

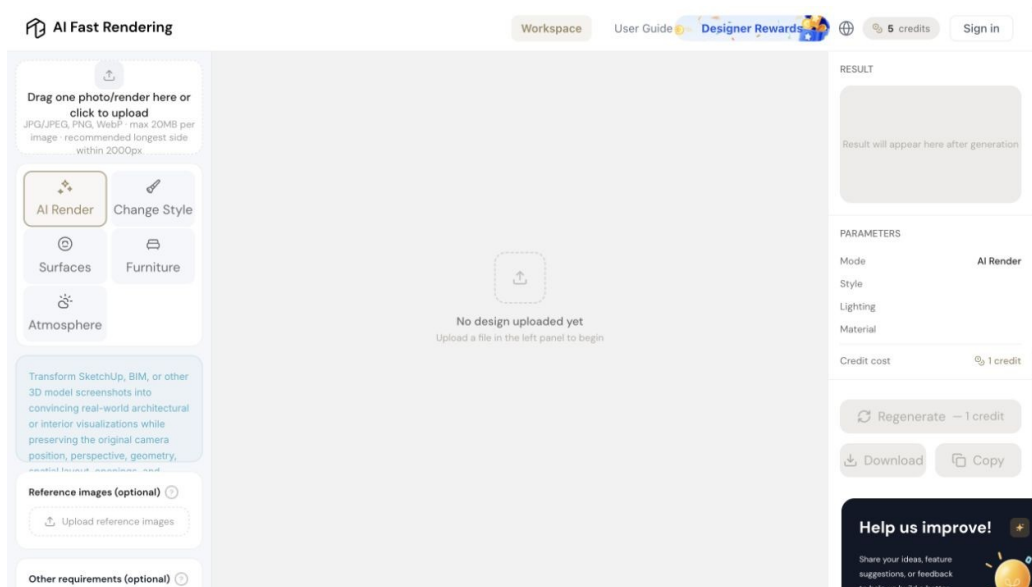
AI Fast Rendering User Guide Workspace

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1. Start in the workspace

1. Open <https://www.fast-rendering.com> and choose Workspace.
2. Use the language globe in the top bar if you need another interface language.
3. Click the left upload card or drag one source photo/render into it.
4. Choose the tool type or combination, configure any required inputs, then click Generate.
5. Use the result panel to review, regenerate, download, copy, or restore a previous workspace history item.

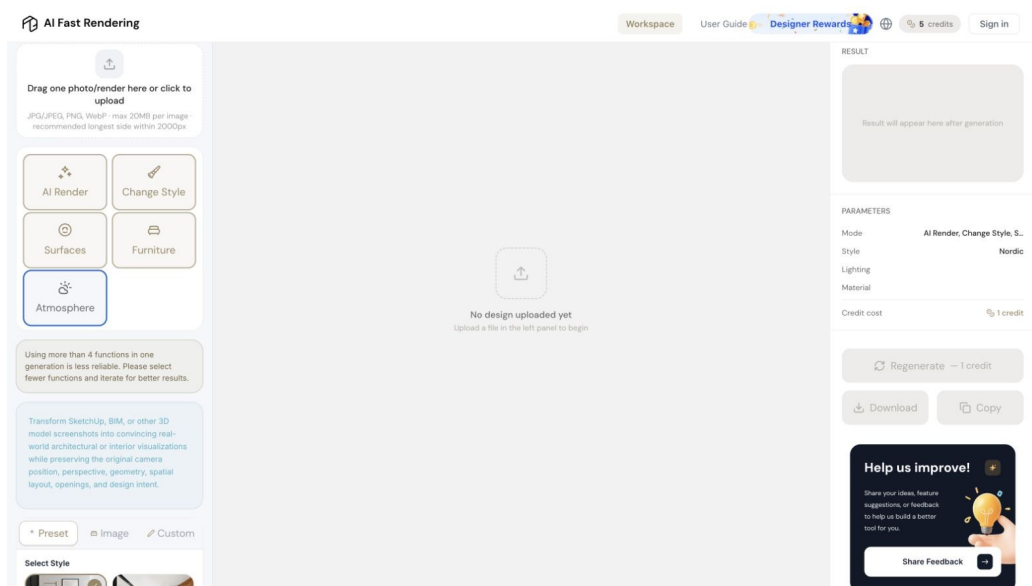


2. Tool types and combinations

Tool buttons are toggles, not a single-choice menu. The default AI Render tool remains selected when the workspace opens. You can add other tools, up to four selected tools per generation. If you try to select a fifth, the workspace asks you to reduce the combination and iterate for more reliable results.

