

The logo consists of the word "IDEA" in white, bold, sans-serif capital letters, centered within an orange rounded square. A white horizontal bar extends from the right side of the square.

**IDEA**



**Advanced Software Environment  
for Architectural Building Design**

The logo features the letters "4M" in a bold, red, sans-serif font, centered within a white rounded square with a red border.

**4M**

## The Smart IDEA for covering all Architect's needs

**IDEA is the Advanced Computer Environment for Architectural Building Design, covering all the range of the Architectural needs (model creation, rendering, virtual walkthrough).**

IDEA works on an autonomous drawing environment (embedding IntelliCAD, the famous alternative CAD solution to autodesk's autocad), with exactly the same features, similar functionality and common file format (dwg). IDEA includes IntelliCAD consisting a compact, seamless integrated package, extremely flexible and fast.

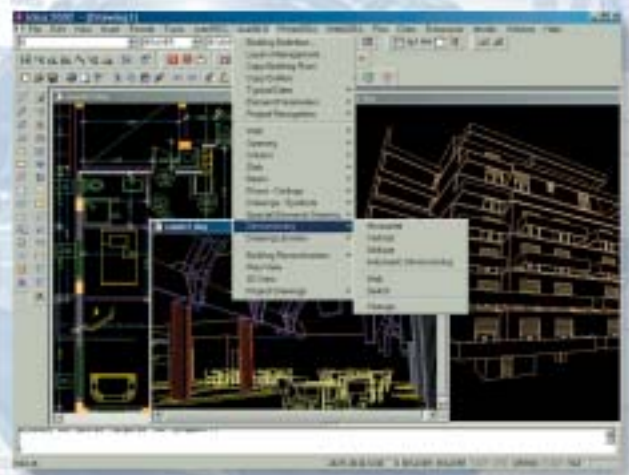
IDEA is a high productivity tool due to its object oriented technology (OOP), providing the Architect with the ability to design directly on the true 3D model of the building, creating any design idea easily, fast and perfectly presented to the customer.

IDEA is offered at a very competitive price and used by thousands of professionals with a lot of constructions of any scale, designed and built.

### Unlimited freedom during the Architectural Synthesis



With IDEA you can design directly on the 3D model of the building, handling the architectural elements like "plastic" objects, for unlimited freedom in any stage of the architectural synthesis work. Due to the object oriented structure of the building "information", the design and editing of any building element is fully automated, so even the most complicated design ideas are obtained fast and easily.



# IDEA

## High Quality Rendering PhotoIDEA



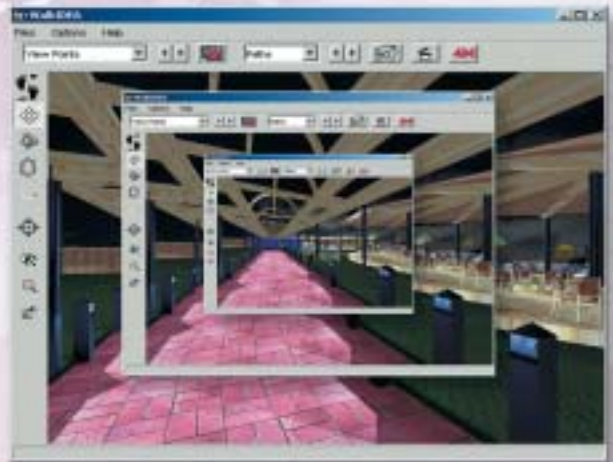
With PhotoIDEA you can create high quality photorealistic images thanks to its state-of-the-art ray-tracing technology. Since any element "holds" its texture due to its object structure and given that any element is linked to a certain material, the only you have to do for obtaining a real representation, is to click on "Photorealism".



## Live walkthrough WalkIDEA



With WalkIDEA you can "walk" inside and outside your construction, exactly as if you visit the real building, ascending staircases, opening doors, entering the rooms etc. Each virtual walkthrough can be saved on an AVI file (video file) in order to be easily displayed anytime later.



