Deck, open the file that you wish to export**
- 2. Move your deck to the appropriate location in your design.**
- 3. Select File/Export Deck.**
- 4. Enter a name for the file in the File Name field.**
- 5. Click Save to save the file and then exit the 3D Deck program.**

To view an imported deck in LandDesigner 3D:

- 1. Open LandDesigner 3D and open your design file.**
Your deck will appear in the Object toolbar under House/Decks.
- 2. Move your mouse cursor over the thumbnail images to find the deck labeled "Imported Deck."**
- 3. Drag the deck onto your design in Top View.**
- 4. Select the name of the deck you wish to import and click OK.**

Take a 3D photo

Take a photo any time you want a high-quality image for your own use or to share with others.

To take a high resolution photo:

1. Use the 3D view controls to show the area you want to record in the photo.
2. Set the time of day and season for your scene. For more information see [Using the Shadow Caster](#) and [Projecting Seasonal Change](#).
3. Go to the Features menu and select Take Photo/Take a Single 3D Photo.
4. Select the size for your image.

The 160 x 120 pixel size is the smallest image, but is also the quickest to render. A 1024 x 768 pixel image is the largest size and takes longest to render.

5. Click Start to begin taking your photo.
6. When the photo has completed its rendering, click the Save button and name your photo.

Your file will be saved as a .bmp file in the C:\Sierra\Land 3D\Designs directory.

7. To view or print your photo, use an application such as Microsoft Paint.

Note: To take a new photo, close the Take Photo window and reposition your camera to the new view.

If you plan to take more than one photo, you might want to first take some snapshots of the images and then batch your photos together to render while you're doing something else.

To batch your photos:

1. Take snapshot(s) of your design. For more information see [Taking snapshots](#).
2. Go to the Features menu and select Take Photo/Take 3D Photos of Recorded Snapshots.
3. Under the Snapshots menu, select each snapshot you want to take a photo of and click Add.
4. Specify the time of day and season for each photo. Click on each photo in the Files to Render menu. Select the Time (Dawn, Morning, Noon, Afternoon, Dusk or Midnight) and Date (Spring, Summer, Fall, Winter).

5. Select the size for each photo.

The 160 x 120 pixel size is the smallest image, but is also the quickest to render. A 1024 x 768 pixel image is the largest size and takes longest to render.

6. Click Start to begin rendering.
7. To view or print your photos, use an application such as Microsoft Paint.

Note: The size if the image is taken from the center of the view. For example, a 160 x 120 pixel image represents the middle 160 x 120 pixels of the view.



160 x 120 pixels



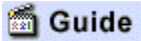
Same view, 320 x 240 pixels

Quick Start Tutorial

This tutorial introduces you to the basic features of LandDesigner 3D. In five simple steps, you will learn to:

- Customize LandDesigner 3D for your area
- Design your site
- Add hardscape, structures, and plants
- Look at your design in 3D
- Connect to the Internet for product updates

If you need additional help during this tutorial, read the Guide text on the left side of the screen to help you along.



Guide

[Step 1: How does your garden grow?](#)

Quick Start Tutorial Step 1

How does your garden grow?

Every gardener knows that what grows well in one place may not even take root in another. The Interview phase asks questions pertinent to your growing area so that the plants available later on in the Design phase reflect your area's growing conditions.

1. **On the Start tab, click the Interview button and answer the questions about the conditions where you live.**
2. **Click the Next Step button to step through the two screens of interview questions.**
3. **When you have answered all the questions, click the Done button.**

[Step 2: Design your site](#)

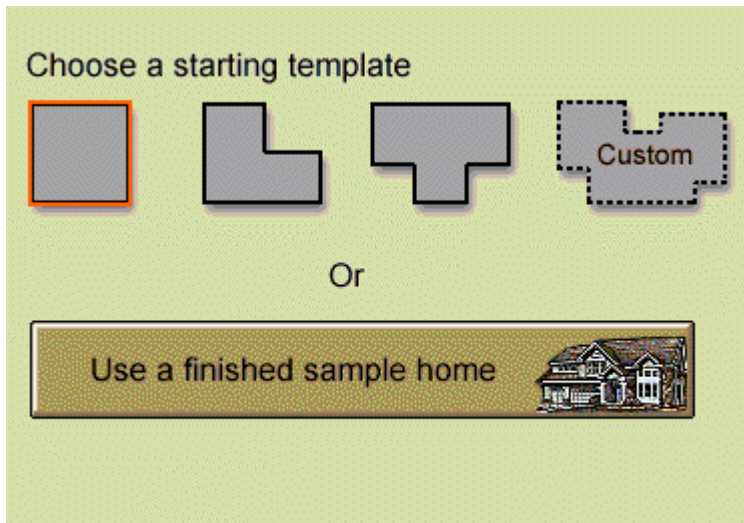
Quick Start Tutorial Step 2

Design your site

In this lesson you will learn the basics for designing your lot, creating a facsimile of your house and adding a driveway.

