

VTales graphics

ESKO 

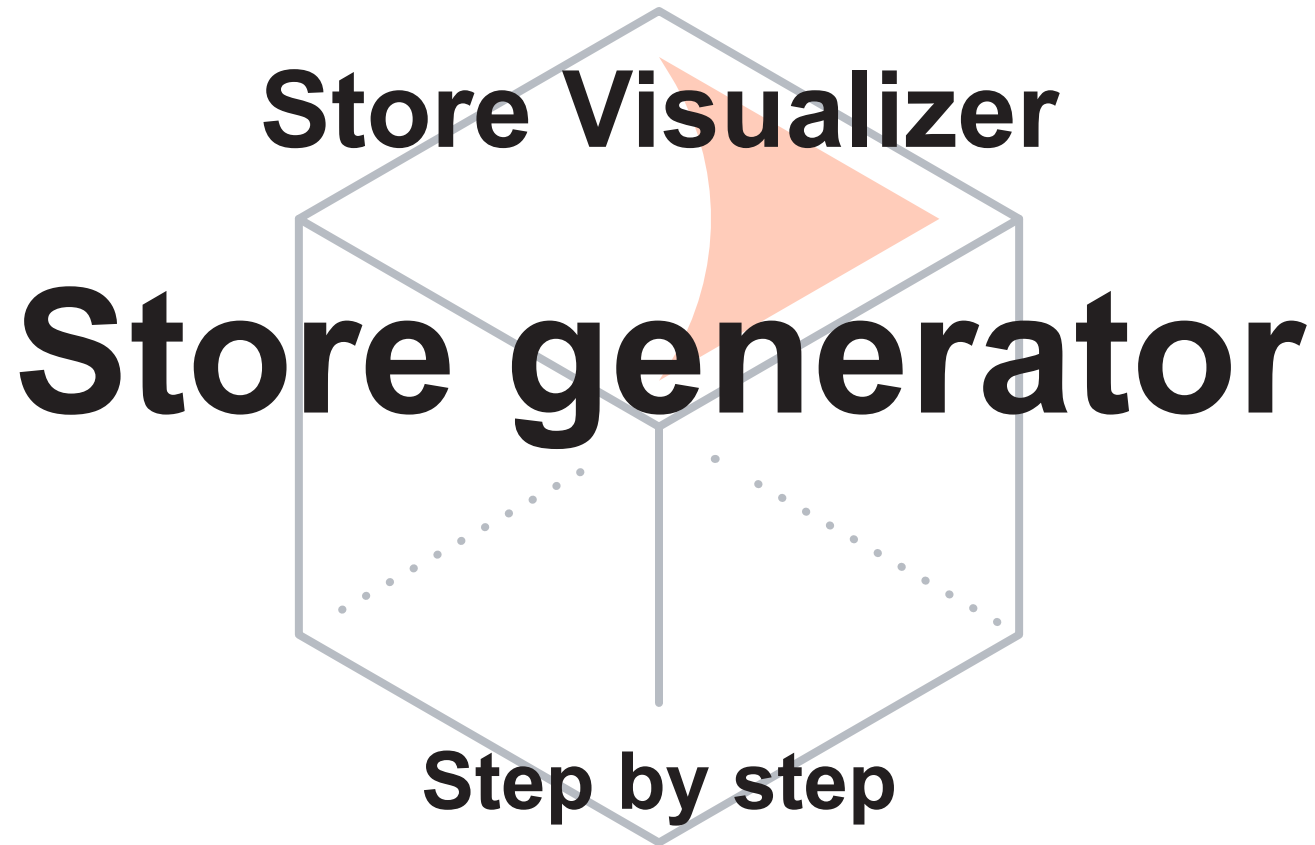


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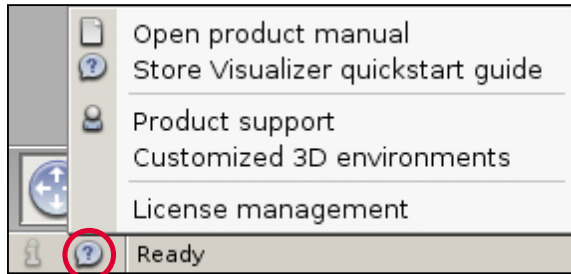
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Support technique

You may access help and technical support resources at any time from within Store Visualizer. Press the “**Help**” icon located on the left hand side of the bottom toolbar, as shown on the image below.



Product manual

Selecting the “**Open product manual**” option will open the Store Visualizer user guide, which you are currently reading. You may also press **F1** at any time to access this manual.

Store Visualizer quickstart guide

An online quickstart guide is available as a quick and easy step-by-step introduction into Store Visualizer. You can open the quickstart guide by selecting the second option in the “**Help**” menu or by clicking the following link: [Quickstart guide](#)

Customized virtual 3D stores

Our 3D design studio offers virtual 3D store modeling services according to the needs of your projects. For more information, click on the following link: [Services > Virtual 3D stores](#)

Performance

Several gauges present in the interface enable you to optimize your projects to avoid performance issues. See chapter 24 for more information.

