



Spines

Object Type

- AutoGrid
- Start New Shape

Line	Rectangle
Circle	Ellipse
Arc	Donut
NGon	Star
Text	Helix
Egg	Section

Name and Color

Rectangle001 ■

+ Rendering

+ Interpolation

- Creation Method

Edge Center

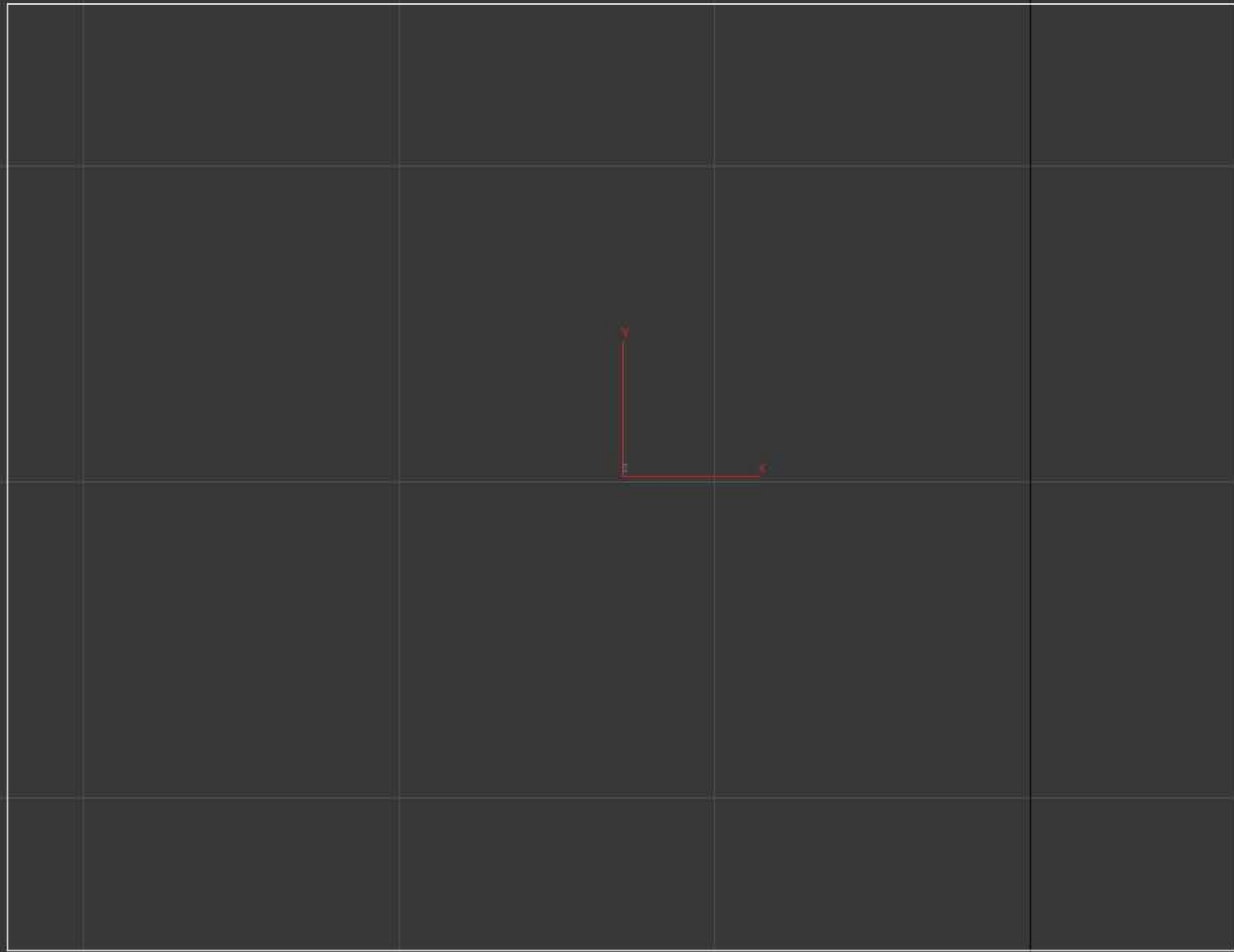
+ Keyboard Entry

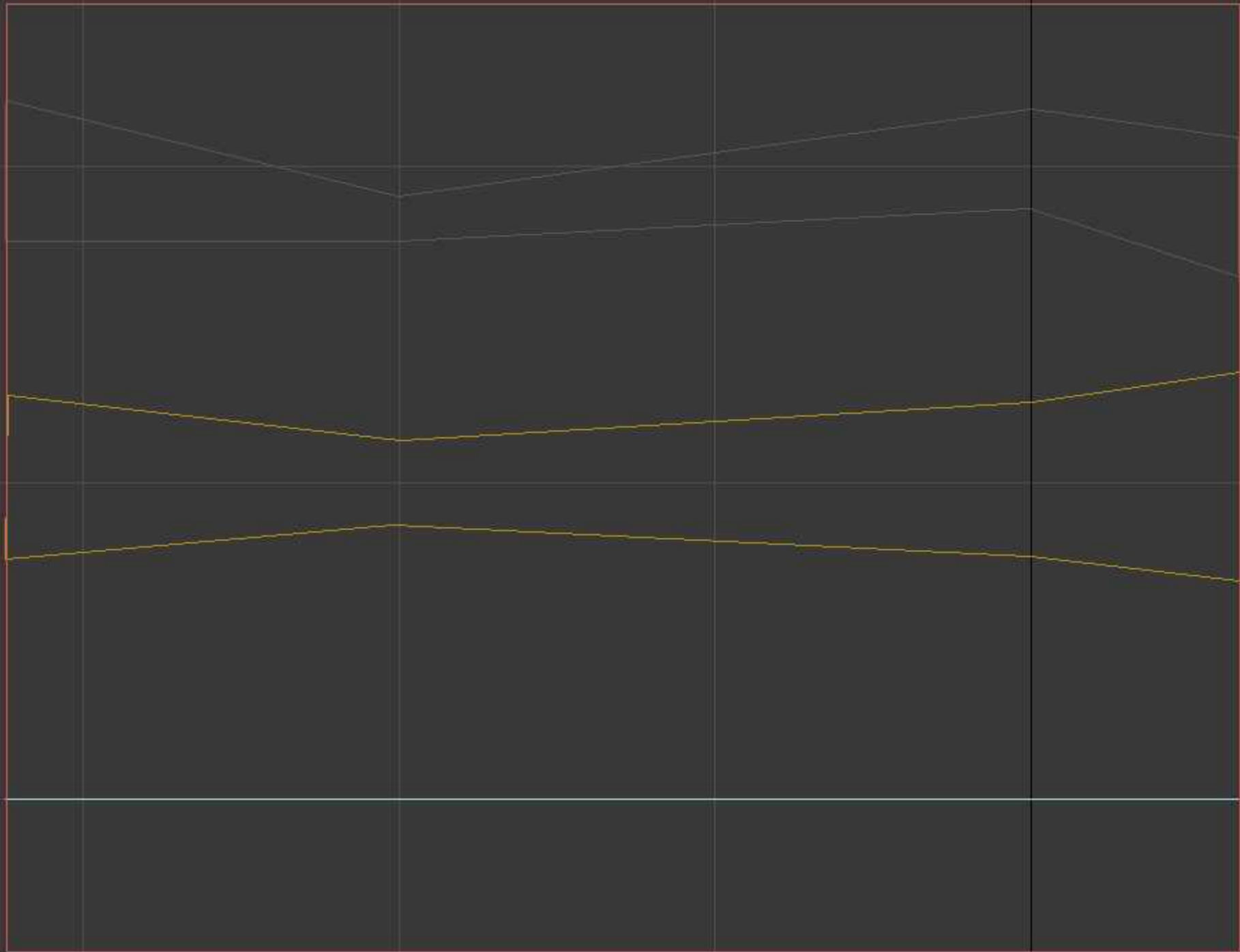
- Parameters

Length: 30,0cm

Width: 39,0cm

Corner Radius: 0,0cm





Top toolbar icons: Home, Rotate, Zoom, Pan, etc.

Second toolbar icons: Spline, Line, Circle, Arc, NGon, Text, Egg, etc.

Splines

Object Type

- AutoGrid
- Start New Shape
- Line
- Circle
- Arc
- NGon
- Text
- Egg
- Rectangle
- Ellipse
- Donut
- Star
- Helix
- Section

Name and Color

Rectangle002

Rendering

Interpolation

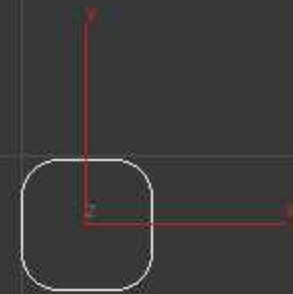
Creation Method

- Edge
- Center

Keyboard Entry

Parameters

- Length: 2,8cm
- Width: 2,8cm
- Corner Radius: 0,8cm





Compound Objects ▼

- Object Type

AutoGrid

Morph

Scatter

Conform

Connect

BlobMesh

ShapeMerge

Boolean

Terrain

Loft

Mesher

ProBoolean

ProCutter

- Name and Color

Rectangle002



- Creation Method

Get Path

Get Shape

Move Copy Instance

+ Surface Parameters

- Path Parameters

Path: 0,0

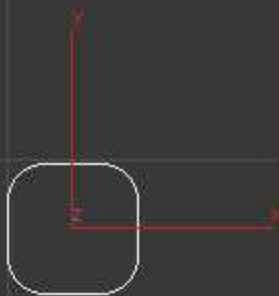
Snap: 10,0 On

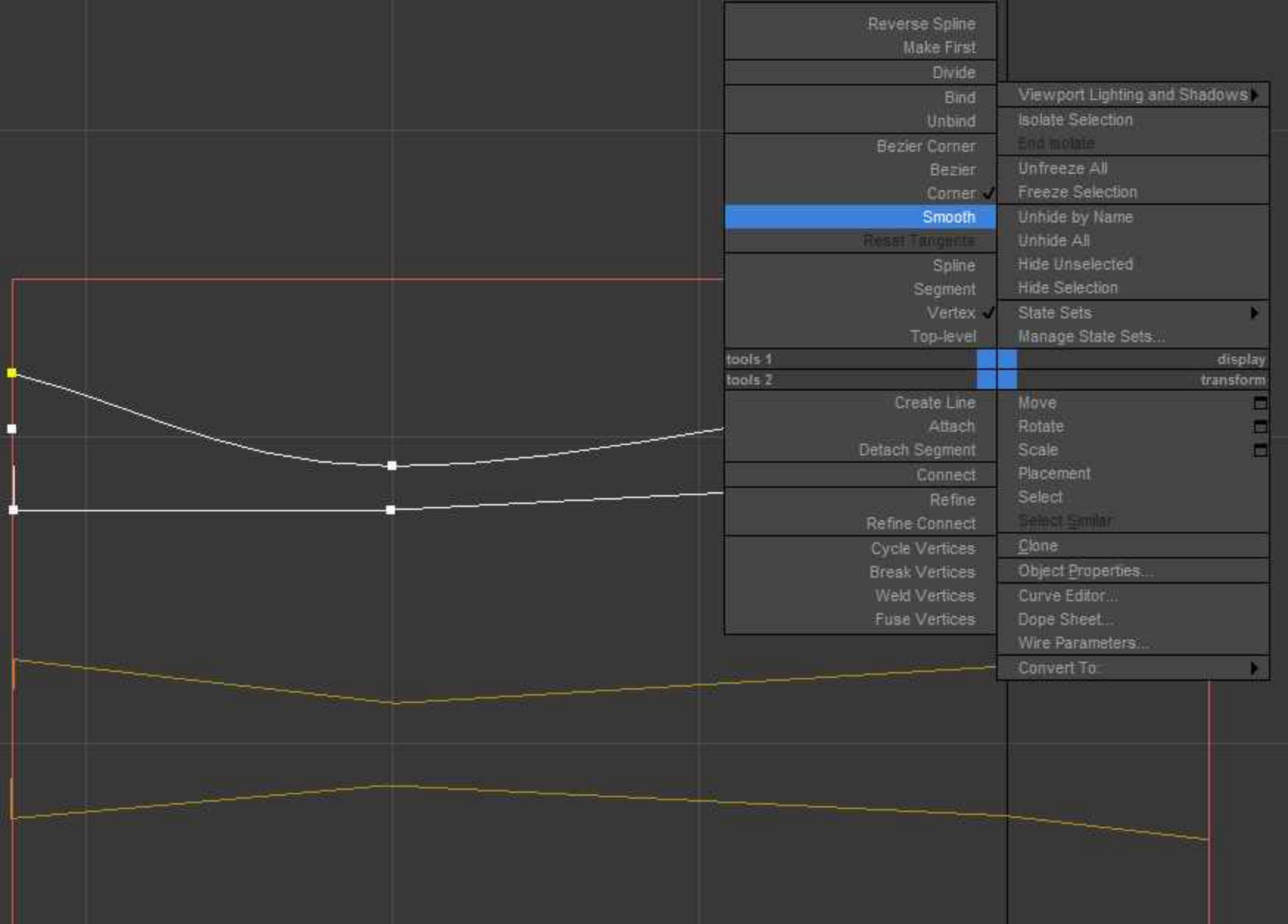
Percentage Distance

Path Steps



+ Skin Parameters





Reverse Spline

Make First

Divide

Bind

Unbind

Bezier Corner

Bezier

Corner ✓

Smooth

Reset Tangents

Spline

Segment

Vertex ✓

Top-level

Viewport Lighting and Shadows ▶

Isolate Selection

End Isolate

Unfreeze All

Freeze Selection

Unhide by Name

Unhide All

Hide Unselected

Hide Selection

State Sets

Manage State Sets...

tools 1

display

tools 2

transform

Create Line

Move

Attach

Rotate

Detach Segment

Scale

Connect

Placement

Refine

Select

Refine Connect

Select Similar

Cycle Vertices

Clone

Break Vertices

Object Properties...

Weld Vertices

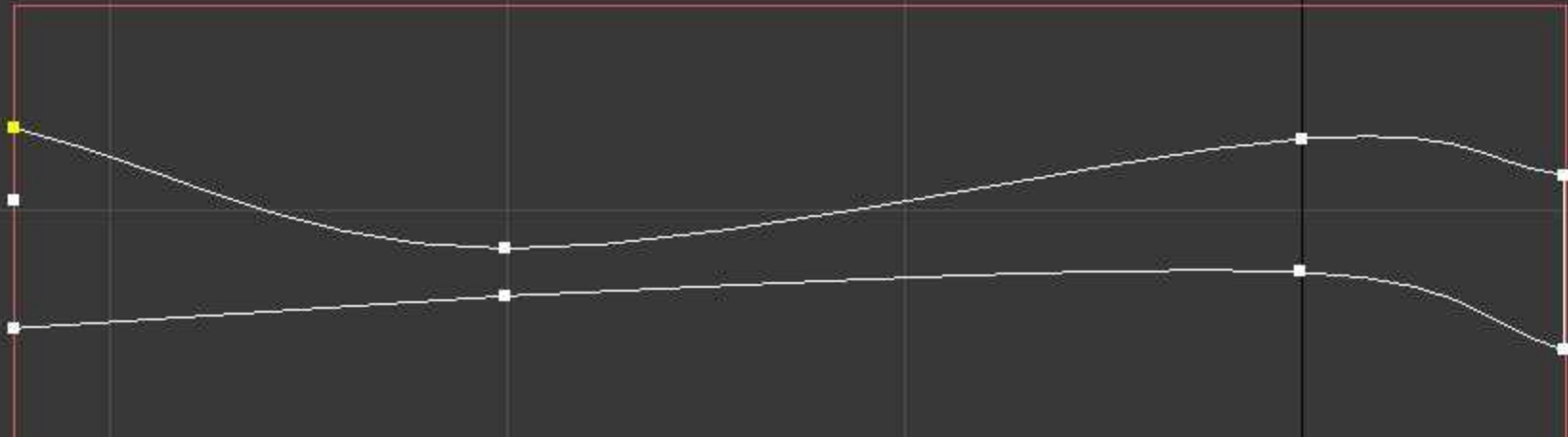
Curve Editor...

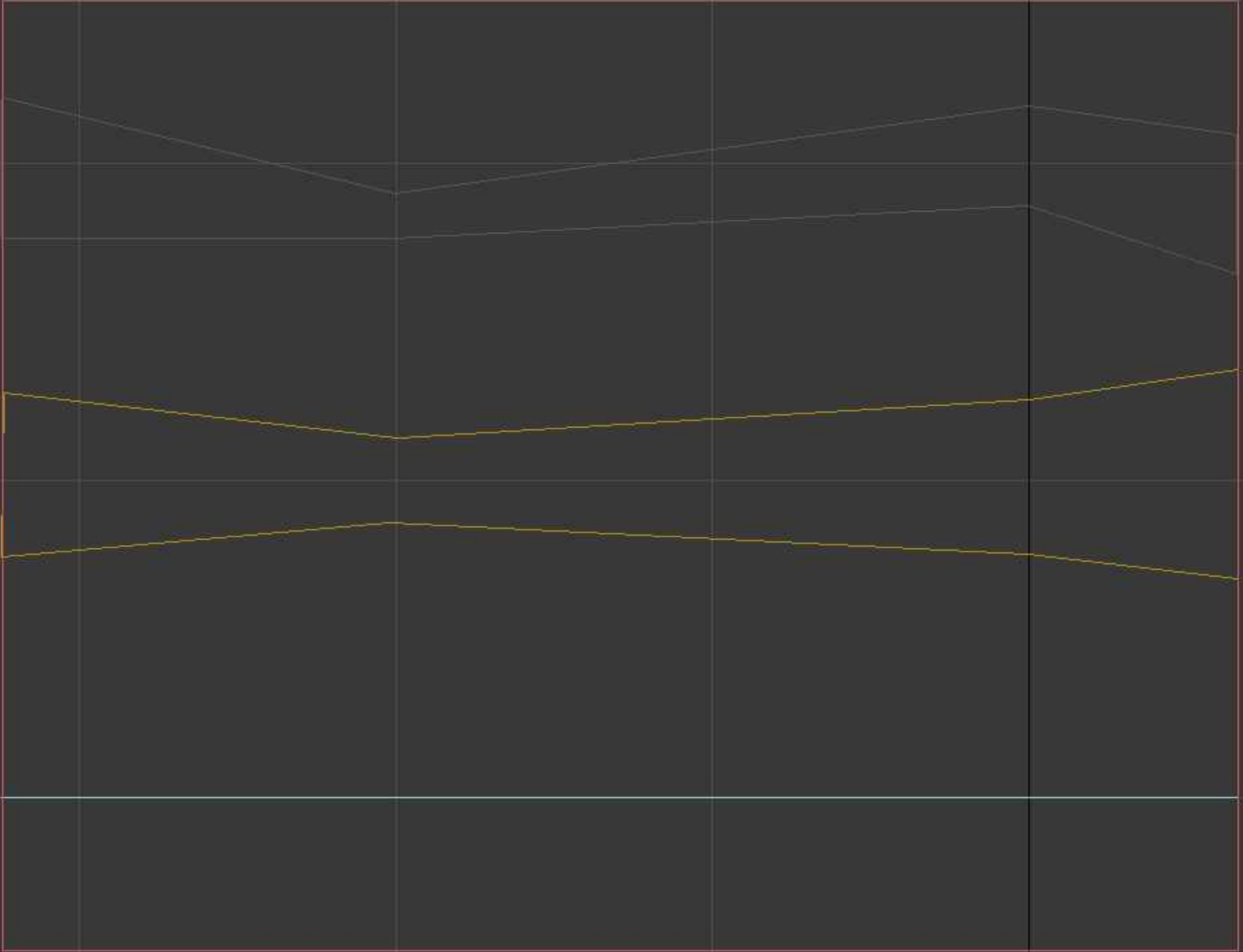
Fuse Vertices

Dope Sheet...

Wire Parameters...

Convert To: ▶





Compound Objects

Object Type

- AutoGrid
- Morph
- Scatter
- Conform
- Connect
- BlobMesh
- ShapeMerge
- Boolean
- Terrain
- Loft
- Meshier
- ProBoolean
- ProCutter

Name and Color

Loft001

Creation Method

Get Path Get Shape

Move Copy Instance

Surface Parameters

Path Parameters

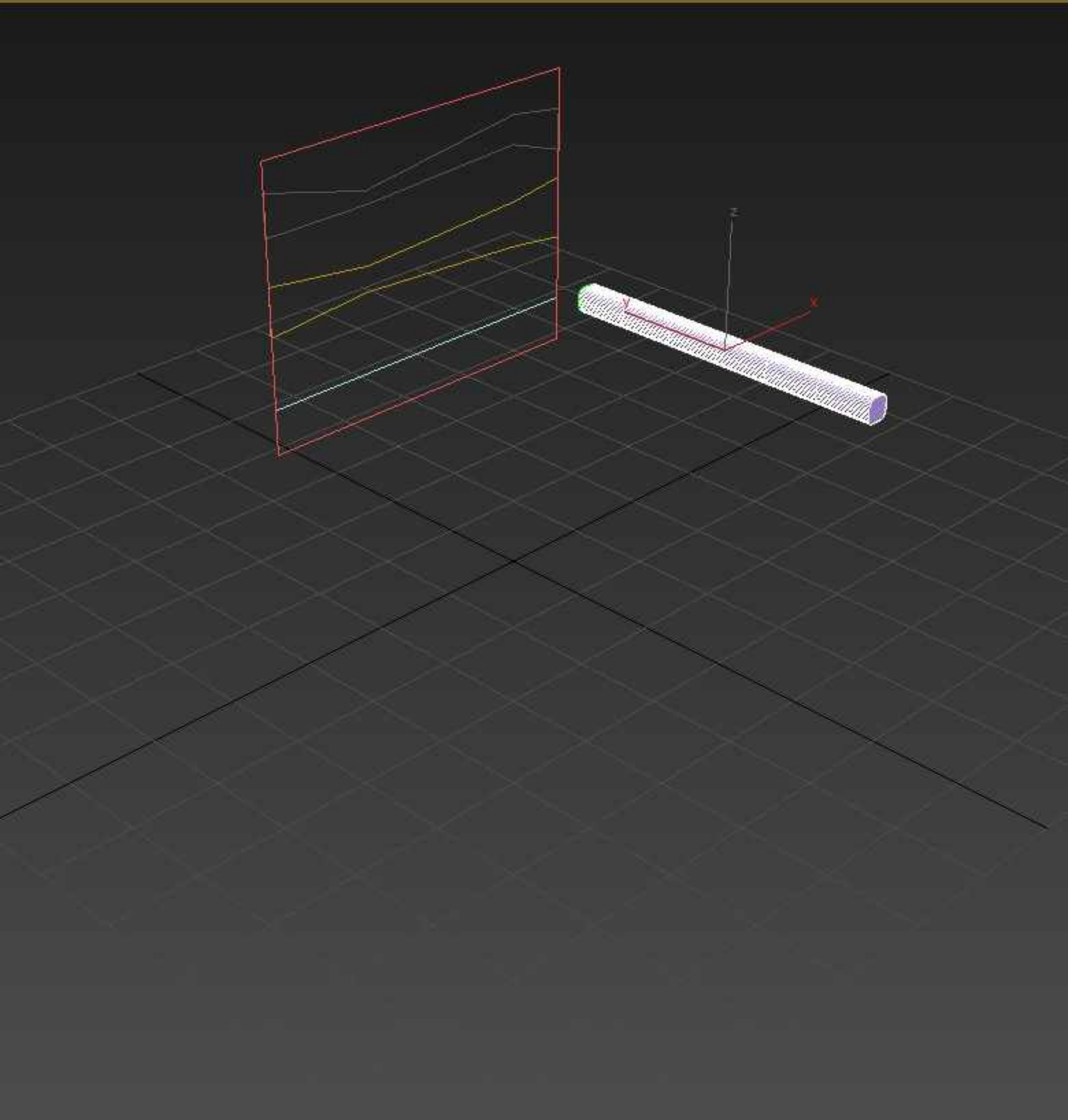
Path: 0,0

Snap: 10,0 On

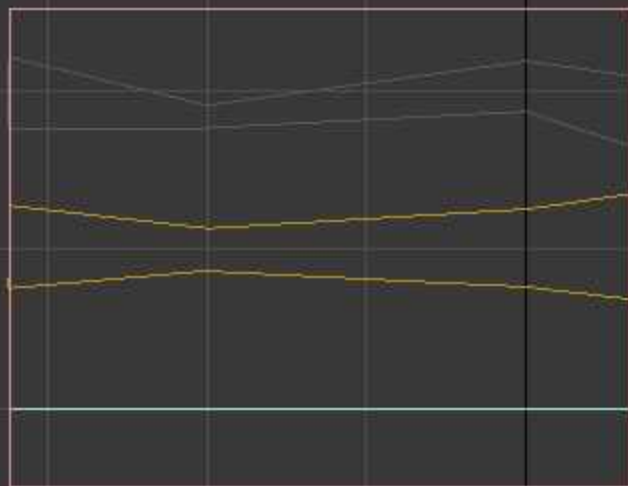
Percentage Distance

Path Steps

Skin Parameters



[+][Front][Wireframe]



Loft001

Modifier List

- Loft



Creation Method

Get Path | Get Shape

Move Copy Instance

Surface Parameters

Path Parameters

Path: 0,0

Snap: 10,0 On

Percentage Distance

Path Steps

A set of small navigation icons for the path parameters, including a selection tool, a refresh icon, and a zoom tool.

Skin Parameters

Deformations

Scale

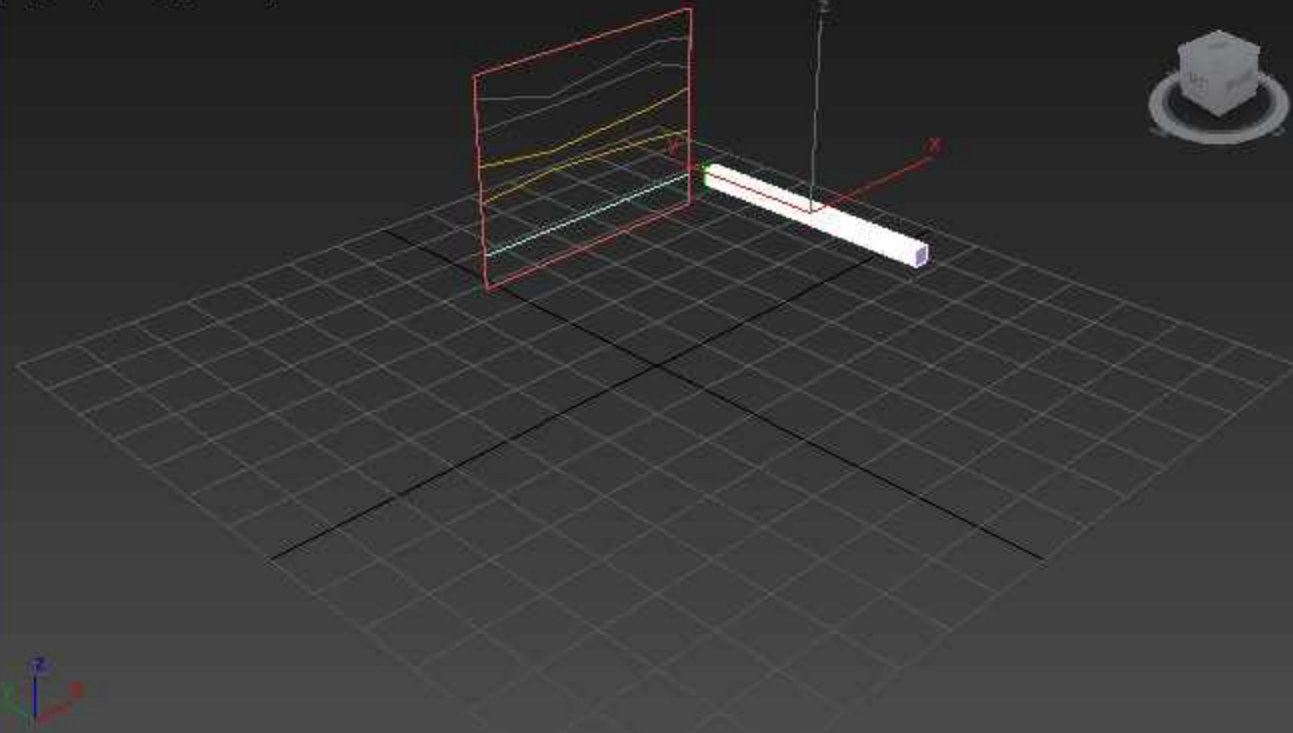
Twist

Teeter

Bevel

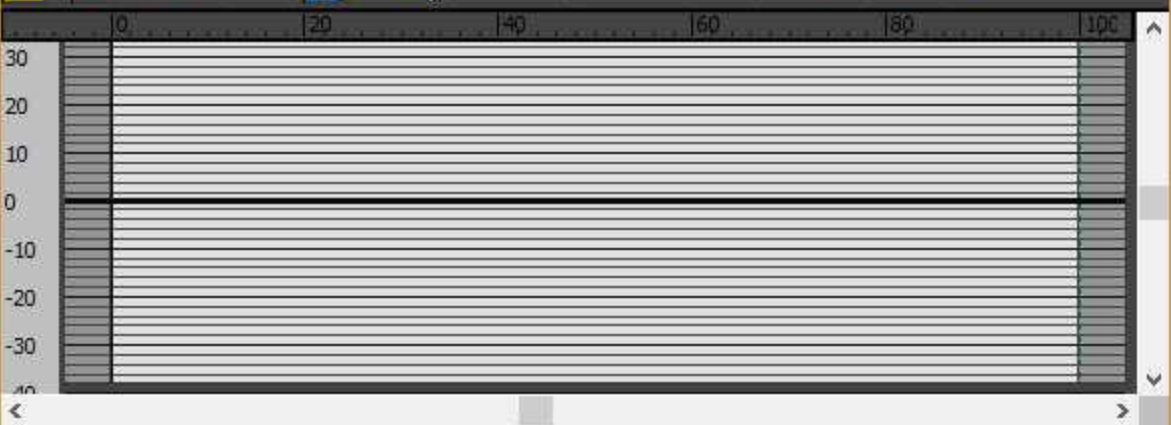
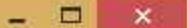
Fit

[+][Perspective][Realistic]





Fit Deformation(X)

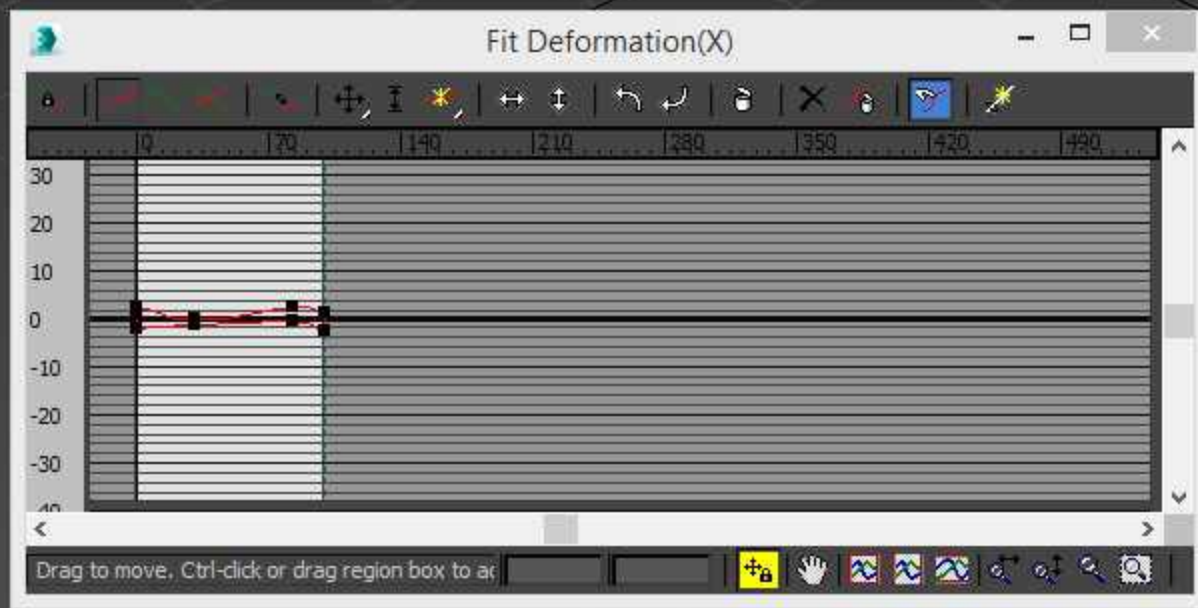
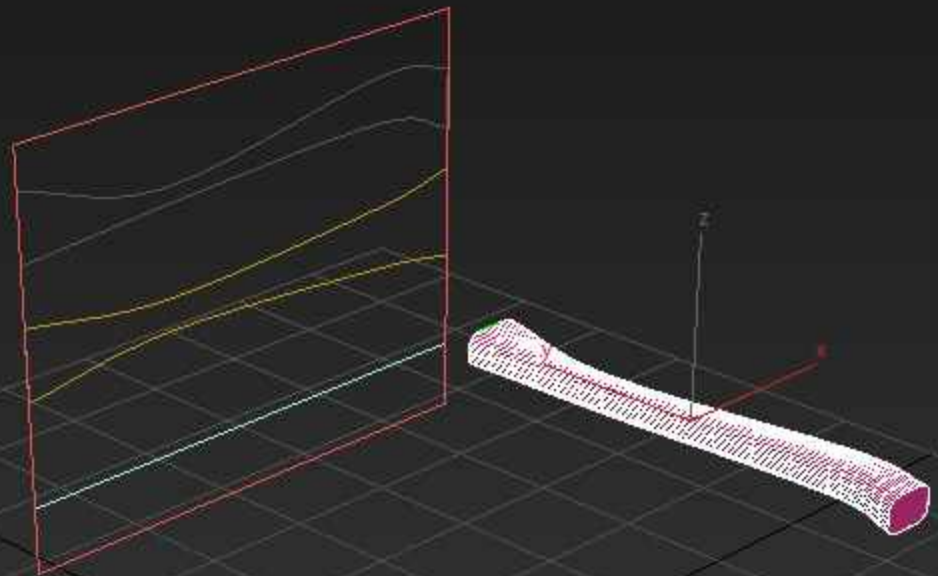


