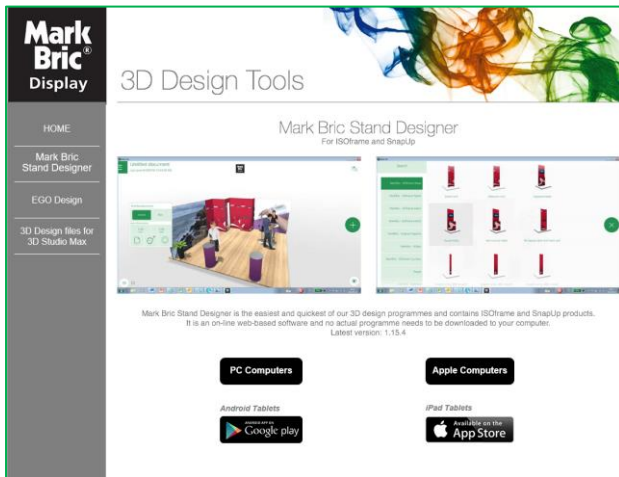


Mark Bric Stand Designer Quick Start Guide

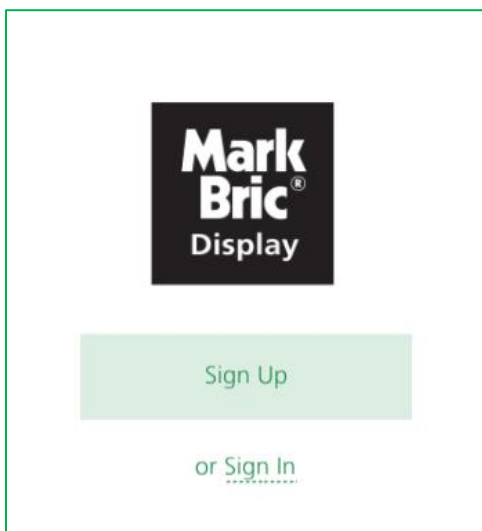
For ISOframe and SnapUp

First use – download and Sign Up

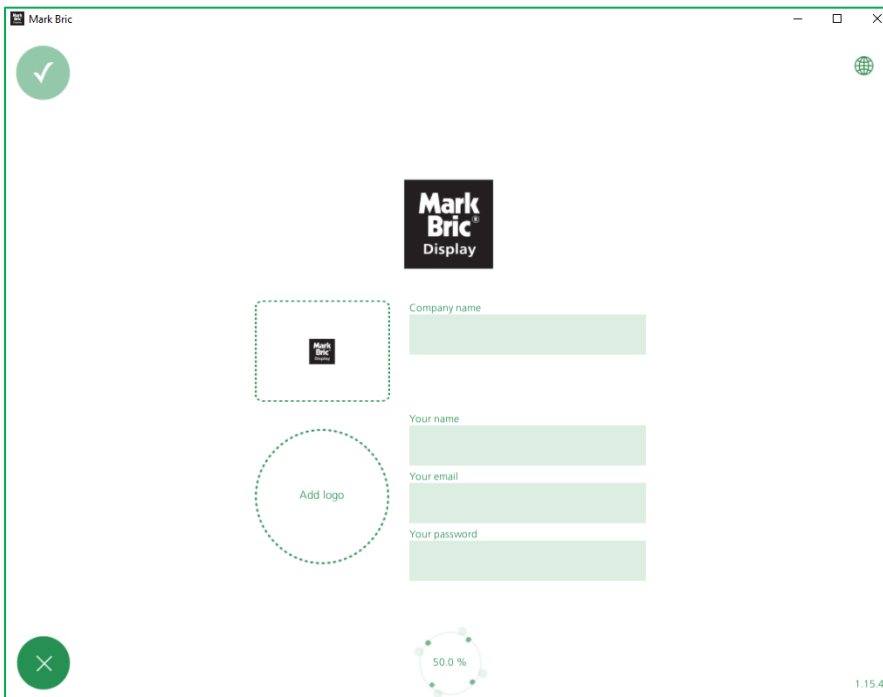
If you are a new user you will need to sign up for a new account. From the **Mark Bric Stand Designer** start page choose the appropriate platform – PC Computer, Apple Computer, Android Tablet or iPad Tablet and then **Run** the download.



The program will ask you to **Sign Up**



When you click the Sign Up button you will see the following screen:



Fill in your company name, name, e-mail address and choose a password. Click the **green tick** button in the top left corner to confirm.

If you ever need to know which version of the software you are currently running you will find the details on the login screen in the bottom right corner.

When you use Mark Bric Stand Designer in future you will see a simple log in screen and only need to enter the e-mail address that you signed up with and your password in order to access the program.

Using Mark Bric Stand Designer – Basic Functions

Moving around the design space

Click and drag (or touch and move on touch-screen devices) to change your view point.

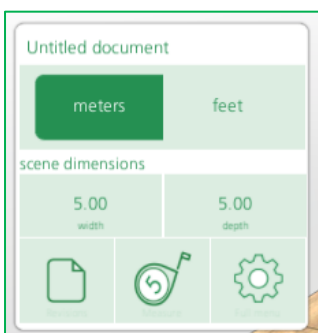
Use the mouse's tracking wheel or two finger touchpad scroll (or pinch and open fingers on touch screen devices) to zoom in and out of the scene.

You can also use your keyboard arrows to move up, down, left or right.

Home page menu functions

Floor Size

You can set the floor size in metres or feet. Dark green shows which format is selected. Type your floor size in width and depth in the boxes shown below:



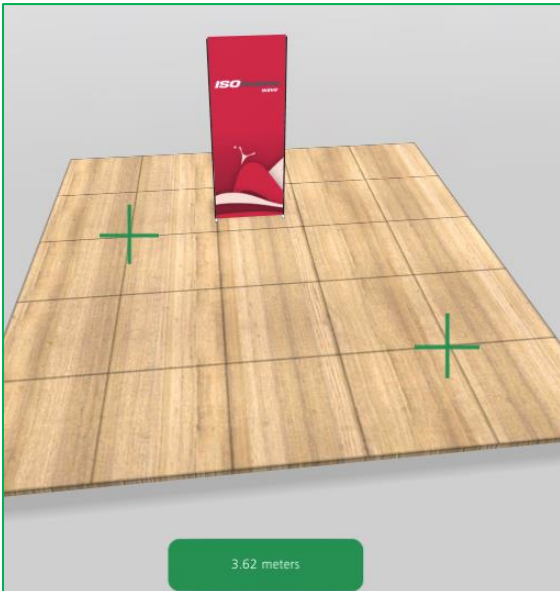
Other icons on the main menu:



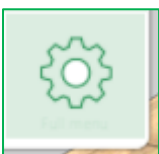
The **page icon** creates a new blank scene for you.