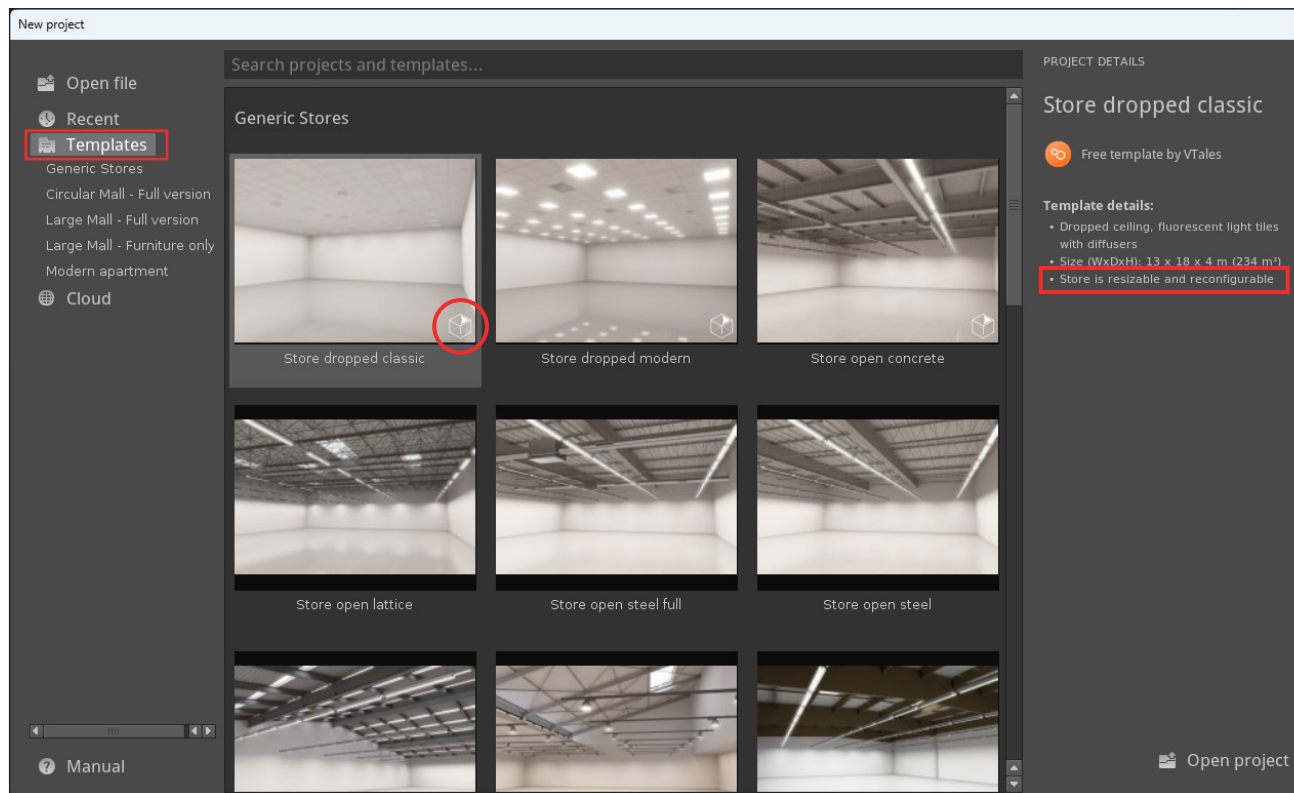
Introduction

Store Visualizer version 25.07 introduces new store templates, created using the **Store Generator** plugin. Unlike previous templates, these new stores are fully customizable: you can adjust their dimensions or appearance at any time according to your needs. These new templates replace several *Generic Stores* from earlier software versions and represent a significant advancement in the customization of your 3D stores.

1. Working from a reconfigurable store template



1. Open the “**New project**” window (Fig. 1-01).
2. In the **Templates** section, locate the stores created with the Store Generator. They are easily identifiable by a specific **icon**.
3. Select a reconfigurable template and click on **Open project**.