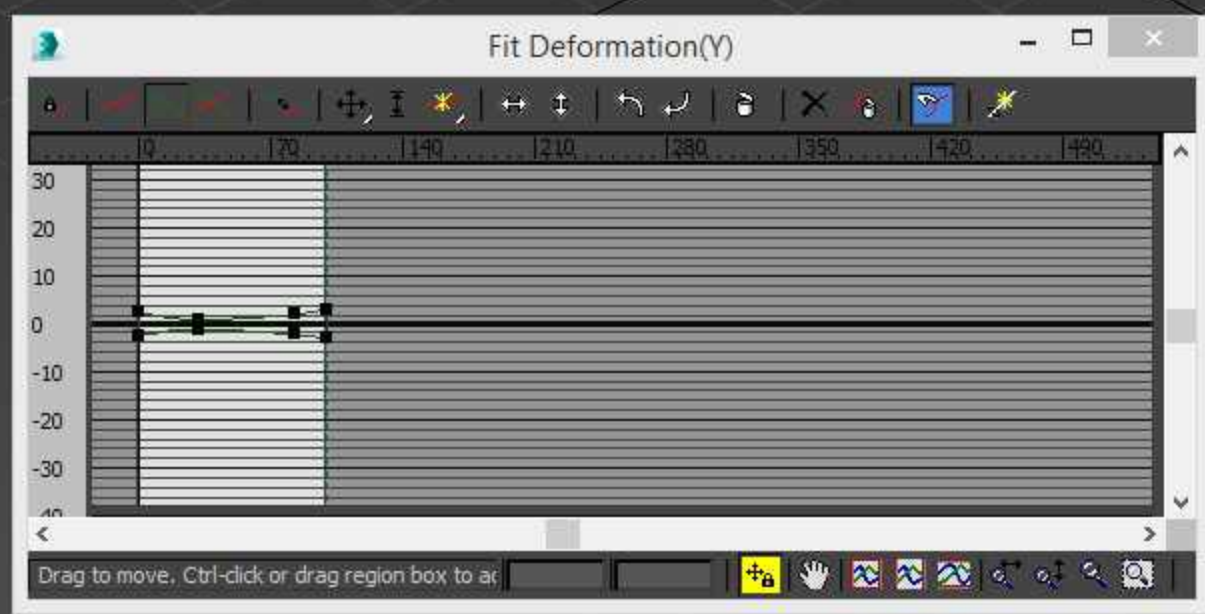
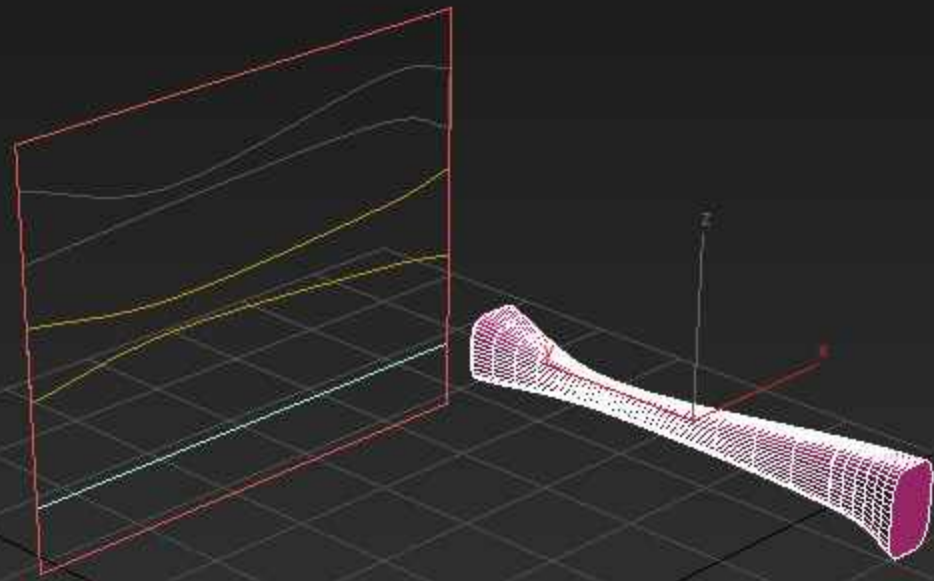
Percentage Distance
 Path Steps

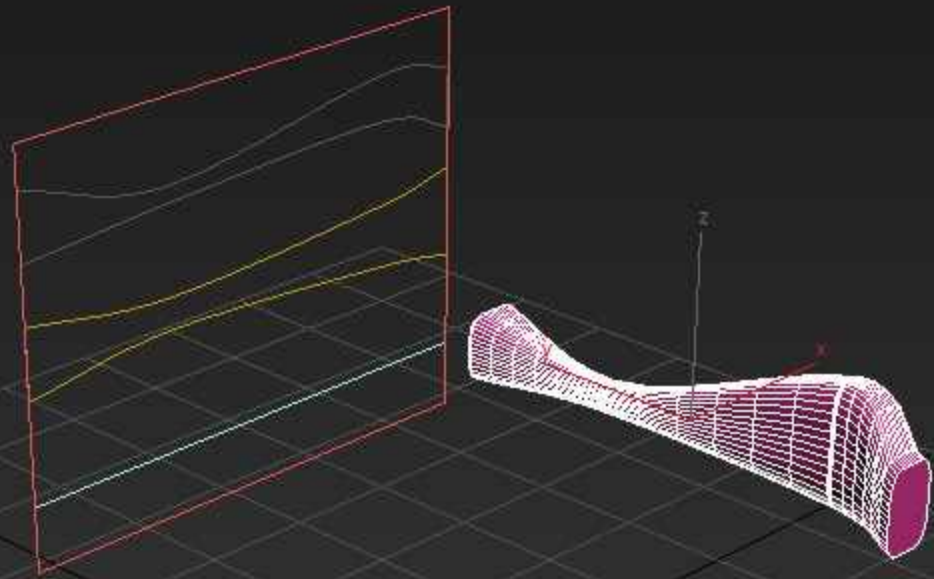
+ Skin Parameters

- Deformations

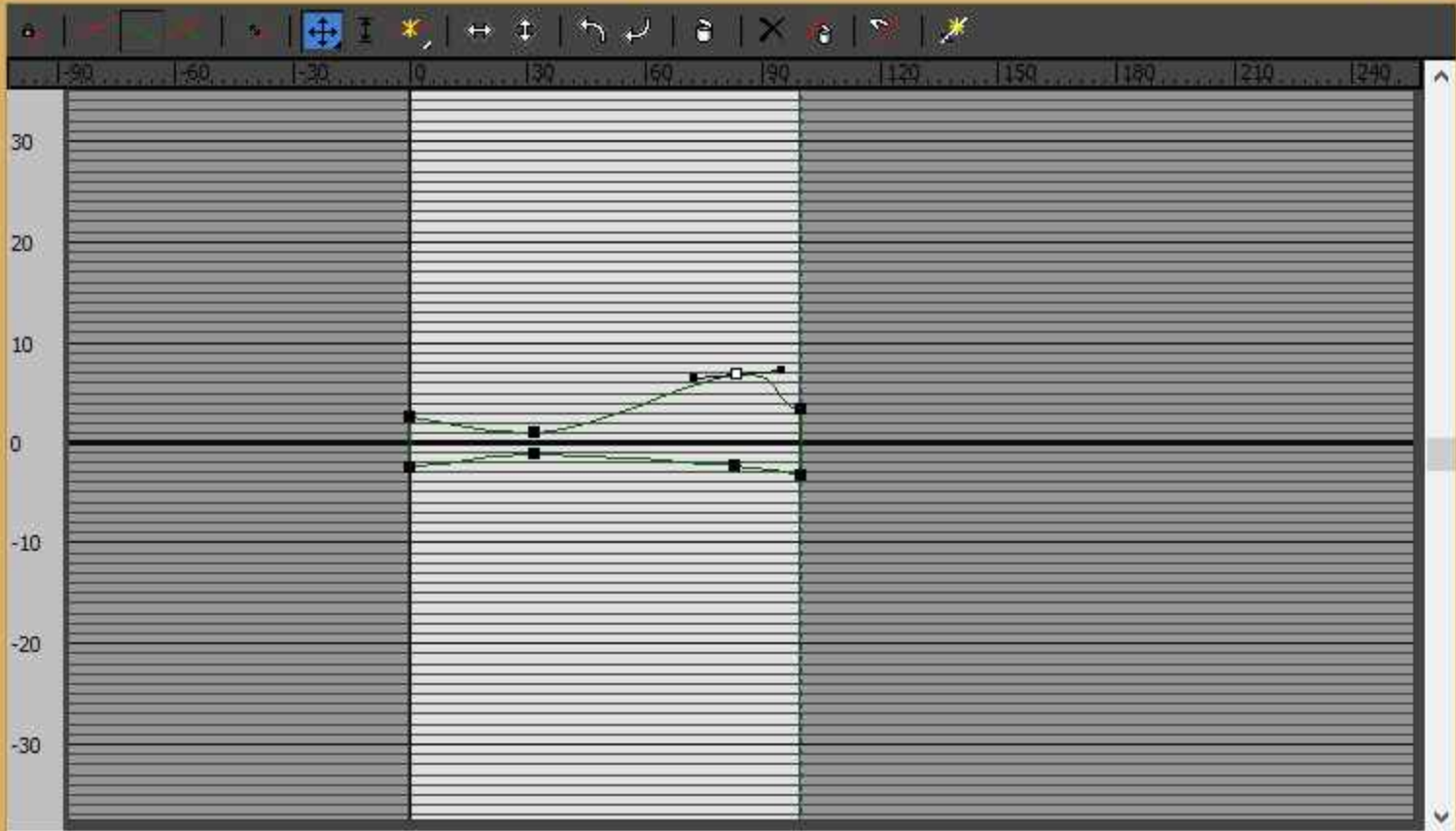
- Scale
- Twist
- Teeter
- Bevel
- Fit**







Fit Deformation(Y)



Drag to move. Ctrl-click or drag region box to add to selection.

83,67

6,923



File Explorer view showing library structure:

- Embedded Library
- Linked Libraries
 - ArchiCAD Library 19
 - 1.1 Furnishing 19
 - 1.2 Doors 19
 - Empty Door Openings 19
 - Garage Doors 19
 - Hinged Doors 19
 - Rotating Doors 19
 - Sliding Doors 19
 - Sliding Folding Doors 19
 - Storefronts 19
- BIMcloud / BIM Server Libraries
- Built-in Libraries

Hinged Doors 19

Door 19

Door with 2 Sidelights 19

Door with 2 Sidelights and T...

Door with Sidelight on Sid...

Door with Sidelight on Sid...

Door with Sidelight on Sid...

Door with Sidelight on Sid...

Door with Transom 19

Double Door 19

Preview and Positioning

Door 19

900

2100

Anchors: Sill to Story 0

100

Reveal to Wall Face

0

Flip

Hinged Door Settings

Door Settings and Opening...

Door Leaf

No Grid

Handle

None

Opening Type

Side Hung

Frame

Simple Rebate

Natural Ventilation

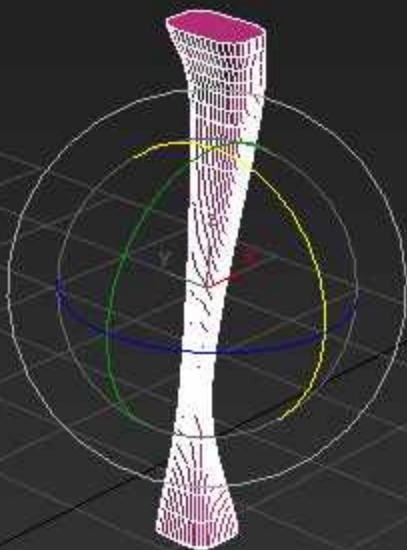
Over Frame

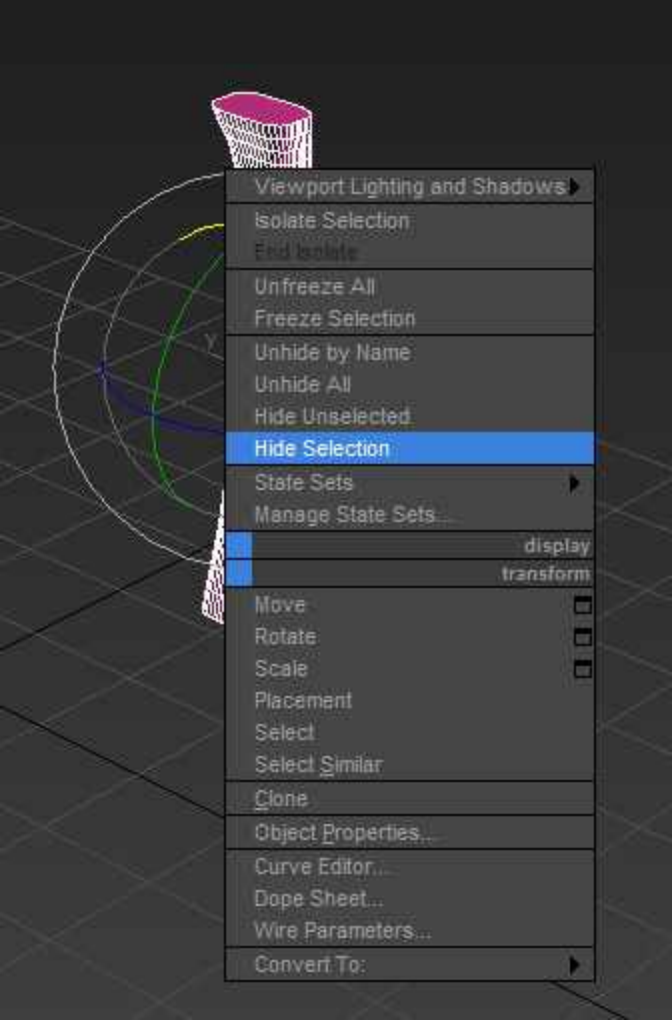
Detail Level

3D Detail Level: Detailed

2D Detail Level: by MVO

- Floor Plan and Section
- Dimension Marker
- Marker Custom Settings
- Tags and Categories





Viewport Lighting and Shadows ▶

Isolate Selection

End Isolate

Unfreeze All

Freeze Selection

Unhide by Name

Unhide All

Hide Unselected

Hide Selection

State Sets

Manage State Sets...

display

transform

Move

Rotate

Scale

Placement

Select

Select Similar

Clone

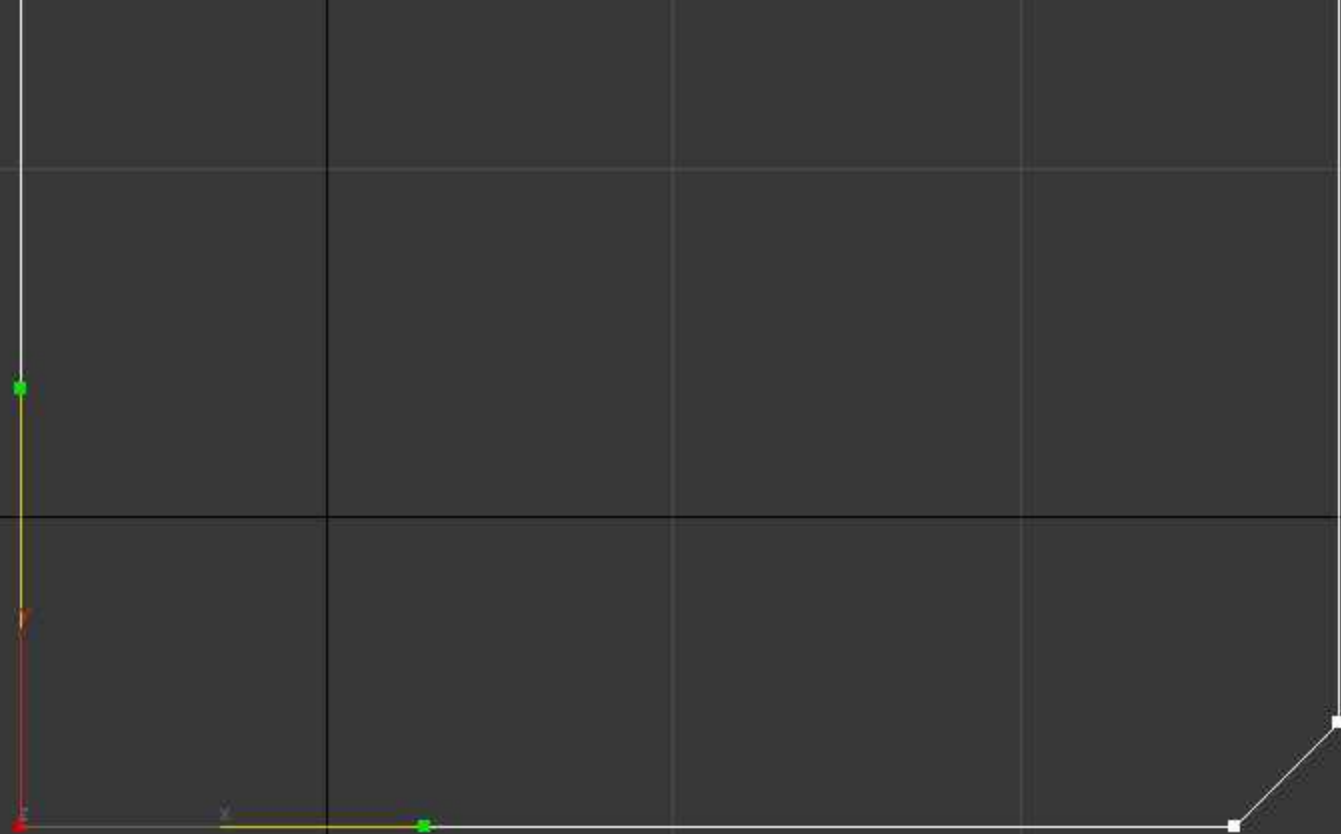
Object Properties...

Curve Editor...

Dope Sheet...

Wire Parameters...

Convert To: ▶



Sort Selection

- Geometry

New Vertex Type

- Linear
- Bezier
- Smooth
- Bezier Corner

Create Line Break

Attach

Attach Mult. Reorient

Cross Section

Refine Connect

- Linear
- Bind first
- Closed
- Bind last

Connect Copy

- Connect

Threshold 0,1cm

End Point Auto-Welding

- Automatic Welding

Threshold 5,0cm

Weld 0,1cm

Connect Insert

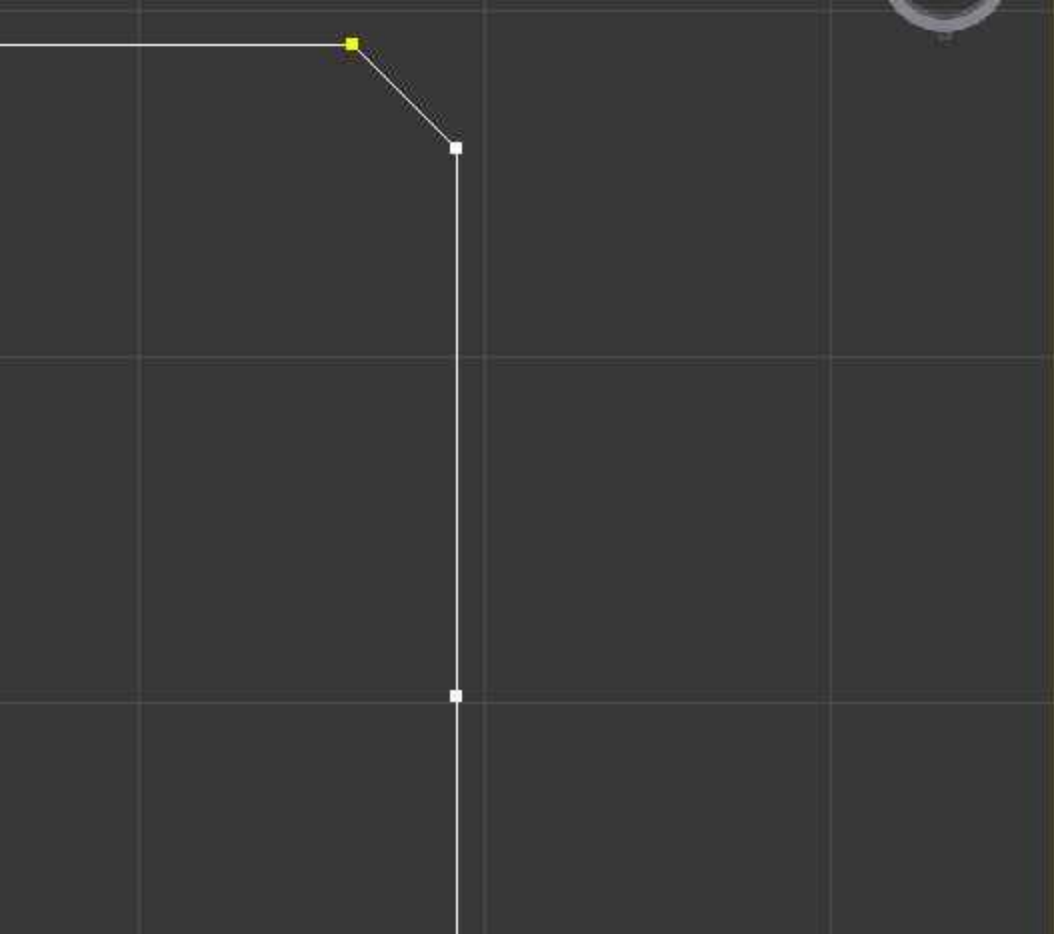
Make First Fuse

Reverse Cycle

CrossInsert 0,1cm

Fillet 0,0cm

Chamfer 3



+ Editable Spline



+ Sort Selection

- Geometry

New Vertex Type

- Linear Bezier
- Smooth Bezier

Create Line

Attach

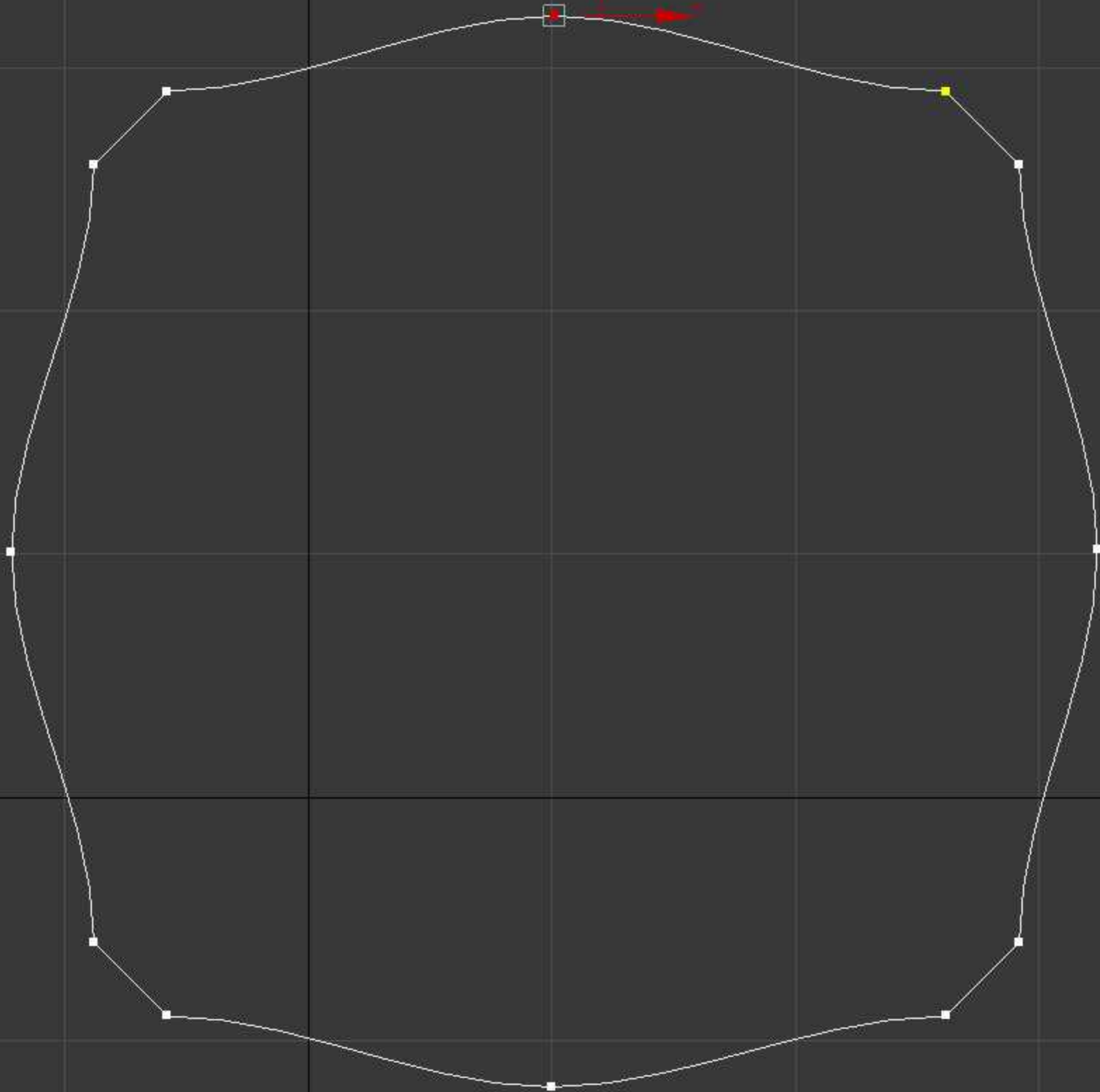
Attach Mult.

Cross Section

Refine

- Linear Bezier
- Closed Bezier

Connect Copy



Rectangle001

Modifier List

+ Editable Spline



Selection



Named Selections:

Copy

Paste

Lock Handles

Alike All

Area Selection: 0,1cm

Segment End

Select By...

Display

Show Vertex Numbers

Selected Only

Spline 1/Vert 2 Selected

+ Soft Selection

- Geometry

New Vertex Type

Linear Bezier

Smooth Bezier Corner

Create Line

Break

Attach

Attach Mult.

Reorient

Cross Section

Refine

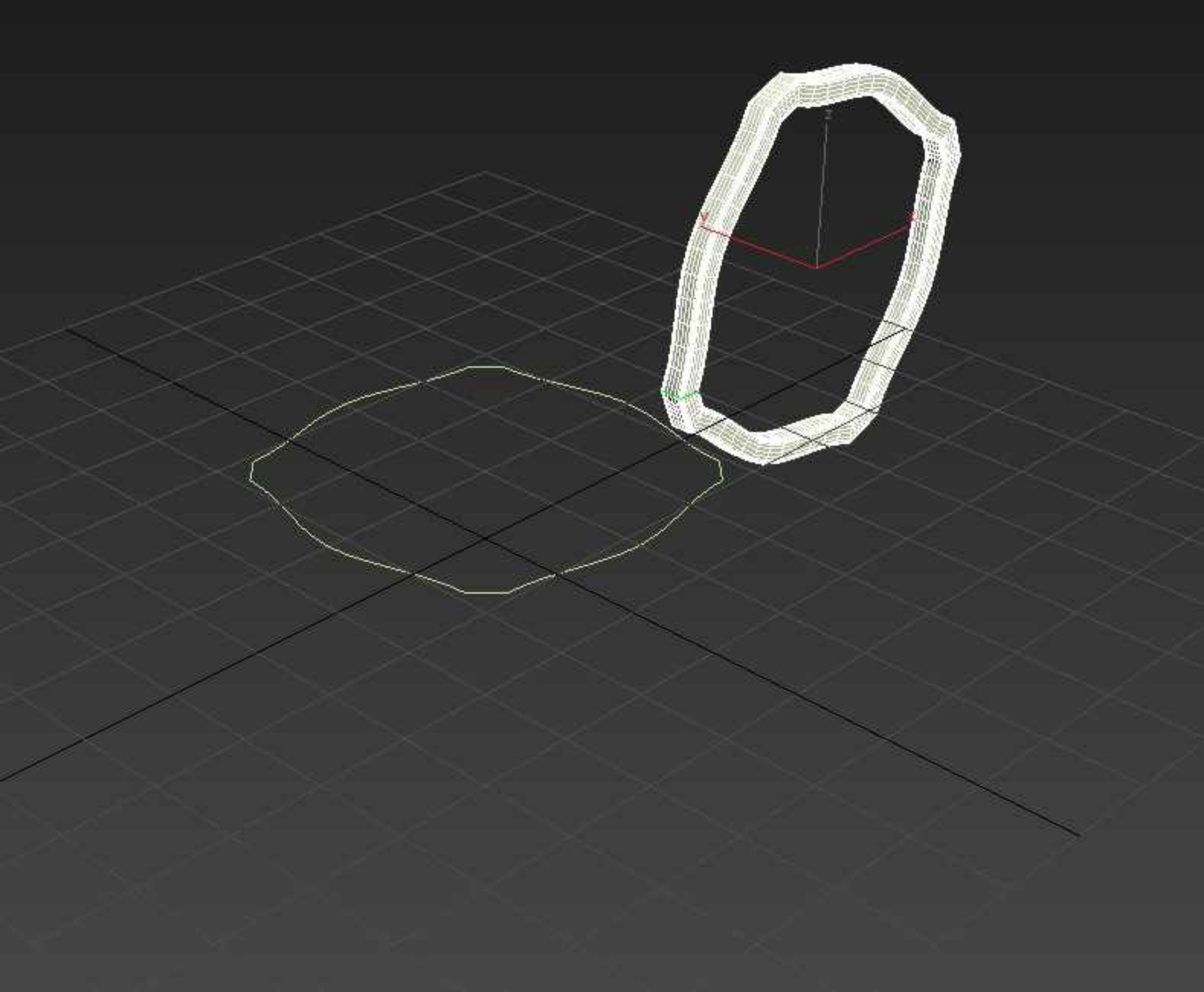
Connect

Linear

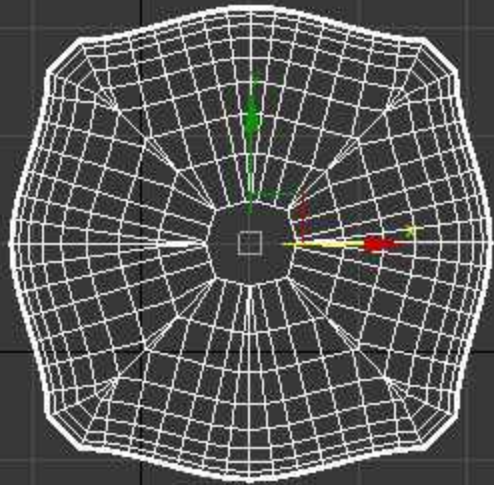
Bind first

Closed

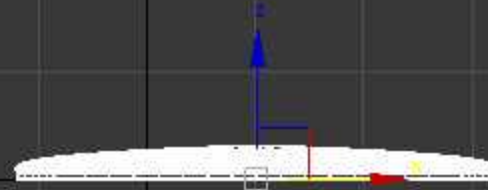
Bind last



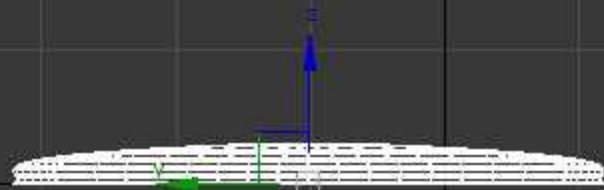
[+][Top][Wireframe]



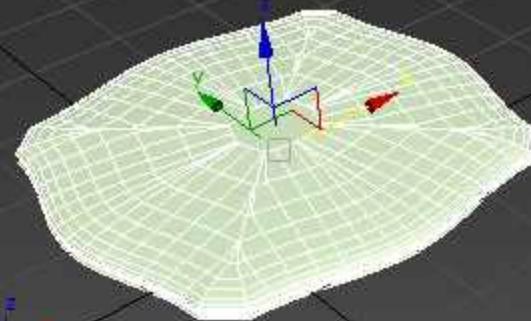
[+][Front][Wireframe]



[+][Left][Wireframe]



[+][Perspective][Realistic]