The **measuring tape icon** allows you to measure the size of some or all of the elements in your scene. Click the tape measure icon. Two green plus symbols will appear either side of your scene. Click and drag (or touch and move) to position the plus symbols at the points which you wish to measure between. You can move the pluses around to adjust the area being measured. The measurement appears in green at the bottom of the scene:



Click on the measurement box to **exit** the measuring tool and get back to the main screen.

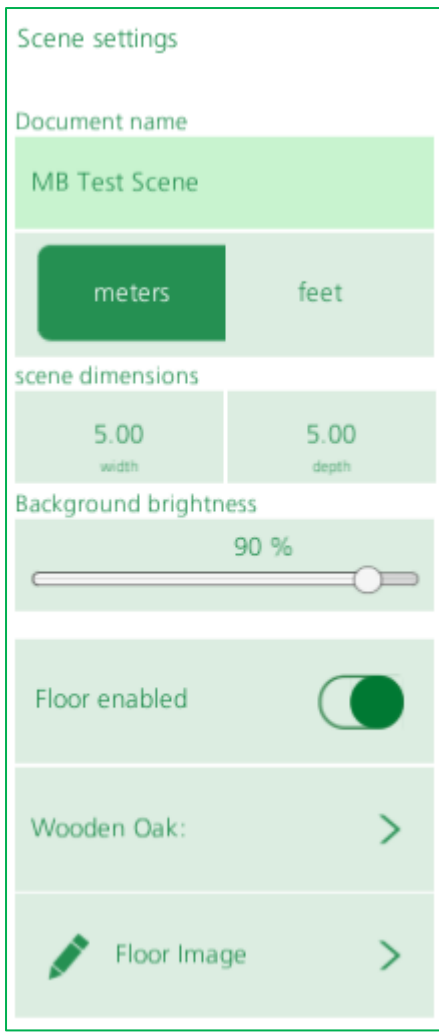


The **cog wheel icon** takes you to the **Scene Settings Menu**

Scene Settings Menu

Within this menu you can:

- **Name or rename** your design in the “**Document name**” box
- Change the **brightness** of the background
- Switch the **floor** on or off
- Choose a **floor type** – wood, various carpets etc.
- Apply an **image** of your own to the floor
- Also change the **size** of the floor area, as in the main screen



Click the **green X** in the bottom left corner of the screen to **exit** the settings menu and go back to your scene.



Click the **floppy disk icon** in the top right corner of the scene in order to **save** your work. You must be connected to the internet to save the scene as it relies on Cloud-based storage. Remember to keep saving your work as you go along so that you won't risk losing it in case of any unforeseen problems!



The buttons in the bottom left corner allow you to switch between **3D and 2D views** of your scene. The white circle shows which view is selected.

Adding components to the layout

Use the **green plus symbol** on the right hand side of the screen to add a module or accessory:

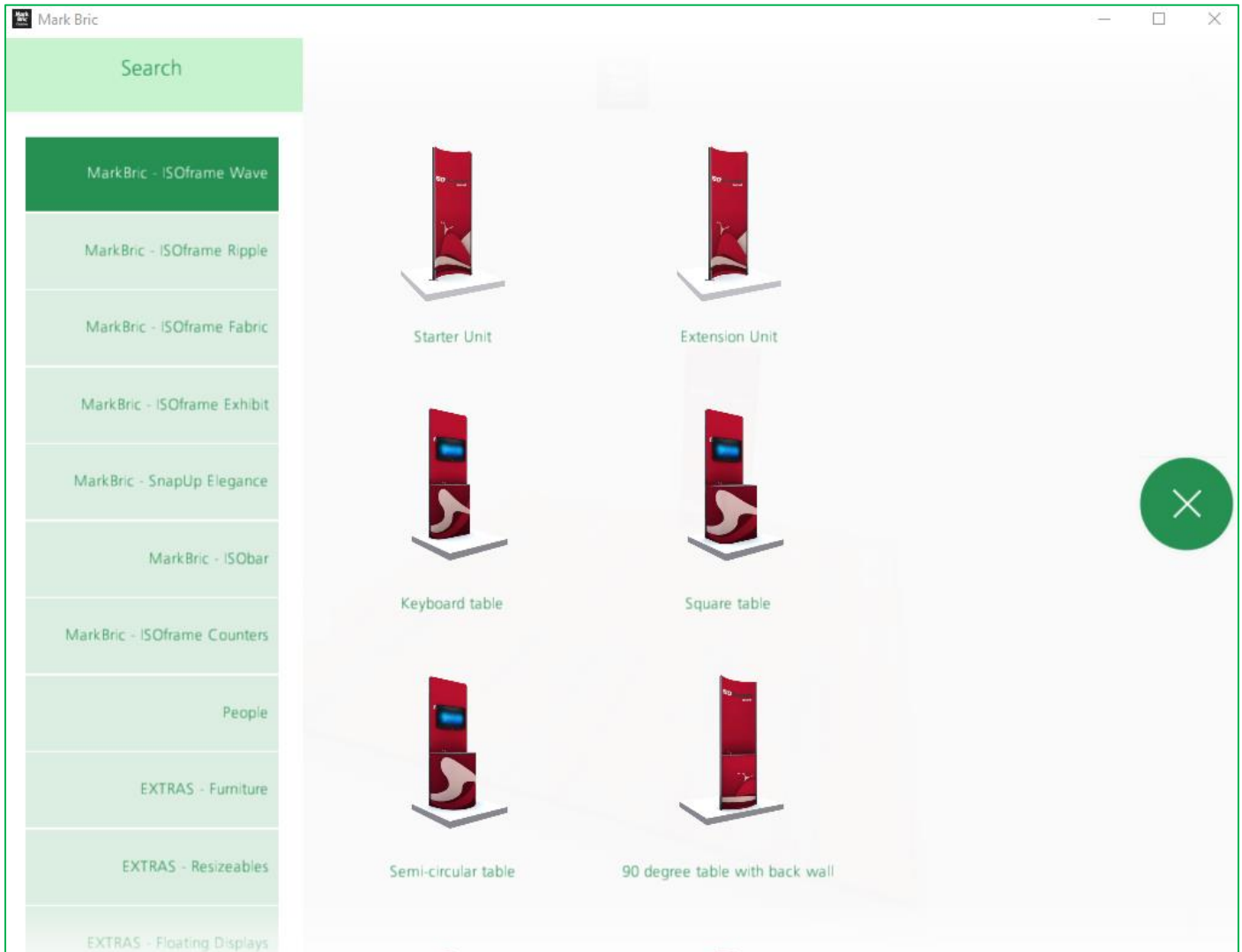


When you have entered the **component selection** area the plus changes into a cross, which you can use to exit this section if you choose not to add a new component:



Adding and deleting modules

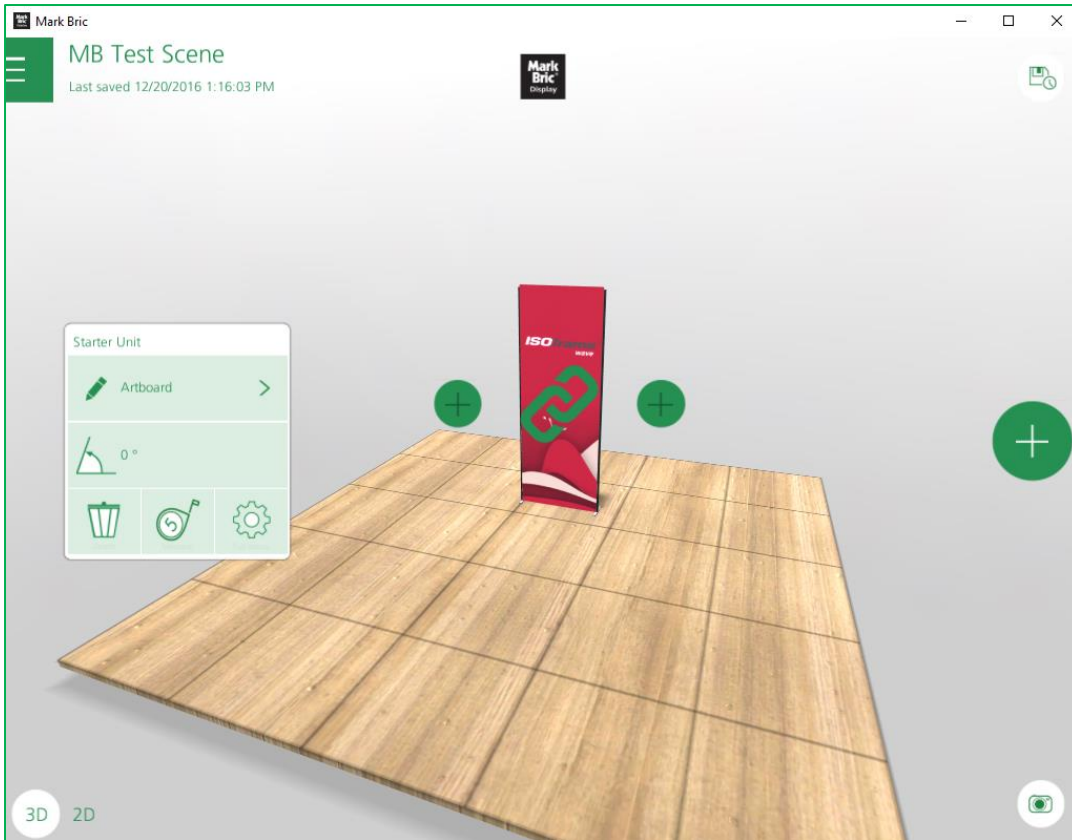
After you have clicked the **plus button** you will see the library of modules. In this library you can find standard starter or extension modules, as well as modules with tables, doors, ceilings etc, depending on which ISOframe or SnapUp system you select in the menu on the left of the screen:



Dark green shows which system is selected.

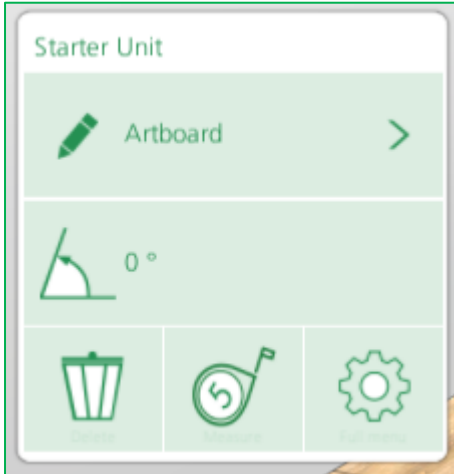
Click on a module and it will be added to your work space. You can then **move** the around your scene as required by clicking and holding the module and dragging it around the space. Or on a touch screen hold your finger down on the module and drag it around the scene.