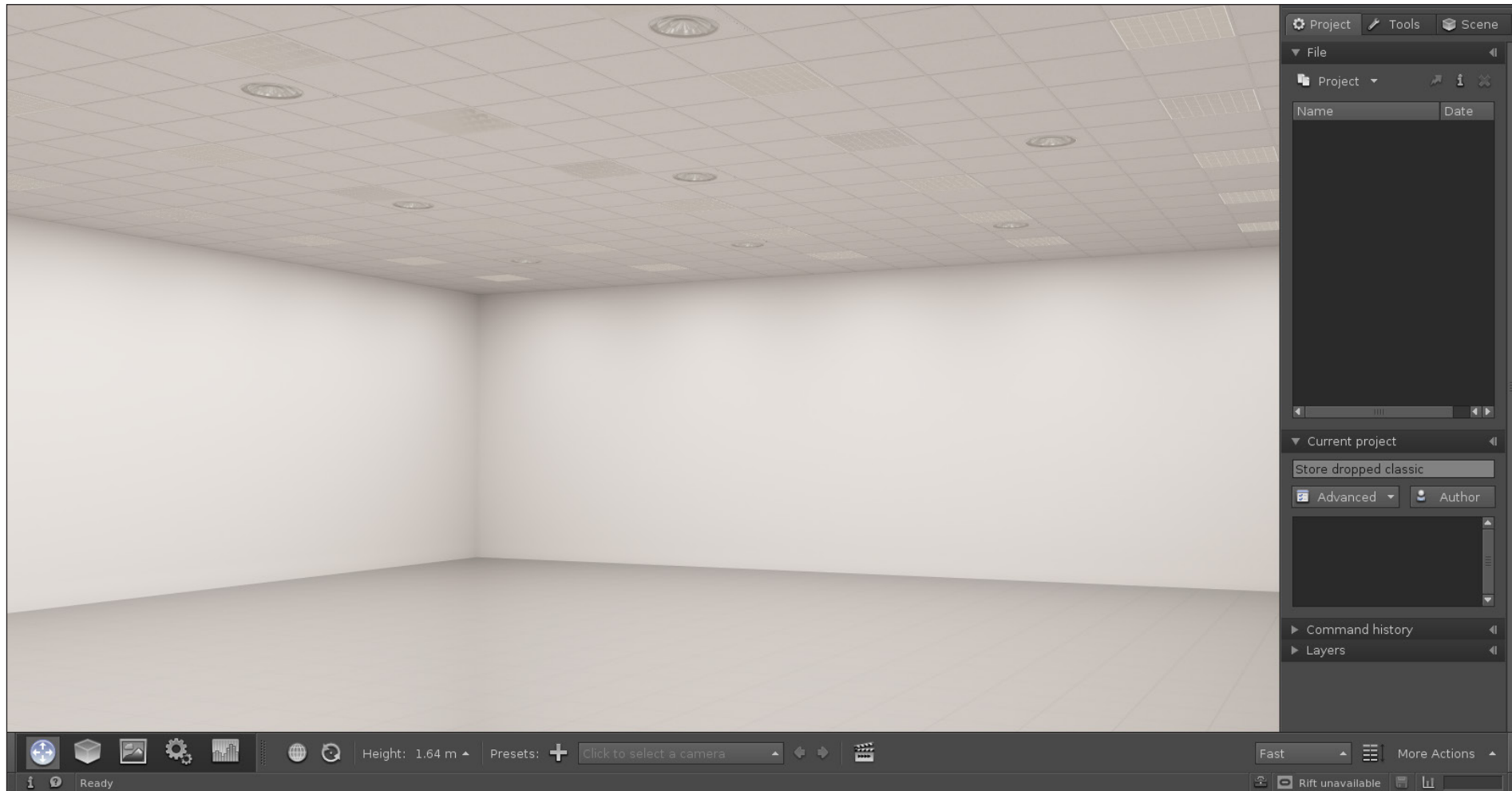


▲ Fig. 1-01





If you have created projects from older non-modifiable templates, they remain fully compatible.

Your new store template opens and is ready to use. A green message briefly appears in the taskbar to indicate that you are working on a reconfigurable store.



▲ Fig. 1-02

  This store can be resized and reconfigured. Go to the environment panel and click edit store to modify it.

2. Edit the store using the Generator

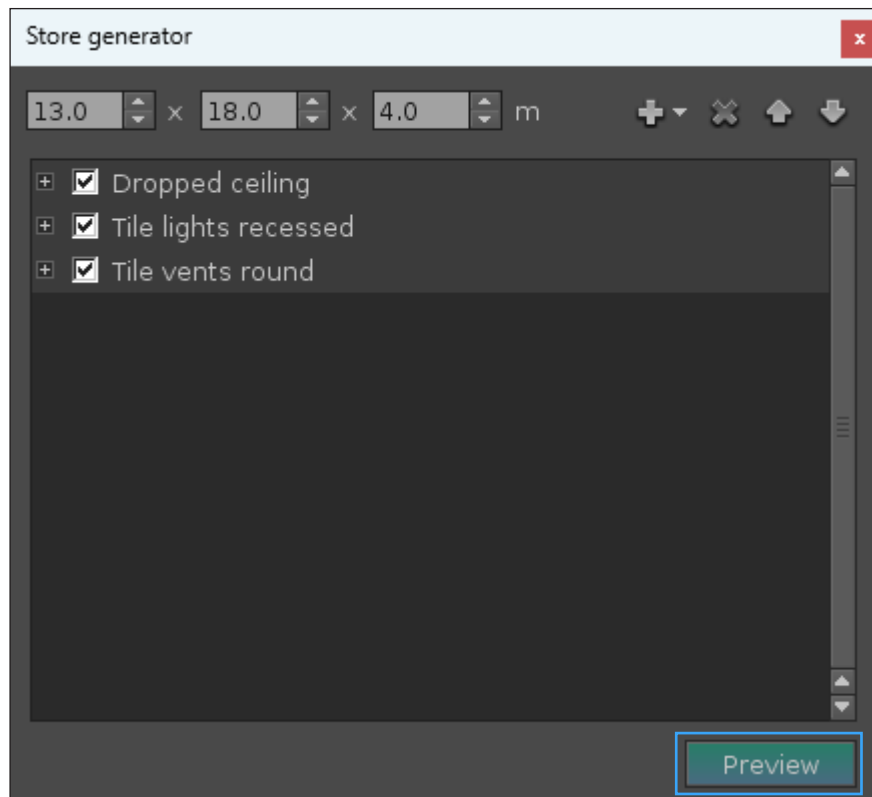
Now that your reconfigurable store is open, you can use the new **Store Generator** feature to adjust its dimensions and overall appearance by editing the predefined components available in your version of the software. New components will be added regularly to enhance the creation of your future stores.