Rectangle001

Modifier List

- Bevel
- Editable Spline



Parameters

- Capping
- Start
 - End
- Cap Type
- Morph
 - Grid

Surface

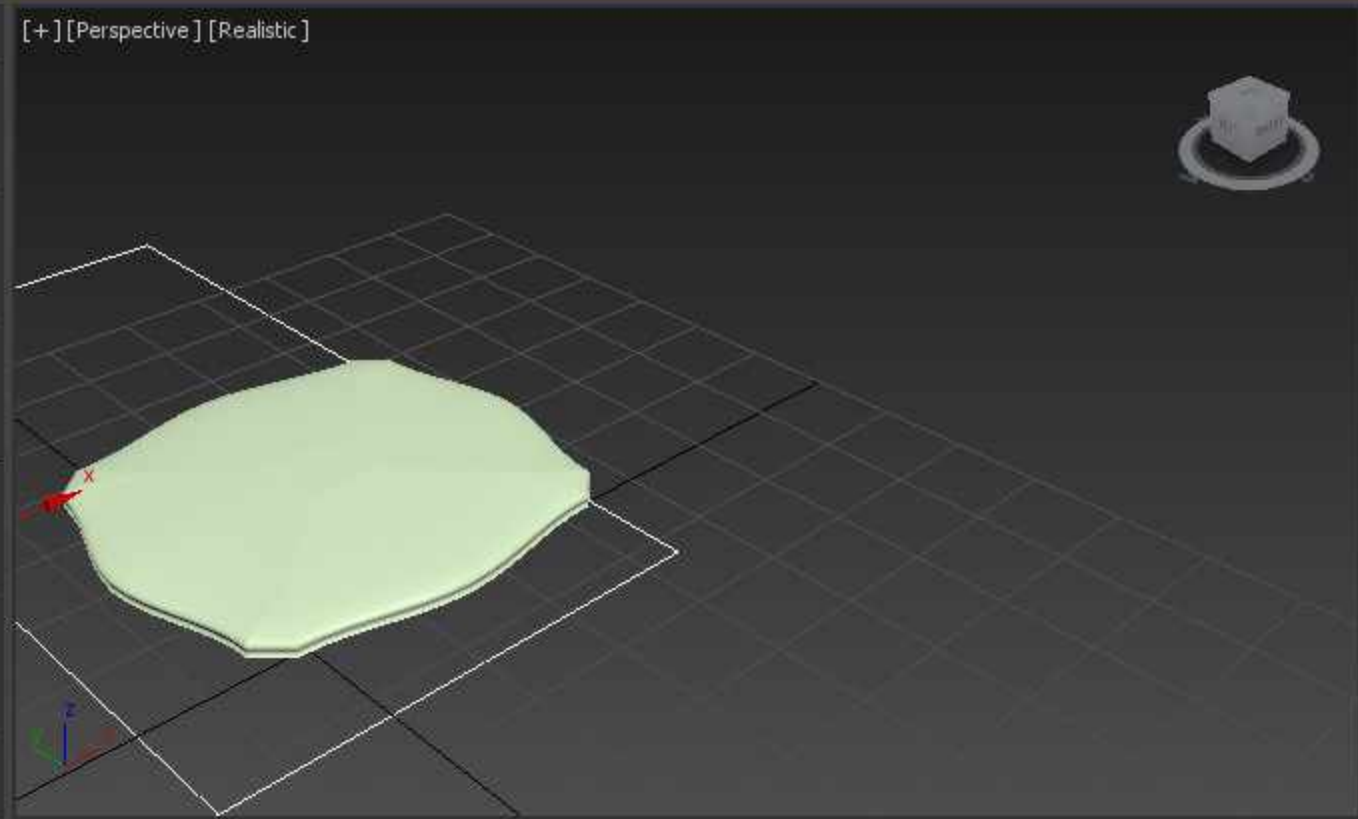
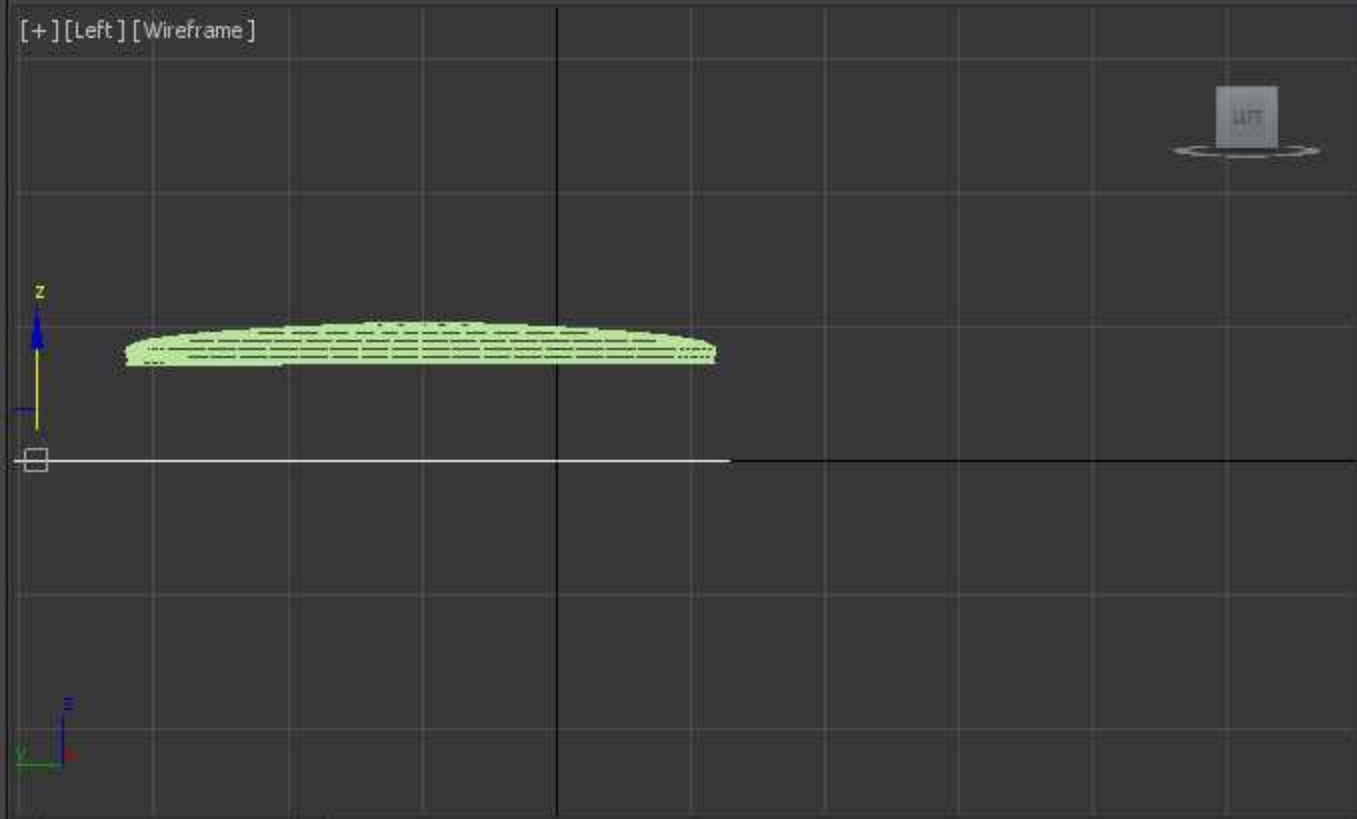
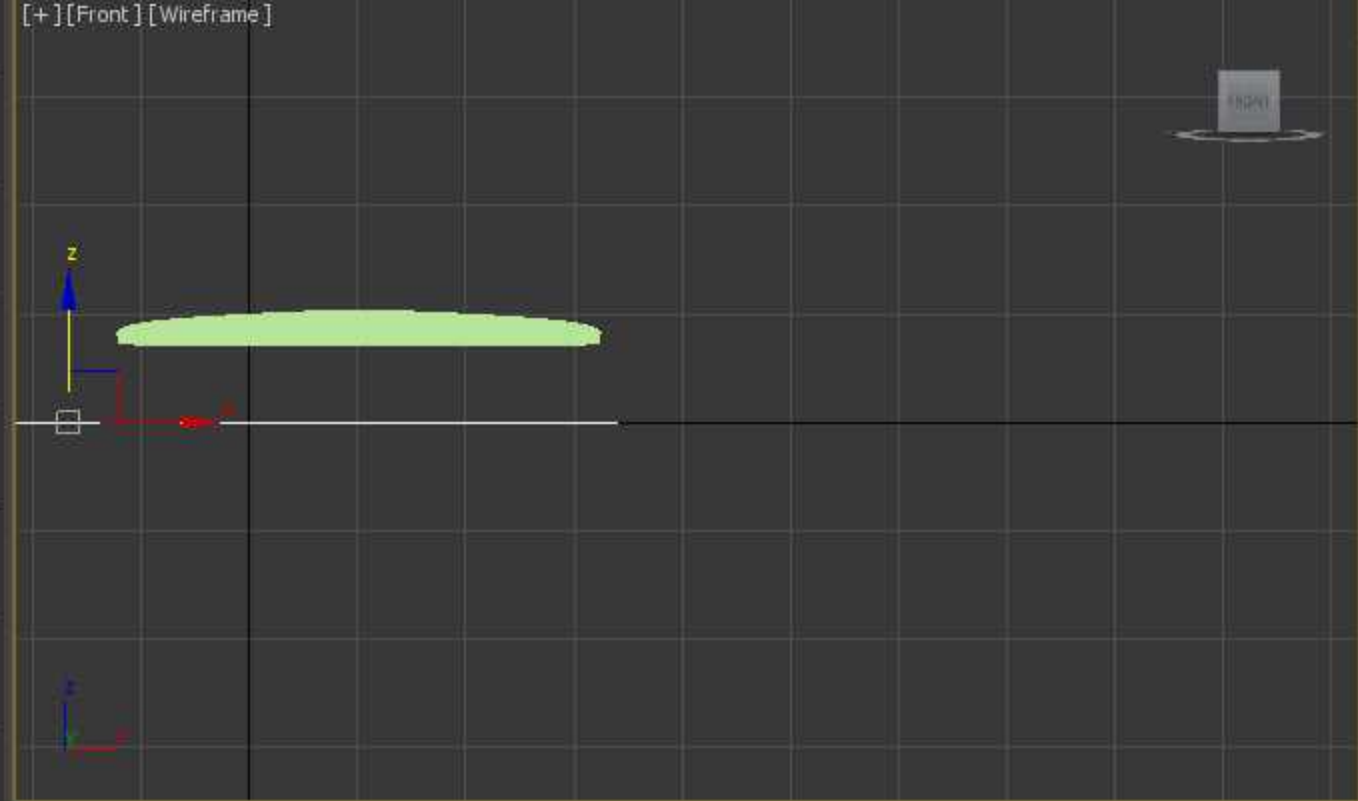
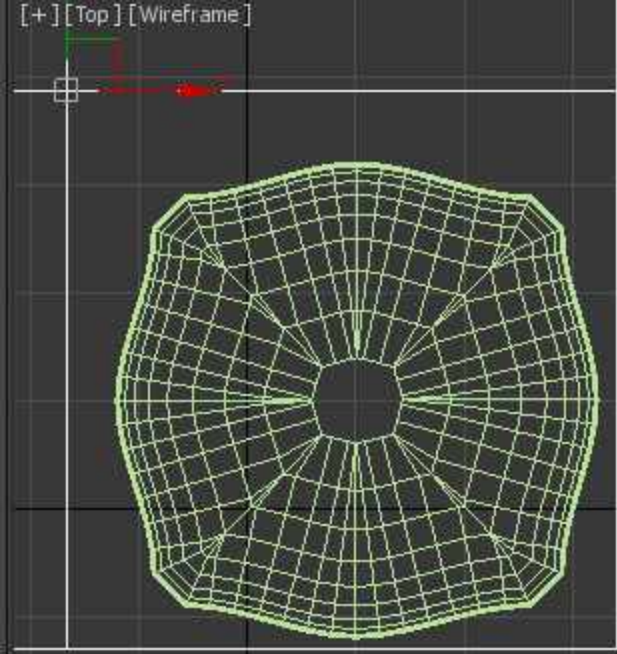
- Linear Sides
 - Curved Sides
- Segments: 5
- Smooth Across Levels
 - Generate Mapping Coords.
 - Real-World Map Size

Intersections

- Keep Lines From Crossing
- Separation: 1,0cm

Bevel Values

- Start Outline: 0,0cm
- Level 1:
- Height: 1,0cm
 - Outline: 0,0cm
- Level 2:
 - Height: 1,0cm
 - Outline: -3,0cm
- Level 3:
 - Height: 1,0cm
 - Outline: -15,0cm



Section001

Modifier List

Section

Section Parameters

Create Shape

Update:

- When Section Moves
- When Section Selected
- Manually

Update Section

Section Extents

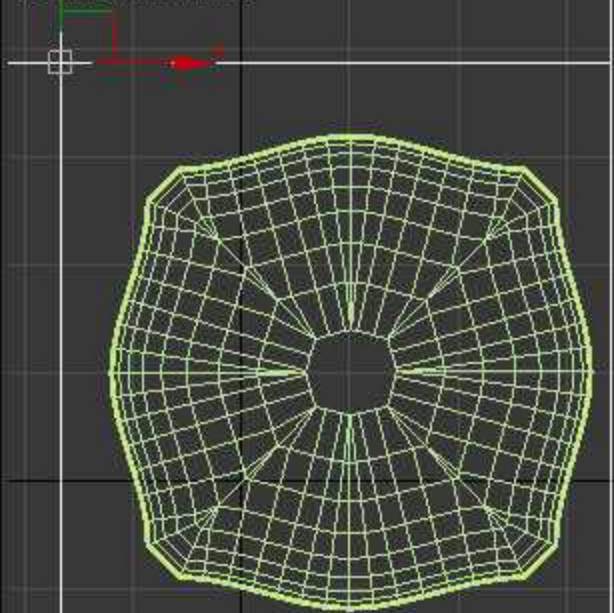
- Infinite
- Section Boundary
- Off

Section Size

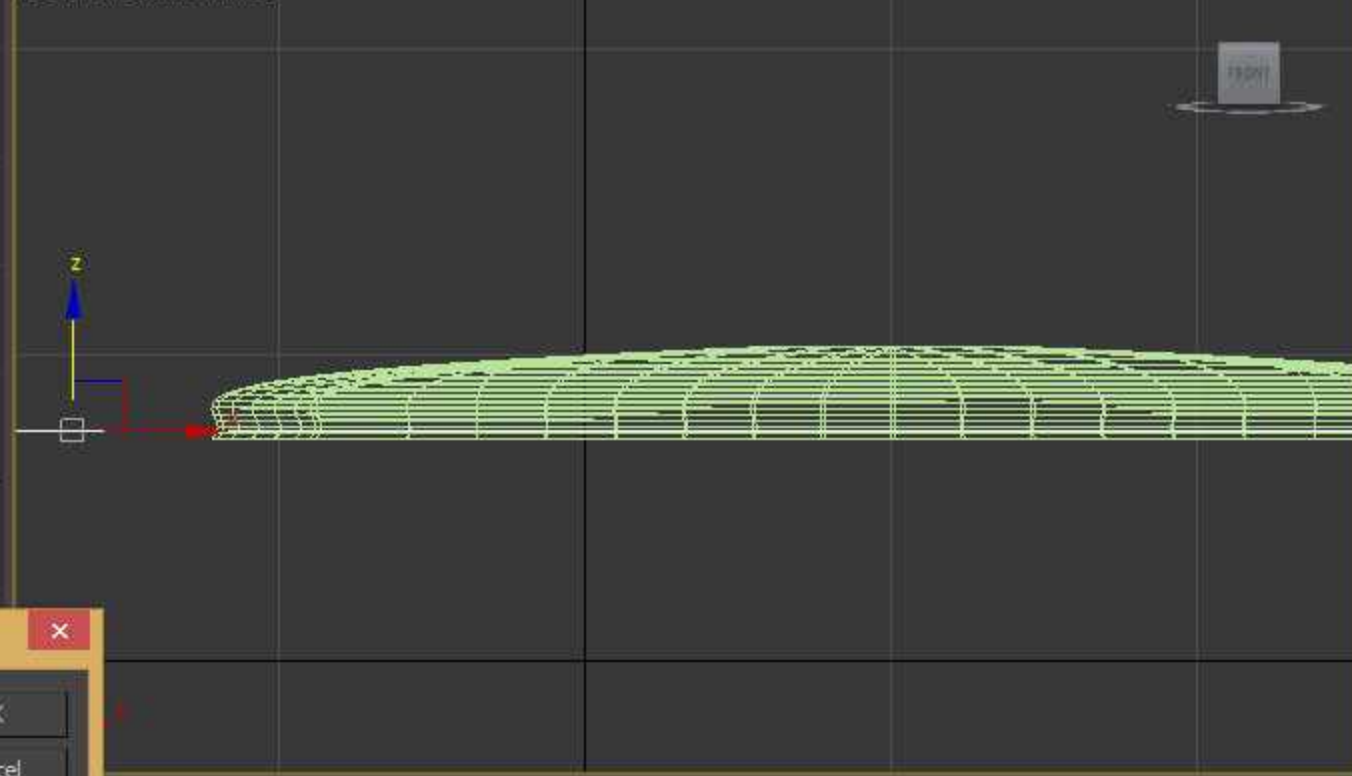
Length: 103,186cm

Width: 101,706cm

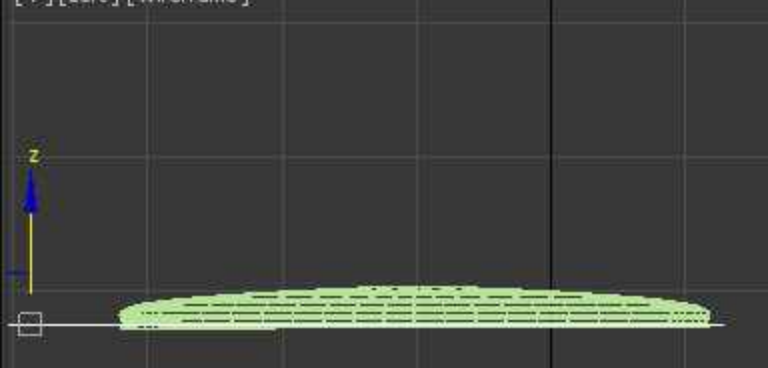
[+][Top][Wireframe]



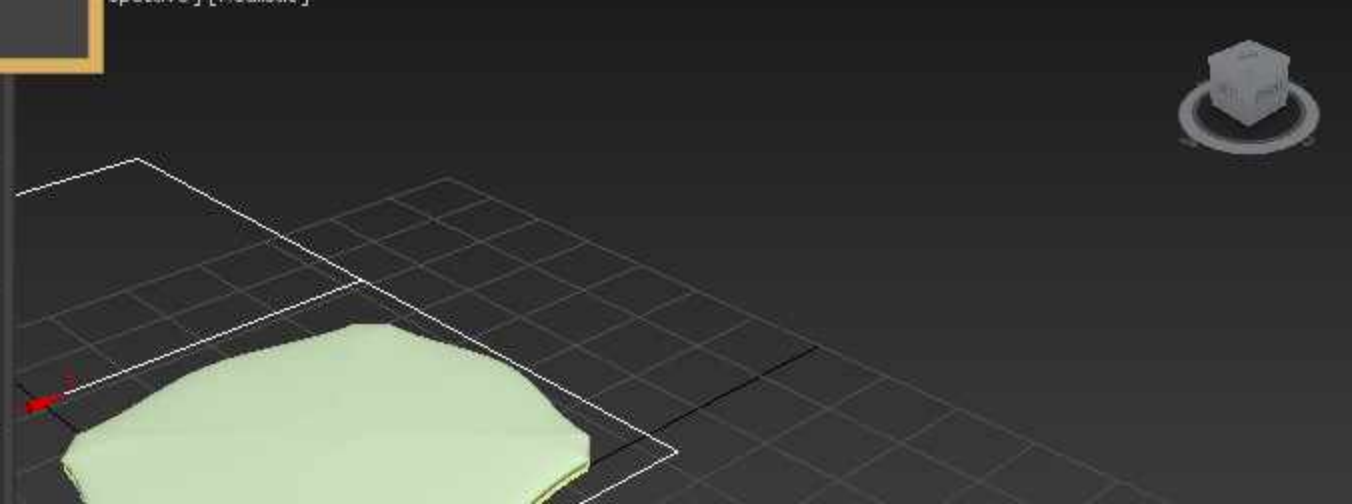
[+][Front][Wireframe]



[+][Left][Wireframe]



[+][Perspective][Realistic]



Name Section Shape

Name:

OK

Cancel

Section001

Modifier List

Section

Section Parameters

Create Shape

Update:

- When Section Moves
- When Section Selected
- Manually

Update Section

Section Extents

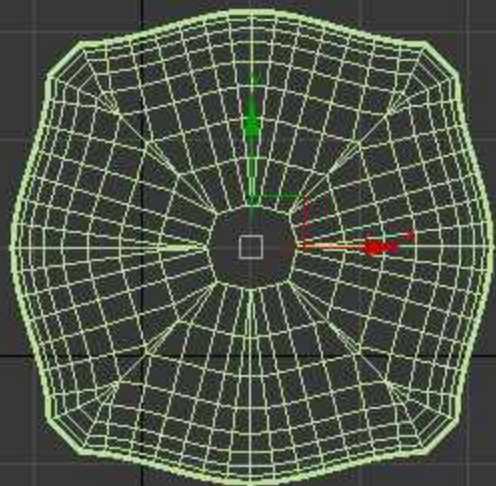
- Infinite
- Section Boundary
- Off

Section Size

Length:

Width:

[+][Top][Wireframe]

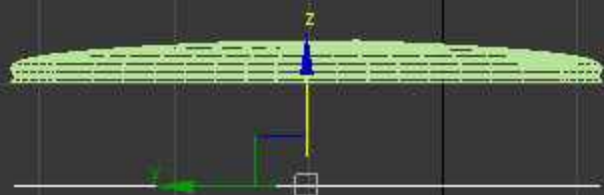


[+][Front][Wireframe]



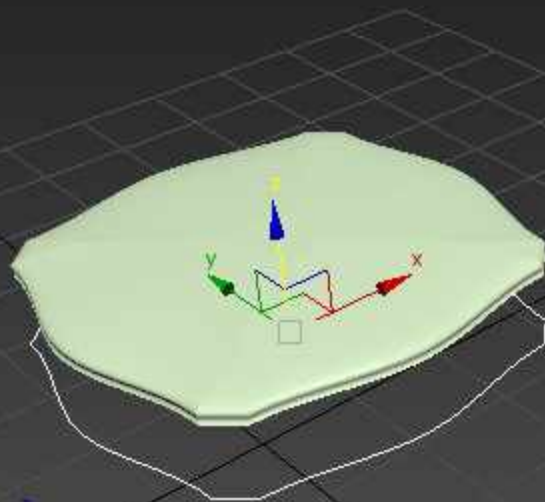
z

[+][Left][Wireframe]

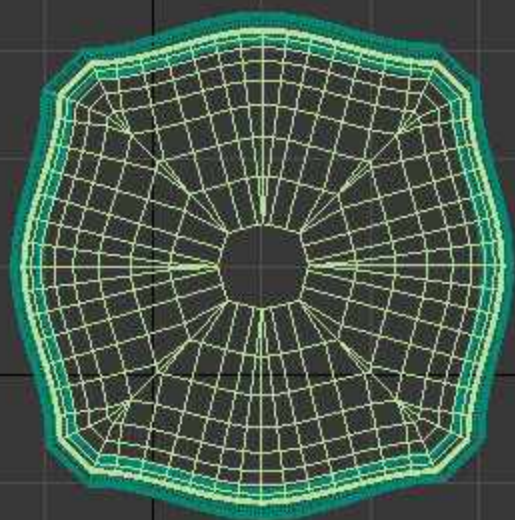


Left

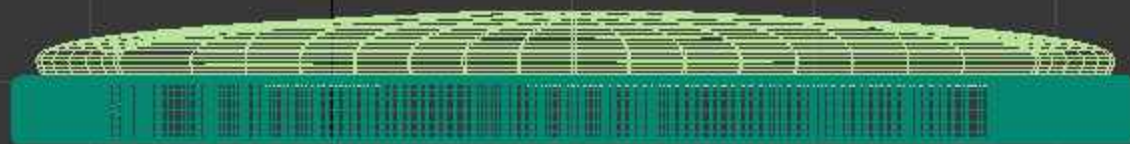
[+][Perspective][Realistic]



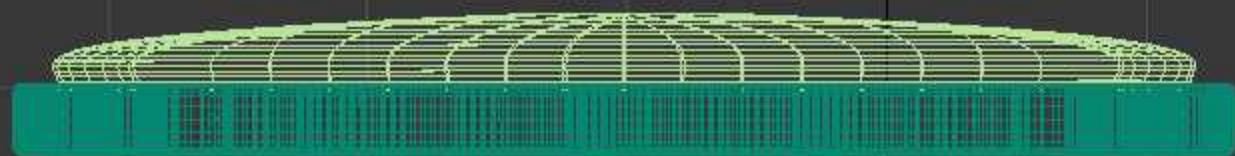
[+][Top][Wireframe]



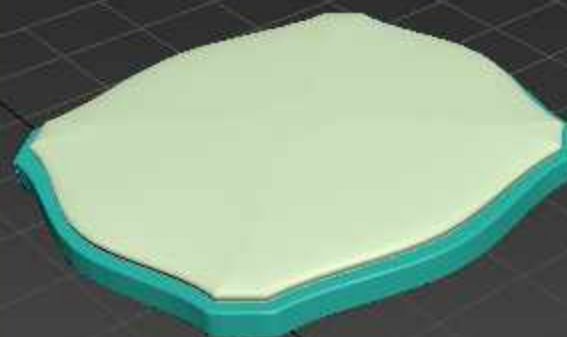
[+][Front][Wireframe]



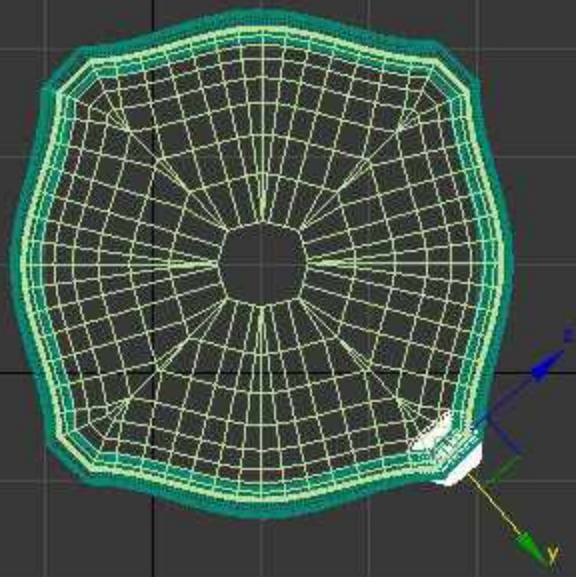
[+][Left][Wireframe]



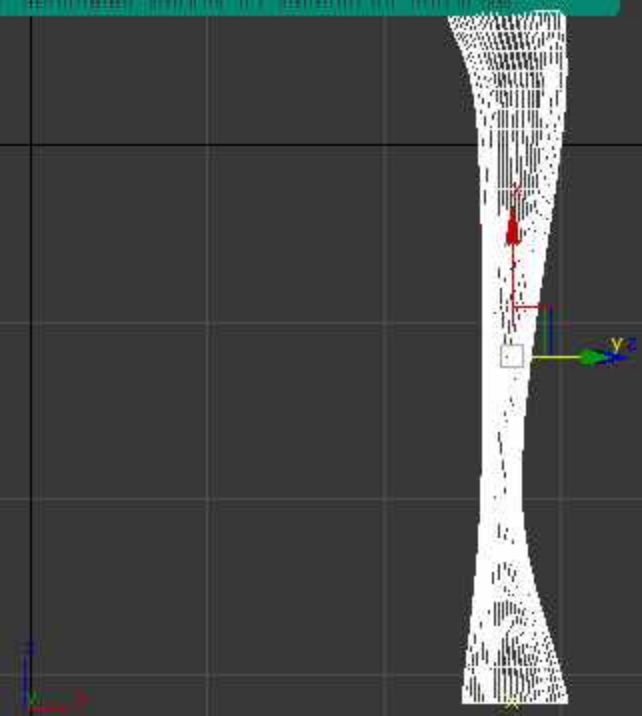
[+][Perspective][Realistic]



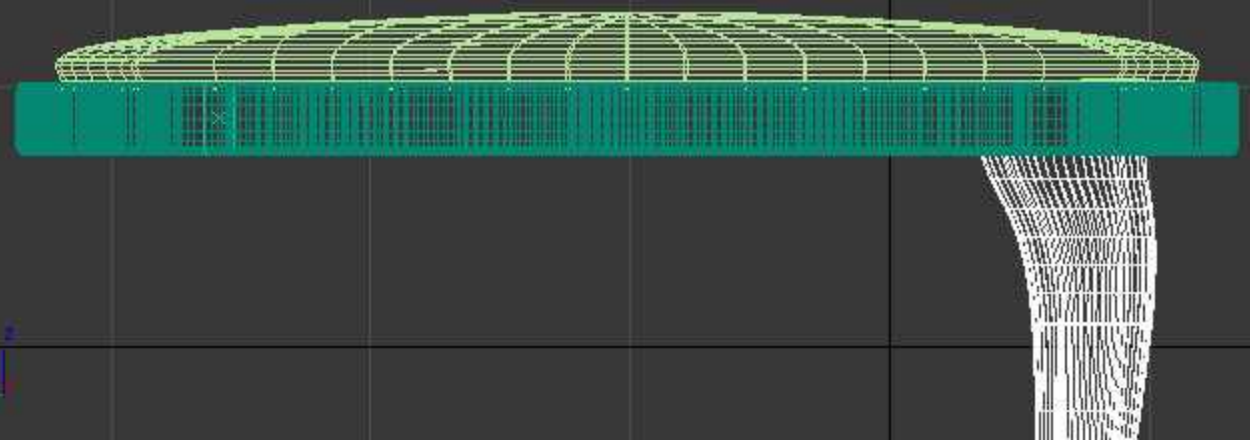
[+][Top][Wireframe]



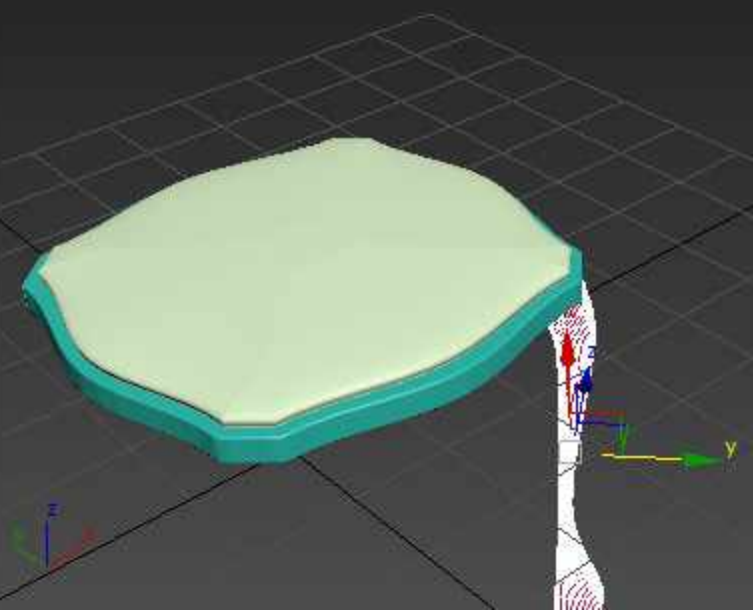
[+][Front][Wireframe]



[+][Left][Wireframe]



[+][Perspective][Realistic]



Modeling Freeform Selection Object Paint Replicate
Polygon Modeling

Select Display Edit Custom

Name

- Loft001
- Loft002
- Rectangle001

Material Editor - 01 - Default

Modes Material Navigation Options Utilities



Diffuse Color: Bitmap

Coordinates

Texture Environ Mapping:

Show Map on Back Map Channel:

Use Real-World Scale

Offset		Tiling		Mirror Tile		Angle	
U:	<input type="text" value="0,0"/>	<input type="text" value="1,0"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	U:	<input type="text" value="0,0"/>	<input type="text" value="0,0"/>
V:	<input type="text" value="0,0"/>	<input type="text" value="1,0"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	V:	<input type="text" value="0,0"/>	<input type="text" value="0,0"/>

UV VW WU W:

Blur: Blur offset: Rotate

Noise

Bitmap Parameters

Bitmap: ...aps\ArchMat\Finishes.Flooring.Wood.Hardwood.jpg

Reload

Filtering

- Pyramidal
- Summed Area
- None

Mono Channel Output:

- RGB Intensity
- Alpha

RGB Channel Output:

- RGB

Cropping/Placement

Apply

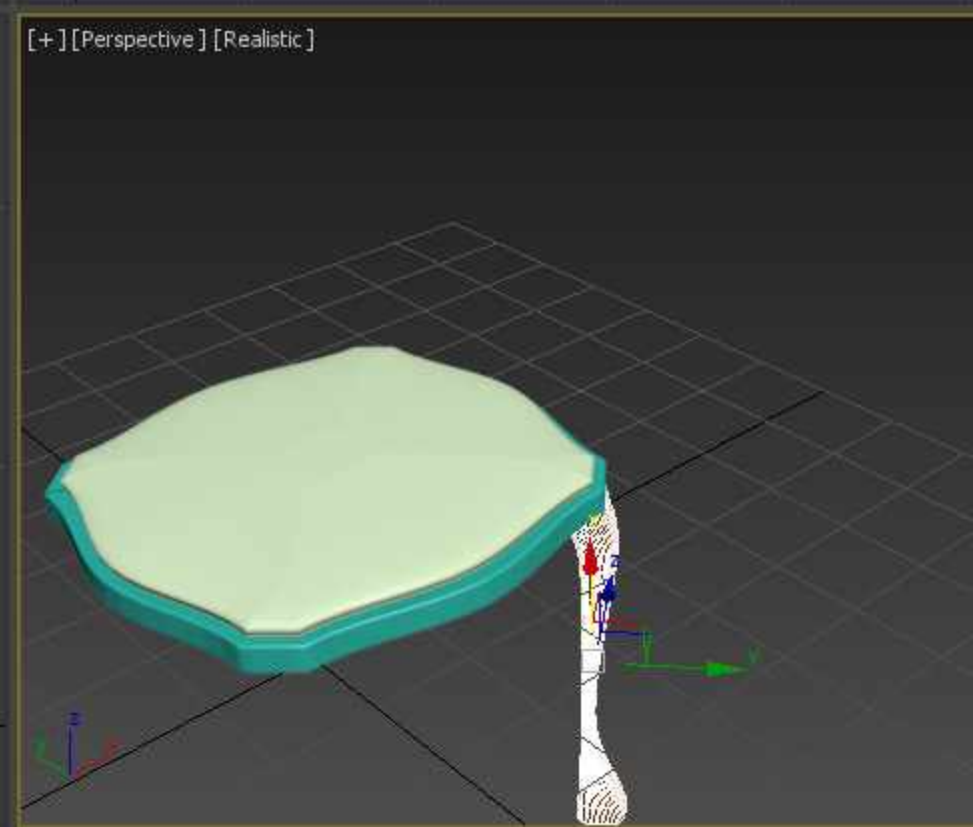
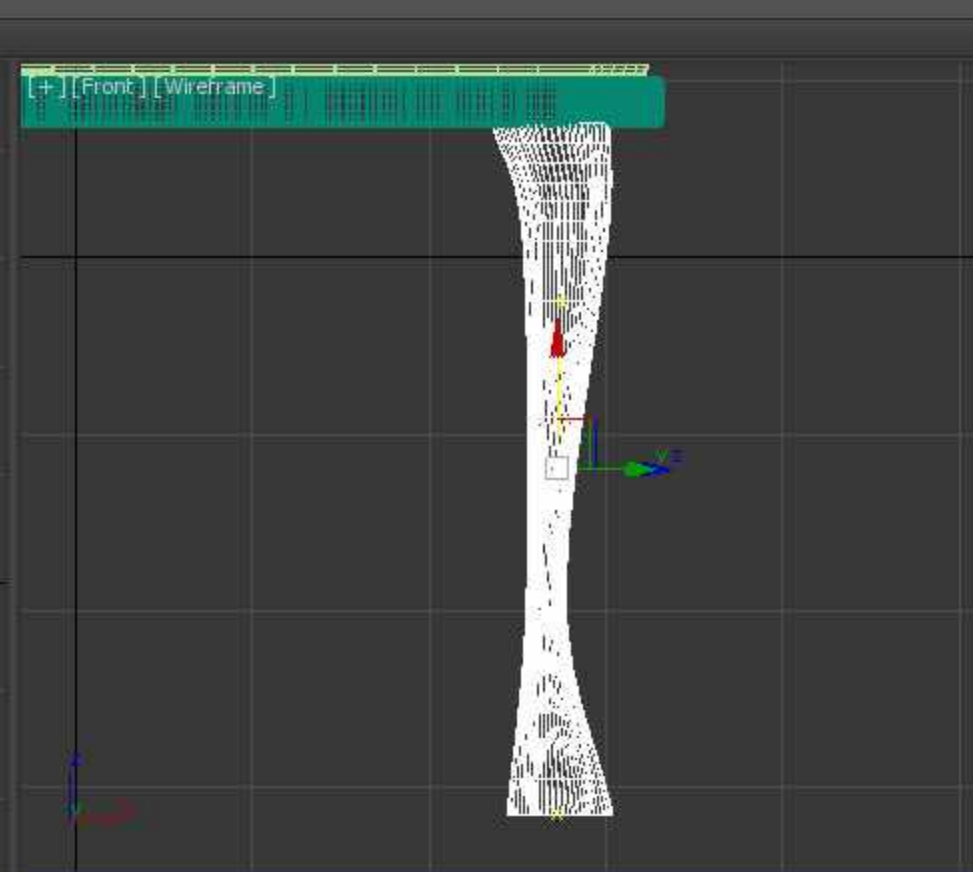
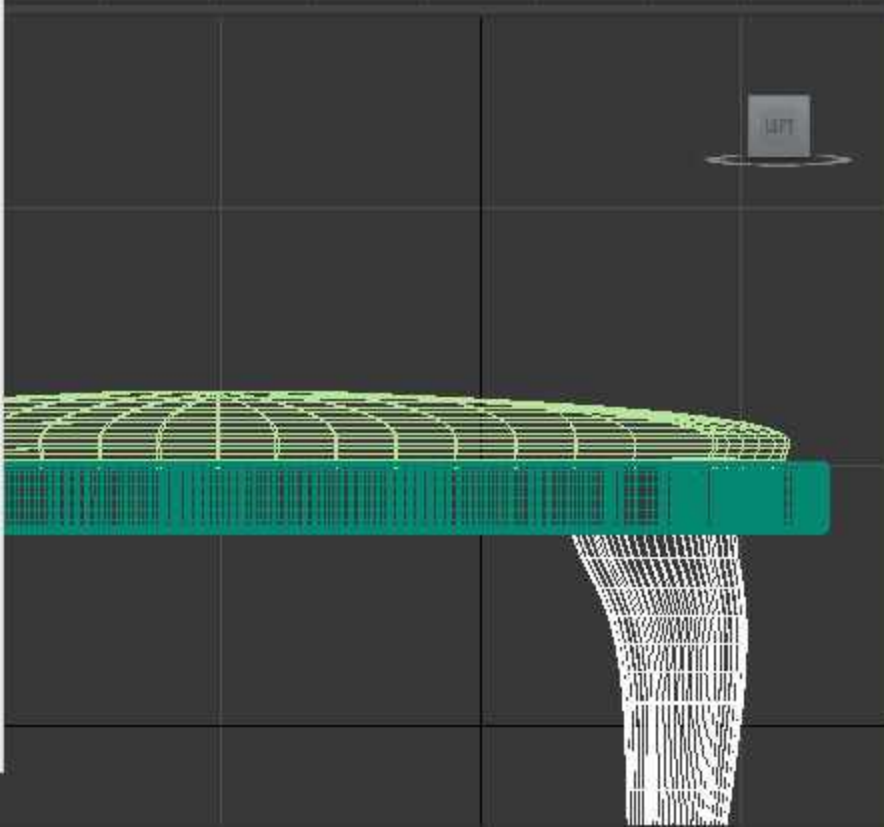
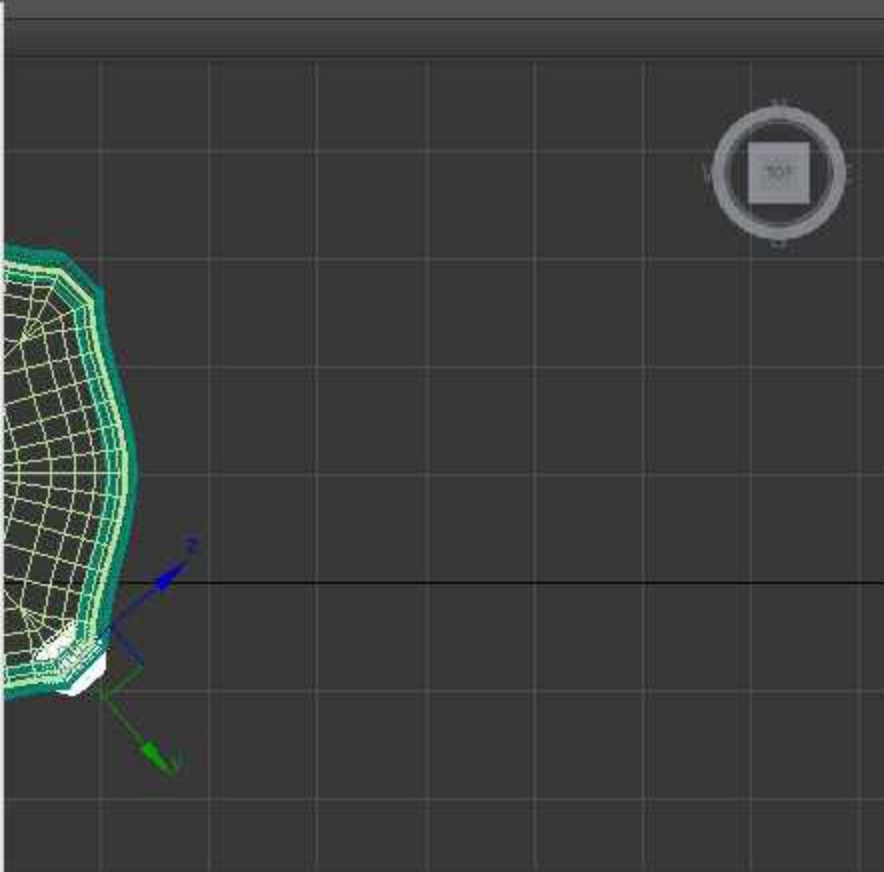
Crop Place

U:	<input type="text" value="0,0"/>	W:	<input type="text" value="1,0"/>
V:	<input type="text" value="0,0"/>	H:	<input type="text" value="1,0"/>

Jitter Placement:

Alpha Source

- Image Alpha
- RGB Intensity
- None (Opaque)



Material Editor - 02 - Default

Modes Material Navigation Options Utilities



Bump: Bitmap

Coordinates

Texture Environ Mapping:

Show Map on Back Map Channel:

Use Real-World Scale

Offset	Tiling	Mirror Tile	Angle
U: <input type="text" value="0,0"/>	<input type="text" value="3,0"/>	<input checked="" type="checkbox"/>	U: <input type="text" value="0,0"/>
V: <input type="text" value="0,0"/>	<input type="text" value="3,0"/>	<input checked="" type="checkbox"/>	V: <input type="text" value="0,0"/>
• UV • VW • WU			W: <input type="text" value="0,0"/>

Blur: Blur offset: Rotate

Noise

Bitmap Parameters

Bitmap: ...s\ArchMat\Doors&Windows\Glazing\Glass\Etched.jpg

Reload

Filtering

- Pyramidal
- Summed Area
- None

Mono Channel Output:

- RGB Intensity
- Alpha

RGB Channel Output:

- RGB

Cropping/Placement

Apply View Image

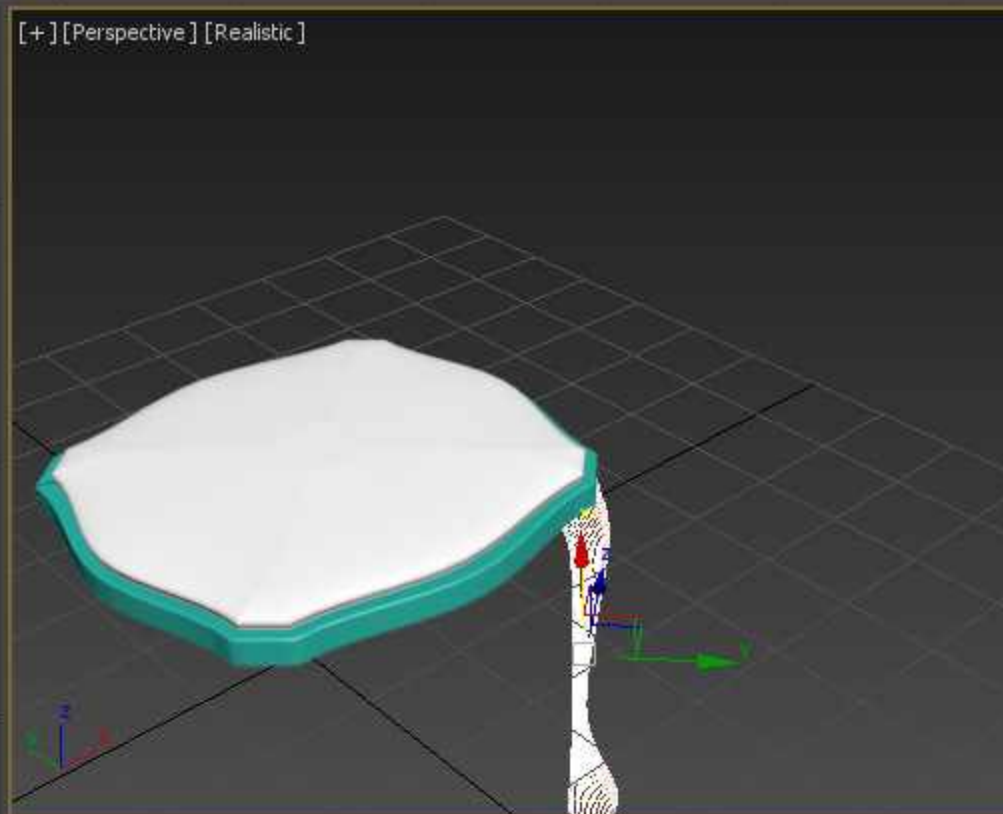
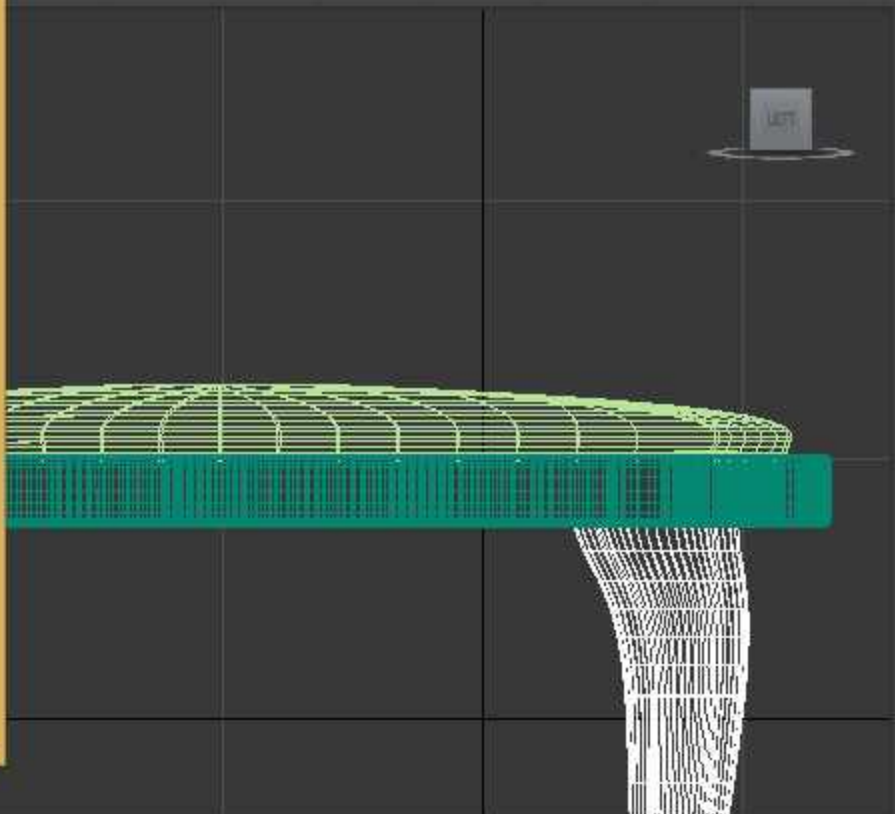
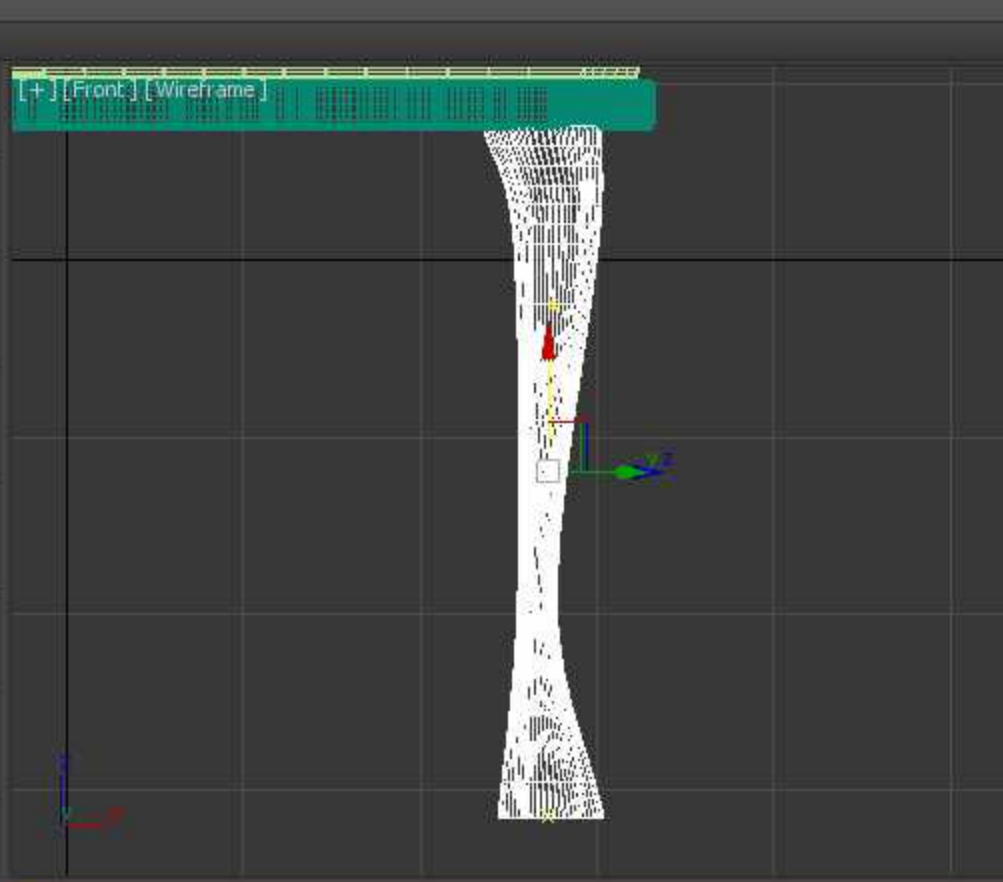
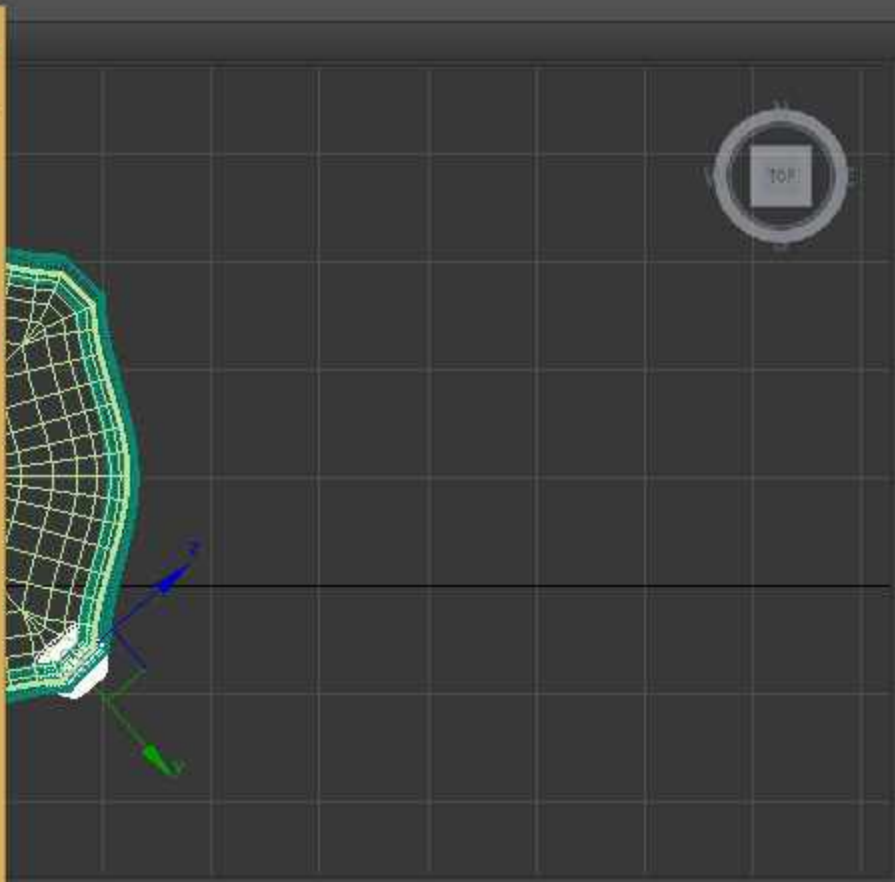
Crop Place

U: <input type="text" value="0,0"/>	W: <input type="text" value="1,0"/>
V: <input type="text" value="0,0"/>	H: <input type="text" value="1,0"/>

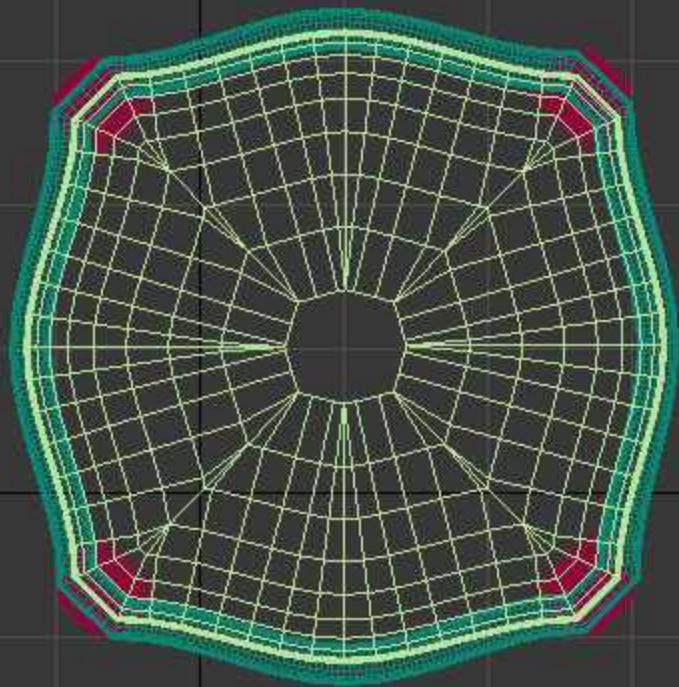
Jitter Placement:

Alpha Source

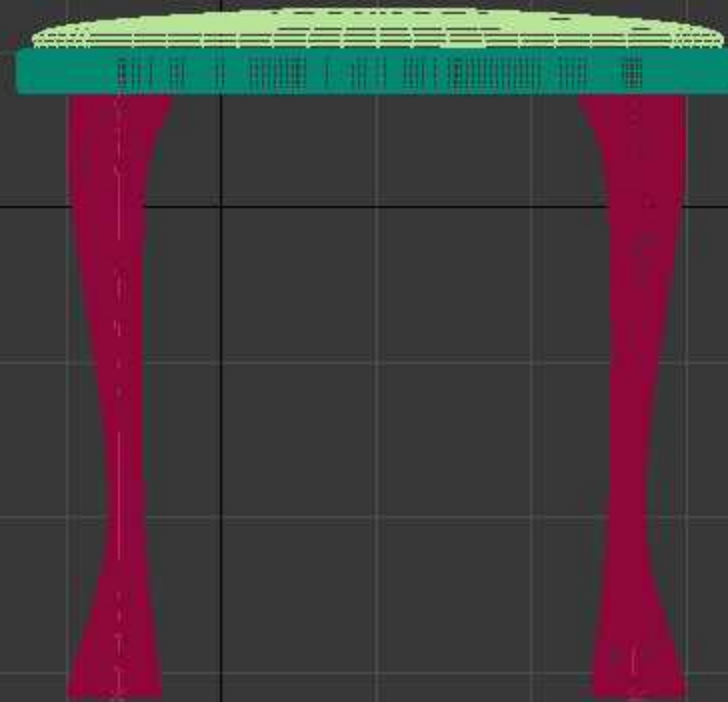
- Image Alpha
- RGB Intensity
- None (Opaque)



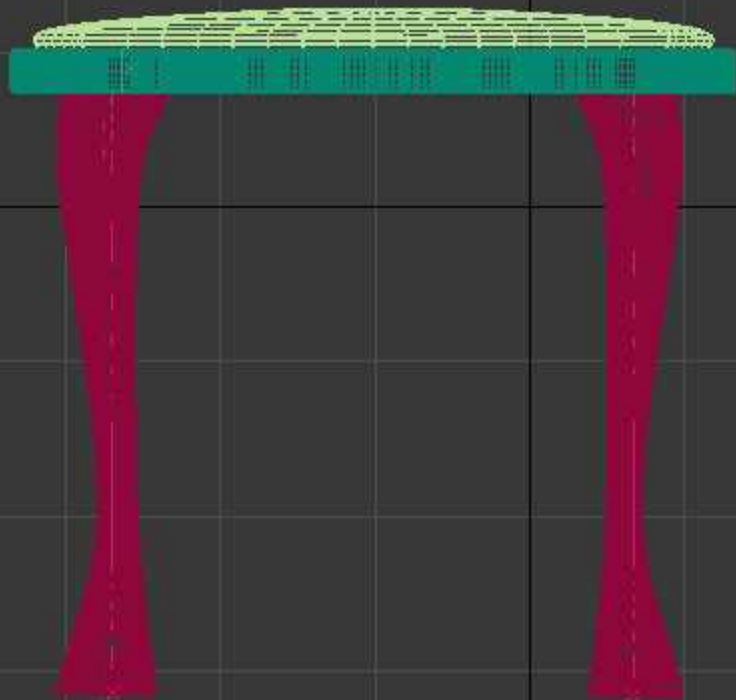
[+][Top][Wireframe]



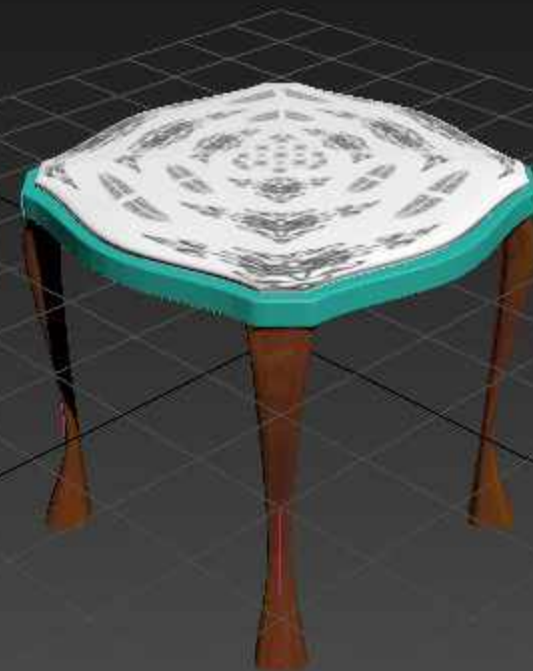
[+][Front][Wireframe]



[+][Left][Wireframe]



[+][Perspective][Realistic]



mize

[+][Perspective][Realistic]

Perspective, frame 0, Display Gamma: 2,2, RGBA Color 16 Bits/Channel (1:1)

Area to Render:

Viewport:

Render Preset:

Render

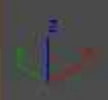
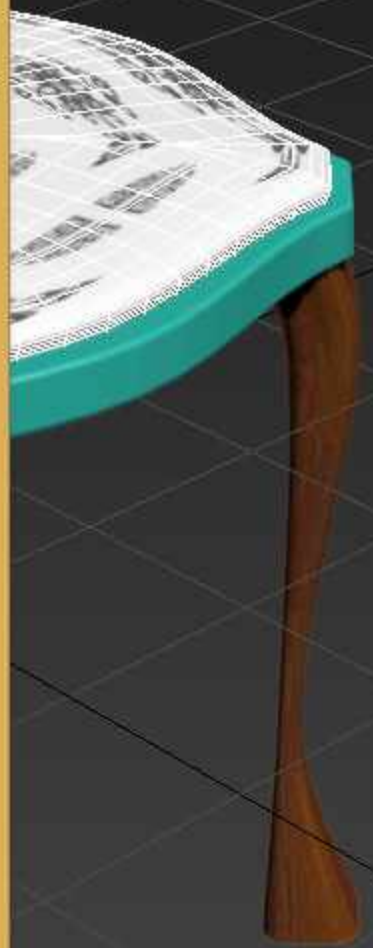
View

Quad 4 - Perspec

Production



RGB Alpha





Standard

Object Type

AutoGrid

Target Free

Name and Color

Plane001

Parameters

Lens: 43,456 mm

FOV: 45,0 deg.

Orthographic Projection

Stock Lenses

15mm	20mm	24mm
28mm	35mm	50mm
85mm	135mm	200mm

Type: Target Camera

Show Cone

Show Horizon

Environment Ranges

Show

Near Range: 0,0cm

Far Range: 1000,0cm

Clipping Planes

Clip Manually

Near Clip: 1,0cm

Far Clip: 1000,0cm

Multi-Pass Effect

Enable **Preview**

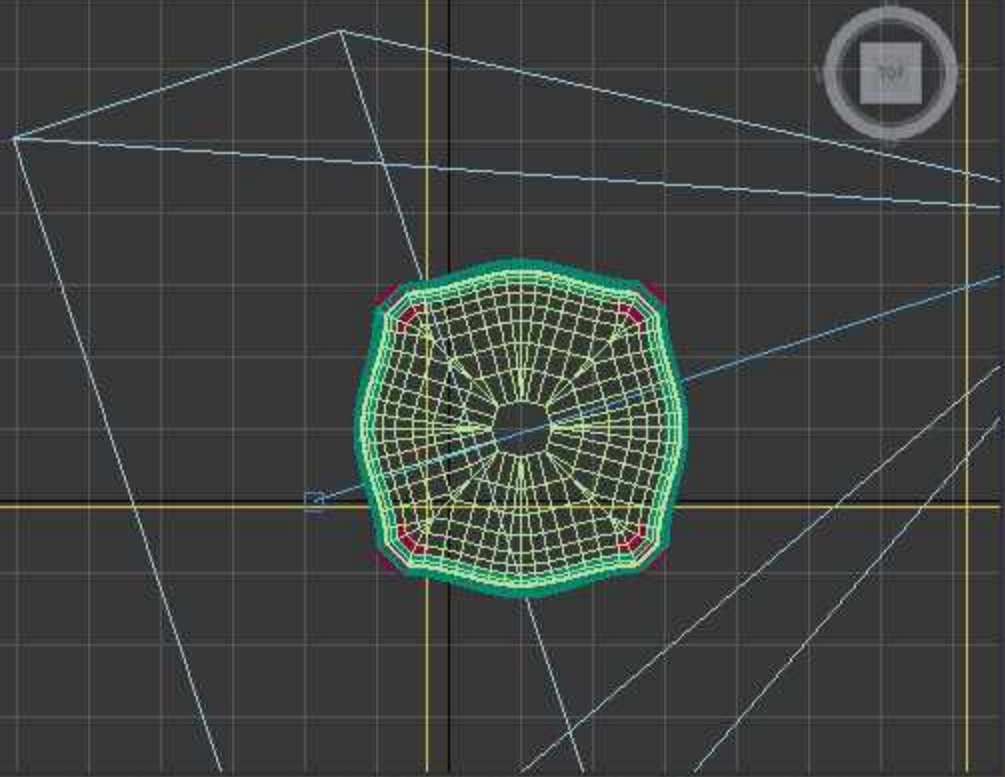
Depth of Field

Render Effects Per Pass

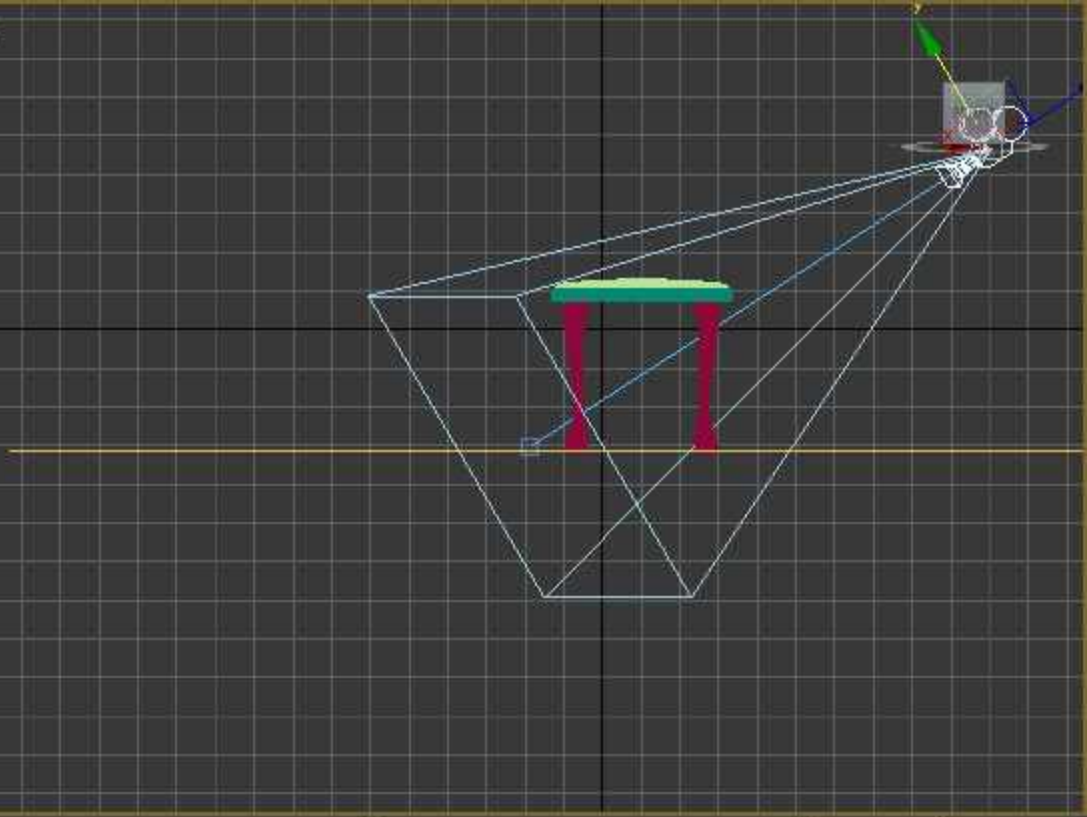
Target Distance: 1,0cm

Depth of Field Parameters

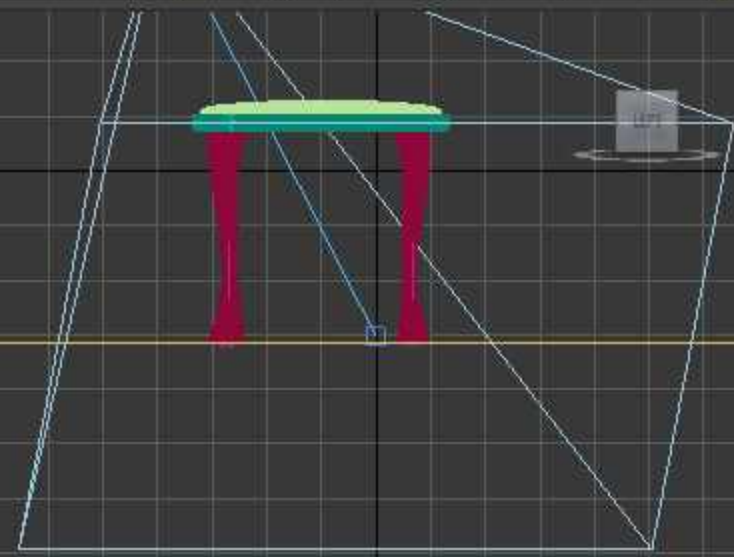
[+][Top][Wireframe]