To **duplicate** a module quickly, click and hold the module in your work space. A plus icon will appear to the left and right of your chosen module. Click a plus and a duplicate module will appear:



Module menu:

When you click on any module a new menu box will appear:



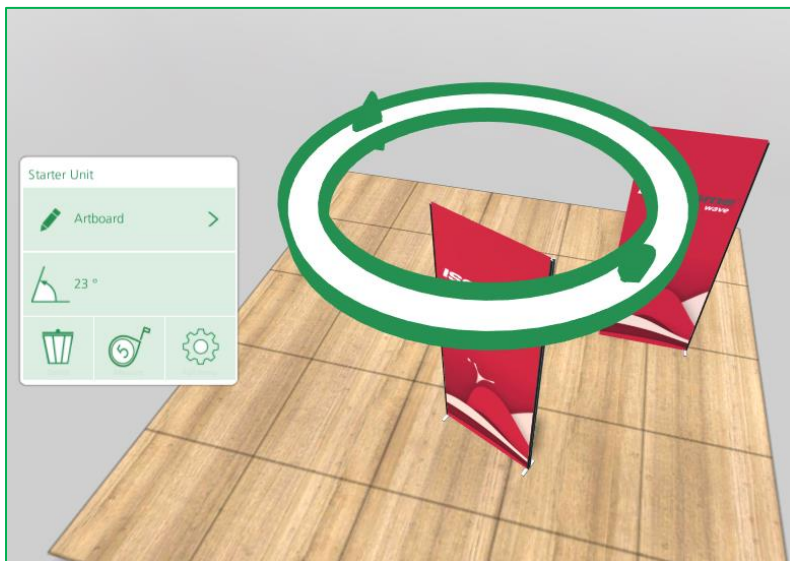
This menu allows you to perform the following actions:

Rotating the module:



This box allows you to choose the degree of rotation of the selected module. Simply click in the box to type the degree of rotation desired.

Alternatively, you can rotate the selected module by using the handles on the **green ring** that appears above the module when you click on it:



Click and hold one of the handles on the ring and drag it around to rotate the module to the desired position.

On a touch screen, hold your finger down on the green ring and drag on the screen.



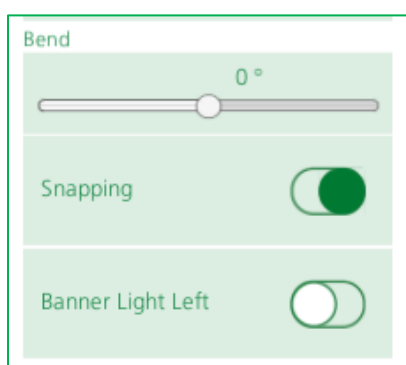
Delete the selected module by clicking the **dust bin icon**.



Measure any part of the scene, as described previously, by clicking on the **measuring tape icon**.



The **cog wheel icon** gives access to a new menu which allows further manipulation of the selected module as follows:



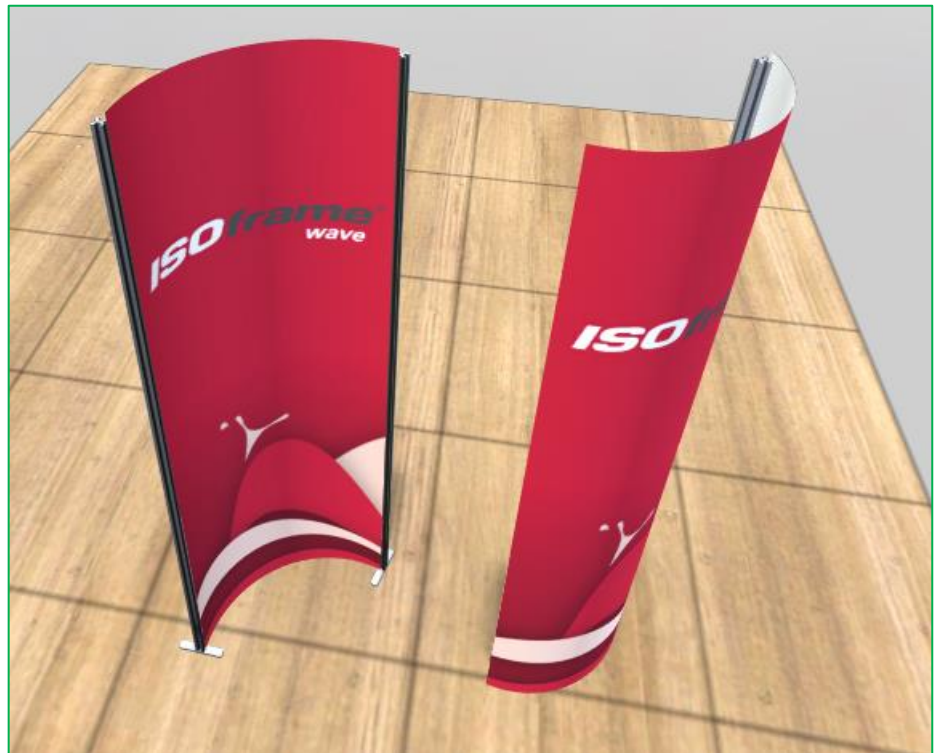
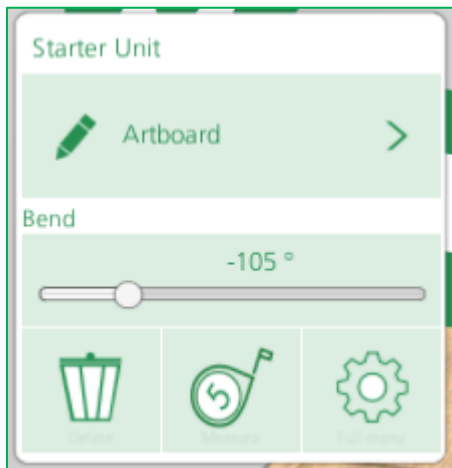
The Ripple Flexi-Link and Wave Starter and Extension modules can be flexed. Under the **"Bend"** section of the menu you can find the **bend slider** where you can adjust the flex of these modules. Move the slider along to choose the degree of flex on the chosen module.

Below the slider for module flexing is the **snapping switch**. Modules will automatically snap together to become linked when positioned close enough to each other but this feature can be switched off if desired by clicking the **Snapping switch** to the off position.

Click on the **green tick button** to go back to your scene after you have finished adjusting the module.

You might find that after flexing the modules you will need to change the position or rotation of the module for it to snap together with the adjoining modules again.