1. Select the **Environment** toolbar by clicking on the “**Environment**” icon (Fig. 2-01).
2. Click on the “**Edit store**” button.
3. The “**Store generator**” dialog opens and allows you to modify the different components of your store (Fig. 2-02).



▲ Fig. 2-01

 The “**Edit store**” button will only be visible if you are using a store template compatible with the Store Generator.



▲ Fig. 2-02

The “**Store generator**” window displays all the editable components of the store you just opened.

When you modify these components, you can preview the appearance of your new store by clicking on “**Preview**”. Your entire project then switches to *Preview mode* (see Chapter 2.2).

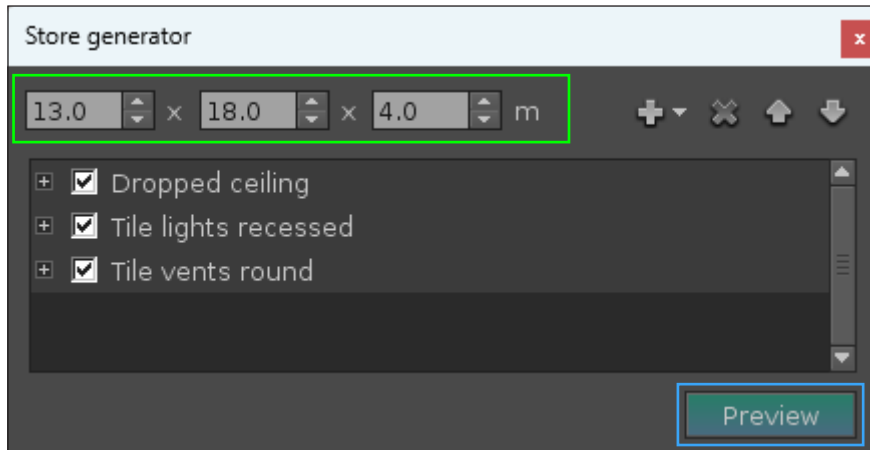
Once you have finished adjusting the parameters of your components, you must launch the **finalization** step, which will recalculate the global lighting of your scene based on your new settings (see Chapter 3).



The finalization time will depend on the number of light sources, the size of the store you wish to generate, and the performance of your computer. The more light sources you have, the longer the finalization process will take.

2.1 Change the store size

The **store dimensions** (width, length, and height) are displayed in the “**Store generator**” dialog (Fig. 2-03).



▲ Fig. 2-03

1. Modify the values in the dimension input fields to adjust the store size.
2. Click on “**Preview**” to visualize each modification made to the store.