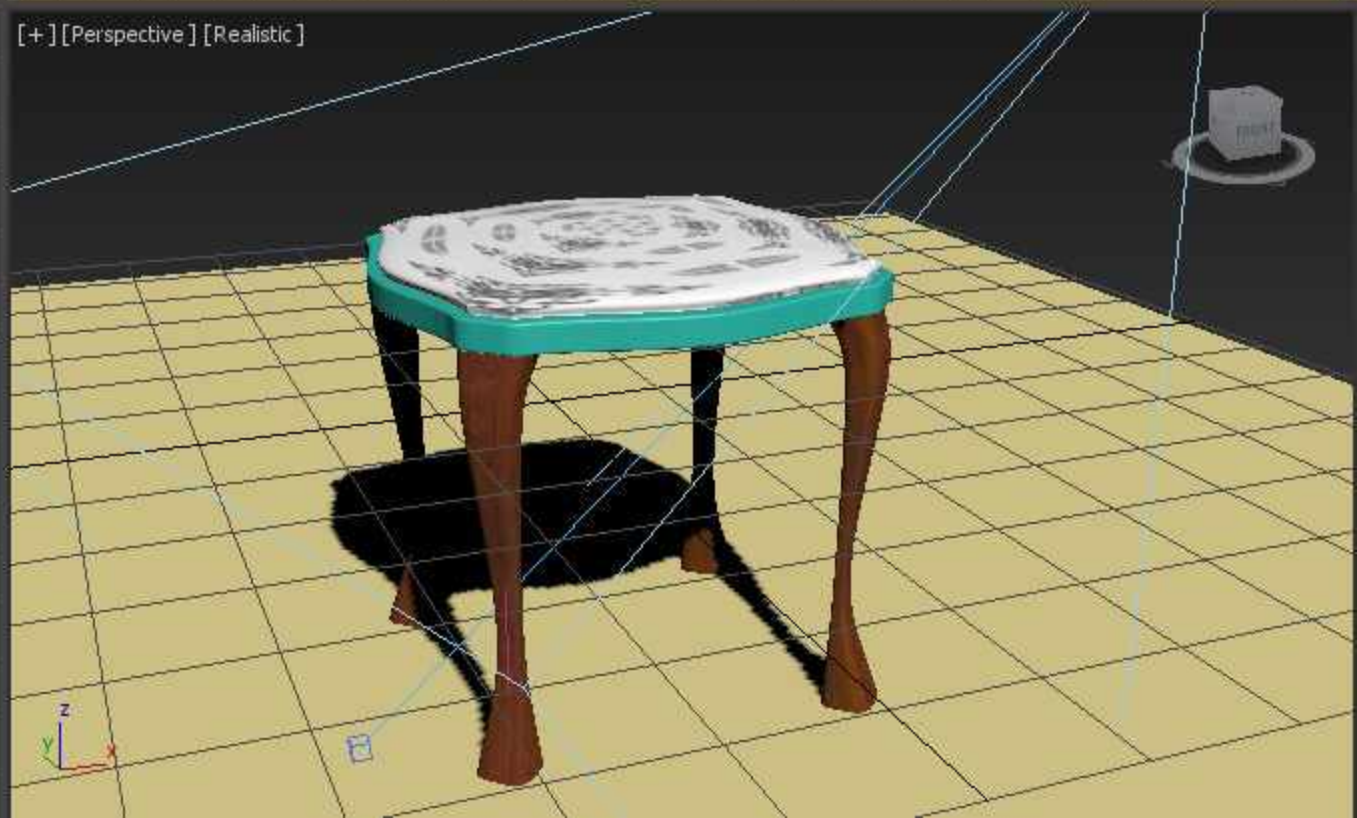
[+][Front][Wireframe]



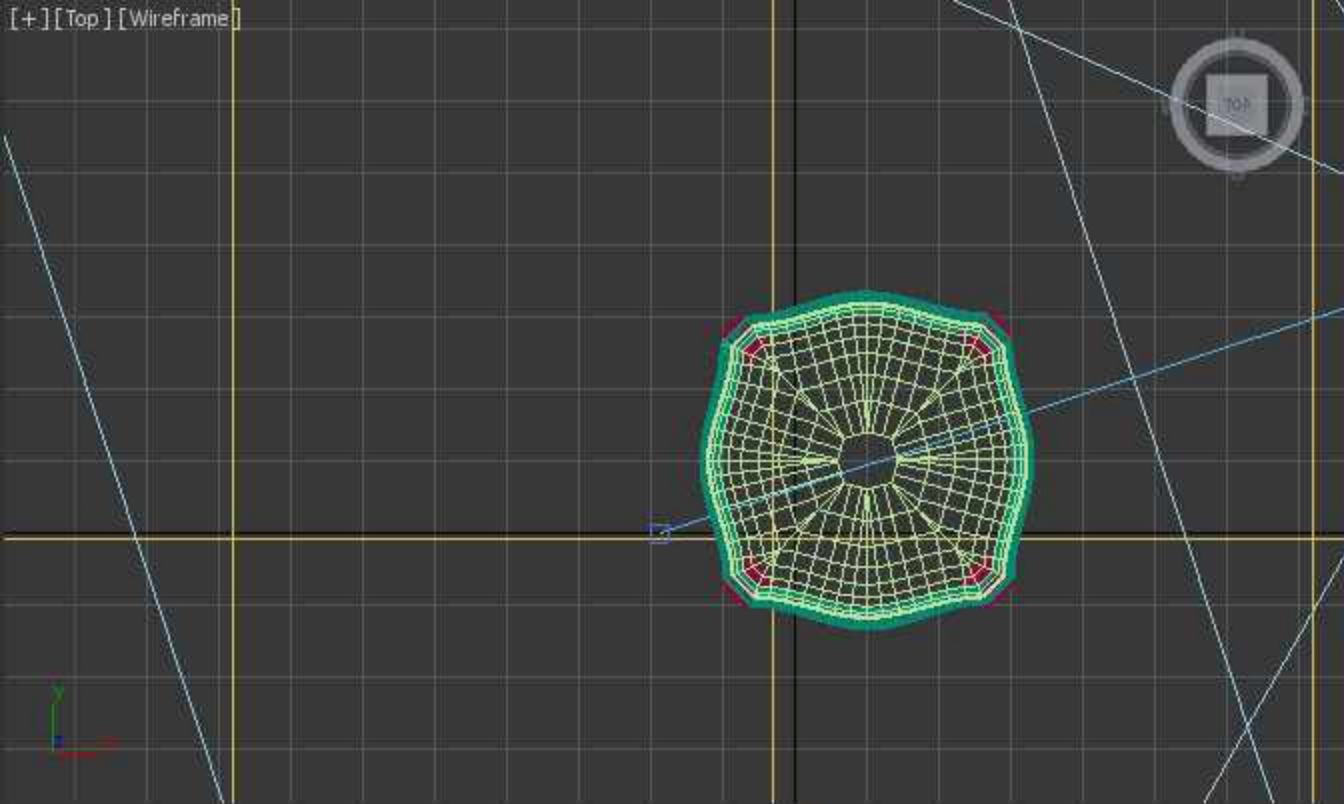
[+][Left][Wireframe]



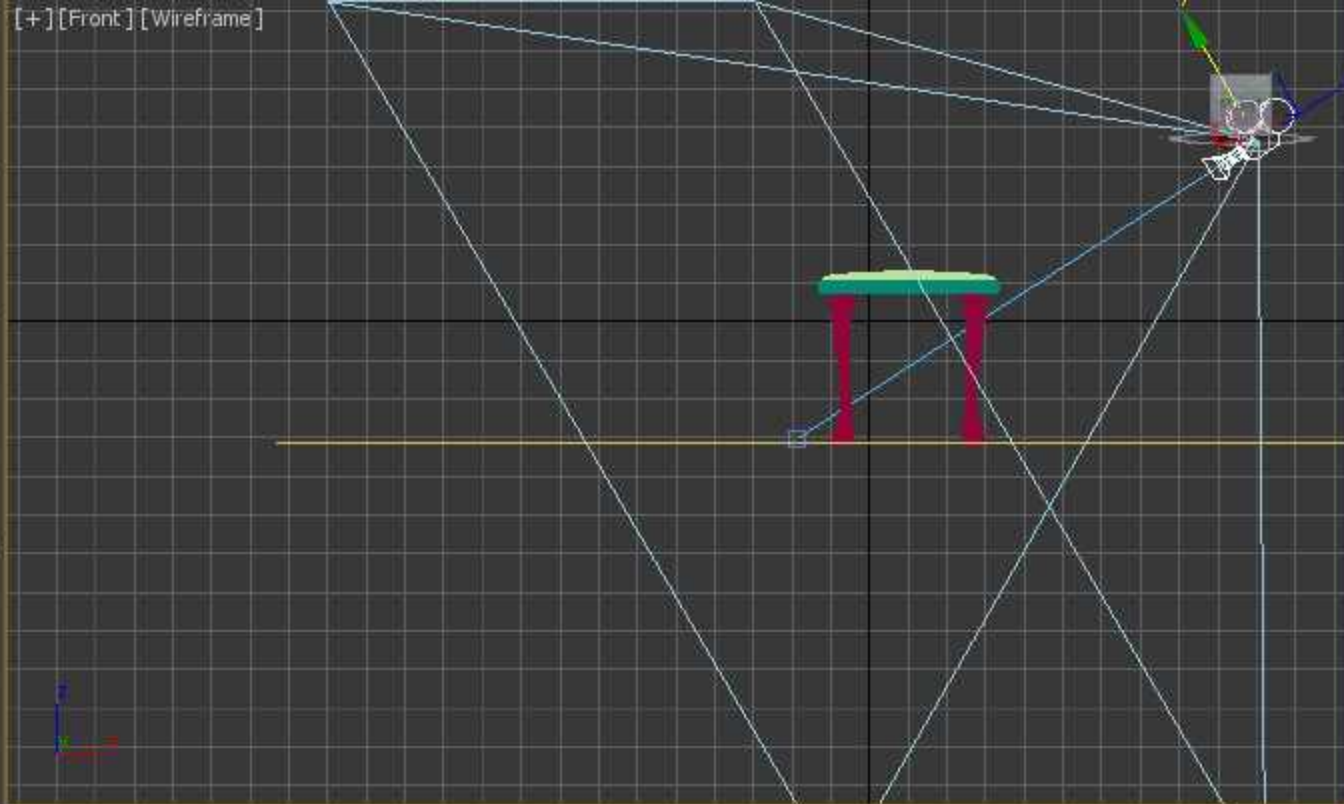
[+][Perspective][Realistic]



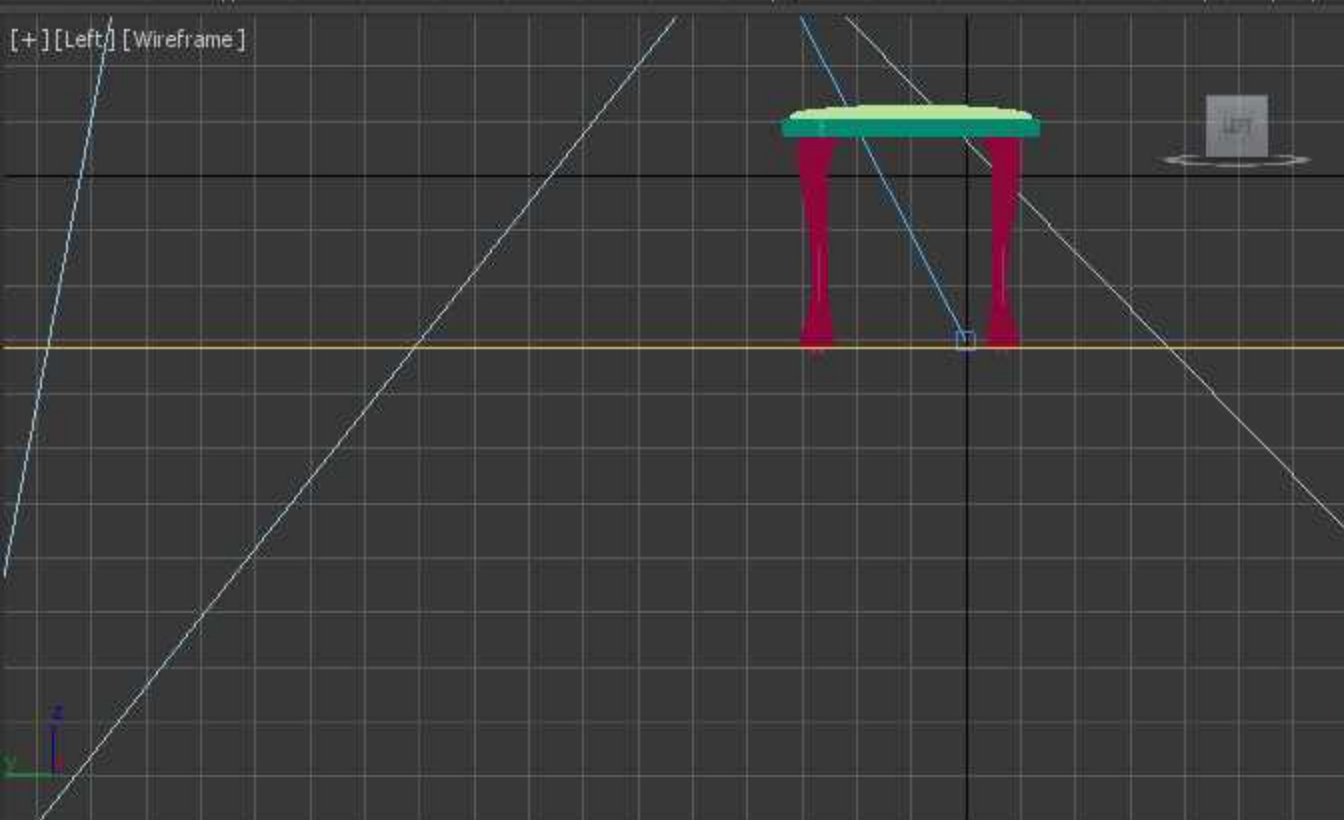
[+][Top][Wireframe]



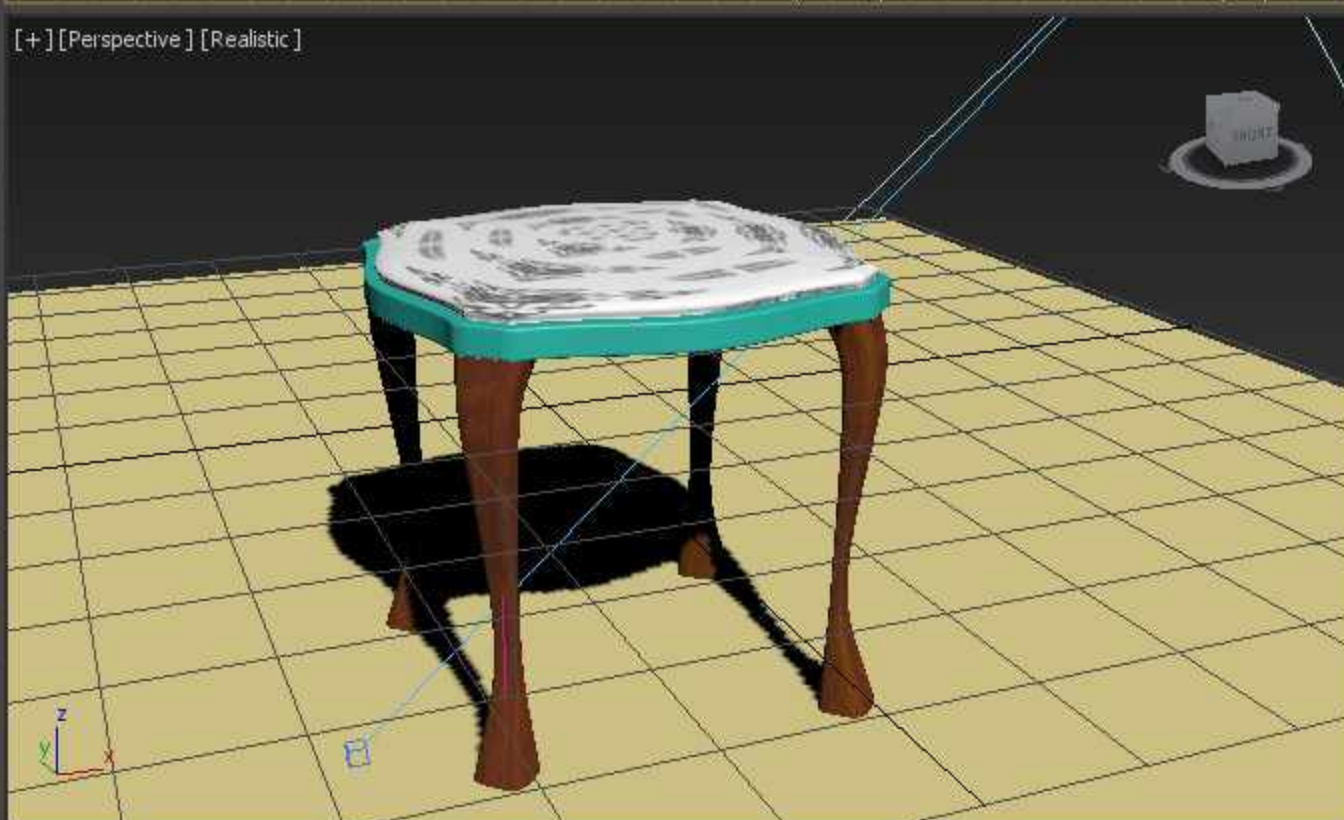
[+][Front][Wireframe]



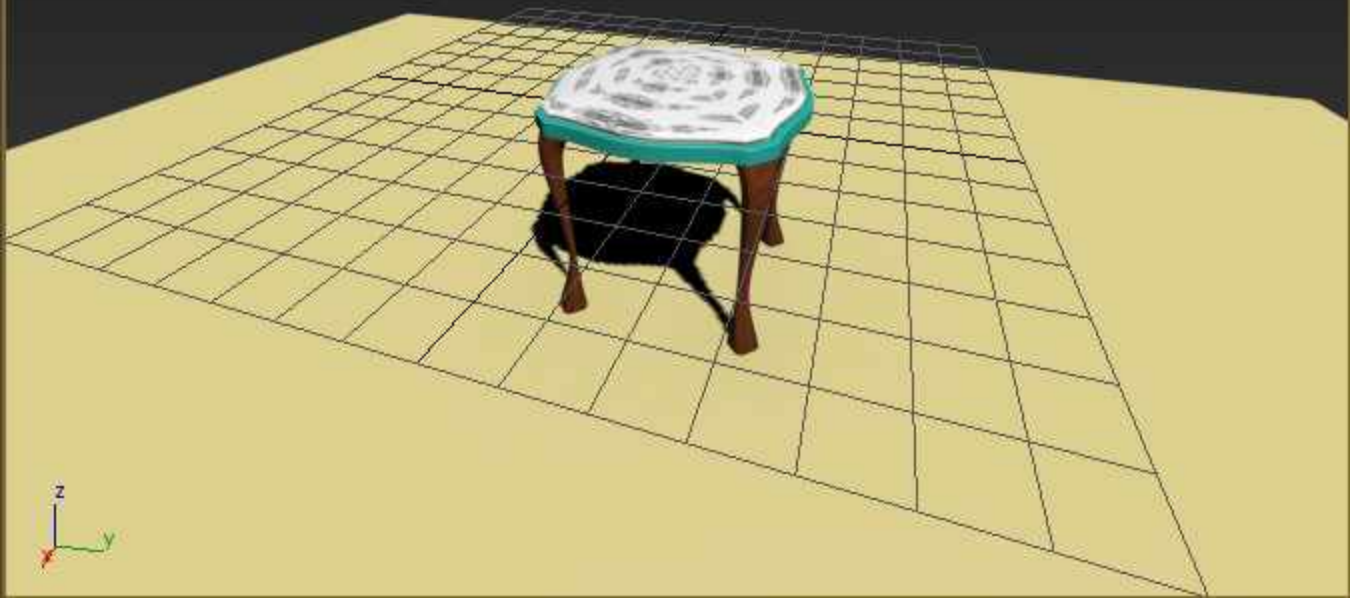
[+][Left][Wireframe]



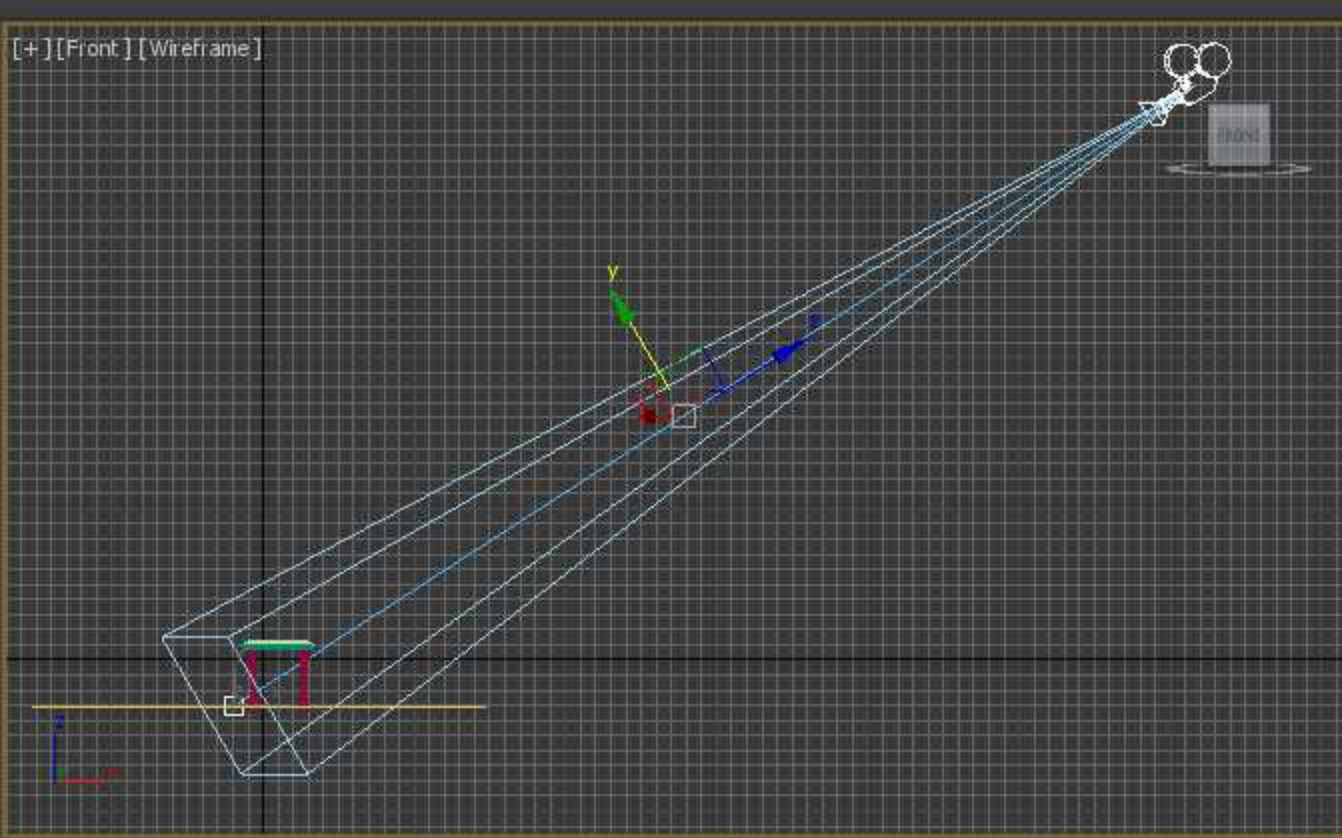
[+][Perspective][Realistic]



[+][Camera001][Realistic]

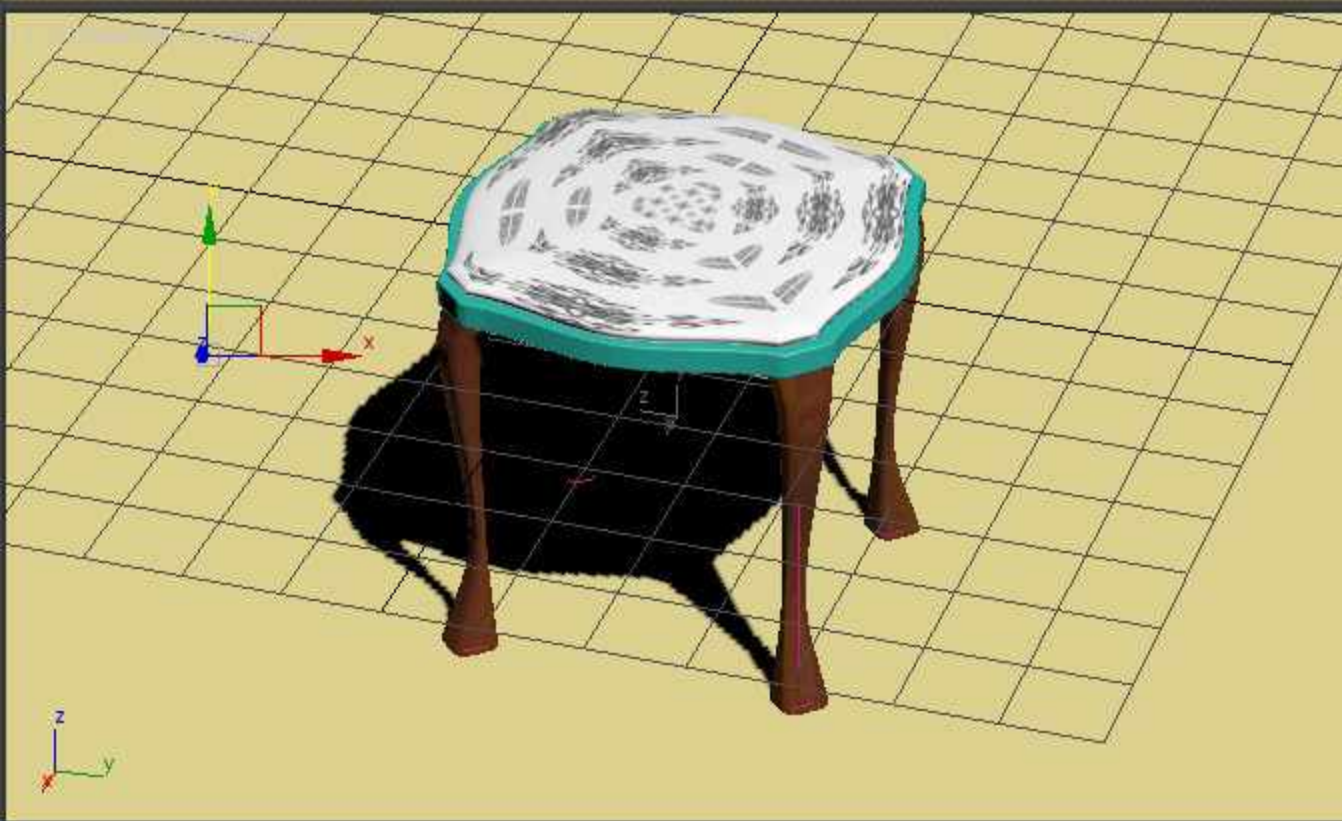
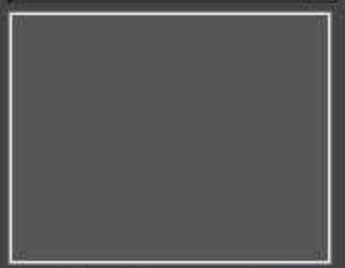


[+] [Front] [Wireframe]



1 Camera Selected

Modifier List

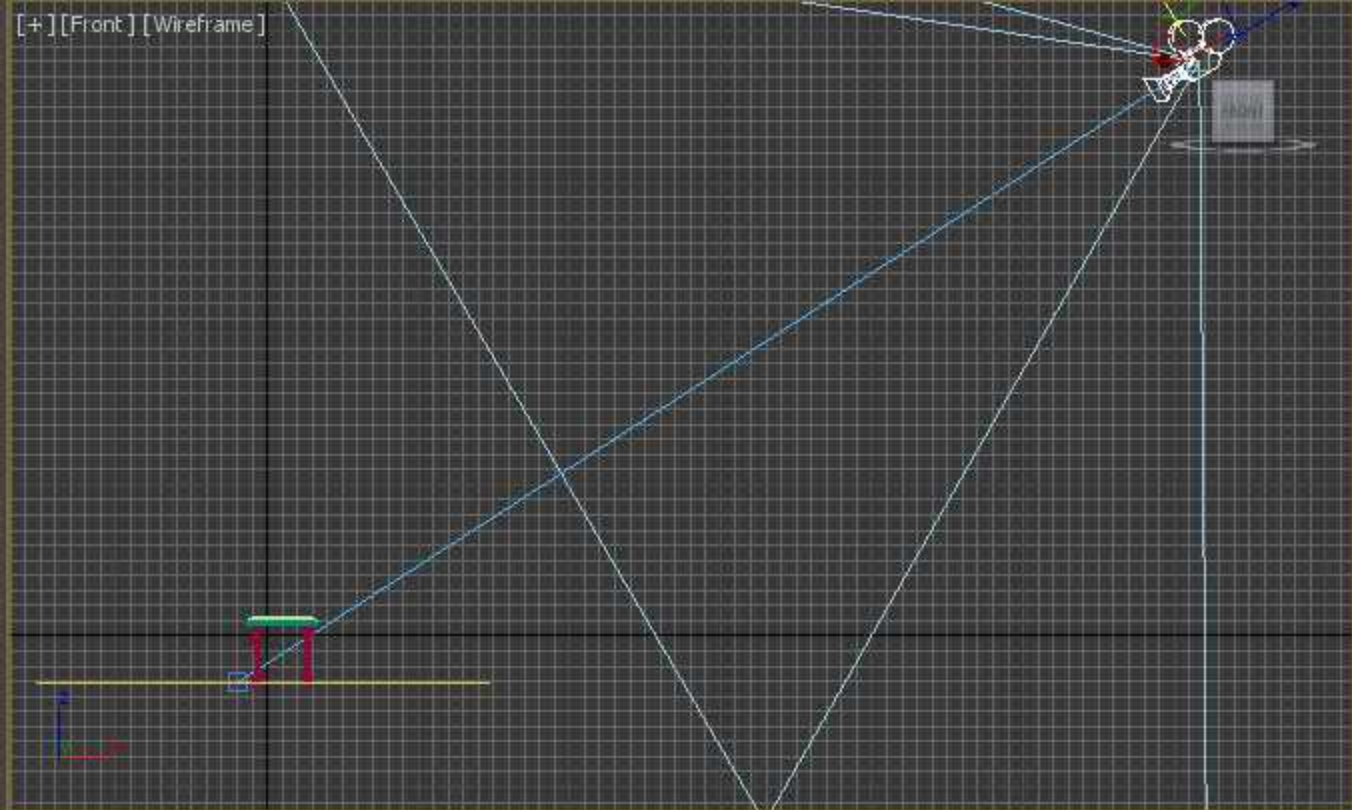


55 60 65 70 75 80 85 90 95 100

0 X: Y: Z: Grid = 10,0cm Auto Key Selected

Add Time Tag Set Key Key Filters...

[+][Front][Wireframe]



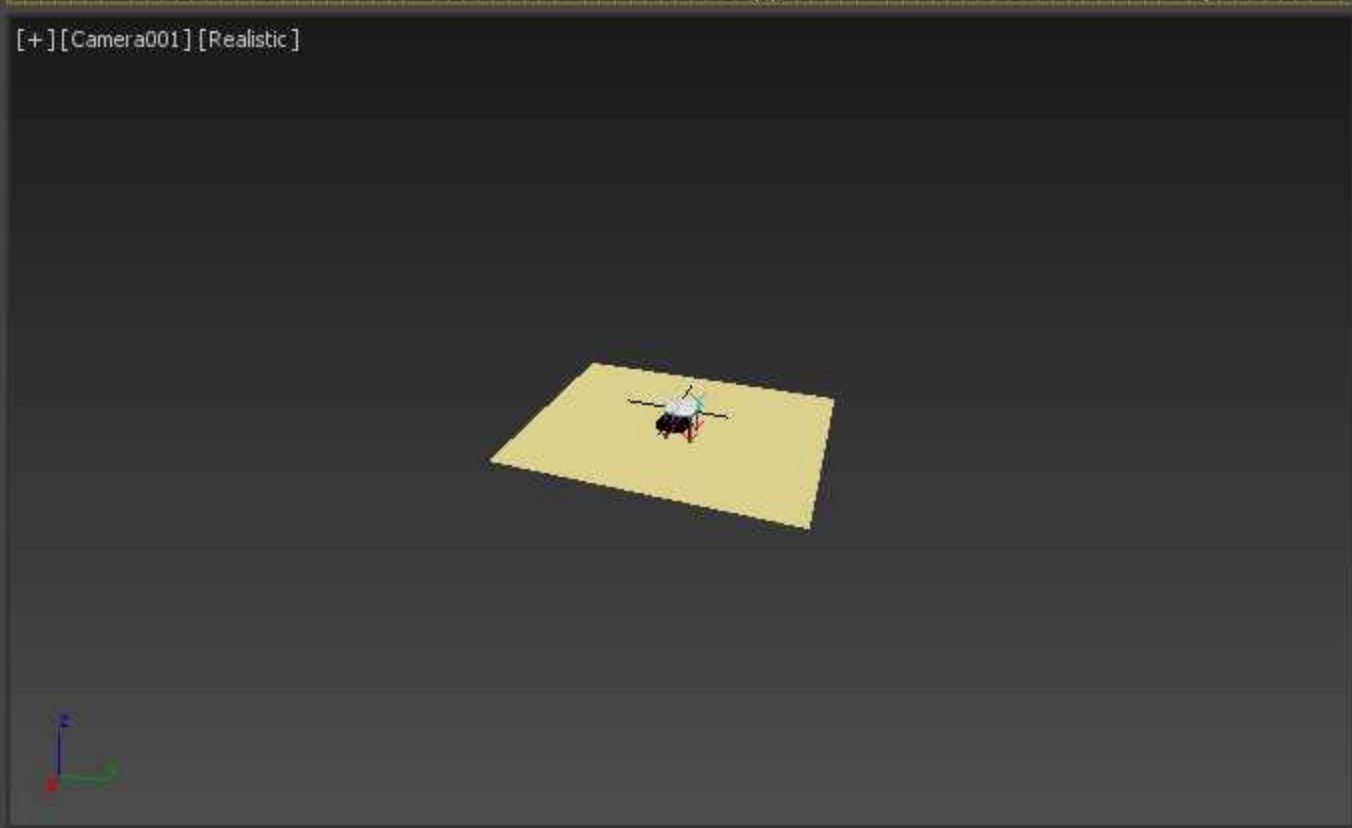
Camera001

Modifier List

Target Camera

Icons: [Target], [Lock], [Reset], [Apply]

[+][Camera001][Realistic]



Parameters

Lens: 15,0 mm

FOV: 100,389 deg.