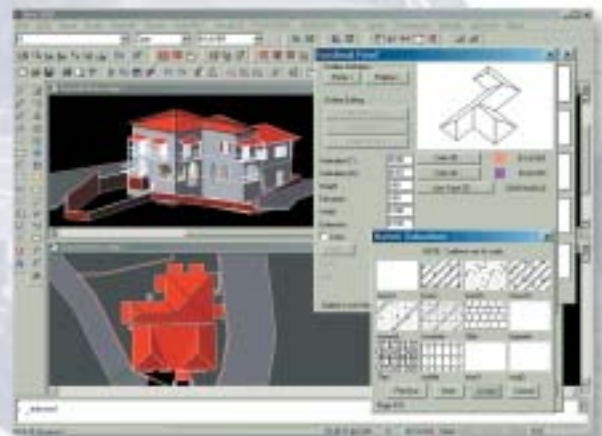
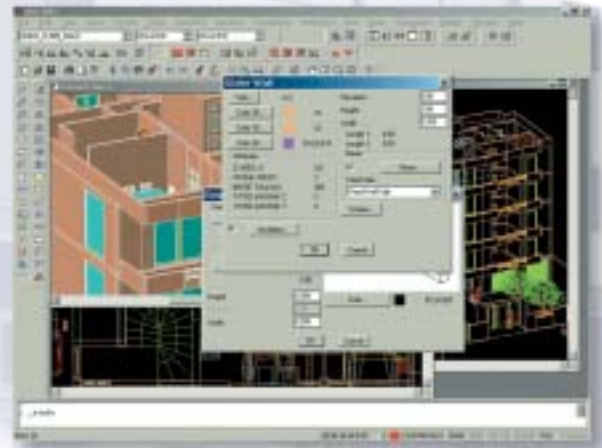
# Unlimited freedom during the Architectural Synthesis

IDEA gives unlimited freedom while designing on the 3D building model, due to the object structure of the building "information". As the building consists of solid entities, each one with its own attributes and relationship with the others (e.g. building consists of rooms, rooms are defined by walls, walls include openings etc), the result is that each drawing or editing action, beyond a simple geometrical action consists a logical function. Therefore, by changing any building element, all the 2D-3D building drawings are updated automatically.

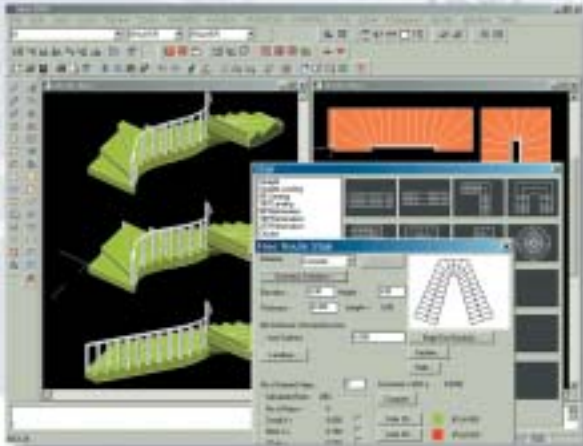


## Walls & Openings

IDEA includes all those commands required for the unrestricted "shaping" of the basic building framework, such as drawing and moving of walls, trimming, extending, joining etc, as well as placing openings of any kind on them (windows, sliding, doors, openings, arches divided in three categories: standard, parametrical and freely defined by the user through the program's openings generator). During the initial design as well as in every modification in any stage, all the 2D/3D drawings are automatically updated, in an absolutely correct form (without undesirable lines). Every modification brings automatically all the necessary readjustments (e.g. dimensioning, opening labels), so that the user may undistracted deal solely with the design concept and never with time-consuming and boring drawing tasks. Practically, there is no limit to the user's freedom and no restriction about working either in ground-plan or in 3D view or even in front view, cross-section and perspective. The user works from the beginning to end on the real building 3D model (and not on lifeless drawings) with any modification updating all the drawings instantly (for example, modifying a view updates the ground plan, perspective, axonometric etc). In any stage of the design procedure the user has full supervision of the whole building, as well as capabilities of its overall processing (copying typical floors, changes in building views and cross-sections etc).