2.2 Preview mode

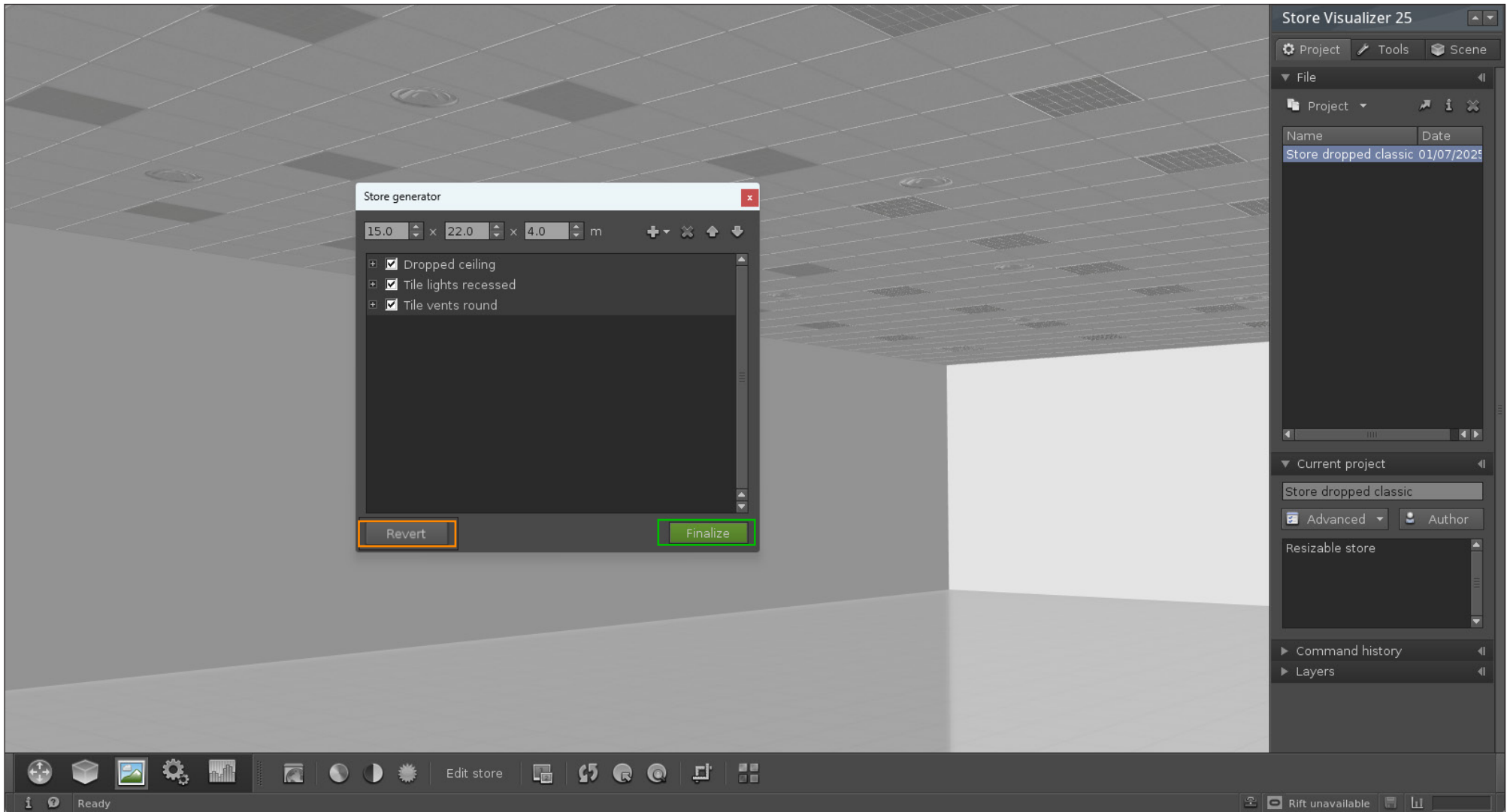
Preview mode allows you to visualize all changes made via the “**Store generator**” dialog. Note: this mode uses simplified, non-photorealistic lighting (see figure 2-04). It is intended solely for visualizing modifications made to your store and does not reflect the final lighting or rendering quality after finalization. You cannot save your project while in *Preview mode*!



At any time, you can modify your store, even if you have already placed dynamic 3D objects. These objects will remain visible in *Preview mode* and can still be manipulated normally, allowing you to adjust the store dimensions according to, for example, your shelf rows..

You can **exit Preview mode** in two ways:

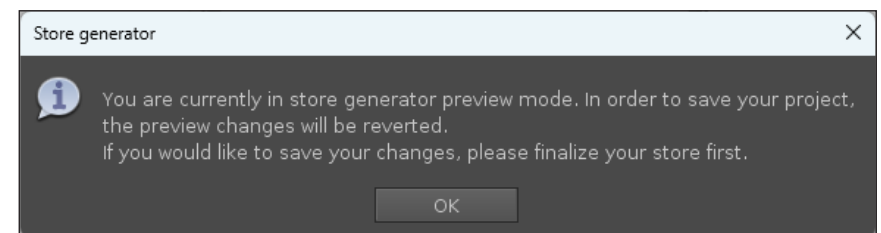
1. by clicking the “**Revert**” button in the “**Store generator**” dialog (Fig. 2-04). You will then automatically return to your previously opened store. All modifications made in the “**Store generator**” will be lost.
2. or by clicking the “**Finalize**” button to launch the finalization step (see Chapter 3). Once the finalization is complete, your project will automatically switch to the newly generated store with photorealistic lighting.