Orthographic Projection

Stock Lenses

15mm	20mm	24mm
28mm	35mm	50mm
85mm	135mm	200mm

Type: Target Camera

Show Cone

Show Horizon

Environment Ranges

Show

Near Range: 0,0cm

Far Range: 1000,0cm

Clipping Planes

Clip Manually

Near Clip: 1,0cm

Far Clip: 1000,0cm

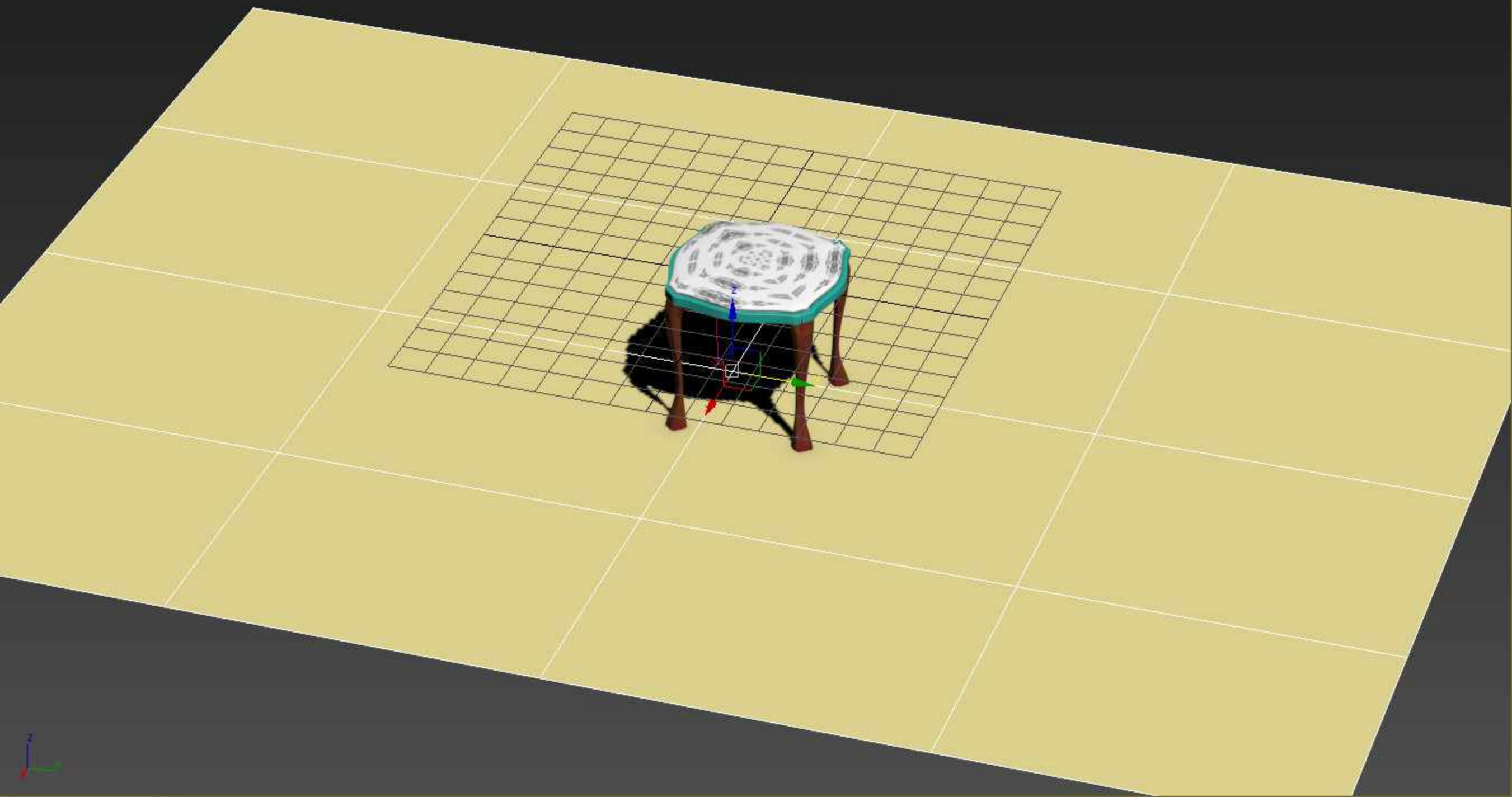
Multi-Pass Effect

Enable

Depth of Field

Render Effects Per Pass

Target Distance: 784,651cm



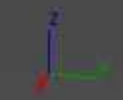
Standard

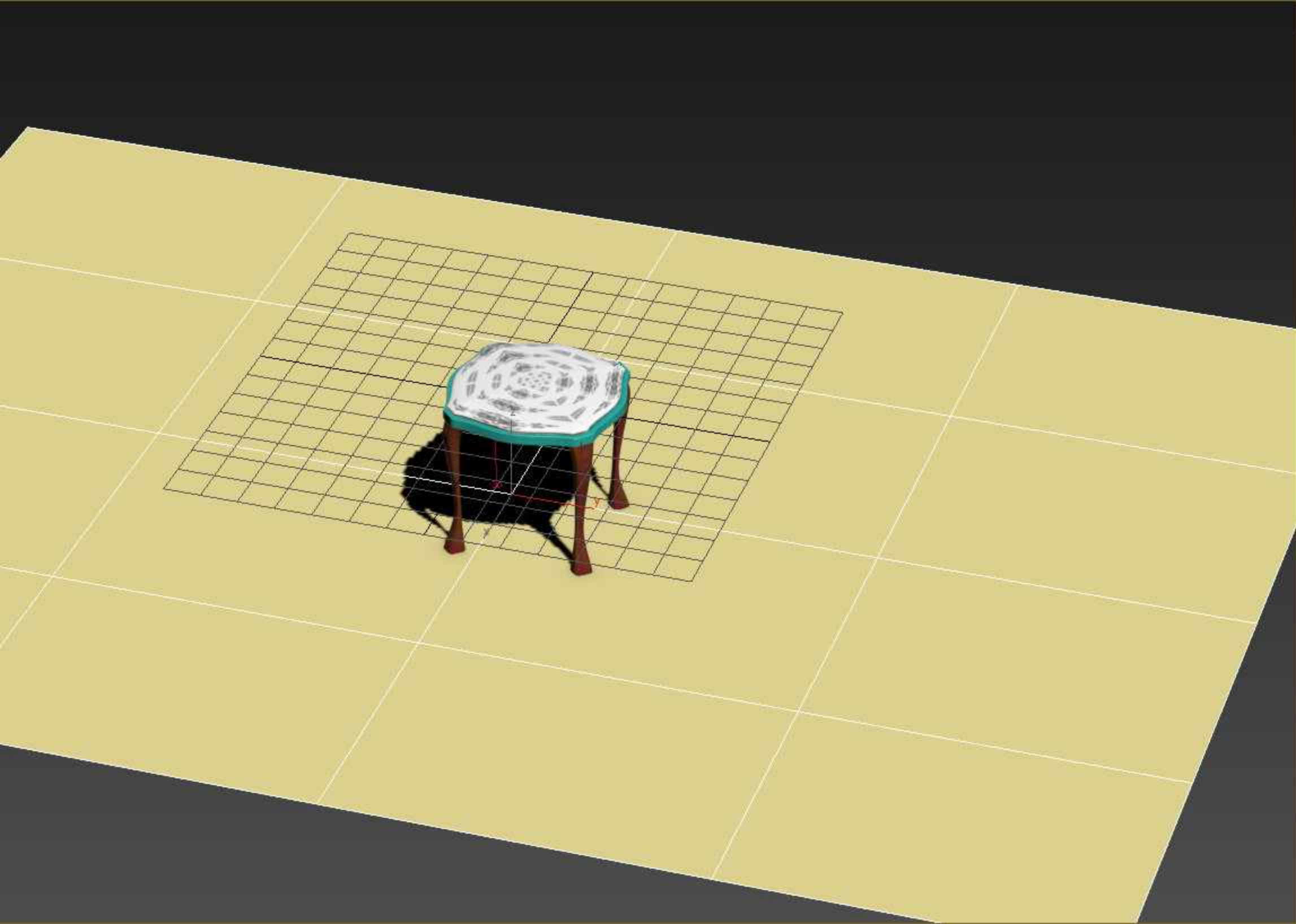
Object Type

- AutoGrid
- Target Spot
- Free Spot
- Target Direct
- Free Direct
- Omni
- Skylight
- mr Area Omni
- mr Area Spot

Name and Color

Plane001





Standard

Object Type

- AutoGrid
- Target Spot** Free Spot
- Target Direct Free Direct
- Omni Skylight
- mr Area Omni mr Area Spot

Name and Color

Plane001

General Parameters

- On Targ. Dist: 0,0cm
- Shadows
- On Use Global Settings
- Shadow Map
- Exclude...

Intensity/Color/Attenuation

Multiplier: 1,0

Decay

Type: None

Start: 40,0cm Show

Near Attenuation

- Use Start: 0,0cm
- Show End: 40,0cm

Far Attenuation

- Use Start: 80,0cm
- Show End: 200,0cm

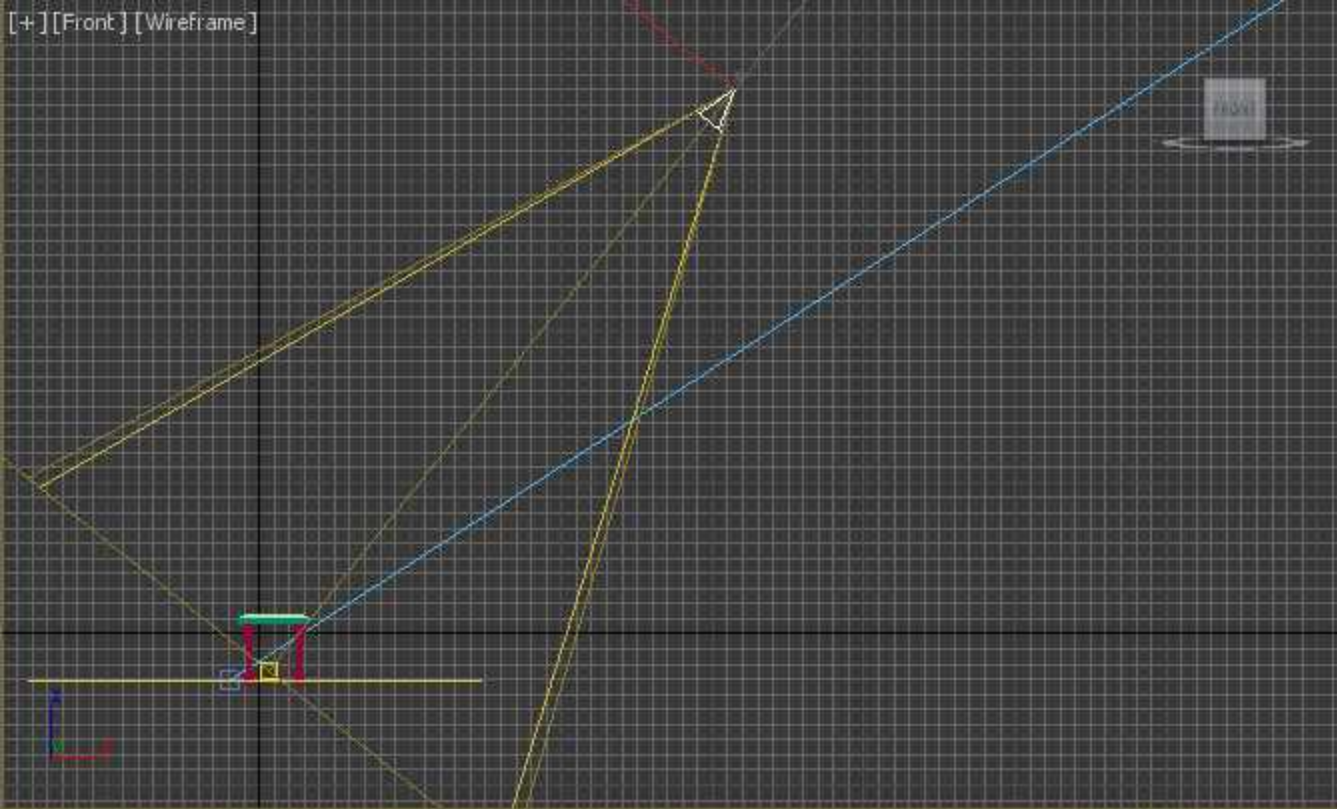
+ Spotlight Parameters

+ Advanced Effects

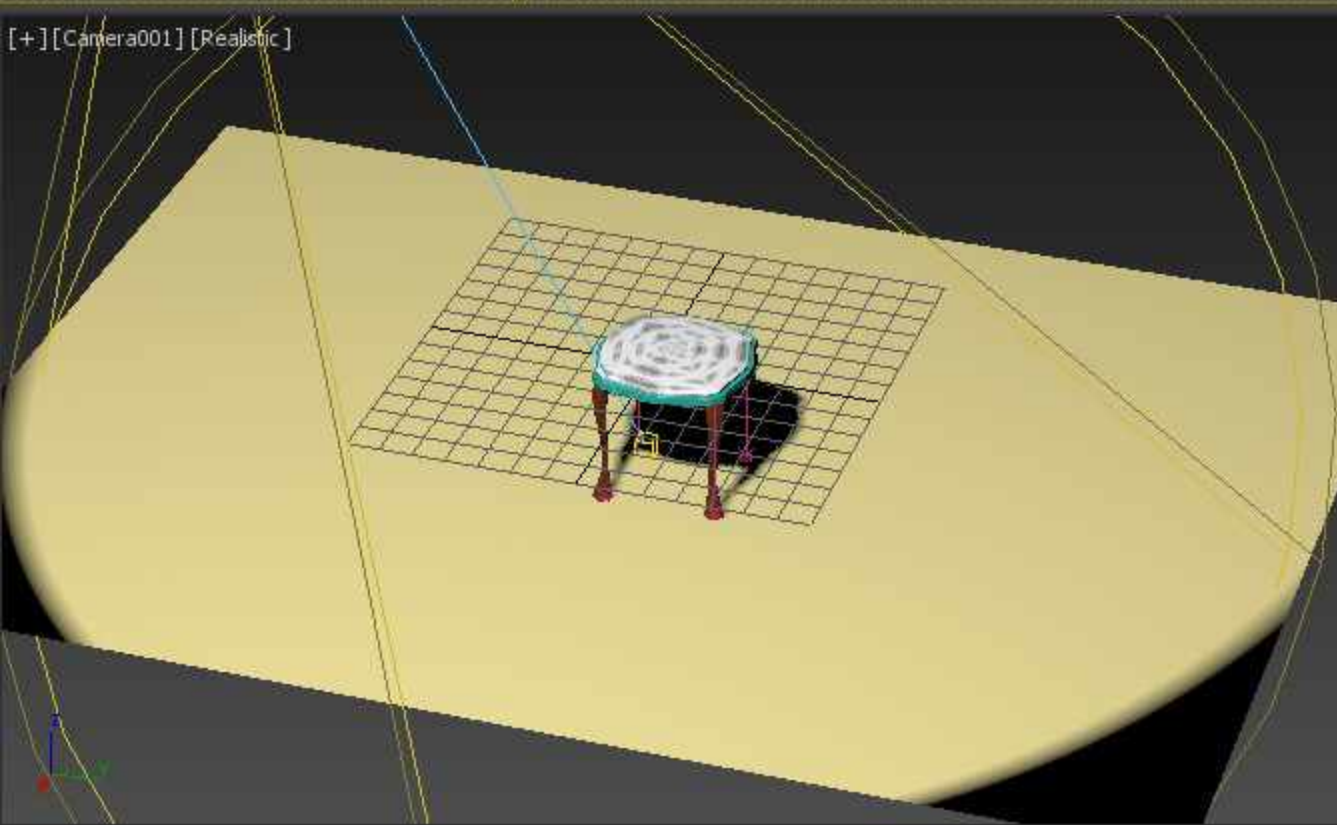
+ Shadow Parameters

+ Shadow Map Params

[+][Front][Wireframe]



[+][Camera001][Realistic]



Standard

Object Type

AutoGrid

Target Spot	Free Spot
Target Direct	Free Direct
Omni	Skylight
mr Area Omni	mr Area Spot

Name and Color

Spot001

General Parameters

On Targ. Dist: 93,109cm

Shadows

On Use Global Settings

Shadow Map

Exclude...

Intensity/Color/Attenuation

Multiplier: 1,0

Decay

Type: None

Start: 40,0cm

Near Attenuation

Use Start: 0,0cm

Show End: 40,0cm

Far Attenuation

Use Start: 80,0cm

Show End: 200,0cm

- + Spotlight Parameters
- + Advanced Effects
- + Shadow Parameters
- + Shadow Map Params

nize

[+][Camera001][Realistic]

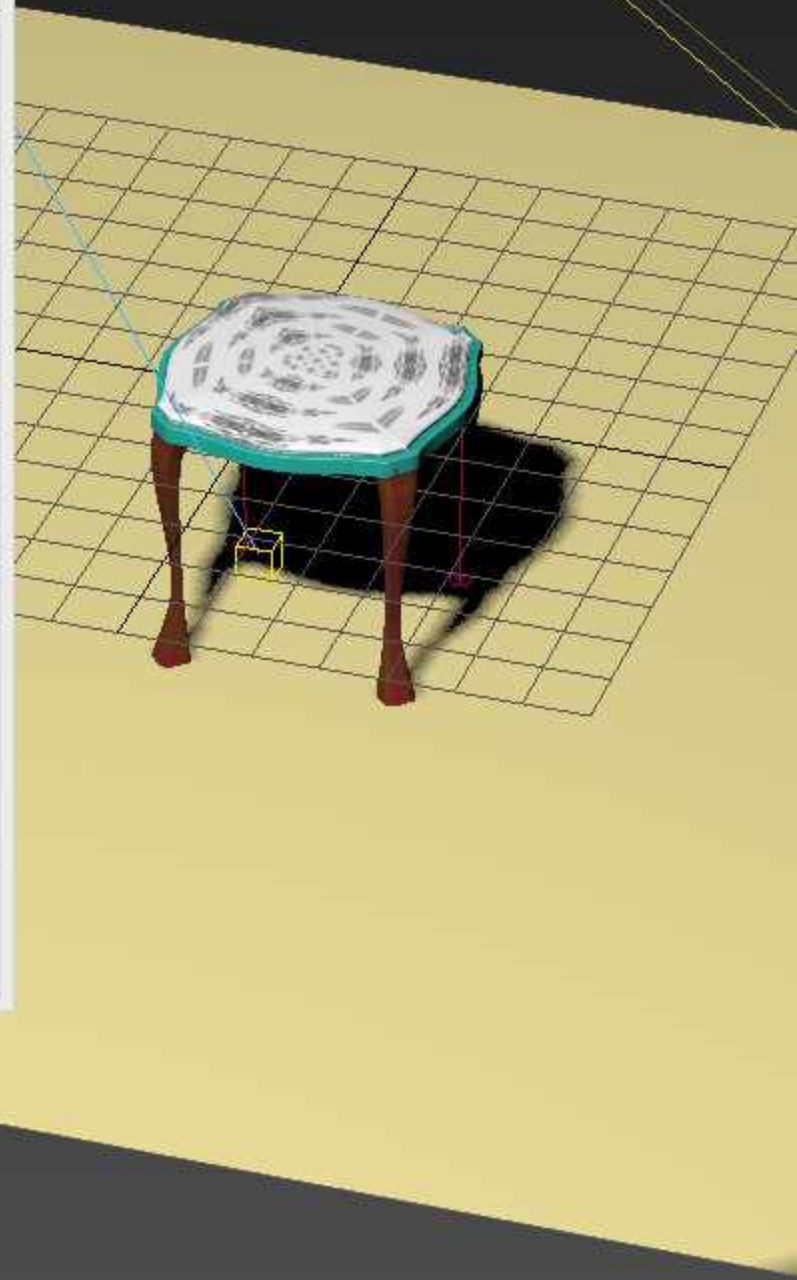
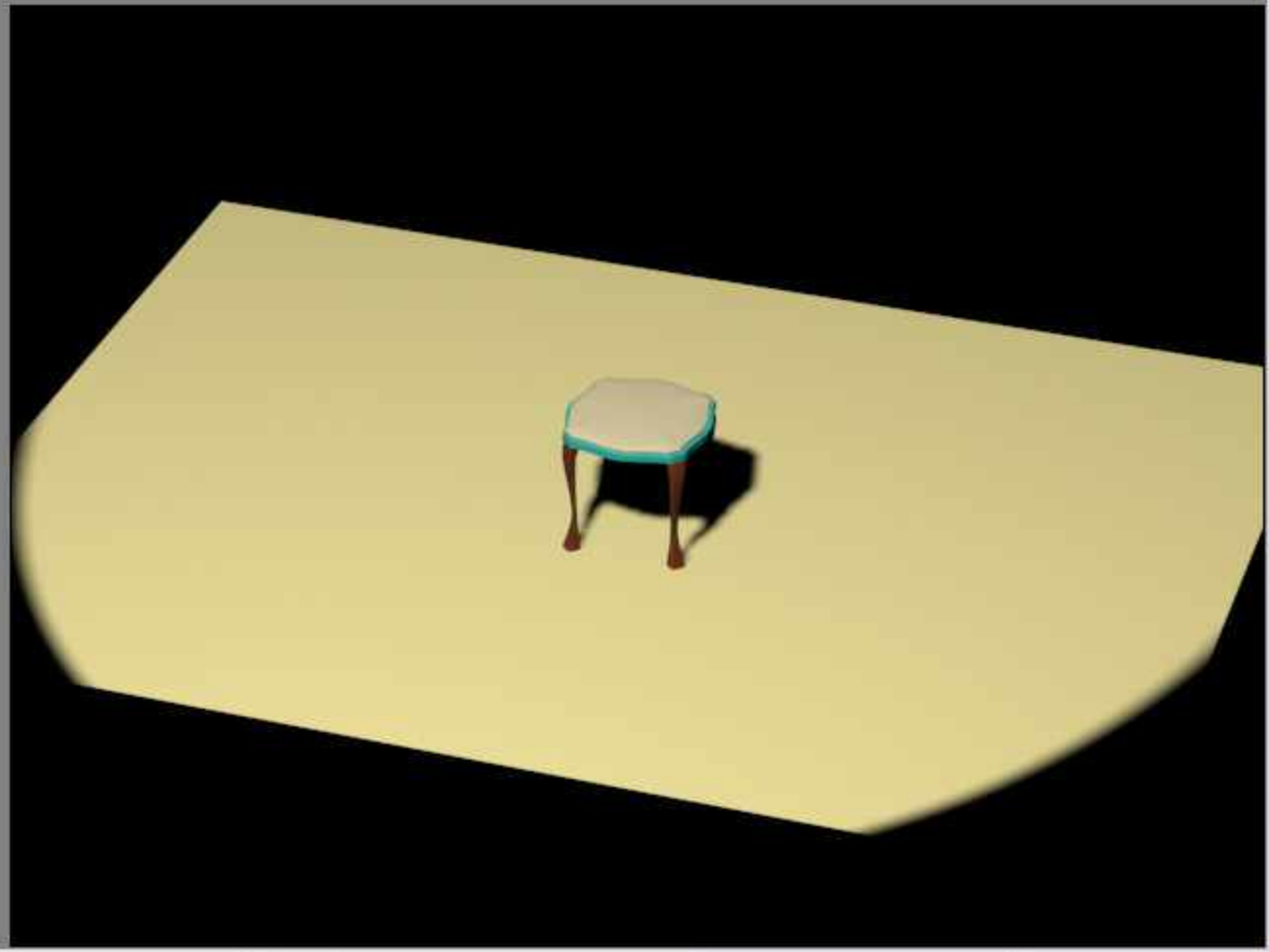
Camera001, frame 0, Display Gamma: 2,2, RGBA Color 16 Bits/Channel (1:1)

Area to Render: View [Hand] [Reset]

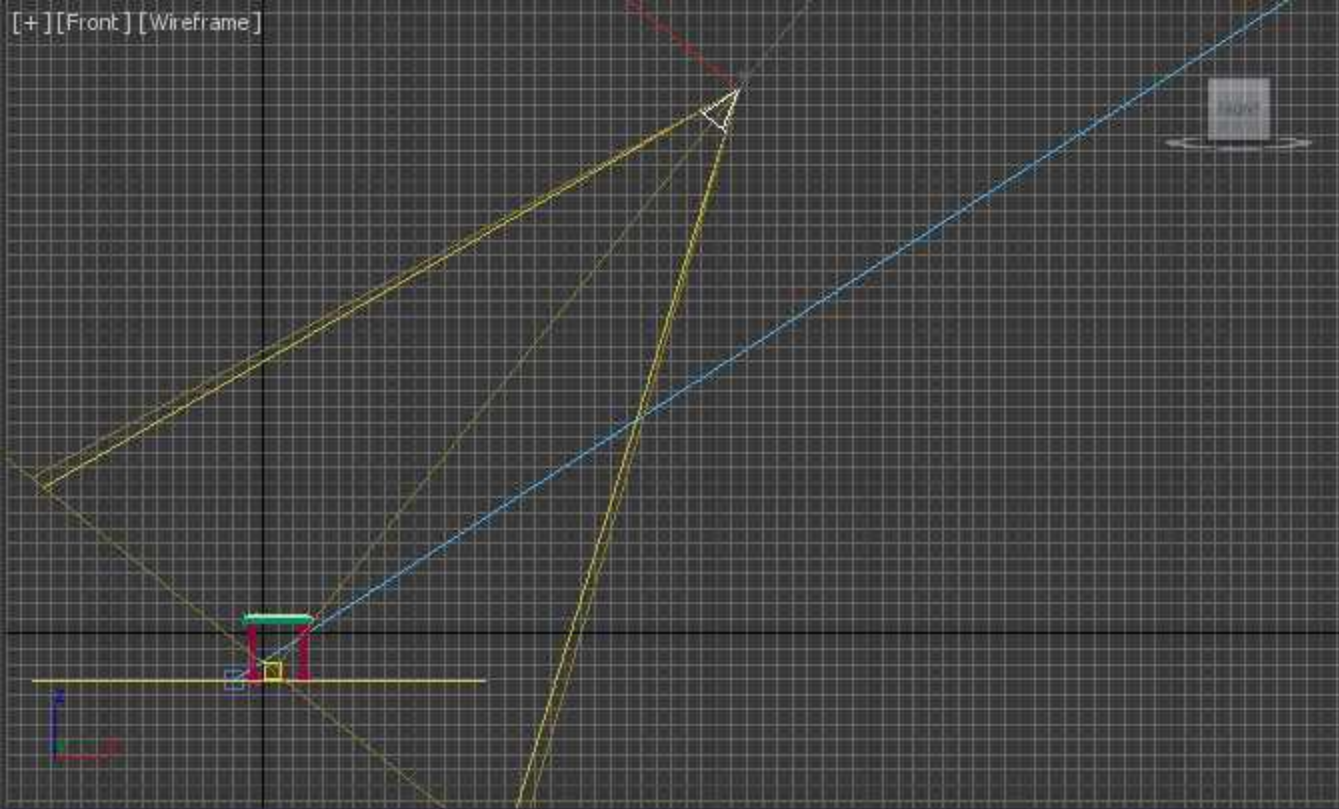
Viewport: Quad 4 - Camera [Lock] [Refresh] [Settings]

Render Preset: [Dropdown] [Render] [Production]

[Icons] [Color] [RGB Alpha] [Icons]



[+][Front][Wireframe]



Standard

Object Type

- AutoGrid
- Target Spot** Free Spot
- Target Direct Free Direct
- Omni Skylight
- mr Area Omni mr Area Spot

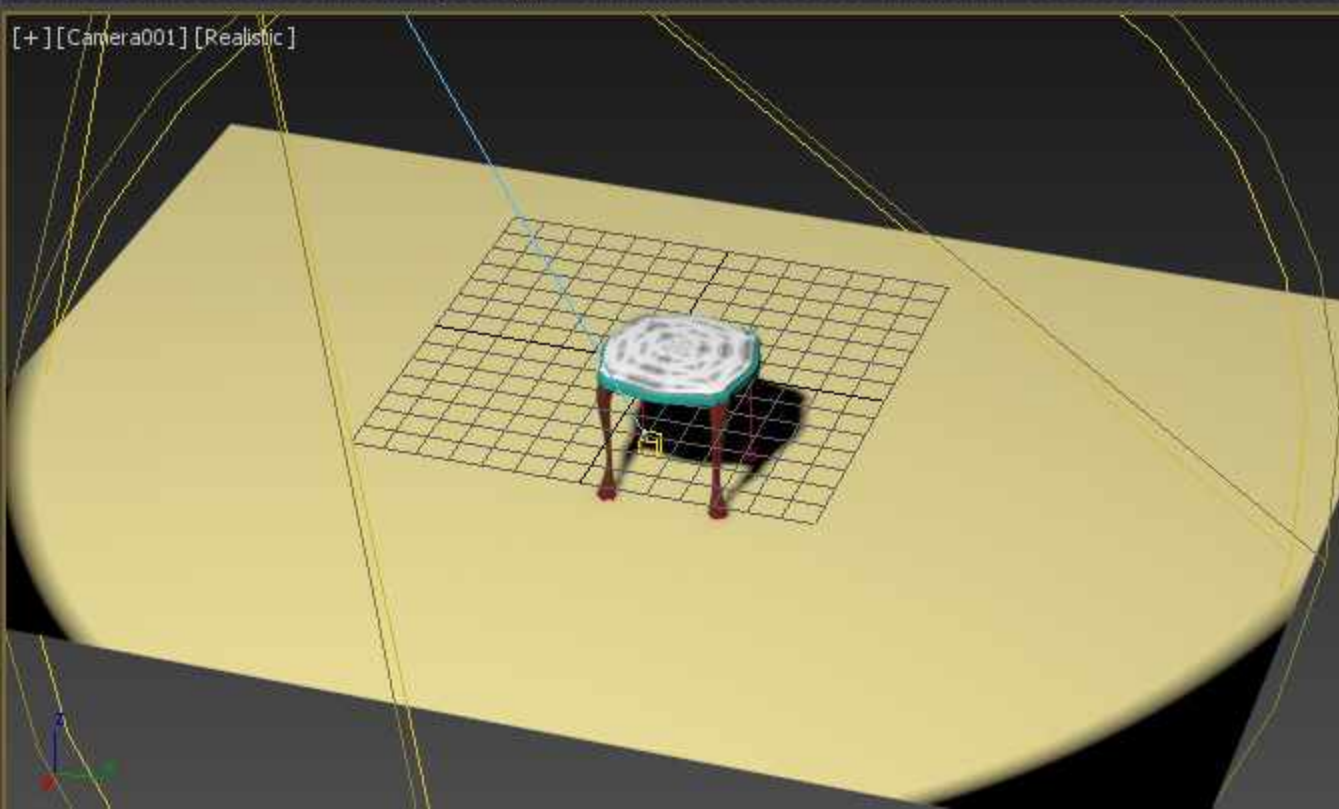
Name and Color

Spot001

General Parameters

- On Targ. Dist: 0,0cm
- Shadows
 - On Use Global Settings
 - Shadow Map
 - Exclude...

[+][Camera001][Realistic]



Intensity/Color/Attenuation

Multiplier: 3,0

Decay

Type: None

Start: 40,0cm Show

Near Attenuation

- Use Start: 0,0cm
- Show End: 40,0cm

Far Attenuation

- Use Start: 80,0cm
- Show End: 120,0cm

Spotlight Parameters

Light Cone

- Show Cone Overshoot

Hotspot/Beam: 43,0

Falloff/Field: 45,0

Circle Rectangle

Aspect: 1,0 Btmap Fit...