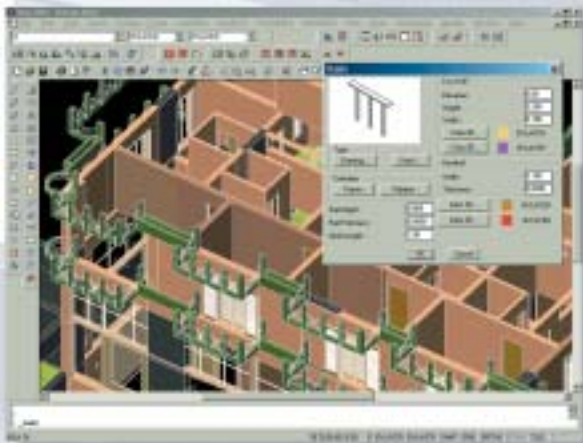


# IDEA



## Complex Elements

IDEA handles Regarding Complex Elements such as slabs, staircases, roofs, rails, gables, ramps etc. Any one of these element, constitutes an object with particular characteristics and can be edited at any time through a set of parametrical dialogue boxes, supported by specific logical algorithms to face any case. Each dialogue box corresponds to an application that covers a wide range of cases, from the most simple to the most complicated (for example, a free way staircase for staircases, unequal inclination for roofs etc). Considering that these complex elements comprise objects, the user may select any of those at any time and change any parameter, watching in real time the consequences of his choice. These alterations are not only static (e.g. change of slab thickness, roof height or number of stairs) but dynamic as well (e.g. elongation of slab section, roof section collapse, widening of staircase, change of ramp grade). The user may overview (in 2D or 3D) the results of every alteration or a series of a successive alterations-tests, until a desirable outcome is achieved (e.g. placing outer staircase in perspective with the near wall window).



## Libraries

IDEA includes a very large number of objects and symbols grouped into separate libraries (Living Room Furniture, Dining Room Furniture, Kitchen Furniture, Office Furniture, Equipment, Plants etc) and all these contents may be edited through the Dynamic Library Editor of the package. This Dynamic Editor is a powerful and user-friendly tool, which enables updating (adding, modifying, deleting) any symbol or object, as well as the easy integration of existing dwg drawings into the package libraries.



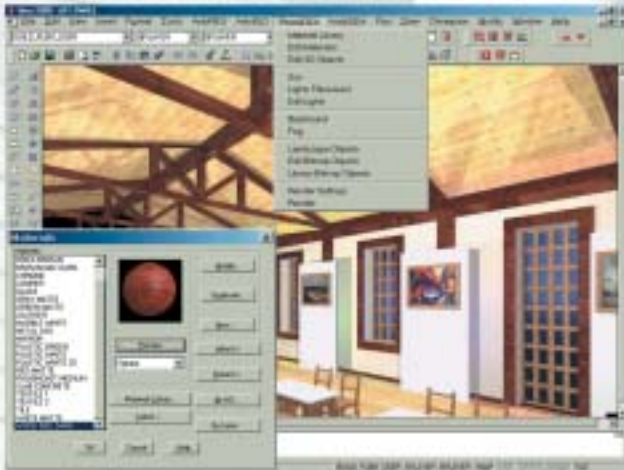
## Topographical Environment

IDEA includes a complete Topographical environment with all the commands required for the quick and precise drawing of the Topographical Diagrams in 2D and 3D form.

IDEA is the Architectural Package of the Integrated 4M Suite, which supports the close cooperation among the Architect, the Civil Engineer and the Mechanical/Electrical Engineer, during all the stages of the Building design process.

# PhotoIDEA

PhotoIDEA is the photorealism module of IDEA supporting the creation of high quality photorealistic images. PhotoIDEA uses a series of real materials with texture (e.g. marble, wood, stone, carpets etc), which are integrated and can be selected through the architectural synthesis main component, or even from the extra bonus CD with thousands of alternative materials. The fact that, thanks to the general object



structure of the package, the structural elements-objects contain their own material (easily edited and automatically adjusted to the object), leads to the simplification of the photorealism procedure: The user has just to select the command "Photorealism" and the photorealistic representation, appears immediately on the screen. The rich group of WalkIDEA commands, such as the selection and editing of the materials, the positioning of the lighting sources, the background selection, the use of photographic objects etc, accelerate the whole procedure.



WalkIDEA enables the user to "walk" virtually inside and outside the construction, in a real time basis, ascending staircases, opening doors, entering rooms etc. WalkIDEA makes "alive" the scenes of PhotoIDEA in a very simple manner. The only thing the user has to do is to define the walking path, in a very easy way, either by giving viewing points or paths, or even by just moving the mouse (or joystick) towards the walking direction. In addition, the user can store any "trip" into an AVI file (video file) in order to display it anytime later, or send it to the customer.



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FUEL

**4M**

9 Mikion str.  
152 33 Chalandri  
Tel.: (+30) 210 6857200  
Fax: (+30) 210 6848237  
gen@4m.gr