▲ Fig. 2-04

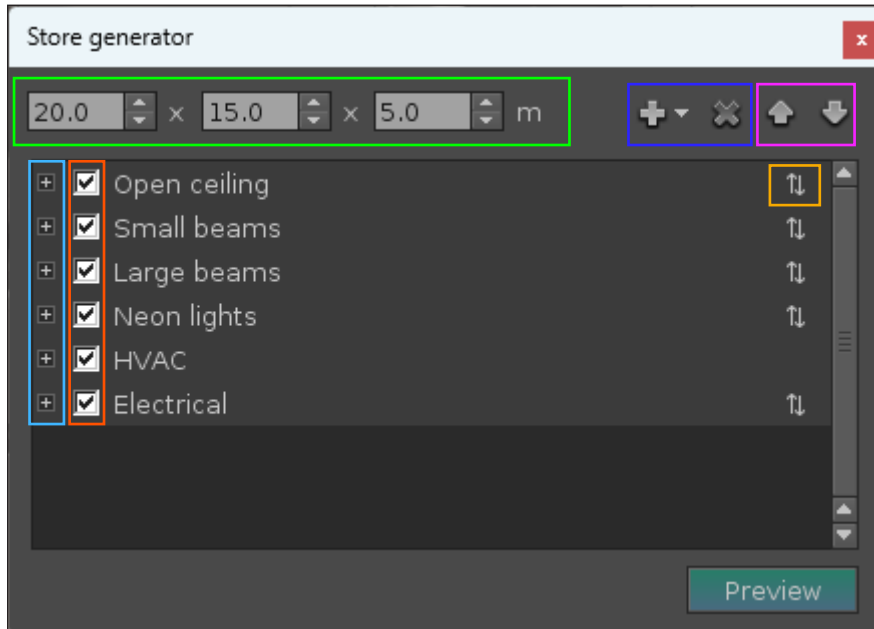


It is not possible to save a project in Preview mode. The software will automatically exit this mode when the **“Revert”** function is activated. The warning message shown here will appear.



2.3 Modify the store structure

When you open a reconfigurable store template, the predefined components used during its creation appear in the “**Store generator**” dialog. All of these component parameters can be edited. You can also add or remove components, or even delete everything to start from a completely blank store structure.



▲ Fig. 2-05

The example shown here comes from the “Store Open Concrete” template. The store consists of six editable components, ranging from the ceiling to the electrical ducts. Each component can be reconfigured independently.

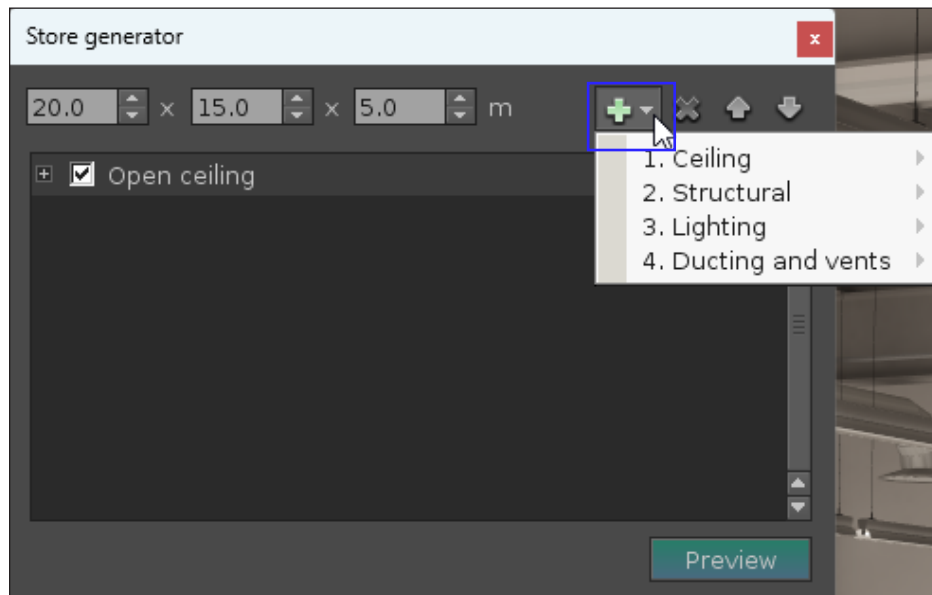
1. **The store dimensions** correspond to its width, length, and height.
2. **Add or remove components**: these buttons allow you to add or remove elements that are part of the store structure (such as ceiling types, beams, light sources, etc.). See Chapter 2.4.
3. **Move components**: the two arrows allow you to move your components up or down to define their order within the store structure. Naturally, the ceiling should be placed first, with other components positioned below it. Some components may be incompatible with each other. You will be notified of such incompatibilities when you click the “**Preview**” button.
4. **Double-arrow icon**: when activated, it allows you to rotate the selected element by 90°.
5. Double-click the **plus** icon to display the selected component’s settings.
6. When the **box is checked**, it means the component is active. This allows you to easily test by checking or unchecking the box.



Remember that to visualize any parameter changes, you must click the “**Preview**” button.

2.4 Add components

Customize your store structure using the various components available to you. New components will be added in future versions of the software, offering even more possibilities for designing your store layout..