Tool	Use it for
AI Render	Turn a SketchUp, BIM, or other 3D-model screenshot into a more convincing architectural/interior visualization while preserving camera position, perspective, geometry, layout, openings, and design intent.
Change Style	Choose a Preset, an Image reference, or a Custom description to steer the overall design style.
Surfaces	Change a material surface. When Surfaces is the only selected tool and there are no reference images, select Ceiling, Floor, Wall, or Cabinet. To specify a surface in a multi-tool run, add a reference image and assign it to the relevant surface role.
Furniture	Use a furniture reference or a specific instruction to add or change furniture while retaining the rest of the scene as clearly as possible.
Atmosphere	Choose a Preset, Image, or Custom description to guide lighting and atmosphere.

Important: Use the smallest useful combination of tools. For complex revisions, generate in stages instead of attempting every change at once.



3. Reference images and written instructions

The Reference images card accepts up to four images. Once there is at least one active tool and a reference image, each reference has a role dropdown. Assign every reference before generating.

- Assign a reference to AI Rendering, Change Furniture, Change Style, a material surface, or Customized field, according to the selected tools.

- A material surface can be assigned only once; unavailable options are disabled to prevent duplicate surface bindings.
- If you choose Customized field, enter a short name or note for that reference image.
- Use Other requirements for constraints such as “keep the camera angle and layout; change only the floor finish.”
- If you deselect every tool, Other requirements becomes required. You can then describe the result using written requirements only.

Reference images (optional) ?