1. **You should already be in the Site phase of the Step-by-step toolbar. The default lot size is 100' x 100'. Change the depth to 80' and click the Next Step button to continue.**

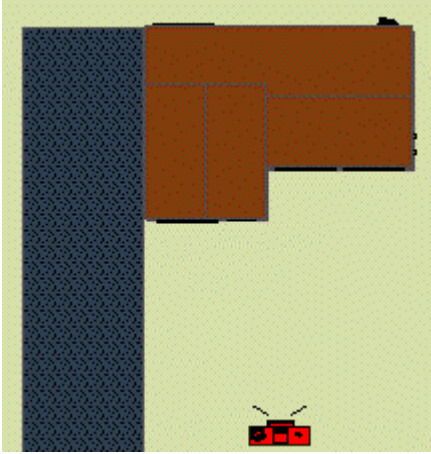
The House Wizard screen appears:



2. **Click "Use a finished sample home" and choose "Small L-Shaped Traditional" from the screen that appears.**
3. **Click OK and then click Done.**

The house now appears in the middle of the lot.

4. **Click the Roads/Driveway button. Select the first driveway from the Object toolbar. Click once near the left rear corner of the house, hold down the mouse button and drag to the front of the lot to create a driveway next to the house.**



5. Click the Design tab to move on to the next section.
Step 3: Add hardscape and structures

Quick Start Tutorial Step 3

Add hardscape and structures

You will now start to design your landscape. It is easier to begin with the fencing and larger structures before adding vegetation.

1. On the Object toolbar, pull down the 3rd level menu and choose Picket.
2. Select the first fence from the Object toolbar, a curved picket fence.
For this tutorial, we will place a fence around the outside edge of the lot, leaving a gap for the driveway.
3. Place the fence by clicking once where you want each corner of the fence to be. Press the Escape key to end the line.
4. Click the Structures button.
5. Go to the Object Bar, and look under the Structures/Yard/Arbors menu. Click on a gazebo.



6. Now click once on your lot where you want to build the gazebo and it appears.

[Step 4: Add plants](#)

Quick Start Tutorial Step 4

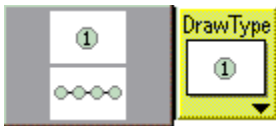
Add plants

There are two kinds of plants in LandDesigner 3D: generic placeholders and specific varieties. Generic plants are used to get a general idea of the look you want; each generic plant can later be replaced with specific ones.

1. **Click the Plants button on the Design tab.**

Generic tree shapes should appear in the Object toolbar.

2. **Select the third tree from the left. We're going to plant a row of these trees along the left property line, so click the Draw Type button on the end of the Object toolbar and select the Hedge Draw option.**



3. **Click once at the front of the property where you want the row of trees to start, then at the back of the property where you want the trees to stop.**

LandDesigner 3D automatically determines the number of trees that can fit in that distance.

4. **Now add a few flowers near the front of the house. Pull down the second-level menu on the Object toolbar and choose Clusters. Place two or three clusters of plants to nicely fill the "L" of the house.**
5. **Let's complete the design with a nice, lush carpet of lawn grass. Pull down the second-level menu on the Object toolbar and choose Lawn Grass. Select the generic shape.**



6. **Click once in the upper left corner of the lot, hold down the mouse and drag to the lower right corner. When you release the mouse button the area you just defined will fill with grass.**

[Step 5: View your design in 3D](#)

Quick Start Tutorial Step 5

View your design in 3D

By now, you must be curious to see what your design looks like in 3D view.

1. To take a look, click on the 3D tab. The controls for walking around in 3D view are located at the bottom of the screen.



2. Use the cross-shaped navigational arrows to move you through the landscape. Adjust your angle by selecting the tilt up or tilt down icons. Adjust viewing height by clicking the helicopter or eye-view icons, or by clicking the height arrows.

[Step 6: Connect to the Internet](#)

Quick Start Tutorial Step 6

Connect to the Internet

Connect to the Internet to receive product updates for LandDesigner 3D.

1. **Select Internet Features from the Features menu or click on the Globe icon on the top of the screen. If you have an Internet connection, you will be connected to the LandDesigner 3D site.**
2. **Once connected you may download new collections of plants and objects to add to your program.**

Congratulations! You've successfully landscaped your first yard and completed the Quick Start Tutorial. Now you're ready to design your *own* landscape.

What do you want to do?

[Navigate the Designer](#)

[Create your design](#)

Step-by-step toolbar

The Step-by-step toolbar helps you proceed logically through the design process.

Guide tab

If you need help using any of the design steps in the Step-by-step toolbar, click the Guide tab. For narrated, video explanations, click the **Media** button in the Guide tab.

Top View

The Top View is an aerial, 2D look at your landscape design. Use the Top View to refine your design and add plants and other objects. This view appears by default when you open the Designer.

3D View

The 3D View shows the design in three dimensions. To switch to 3D View from Top View, click the **3D** tab in the Top View toolbar. Use the WalkAbout features of LandDesigner 3D to stroll around in your design and view it from any angle.

Menu bar

The menu bar contains commands for using LandDesigner 3D.

Top View toolbar

This toolbar lets you switch between 3D View and Top View, and includes several controls for changing the Top View display. For example, you can magnify your view, view or hide certain objects, add text notes to your design, and measure distances.