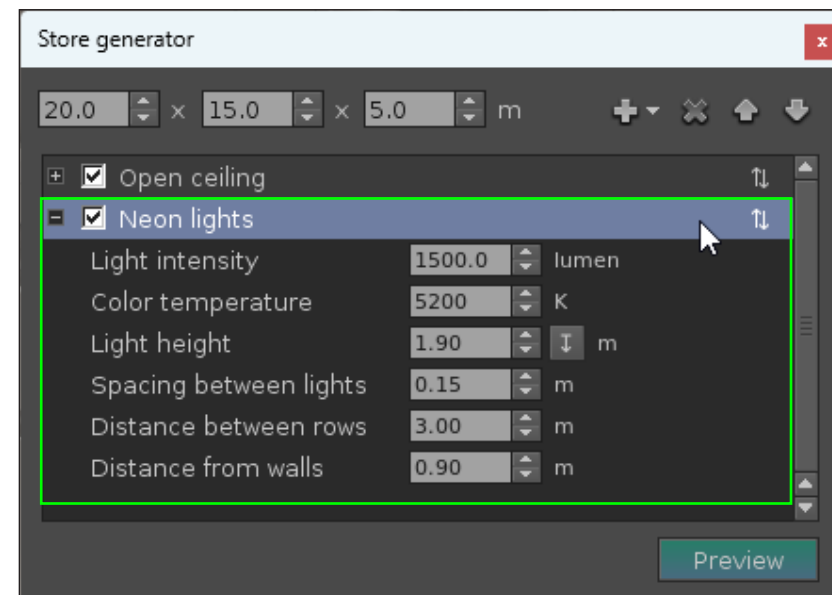
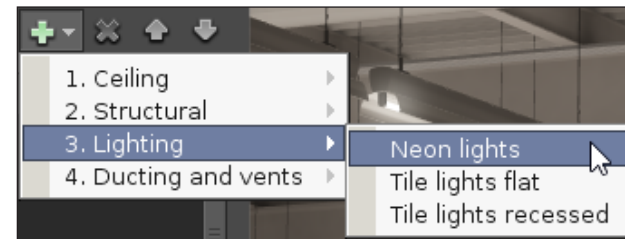
▲ Fig. 2-06

3. The selected component's **parameters** appear in the “Store generator” dialog (Fig. 2-07).

4. Click on “**Preview**” to visualize the new component.

In the example shown here, rows of Neon lights have been added. Their parameters remain editable.

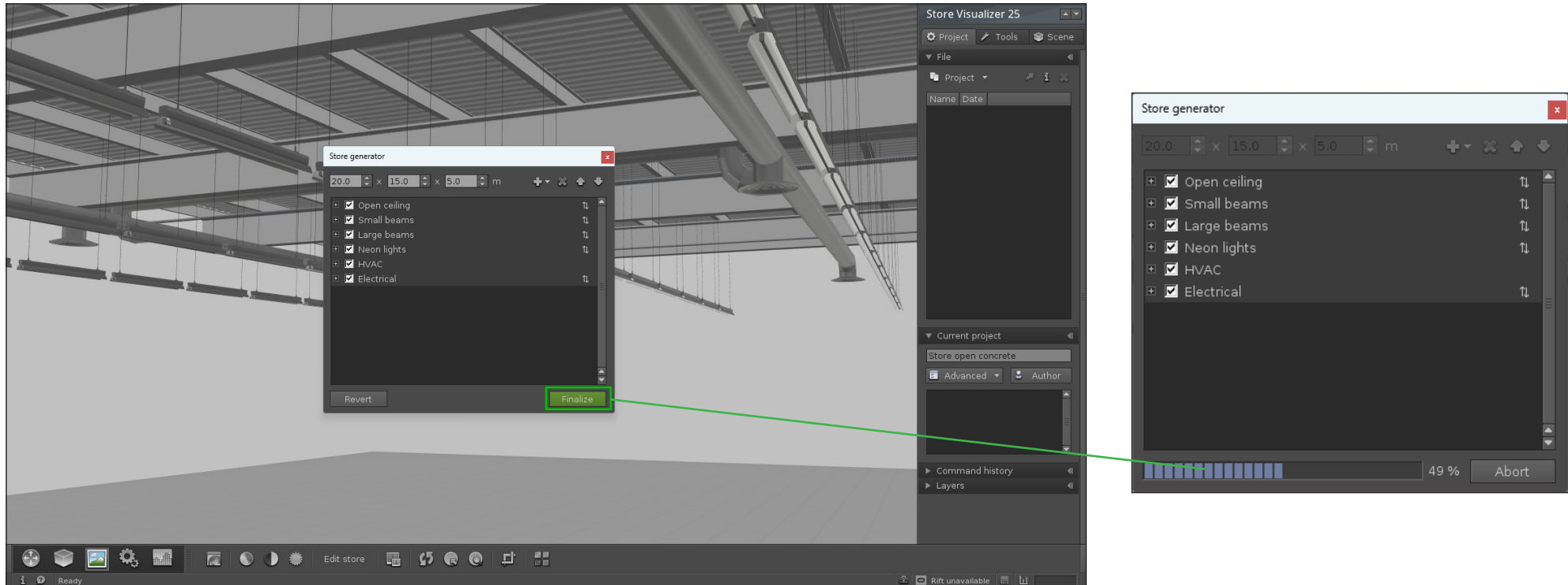
1. **Add components:** a drop-down menu opens (Fig. 2-06), offering a selection of basic components such as different ceiling types, structural elements, lighting types, various ventilation ducts, etc.
2. Select the components you want to add to your store structure via the menu. The selected component will automatically appear in the list.



▲ Fig. 2-07

3. Finalize your new store

Once you've completed and validated the customization of your store structure, launch the final step by clicking the **"Finalize"** button (Fig. 3-01). This finalization phase generates the store's final environment by integrating your components and lighting settings. At the end of the process, your project will automatically switch from Preview mode to the newly generated store, featuring photorealistic lighting (Fig. 3-02).