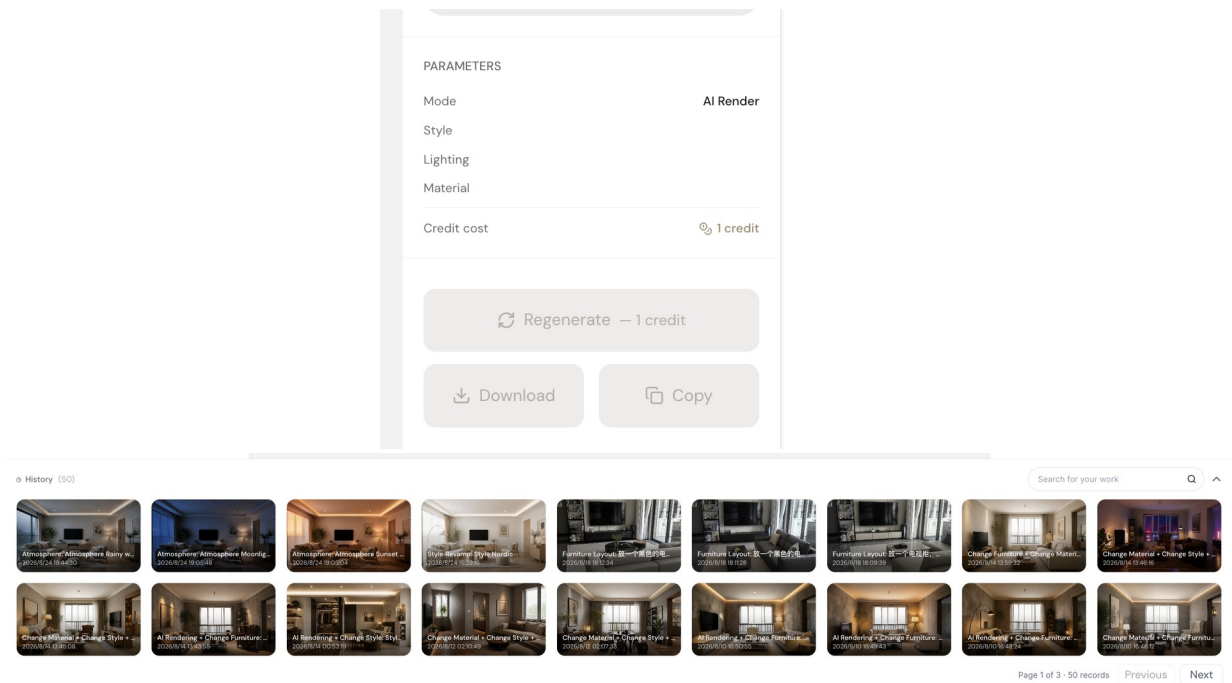
Upload reference images

Other requirements (optional) ?

4. Generate, export, and history

After you click Generate, the controls are locked while the status moves through Uploading, Creating task, and Generating. When the result is ready, it appears in the main canvas and in the Result preview. The right panel then offers Regenerate, Download, and Copy.

- Regenerate uses the current settings and costs the amount shown by the button.
- Download saves the generated image; Copy prepares a shareable result link when one is available.
- History supports search and expand/collapse. The current workspace keeps up to 50 recent history items; choose one to restore its source, tool settings, and available metadata.
- Download important results for your project records rather than relying only on workspace history.



5. Practical workflows

A. Style option for a client

1. Upload the same source rendering for each option.
2. Keep AI Render if you are starting from a model screenshot, then add Change Style.
3. Select Preset and choose a style, or choose Image/Custom when you have a specific reference.
4. Generate one option at a time, then download the approved variations.

B. Material with a reference image

1. Select Surfaces and add a reference image.
2. Set the reference role to Wall material, Flooring, Cabinet material, or Ceiling material.
3. Add a concise constraint in Other requirements, for example: "Replace only the floor with light oak; preserve every other surface."
4. Generate, review, and iterate if required.

C. Generate from written requirements only

1. Deselect all tool buttons.
2. Describe the complete result in Other requirements. This field is required when no tool is selected.
3. Generate and use the returned result as the starting point for the next focused iteration.

6. Quick troubleshooting

Question	What to check
Generate is unavailable or has no effect	Upload a source image first. If no tool is selected, add Other requirements. If references are present, assign their roles and add the required customized note when applicable.
Image is rejected	Use JPG/JPEG, PNG, or WebP and keep each image at or below 20 MB. Resize oversized images so the longest side is about 2000 px or less.
Result is too broad or inaccurate	Reduce the number of selected tools, use a stronger reference image, and state what must remain unchanged. Iterate in separate generations.
Generation fails	Check the connection, retry the generation, and keep the source image/settings in place.
Cannot find a previous result	Use History search or Expand history. Download important outputs locally for long-term project storage.