Mini View

When you click the **Mini View** tab, this window in the upper left corner shows a smaller version of the active view. In other words, if the Top View appears in the Designer, a smaller version of the 3D View appears in the Mini View.

Note: The Mini View is not always available.

Object toolbar

This toolbar changes depending on whether 3D View or Top View is selected.

Create your own objects

In some cases, you might want to create your own objects. If you're creating an object from a photo, you'll need to translate your photographic image into a bitmap file.

To create a custom object:

1. Select Create a Custom Object from the Custom menu.

The Create a Custom Objects screen appears.

2. Enter a name for your object.

3. Browse for the photo you wish to import.

4. Add the mask to your photo.

You have two options for the mask. You can either use a mask previously created through image processing software you may have (such as Photoshop) or create a mask using the following steps with the masking feature in the product.

To use the masking feature, press the **Create a Mask** button. The Mask Maker window appears.

Use the following tools to mask out the unwanted areas:

Bucket. Use the bucket to mask out large areas of a similar color, like a sky. Set the tolerance level with a number between 1-100. A lower number selects less pixels because the colors must be more similar. A higher number selects more pixels and also runs the risk of selecting your image as well. A tolerance level of 15 is good for sky.

Block. Use the block tool to select larger areas of pixels away from the image border.

Pen. The pen tool has a fine point and is useful for masking near the edge of the image.

To undo masking, right click with any of these tools:

Use the **Zoom In** and **Zoom Out** tools to assist you in viewing your work.

Click **Done** to save your mask and return to the Create a Custom Object window.

5. Enter the dimensions for your object.

6. Choose between upright or horizontal orientation.

7. Click Finish to complete the process.

Your object can be accessed through the Object toolbar under the **Your Object Bar** menu.

Create your own materials

If you'd like to customize your design, you may import graphics in Windows bitmap (.bmp) format to use as materials in your design.

To create a custom material:

1. **Select Create a Custom Material from the Custom menu.**

The Create a Custom Material window appears.

2. **Click the Browse button for a photo to import.**
3. **In the window on the right side of the screen you can view your image as a repeating pattern.**
4. **If you're satisfied with your results, enter a name for your new material and click Finish.**

Your new material will appear under the **Special/Custom Materials** menu in any object's Materials Spec Sheet.

You might want to create a material by using one of LandDesigner 3D's templates and creating your own color combinations.

To paint your own materials:

1. **Select Paint By Numbers from the Custom menu.**

A menu of available patterns appears.

2. **Choose your pattern and click the Next button.**

The Paint by Numbers window appears.

3. **The material's color fields are displayed to the right of the material. Double click on a color you wish to edit.**

A color menu will appear.

4. **Choose from the swatches in the Basic Colors on the left or create a custom color by clicking within the color spectrum until you achieve the correct hue.**
5. **Press the Add to Custom Colors button to save your custom color.**
6. **Select your new color swatch and click OK.**
7. **Click Finish to complete the process.**

Your new material will appear under the **Special/Custom Materials** menu in any object's Materials Spec Sheet.

Refining your design

This section describes the features that let you refine your design in LandDesigner 3D.

What do you want to do?

[Use the Shadow Caster](#)

[Project Seasonal Change](#)

[Project Growth Over Time](#)

[Learn irrigation basics](#)

[Review your design](#)

[Change backgrounds and ground covers](#)

[Import your own background](#)

Custom menu

Create a Custom Object

This feature gives you the opportunity to bring your own objects into the program. See [Create your own objects](#) for more information

Create a Custom Material

This feature gives you the opportunity to bring your own materials into the program. See [Create your own materials](#) for more information.

Paint by Numbers

This option allows you to create your own color schemes using existing patterns or designs from our database. See [Create your own materials](#) for more information.

Info tab

This tab displays general information about the selected item. The name and appearance of the tab depend on the selected plant or object. If you have access to the Internet, and you selected an object, this tab provides several other options for gathering information about the object.

Note: The following options are not available in the Info tab if you selected a plant.

List of Web sites. Below the general information is a list of one or more Web sites that provide more information about the object.

Site Review. After selecting a site in the list of Web links, you can click **Site Review** to read a summary of the Web site.

Connect Now. After selecting a site in the list of Web links, you can click on **Connect Now** to go directly to the Web site.

Link to Web site. Click this button to connect to our Web site at LandDesigner 3D. It has hundreds of additional objects you can download to your computer.

Hardware acceleration

You can determine if the program is taking advantage of hardware acceleration by choosing **Options** from the **Features** menu and making sure that “Use 3D Hardware Acceleration” is selected. To turn off hardware acceleration, uncheck the option and restart the program.

Add Text tool

You can use the Add Text tool in the Top View toolbar to add notes to your design.

To add notes:

1. Click the **Add Text** button in the Top View toolbar.
2. Click where in your design you want to add the note. A dialog box will appear.
3. Type the note, choose whether you want the note to include an arrow, then click **OK**.

Double-click the label box to edit the note. To move the note, click and drag it to a new location.

Note: Notes do not appear in 3D View.

USDA Hardiness Zones