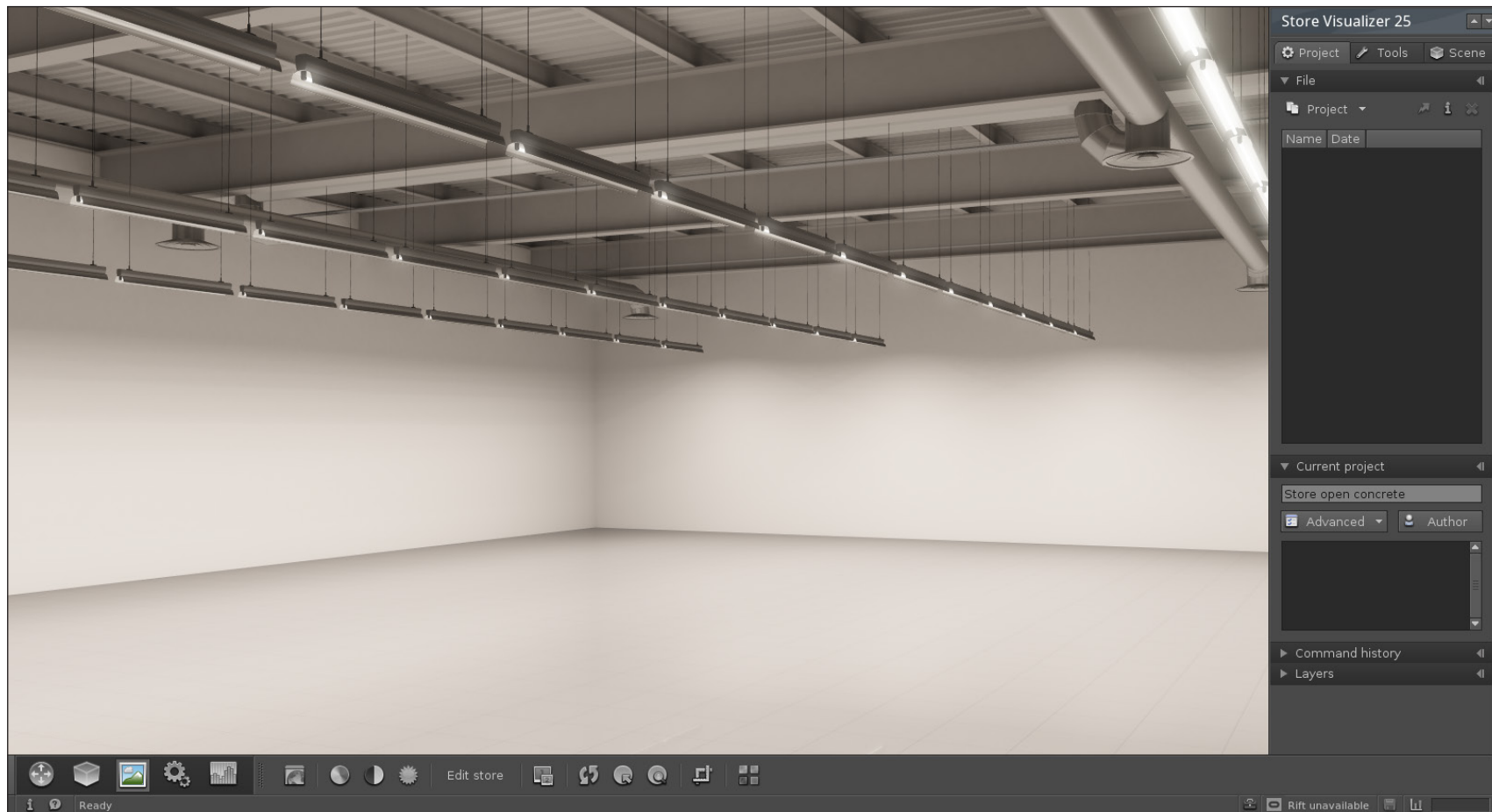


▲ Fig. 3-01



The duration of the finalization step depends on the number of light sources placed in your new store structure, its size, and the power of your computer. A progress bar with a percentage indicator shows the estimated remaining time. The more light sources you have, the longer the finalization will take. Click the **"Abort"** button to interrupt the finalization process.

When the finalization is complete, your project will automatically switch from Preview mode to the newly generated store with photorealistic lighting. If you are satisfied with the result, you can save your project with this new structure. At any time, you can reopen the “**Store generator**” dialog to modify your store’s structure again.



▲ Fig. 3-02



Feel free to consult Chapter 16 of the general Store Visualizer user manual, dedicated to the 3D environment, to adjust certain settings if necessary. Since you have likely modified the lighting, you may need to adjust the environment’s exposure values. Additionally, if you have changed the store’s dimensions, you will probably need to adjust the reflection points and zones, etc.

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Store Visualizer User Guide.

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