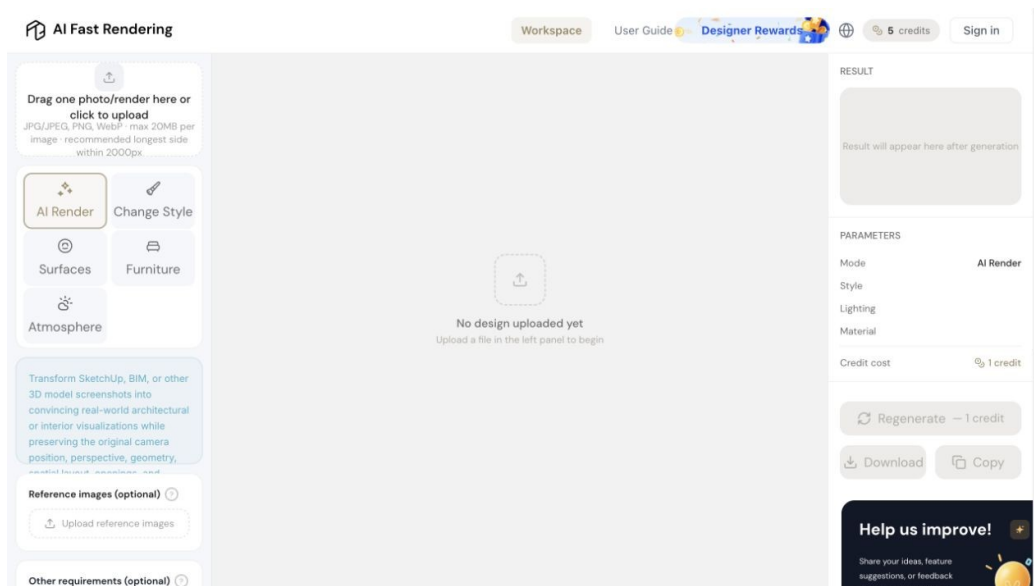
AI Fast Rendering Workspace 使用手册

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1. 在工作台中开始

1. 访问 <https://www.fast-rendering.com>，进入“工作台”。
2. 如需切换界面语言，点击顶部导航栏中的地球图标。
3. 点击左侧上传卡片，或将 1 张原图/效果图拖入上传区。
4. 选择需要的功能或功能组合，补全必填项后点击“生成”。
5. 在结果区查看结果，并使用“重新生成”“下载”“复制”或历史记录继续工作。

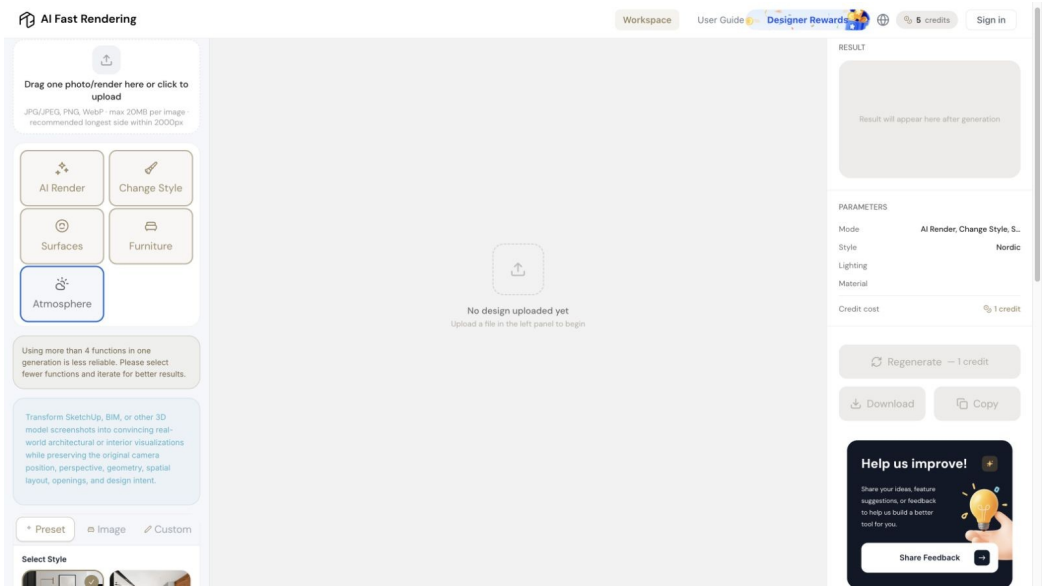


2. 五类功能与组合方式

功能按钮是可开关的组合项，并非旧版的“只能单选”。默认打开的是“AI 渲染”；一次生成最多选择 4 个功能。尝试选择第 5 个功能时，界面会提示减少组合、分次迭代，以提高结果稳定性。

功能	适用场景
AI 渲染	把 SketchUp、BIM 或其他 3D 模型截图转成更可信的建筑/室内效果，同时尽量保留相机位置、透视、几何结构、空间布局、开口和设计意图。
换风格	通过“预设”“图片”或“自定义”描述控制整体设计风格。
饰面	修改材质表面。仅选择“饰面”且没有参考图时，可直接选择天花、地面、墙面或柜体。若与其他功能组合，要精确指定表面，请添加参考图并在下拉框中分配对应表面角色。
家具	用家具参考图或明确文字要求增添/调整家具，并尽量保持其余空间不变。
换氛围	通过“预设”“图片”或“自定义”描述控制光照与氛围。