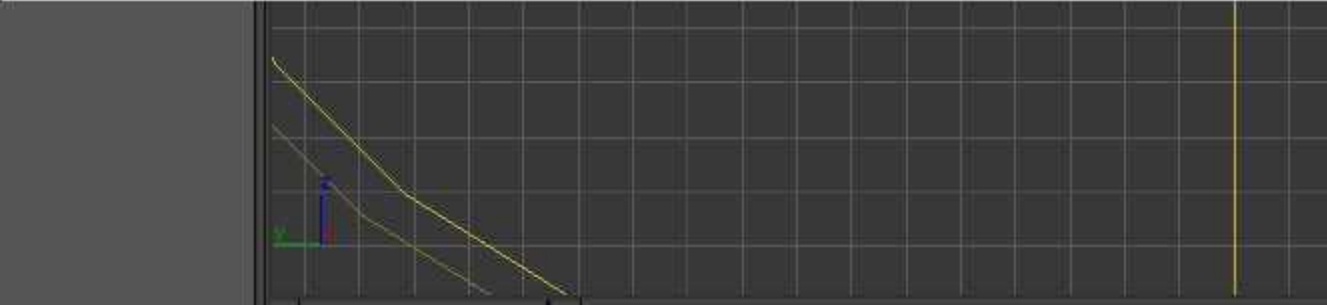
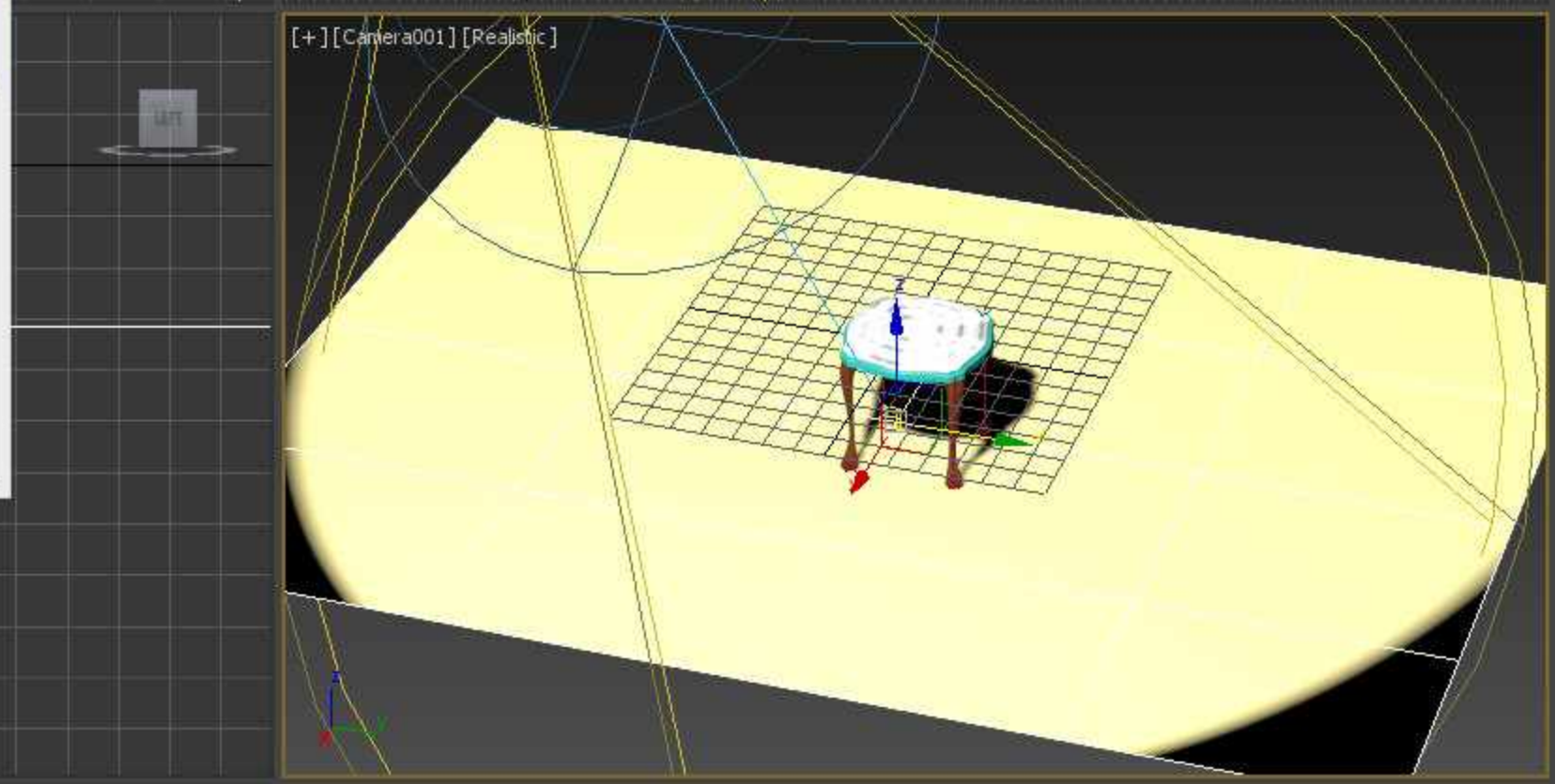
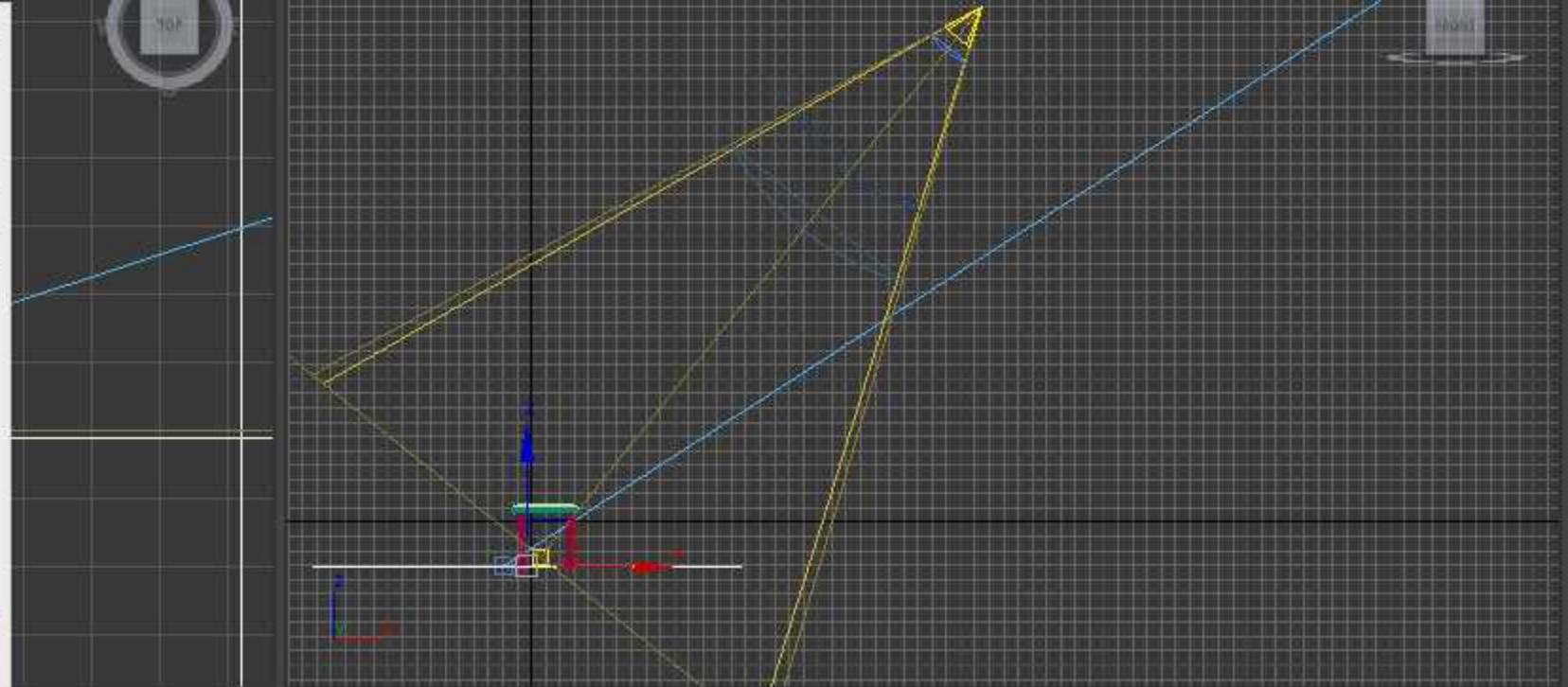
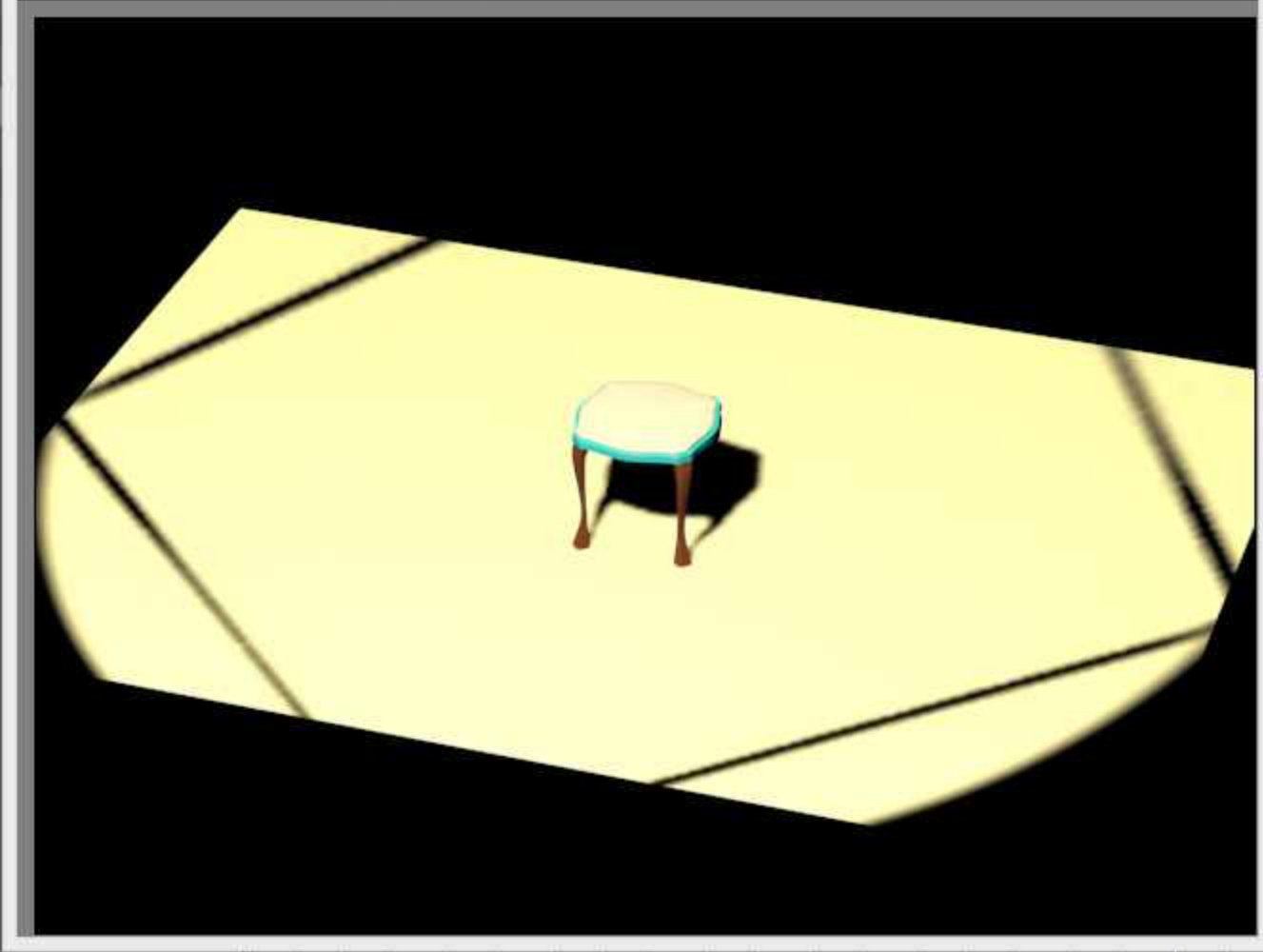
Camera001, frame 0, Display Gamma: 2.2, RGBA Color 16 Bits/Channel (1:1)

Area to Render: View

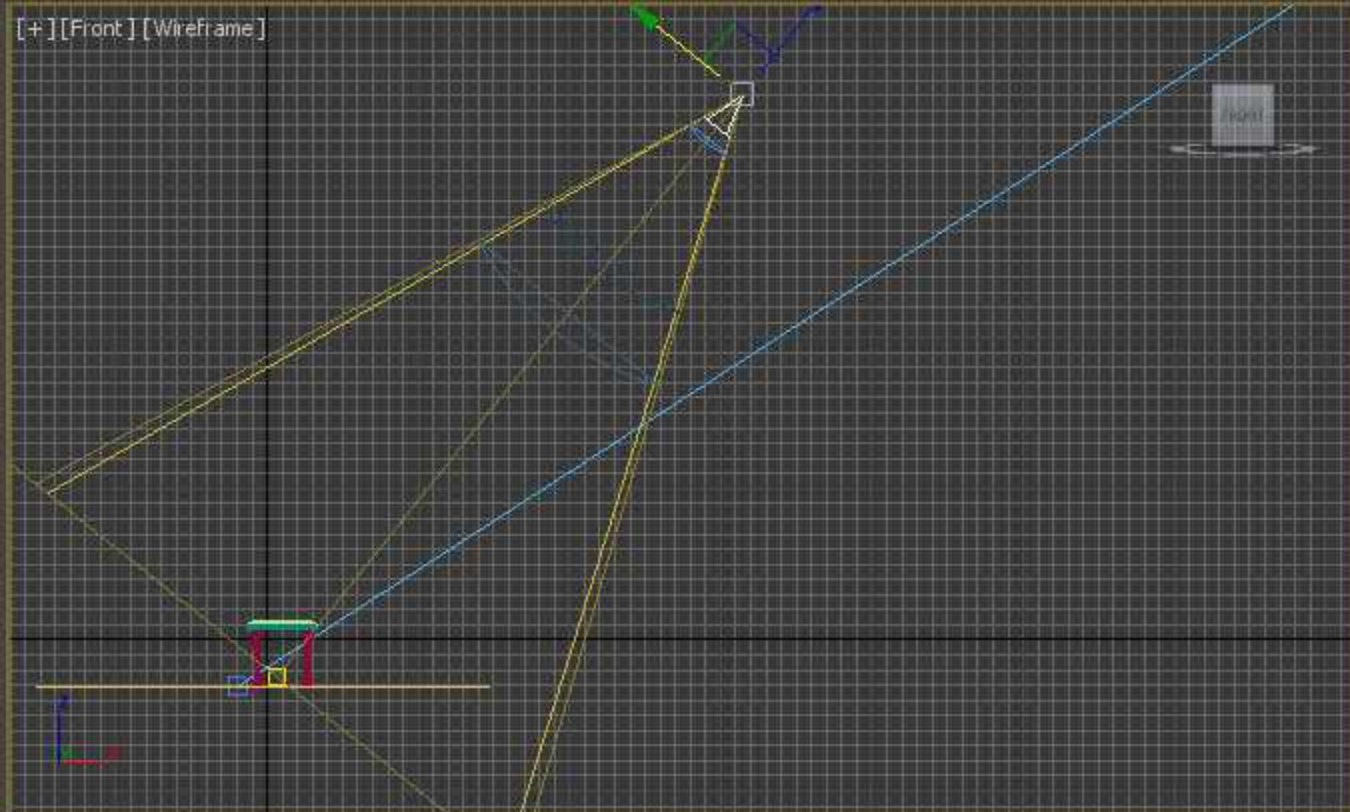
Viewport: Quad 4 - Camera

Render Preset: Production

RGB Alpha



[+][Front][Wireframe]



Spot001

Modifier List

Target Spot

- Intensity/Color/Attenuation

Multiplier: 2,0

Decay

Type: None

Start: 40,0cm Show

Near Attenuation

Use Start: 0,0cm

Show End: 40,0cm

Far Attenuation

Use Start: 150,0cm

Show End: 200,0cm

+ Spotlight Parameters

- Advanced Effects

Affect Surfaces:

Contrast: 0,0

Soften Diff. Edge: 0,0

Diffuse Specular

Ambient Only

Projector Map:

Map: rg.Glass.Wired.jpg

- Shadow Parameters

Object Shadows:

Color: Dens. 1,0

Map: .Glass.Etched.jpg

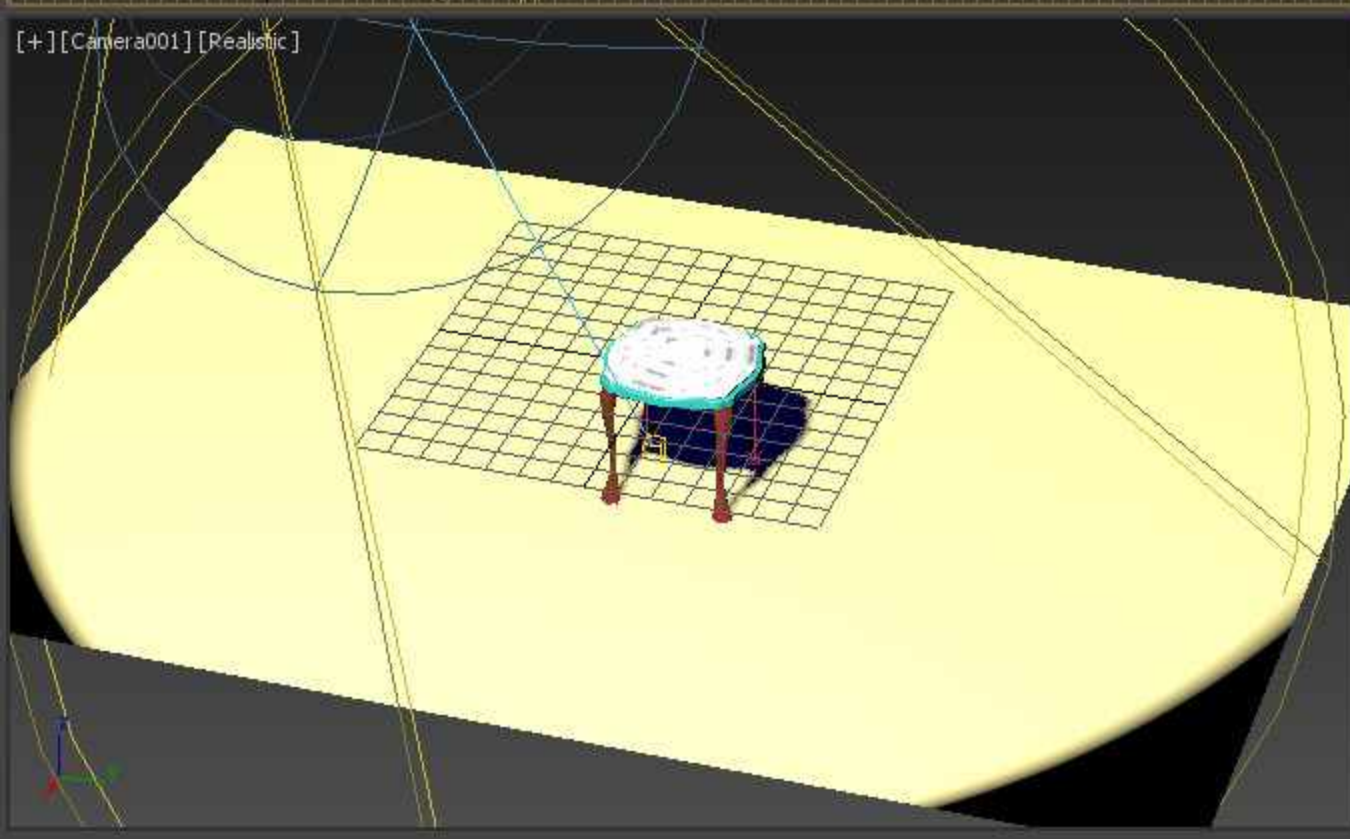
Light Affects Shadow Color

Atmosphere Shadows:

On Opacity: 100,0

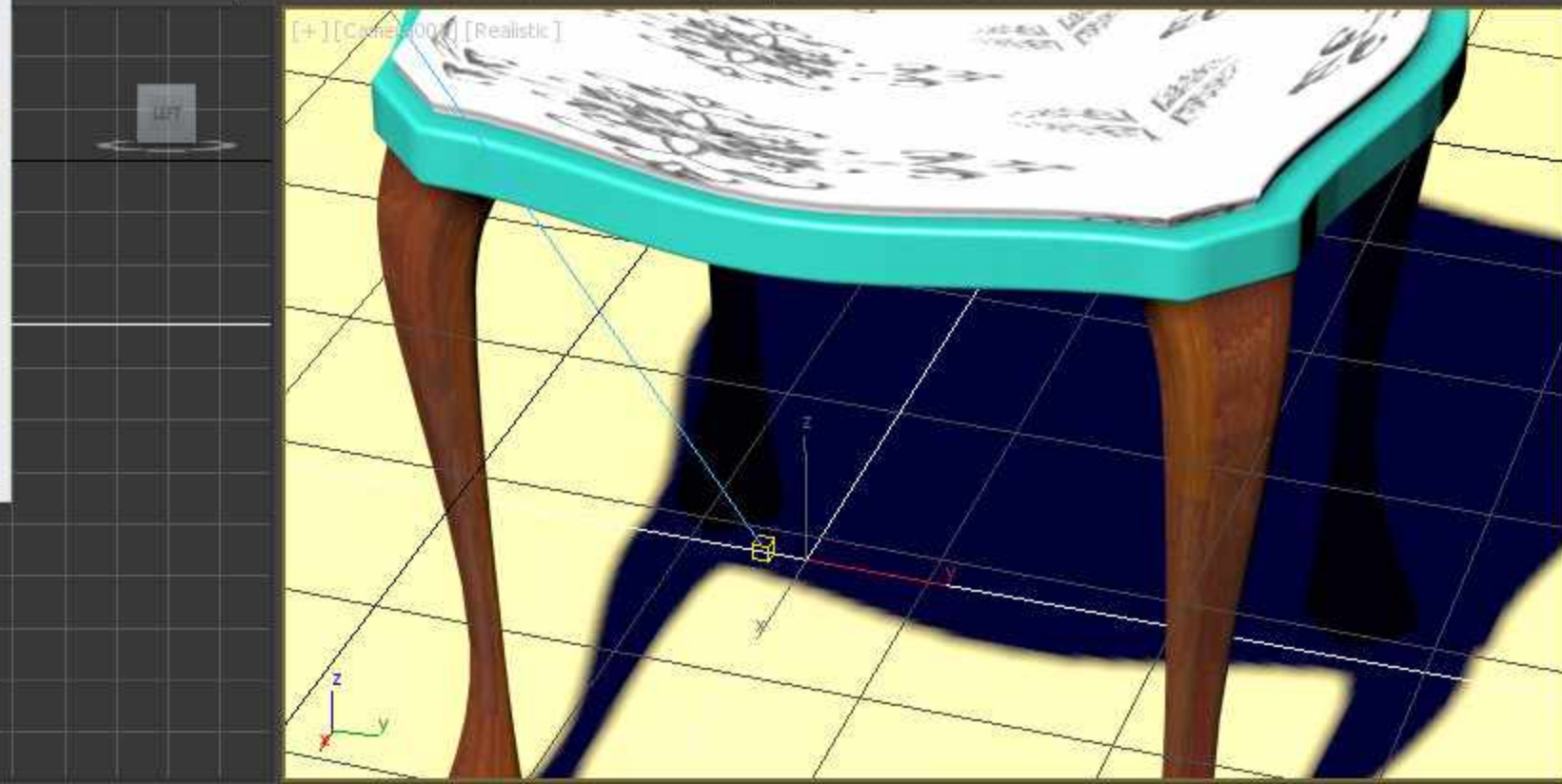
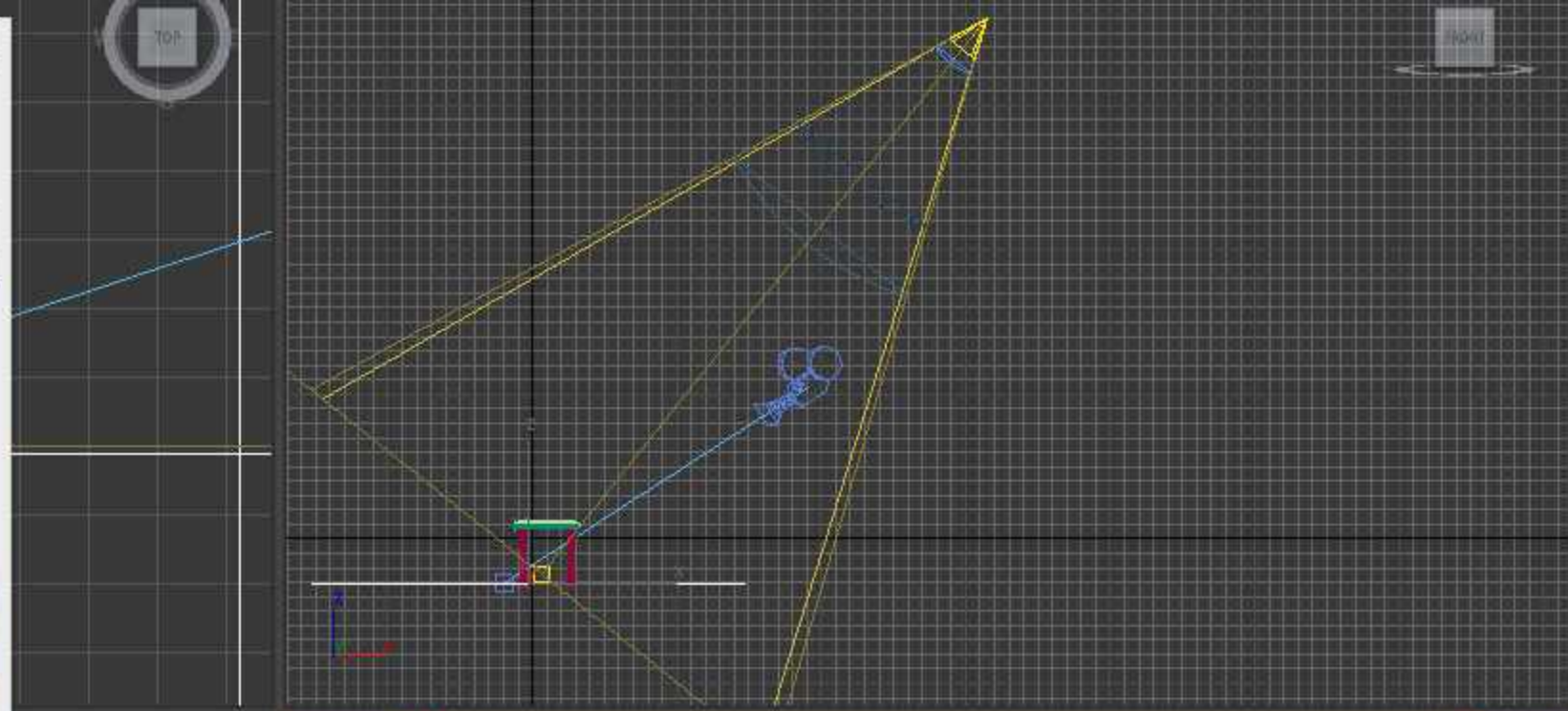
Color Amount: 100,0

[+][Camera001][Realistic]



Area to Render: View [Icons] Viewport: Quad 4 - Camera [Lock] Render Preset: [Dropdown] Production [Dropdown] Render [Button]

[Icons] [Color Bars] RGB Alpha [Dropdown] [Icons]



Add Atmosphere or Effect ? x

Volume Light
Lens Effects

Atmosphere
 Effect
 All

New
 Existing

OK
Cancel

Modifier List

Target Spot

Target List

Color Amount: 100,0

Shadow Map Params

Bias: 1,0 Size: 2000

Sample Range: 4,0

Absolute Map Bias
 2 Sided Shadows

Atmospheres & Effects

Add Delete

Setup

mental ray Indirect Illumination

Automatically Calculate Energy and Photons

Global Multipliers

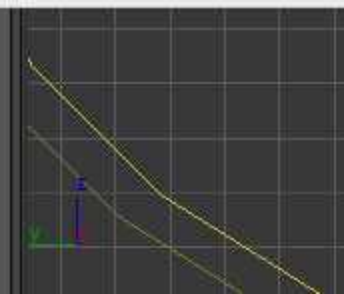
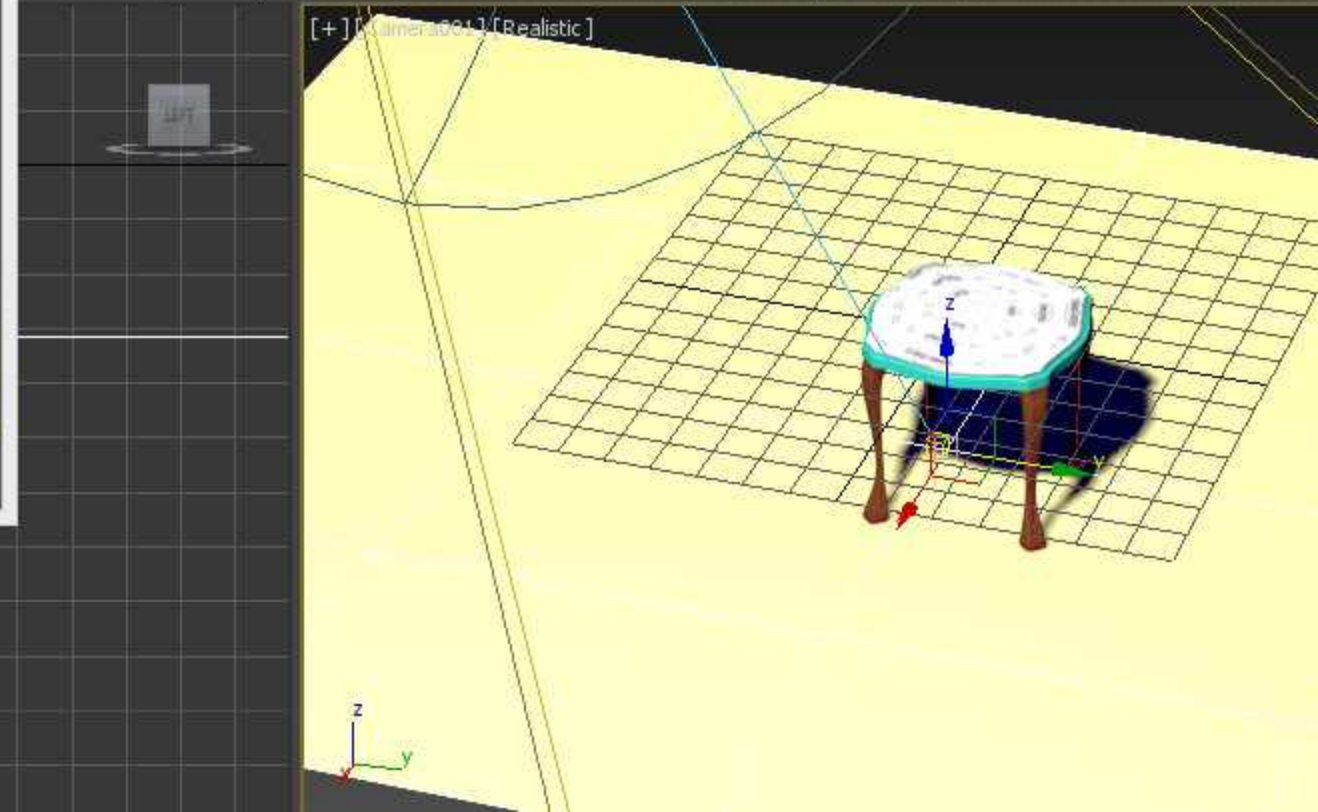
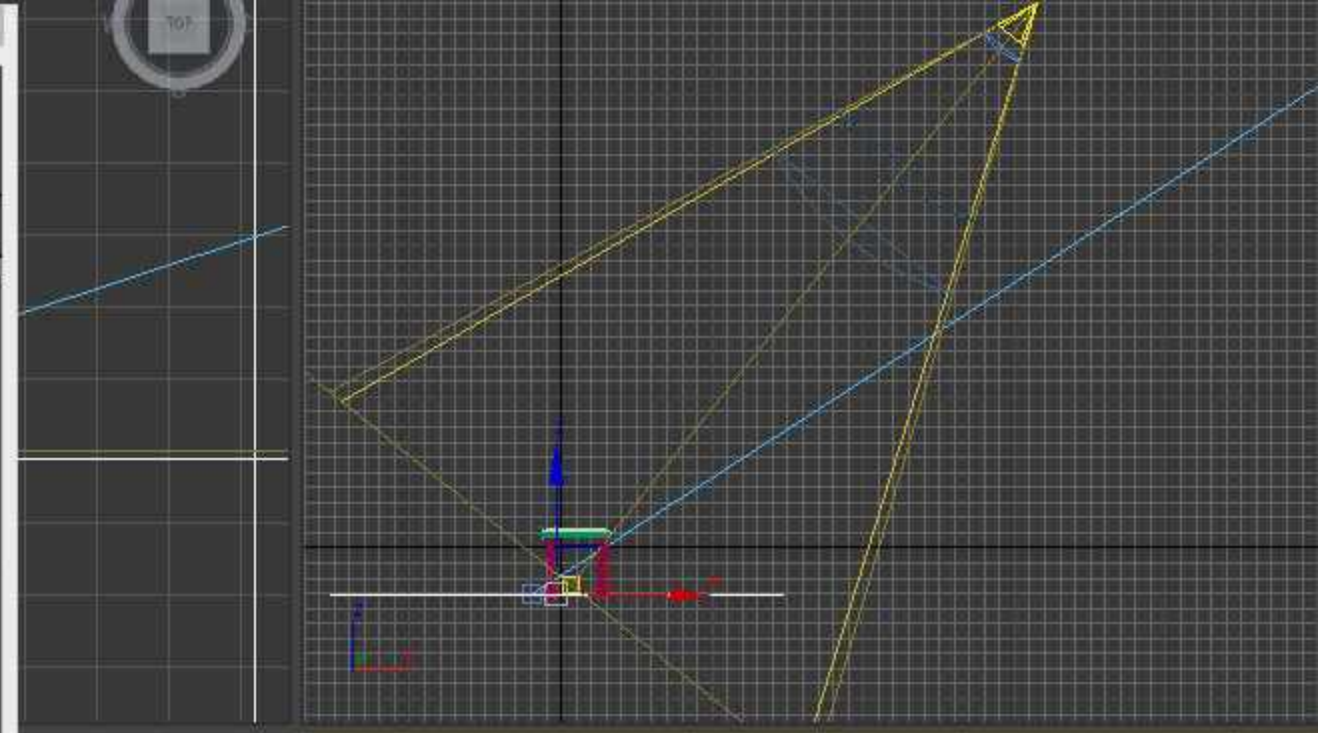
Energy: 1,0
Caustic Photons: 1,0
GI Photons: 1,0