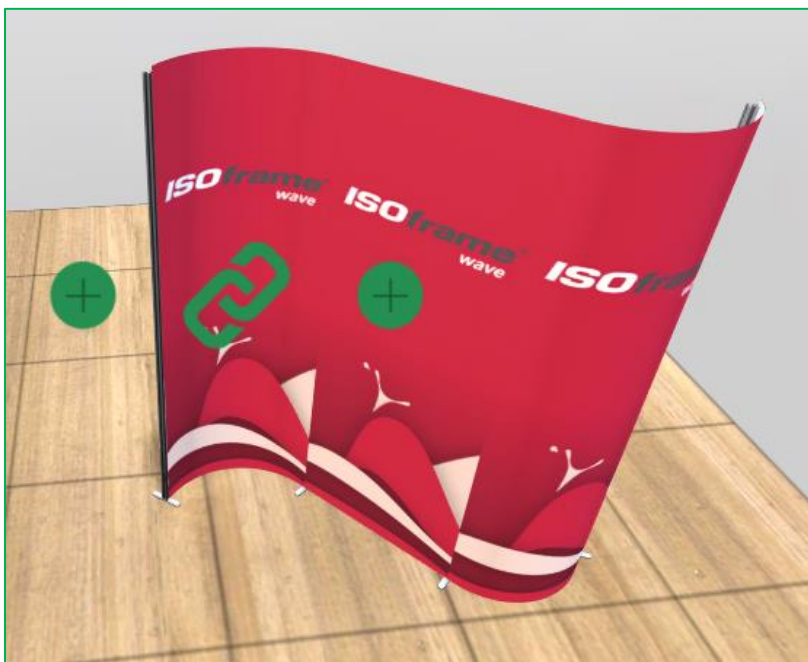
After you have adjusted the flex of a module the **bend slider** will then appear in the main menu.



Linking modules

Modules will automatically snap together when positioned close enough to each other, unless you switch off this feature in the module menu. Green circles appear at the feet of the modules when you move them and as long as the green circle touches that of another module then those two modules will snap together.

Grouping modules



You can group several modules together so that you can move or rotate all of them at the same time.

Click and hold a module so that the **green chain icon** appears. Click and drag the chain across to the adjacent module that you wish to connect.

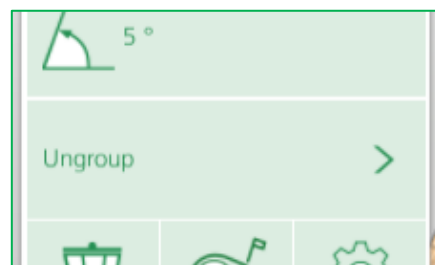
Once those two modules are grouped you can click and hold the grouped modules and drag the green chain across to the next module that you wish to group.

You must group the modules one at a time – join 1 to 2, then join 1 and 2 to 3, then join 1, 2 and 3 to 4 etc. You cannot drag the chain across multiple modules at once.

You can **rotate** the group of modules by using the handles on the **green ring** that appears above the set in the same way that you could rotate an individual module, as described above. You can also move the whole group by clicking and dragging in the same way as for individual modules.

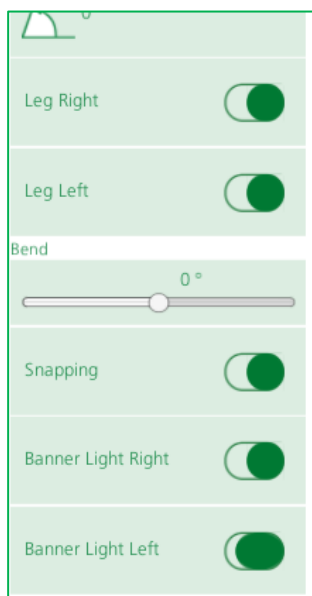


If you wish to **ungroup** the modules, click to select the group and then press **ungroup** in the **module menu**.



Adding accessories, adjusting feet and further options

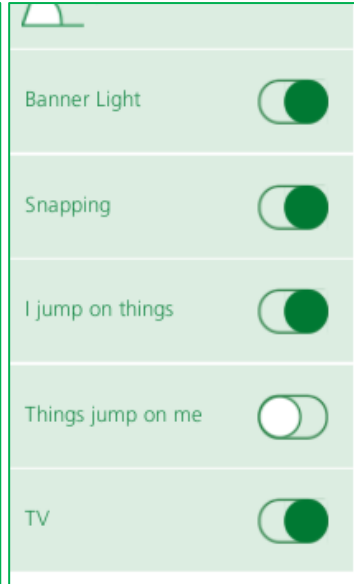
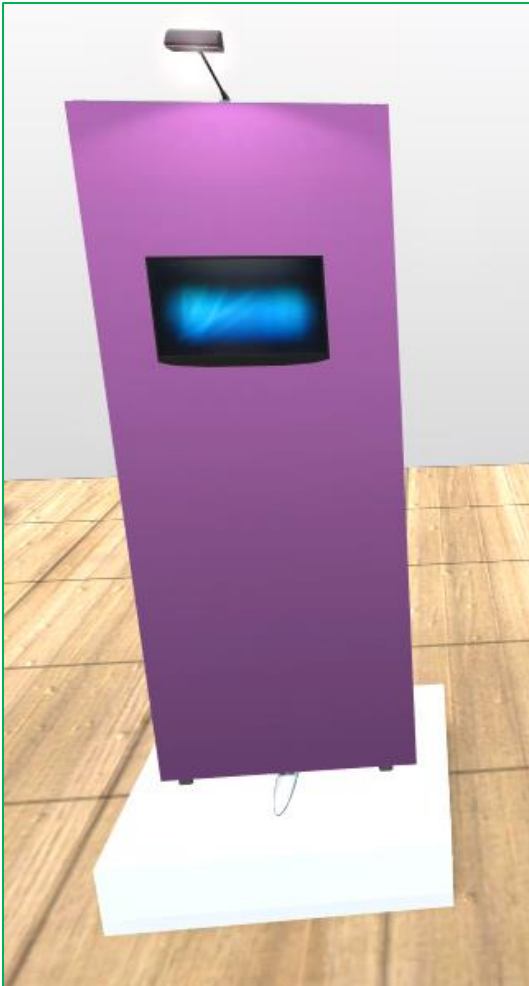
For certain modules there are additional options in the extra settings menu:



For **ISOframe Wave** modules you can add and remove the **feet** by clicking on the buttons “Leg Right” and “Leg Left”.

