

## Functionalities

### **What does a red camera/window icon mean?**

*A red icon indicates the placement is invalid (i.e. when a camera is located outside the floor area, it is red).*

### **Why am I having problems making a model using the 2 slope roof?**

*When creating a 2 slope roof in a model you are presented to red dotted lines, those are the lines on which you can draw the roof median. To start drawing the roof median you need to click once with the left mouse button; to finish drawing the roof median you need to click twice on the same "end point" with the left mouse button.*

### **Is it possible to perform an undo function?**

*No, there is no undo function.*

### **Can other furniture models be added or imported?**

*No, the current version of the VELUX Daylight Visualizer does not support importing or adding furniture models.*

### **Can I use other surface textures (i.e. bathroom tiles)?**

*Surface textures can be applied to the floor only. By choosing "User defined" you have the possibility to choose any jpeg image and use it as floor texture.*

### **Is it possible to import models from other CAD applications?**

*The current version of the VELUX Daylight Visualizer does not support importing models from other CAD applications.*

## Technicalities

### **For which target group is the VELUX Daylight Visualizer intended?**

*The VELUX Daylight Visualizer is intended for professionals in the field of architecture, engineering and education.*

### **Does everything in the model have to be exactly the same as in real-life?**

*It's not always possible to define a model exactly like its real-life counterpart. A simpler representation will in most cases be precise enough to evaluate the daylight conditions.*

### **How much time does it take to render an animation?**

*The time to render an animation can vary a lot depending on the size of the image resolution, the quality setting and the number of frames (seconds x no. of frames per second). If it takes 2 minutes to render one frame, it will take 5 hours to render an animation with 150 frames (10 sec at 15 fps).*