关键原则：只组合真正需要的功能。较复杂的需求请拆成两到多次生成，不要试图在一次生成中完成所有修改。



3. 参考图片与其他要求

“参考图片（可选）”最多可添加 4 张。只要已选择功能且存在参考图，每张图都需要在下拉框里指定角色，系统才知道应如何使用该参考图。

- 可指定为 AI 渲染、改/换家具、换风格、某个材质表面或“自定义字段”。
- 同一个材质表面不能重复绑定；已被使用的选项会变为不可选。
- 选择“自定义字段”后，必须为该图填写名称或备注。
- “其他要求（可选）”适合写限制条件，例如：“保持镜头角度和布局，仅将地面改为浅色橡木。”
- 如果取消所有功能按钮，“其他要求”会变为必填，可直接用文字说明希望生成的结果。

Reference images (optional) ?

Upload reference images

Other requirements (optional) ?

4. 生成、导出与历史记录

点击“生成”后，系统会依次显示上传、创建任务、生成等状态。生成期间操作控件会锁定。完成后，主画布和右侧“结果”预览都会显示生成图，并提供“重新生成”“下载”“复制”。

- “重新生成”会沿用当前设置；按钮会显示本次需要的积分。
- “下载”将生成图片保存到本地；“复制”会在有可分享结果链接时复制链接。
- 历史记录支持搜索、展开/收起；当前工作台最多保留 50 条最近记录。点击某条记录可恢复原图、功能设置和可用元数据。
- 重要项目成果请下载保存，不要只依赖历史记录。

PARAMETERS

Mode

AI Render

Style

Lighting

Material

Credit cost

1 credit

Regenerate — 1 credit

Download

Copy

History (50)

Search for your work

Atmosphere+Atmosphere Barry v...

Atmosphere+Atmosphere Moody...

Atmosphere+Atmosphere Sunset...

Style+Style+Style

Furniture Layout+R-个图+R...

Furniture Layout+R-个图+R...

Furniture Layout+R-个图+R...

Change Furniture+Change Materi...

Change Material+Change Style+

Change Material+Change Style+

AI Rendering+Change Furniture...

AI Rendering+Change Style+

Change Material+Change Style+

AI Rendering+Change Furniture...

AI Rendering+Change Furniture...

AI Rendering+Change Furniture...

AI Rendering+Change Furniture...

Change Material+Change Furnitu...

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5. 常用 workflow

A. 给客户做两个风格方案

1. 分别用同一张原图创建方案。若原图是模型截图，请保留“AI 渲染”，再开启“换风格”。
2. 使用“预设”选择风格；有明确目标图时可改用“图片”或“自定义”。
3. 每次生成一个方案，确认后下载保存。

B. 根据参考图更换材质

1. 选择“饰面”，添加参考图。
2. 在参考图下拉框中指定墙面、地面、柜体或天花材质。
3. 在“其他要求”中写清范围，例如：“只替换地面为浅橡木，其他材质保持不变。”
4. 生成、对比结果；需要时再进行下一轮细化。

C. 仅填写文字要求生成

1. 取消所有功能按钮。
2. 在“其他要求”中说明希望生成的完整结果；未选择任何功能时，该字段为必填。
3. 生成后将结果作为下一次聚焦迭代的起点。

6. 快速排查

问题	检查方法
“生成”不可用或没有反应	先上传原图。若未选择任何功能，请填写“其他要求”。若添加了参考图，请为每张图指定角色；选择“自定义字段”时还要填写备注。
图片被拒绝	请使用 JPG/JPEG、PNG 或 WebP；单张不超过 20 MB。图片过大时可压缩，建议最长边约 2000 px 或更小。
结果过泛或不准确	减少同时选择的功能数量，使用更明确的参考图，并写清哪些元素必须保留。建议分次生成。
生成失败	检查网络后重试；保留当前原图和设置以便继续。
找不到历史结果	使用历史记录搜索或展开功能；重要成品应下载到本地长期保存。