You can also add **spotlights** by clicking the “Banner Light Right” and “Banner Light Left” buttons.

When you are happy with your choices click the **green tick** button to go back to the scene with the changes. Don't forget to **save** your work as you go along!



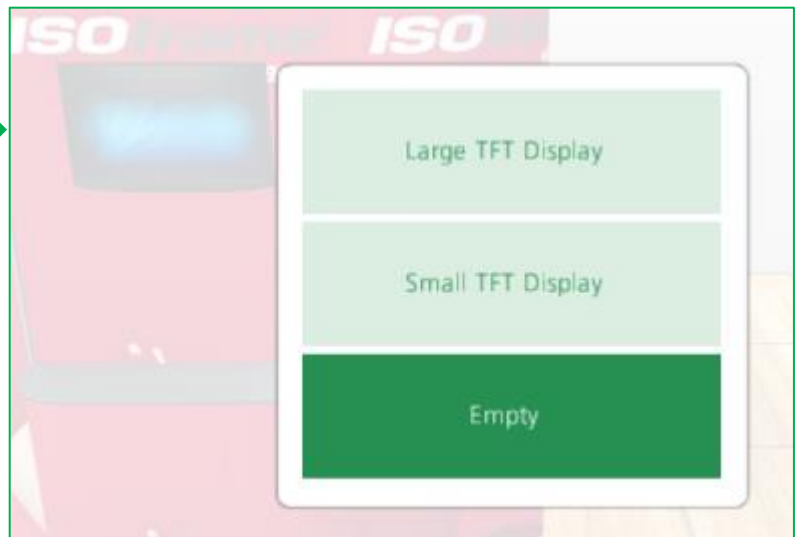
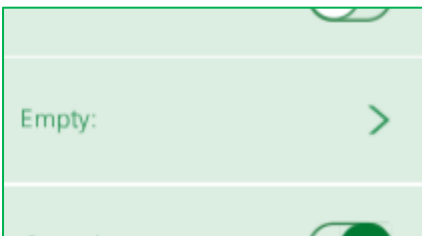
For **ISOframe Ripple** as well as being able to add a **Banner Light** you can add a TV screen by toggling the **TV switch**.

You can also switch on the “I jump on things” or “Things jump on me” function.

“**I jump on things**” allows the module to be positioned on top of another item, such as a stage block, as shown to the left.

Again, use the **green tick** button to keep the changes and return to your scene.

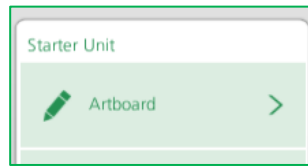
ISOframe Wave Table modules also have options for adding a media screen – click on “**Empty**” in the Table Module menu and a new menu will appear which will give you the choice of Large TFT Display, Small TFT Display or Empty.



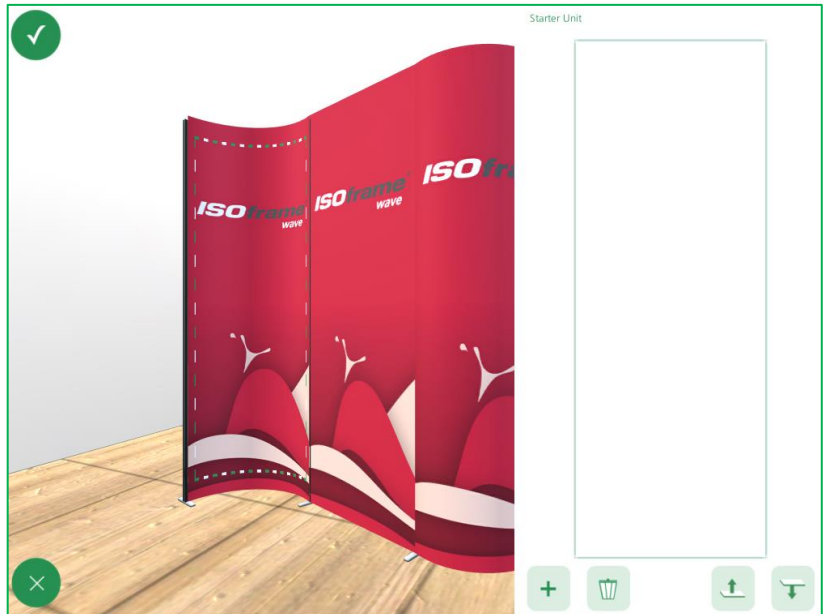
Adding artwork

To finish your design and customise it for your client you can add artwork to the display walls. Mark Bric Stand Designer supported images are jpg., gif., and png. files. You do not need to cut your artwork into individual panels.

To **add your artwork** click a module and then choose **Artboard** from the menu:

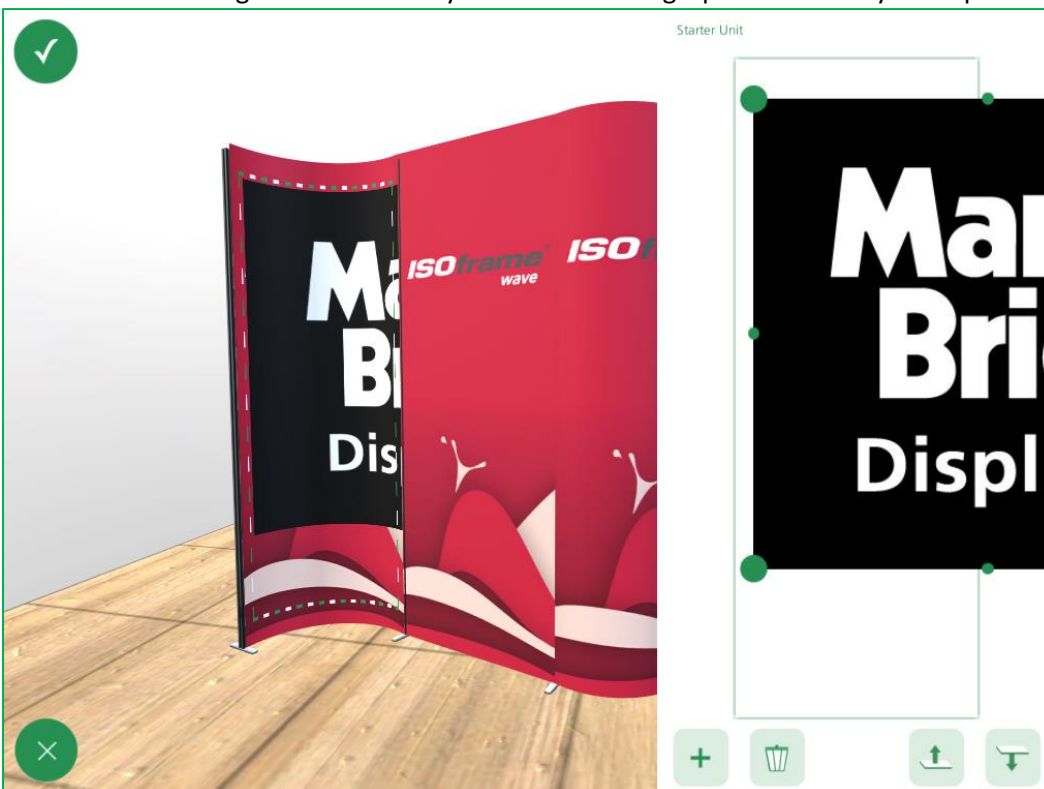


A window will appear on the right, which shows the workspace plus four buttons:



Use the **plus symbol** to add a new graphic to the artboard. Navigate to choose your desired artwork from your device. Files below 500kb will load more quickly and easily than larger files. The image will appear on the right of the screen.

Click and drag the corners to get the image to the position you want. A preview of the stand is shown in the pane to the left. Click the green tick when you have the image positioned as you require to return to your scene page.

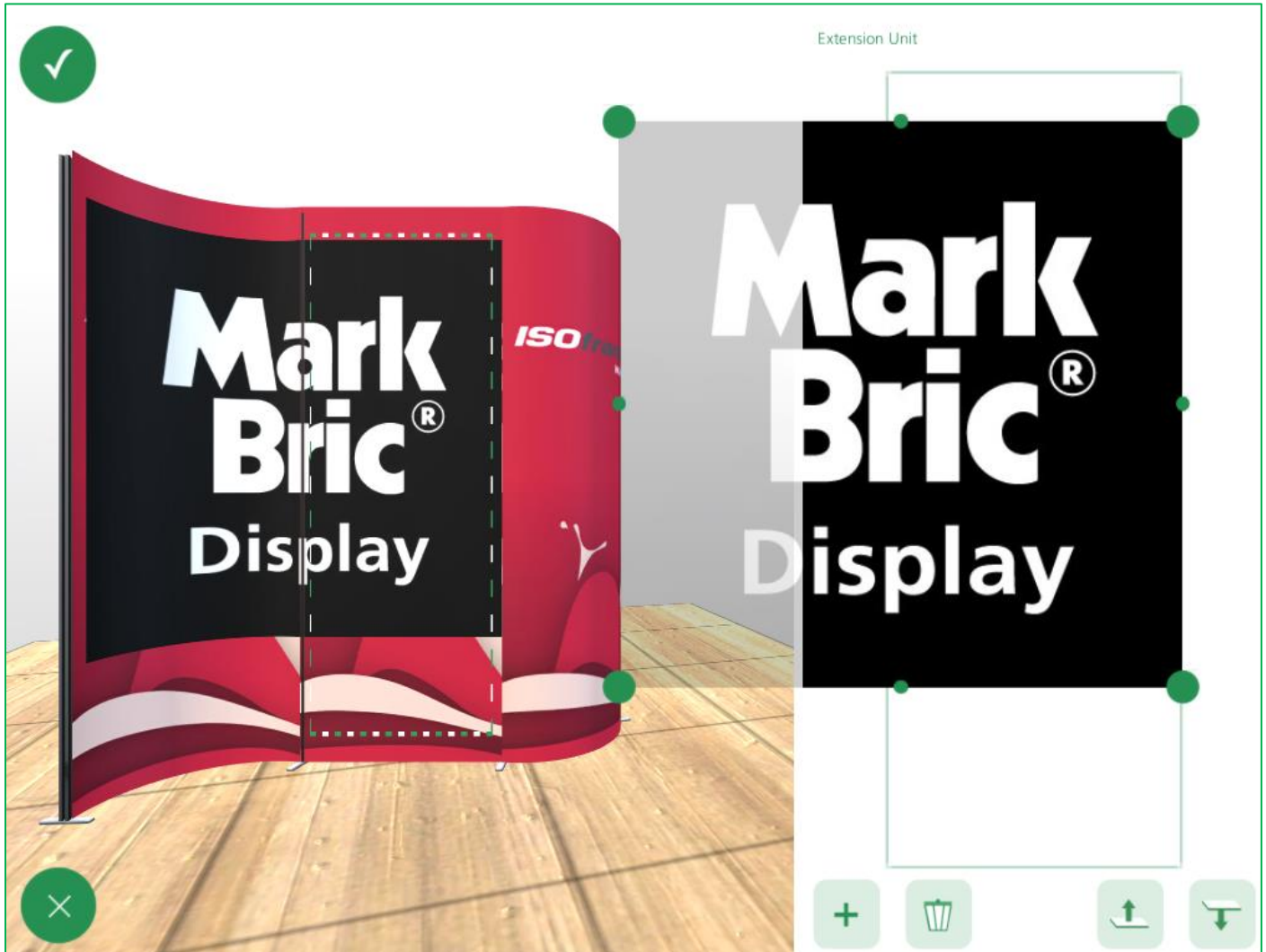




If you wish to delete your graphic, click on it in the artboard area and then click the dustbin symbol.

Click the next module and **Artboard** again to add the graphic to the next module. The same graphic that you used for the previous module will still be available on the artboard.

Use the preview pane on the left to ensure that you have the edges aligned accurately to make the overall graphic seamless:



The **arrow up** and **arrow down** buttons at the right of the **artboard** area enable you to change the layering of objects and move items above or below one another.

To apply artwork to a **table**, click the table module and go into the **Artboard**. In Artboard position your graphic in the artboard pane on the right and then, in the preview pane on the left, **click on the table**. That will apply the graphic from the back panel to the table. You can then reposition or resize the graphic as required.

You can also use the **artboard** to add an image or logo to a screen.

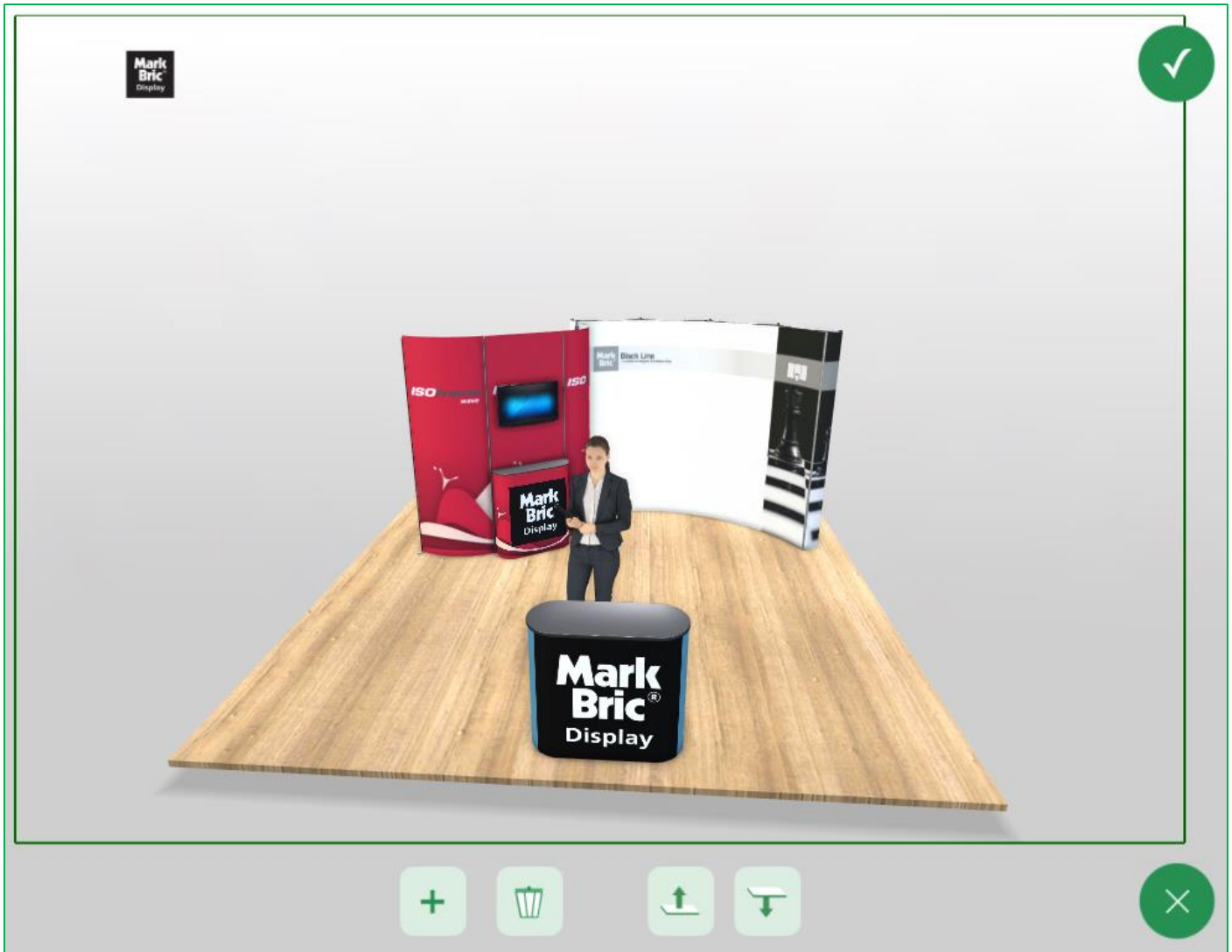


Generating PDFs and getting quotations for your designs

Once you are happy with your design and have saved it, click the **camera icon** in the bottom right-hand corner if you wish to export your design image to e-mail.



Position the scene within the **green box**, which represents the boundaries of the image that you are exporting. You can use the same moving methods as previously on this screen and the arrow keys for positioning the image. Move it around and adjust the viewing angle until you are satisfied and then click the **green tick** to export. The image will arrive as a PNG file in your e-mail in just a few minutes as long as you are connected to the internet.



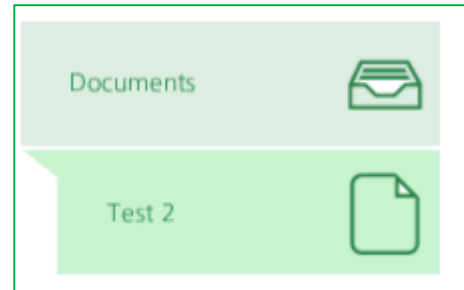
If you would like us to provide a quotation for your design, please forward your drawing to us at display@markbric.se along with any important notes and we will be very pleased to help you.

Opening saved files

If you wish to **open** one of your saved designs click (or press) the **square green button with the three white horizontal lines** in the top left corner:



Then to continue to open a document select **“Documents”**. Alternatively you can select your current file name to go back to the scene that you were working on:



After clicking on **“Documents”** you will be taken to a screen with all your saved files and you can simply select the one that you wish to open. Or the first icon will create a new file for you:



You can also click the green square with the horizontal white lines to **choose your language** by then clicking on the globe symbol in the top right corner:



From this same screen you can also **Exit** the program by clicking the green power button in the bottom right corner, but don't forget to save your work first!



We hope that these instructions have helped to familiarise you with the basics of the Mark Bric Stand Designer program. All the different systems: ISOframe Wave, Ripple, Fabric, Exhibit, ISObar and SnapUp Elegance all work in the same way, as well as the extra items such as people and furniture. Enjoy the program and see what wonderful designs you can create! If you have any questions or would like any assistance please contact us at display@markbric.se and we will be very happy to help you!