Manual Settings

On

Energy: 50000,0
Decay: 2,0
Caustic Photons: 10000
GI Photons: 10000

Area to Render: View Viewport: Quad 4 - Camera Render Preset: Production RGB Alpha



Area to Render: View [Hand] [Camera]

Viewport: Quad 4 - Camera [Lock] [Refresh] [Reset]

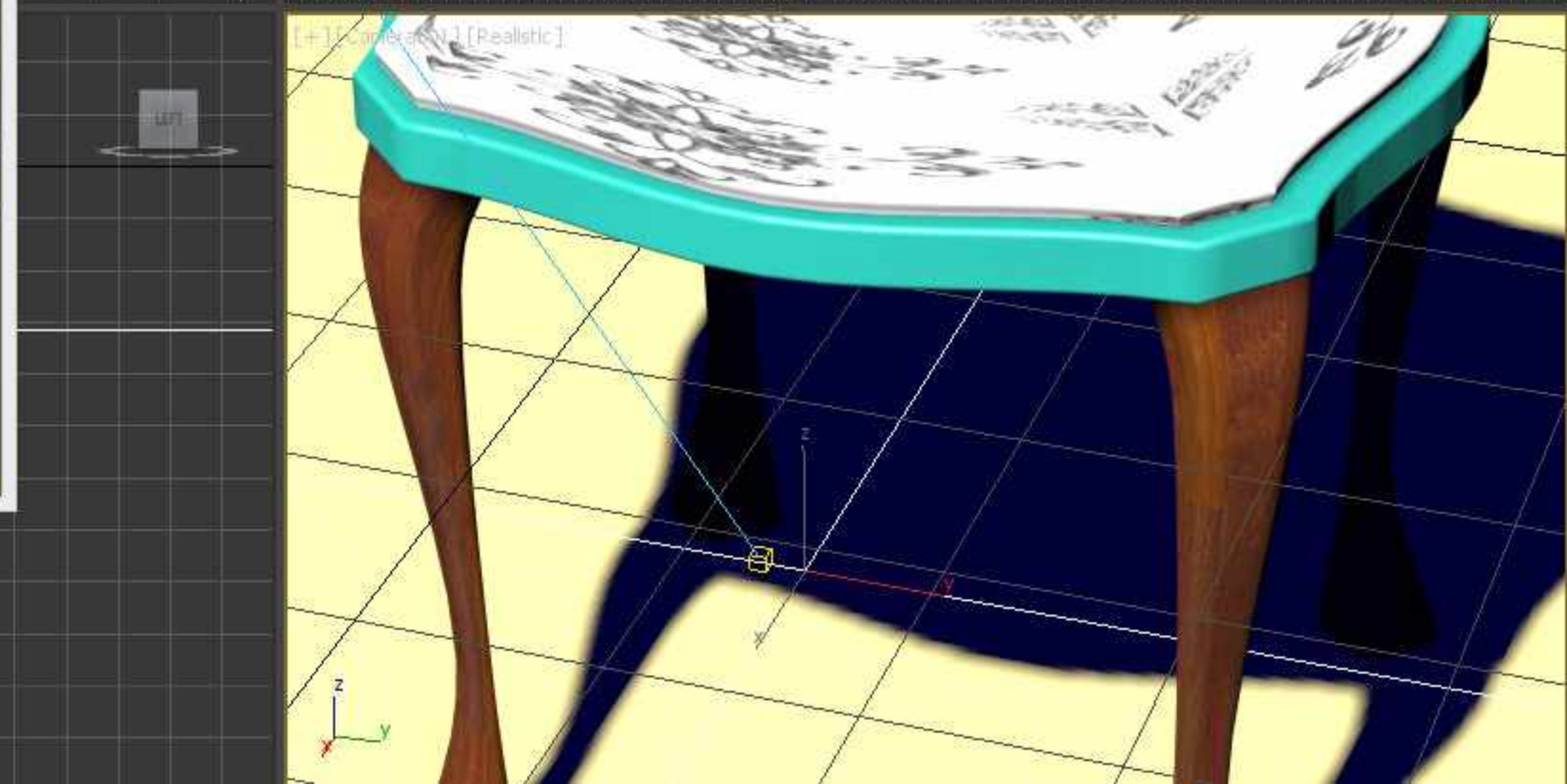
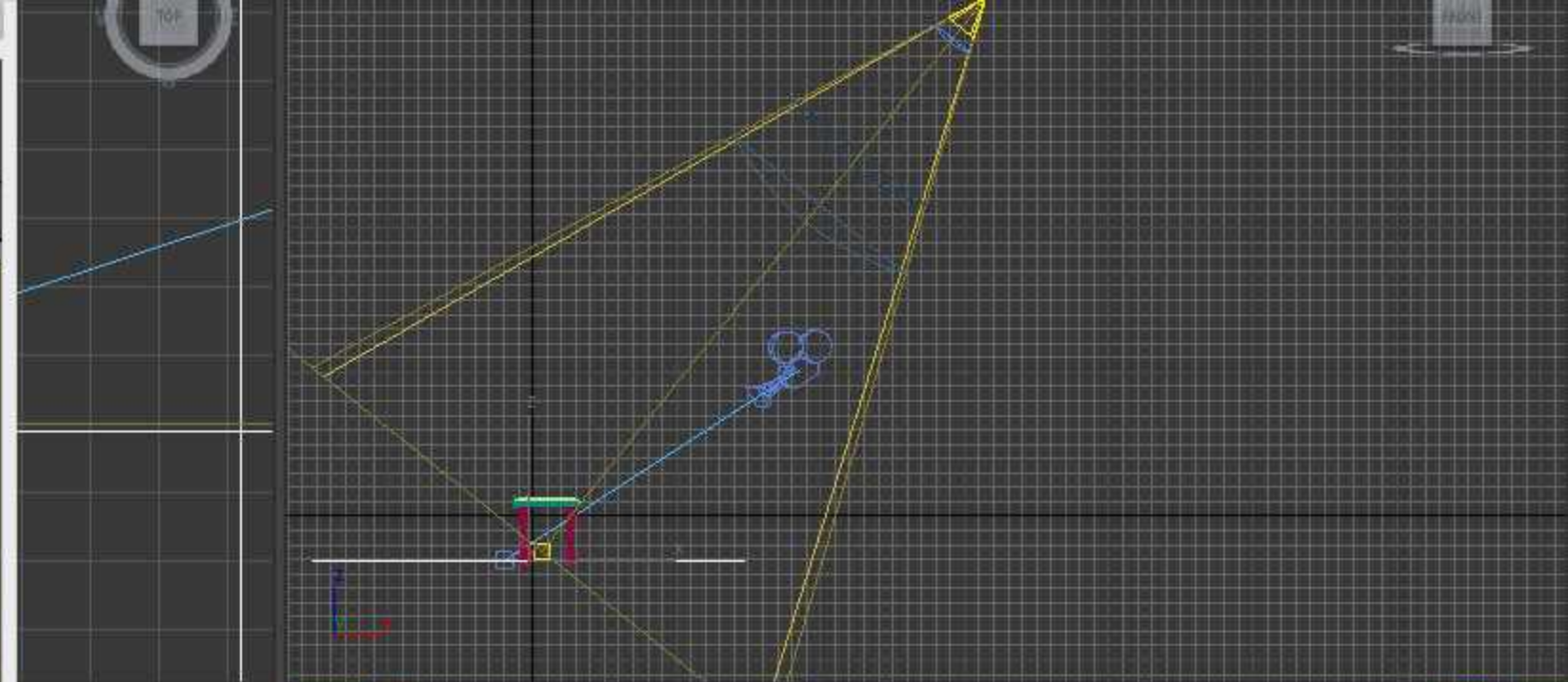
Render Preset: [Dropdown] [Dropdown]

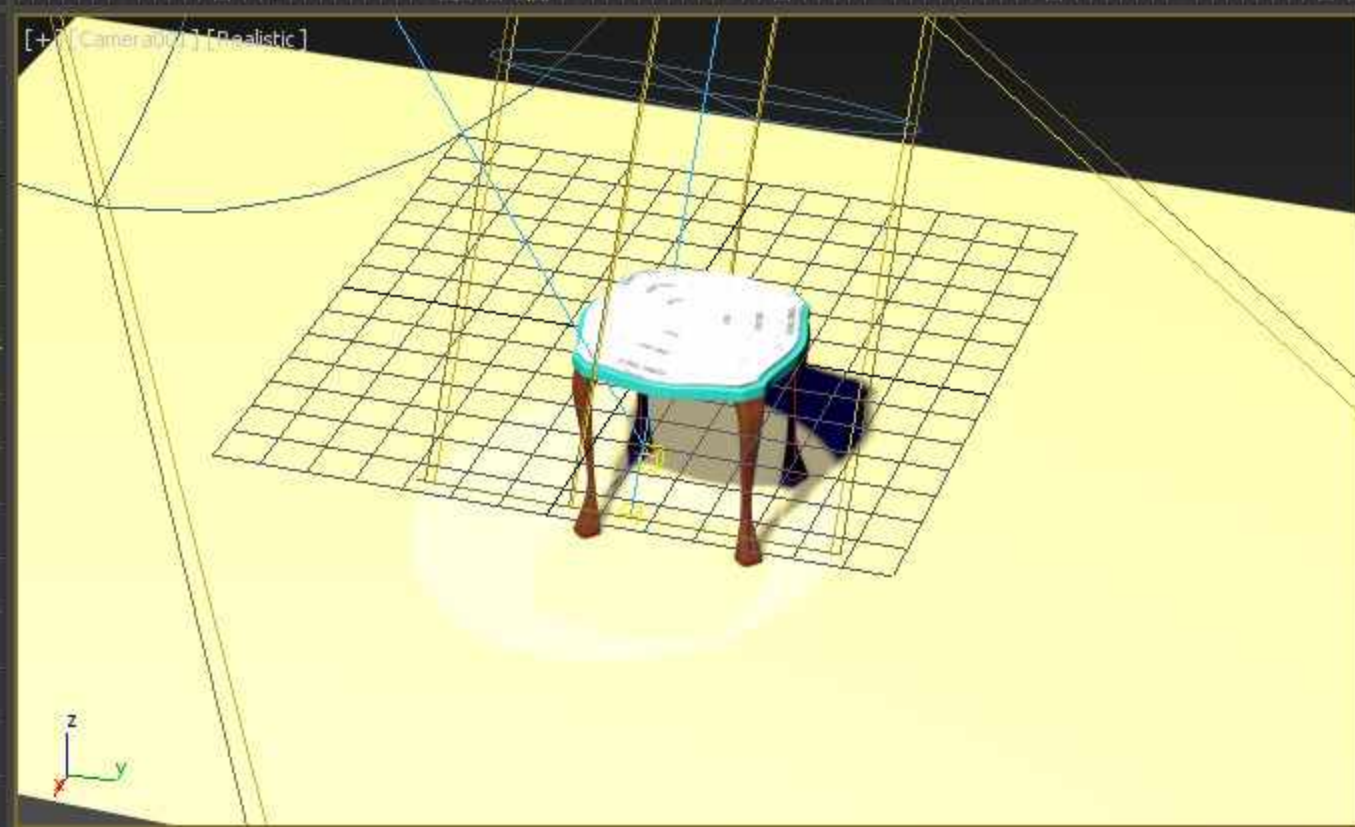
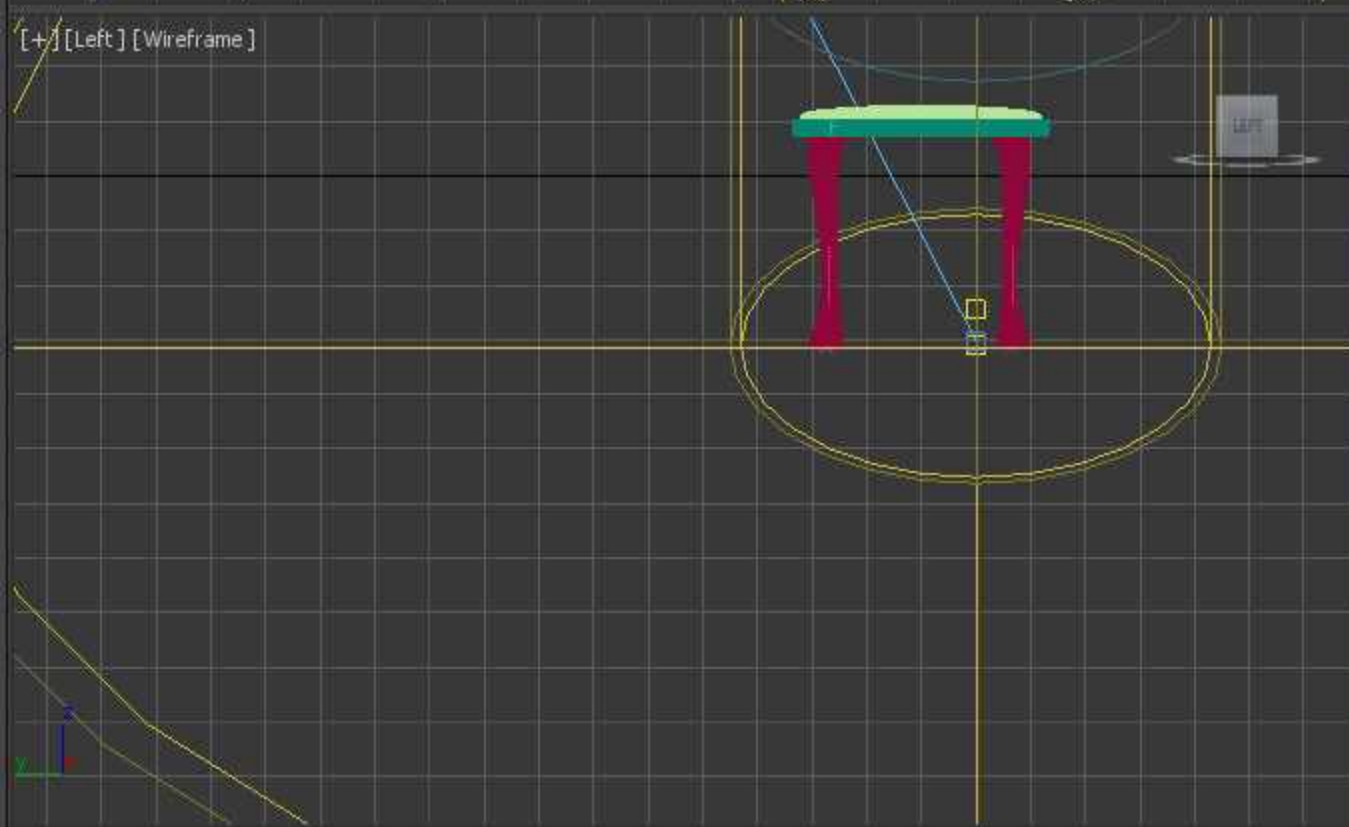
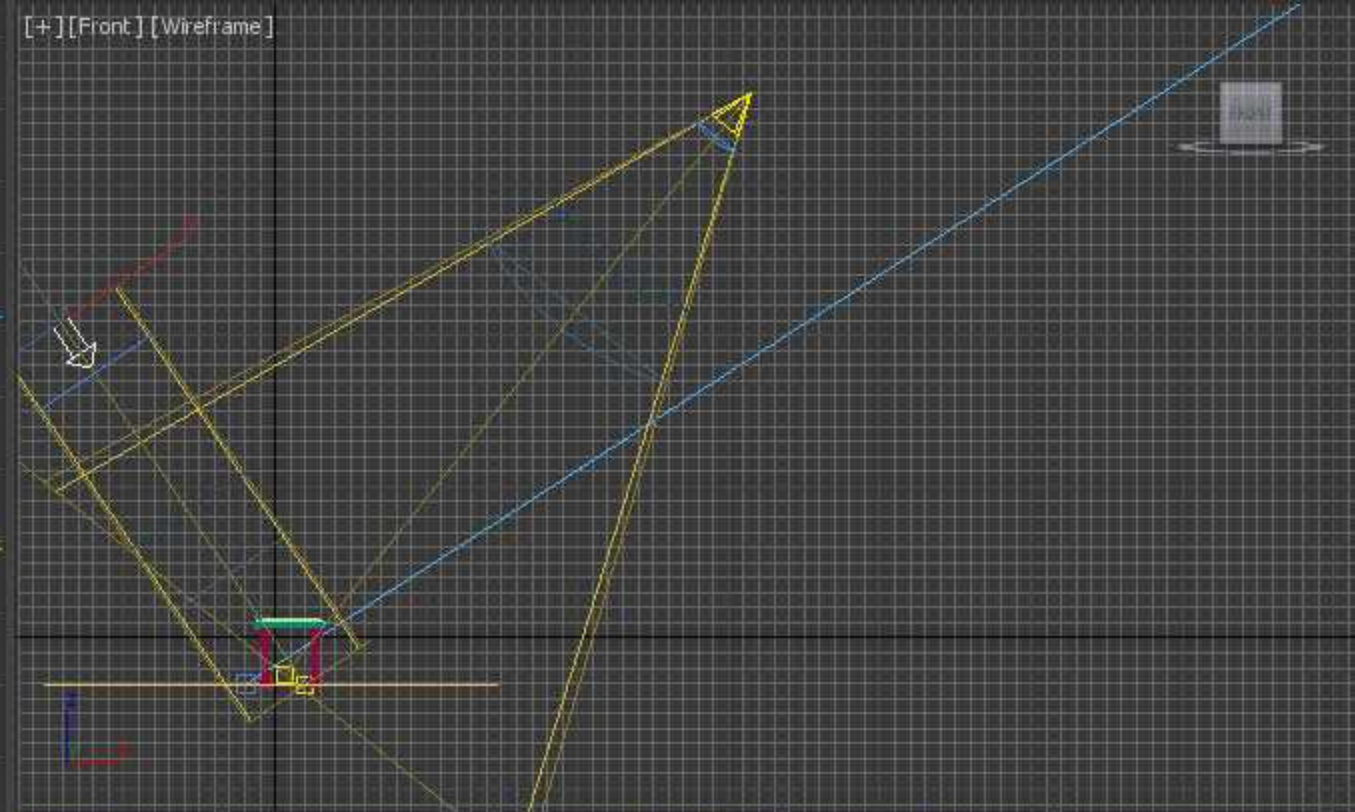
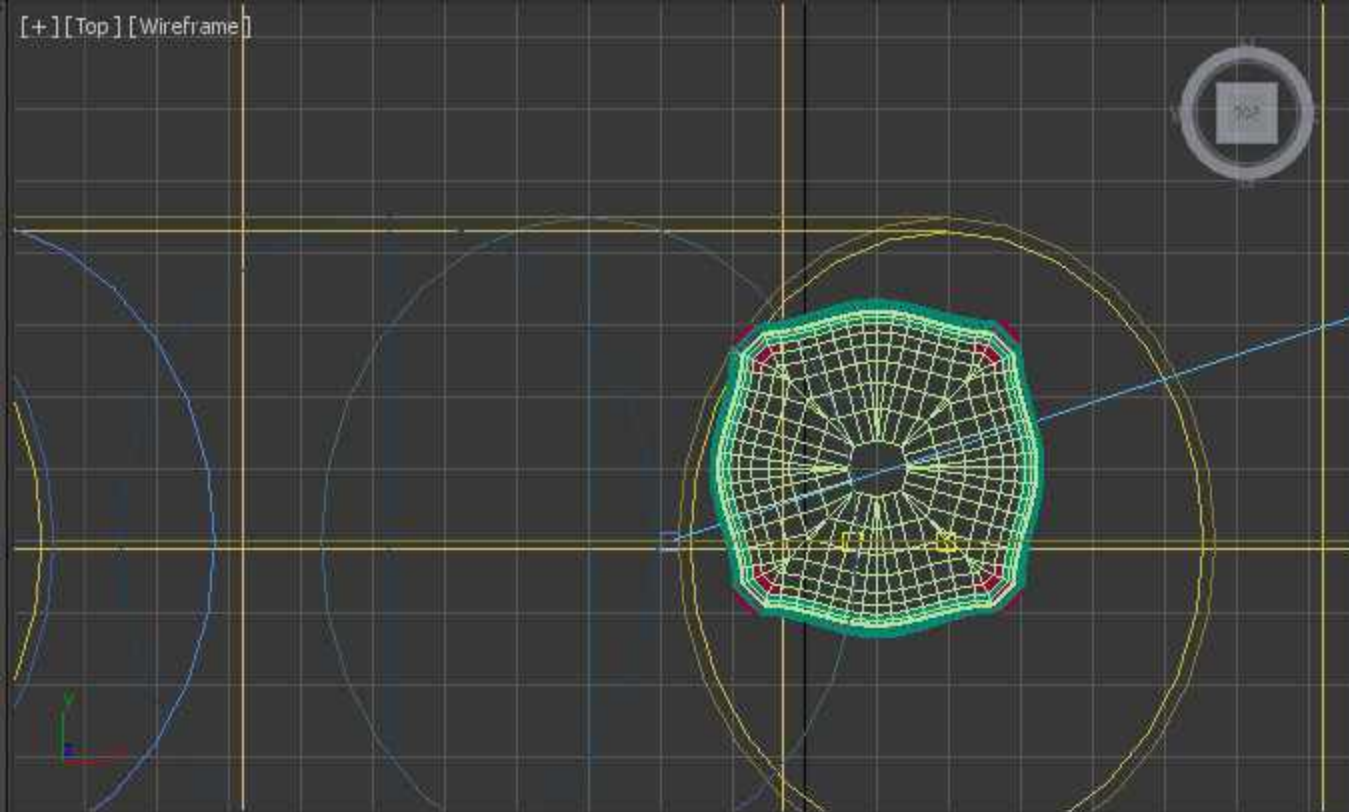
Render: Production [Dropdown]

[Icons: File, Print, Copy, Paste, Undo, Redo]

[Color Selection: Red, Green, Blue, Black, White]

RGB Alpha [Dropdown] [Icons: Save, Print]





Standard

Object Type

- AutoGrid
- Target Spot
- Free Spot
- Target Direct
- Free Direct
- Omni
- Skylight
- mr Area Omni
- mr Area Spot

Name and Color

Direct001

General Parameters

- On Targ. Dist: 0,0cm
- Shadows
- On Use Global Settings
- Shadow Map
- Exclude...

Intensity/Color/Attenuation

Multiplier: 0,5

Decay

Type: None

Start: 40,0cm Show

Near Attenuation

- Use Start: 0,0cm
- Show End: 40,0cm

Far Attenuation

- Use Start: 150,0cm
- Show End: 200,0cm

+ Directional Parameters

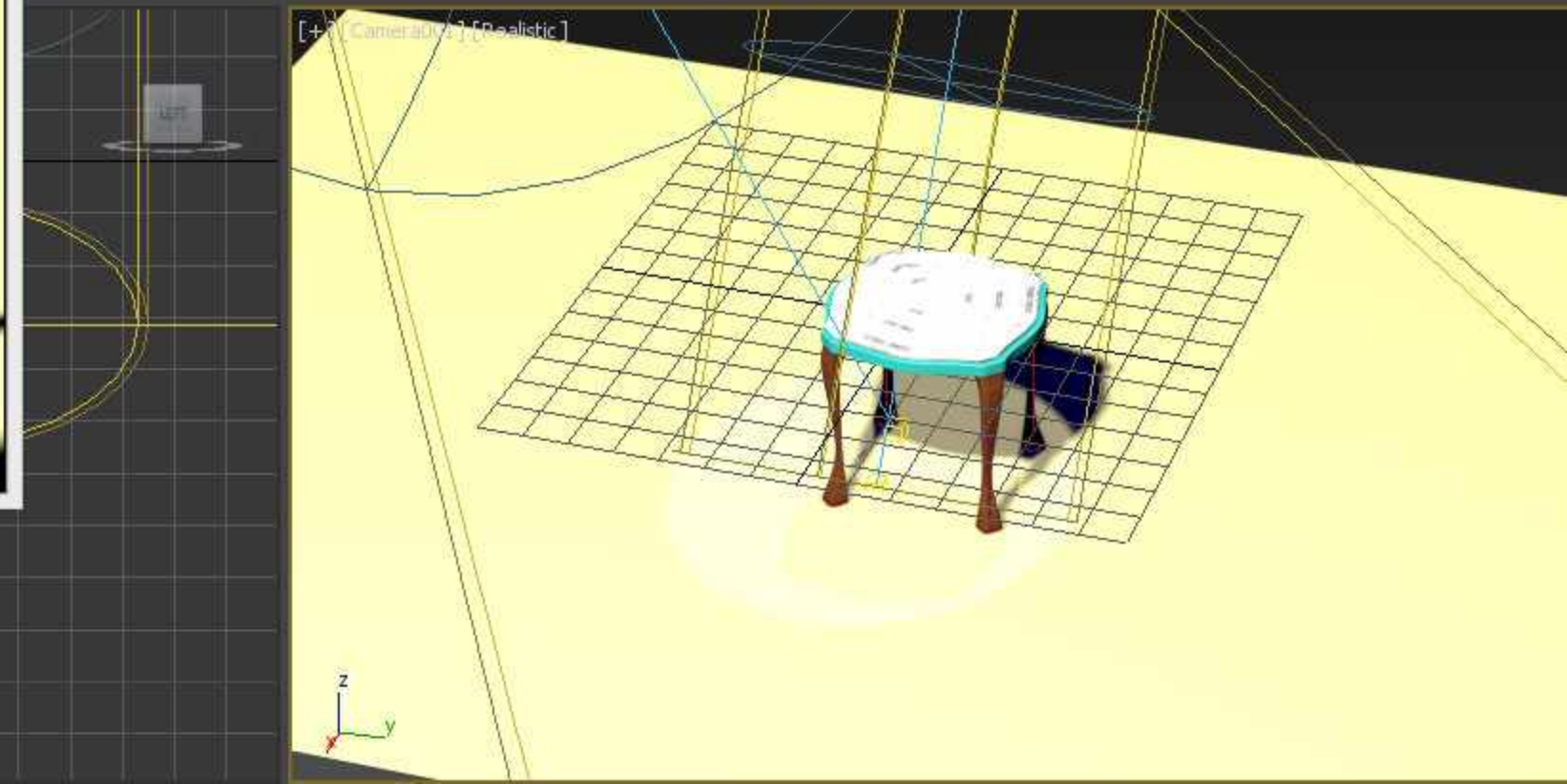
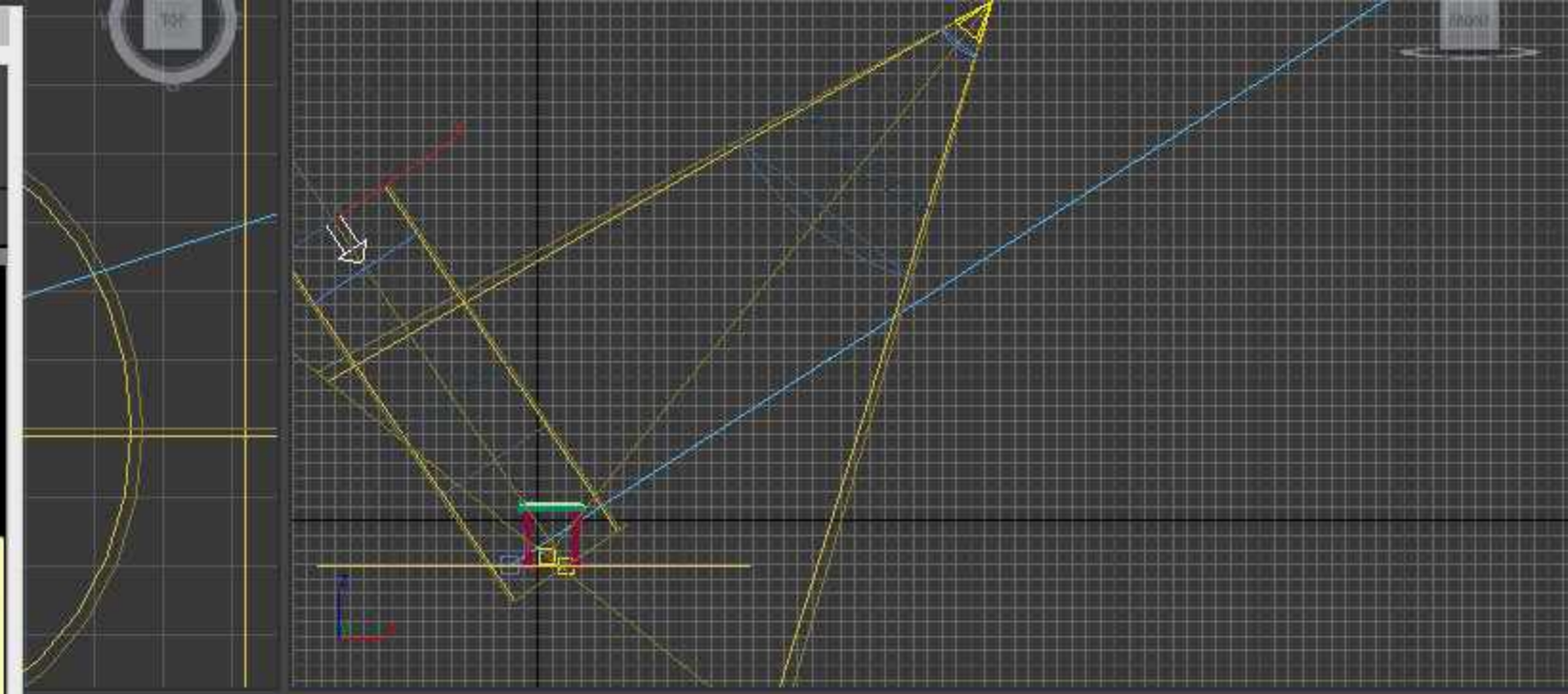
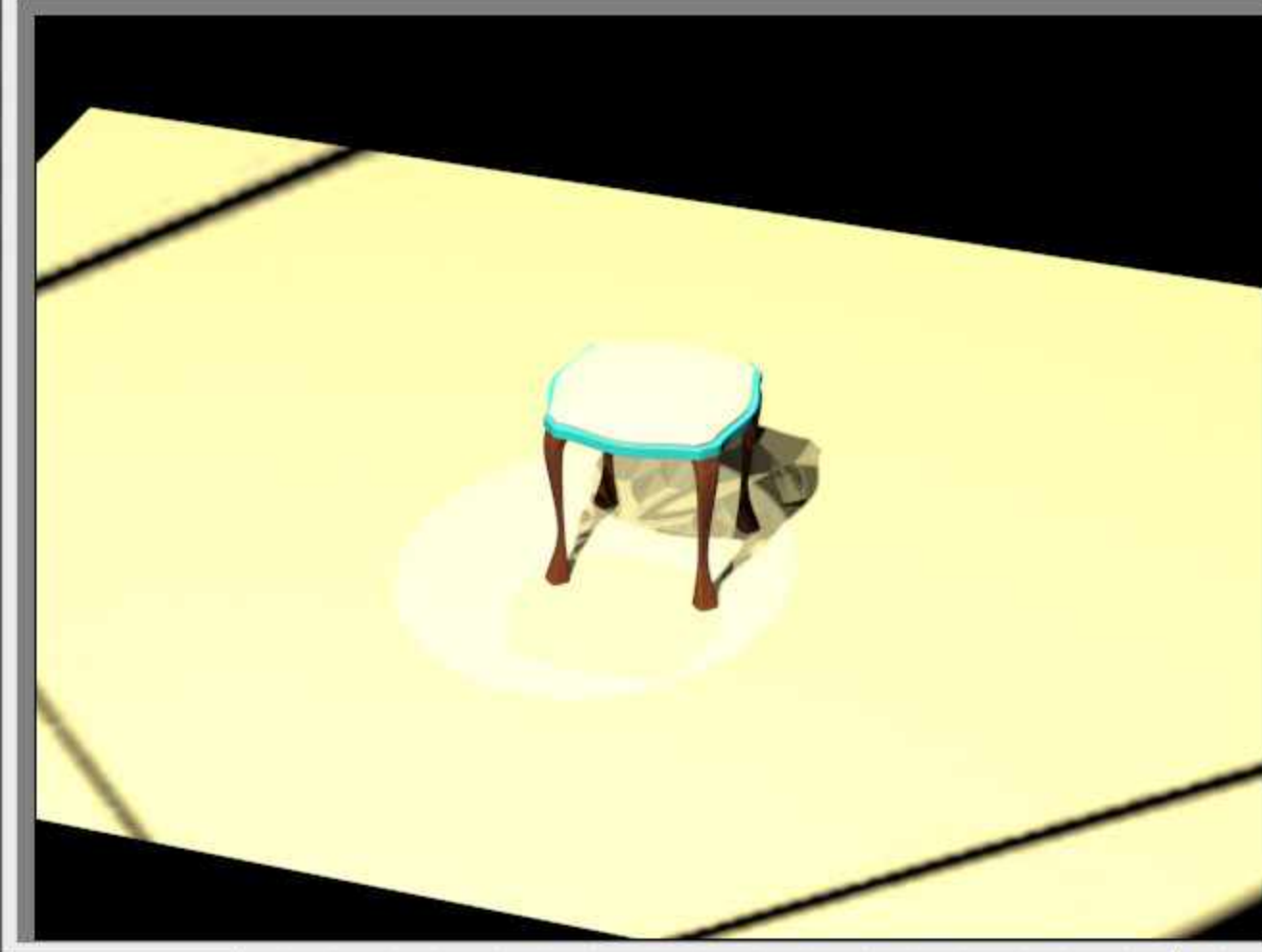
+ Advanced Effects

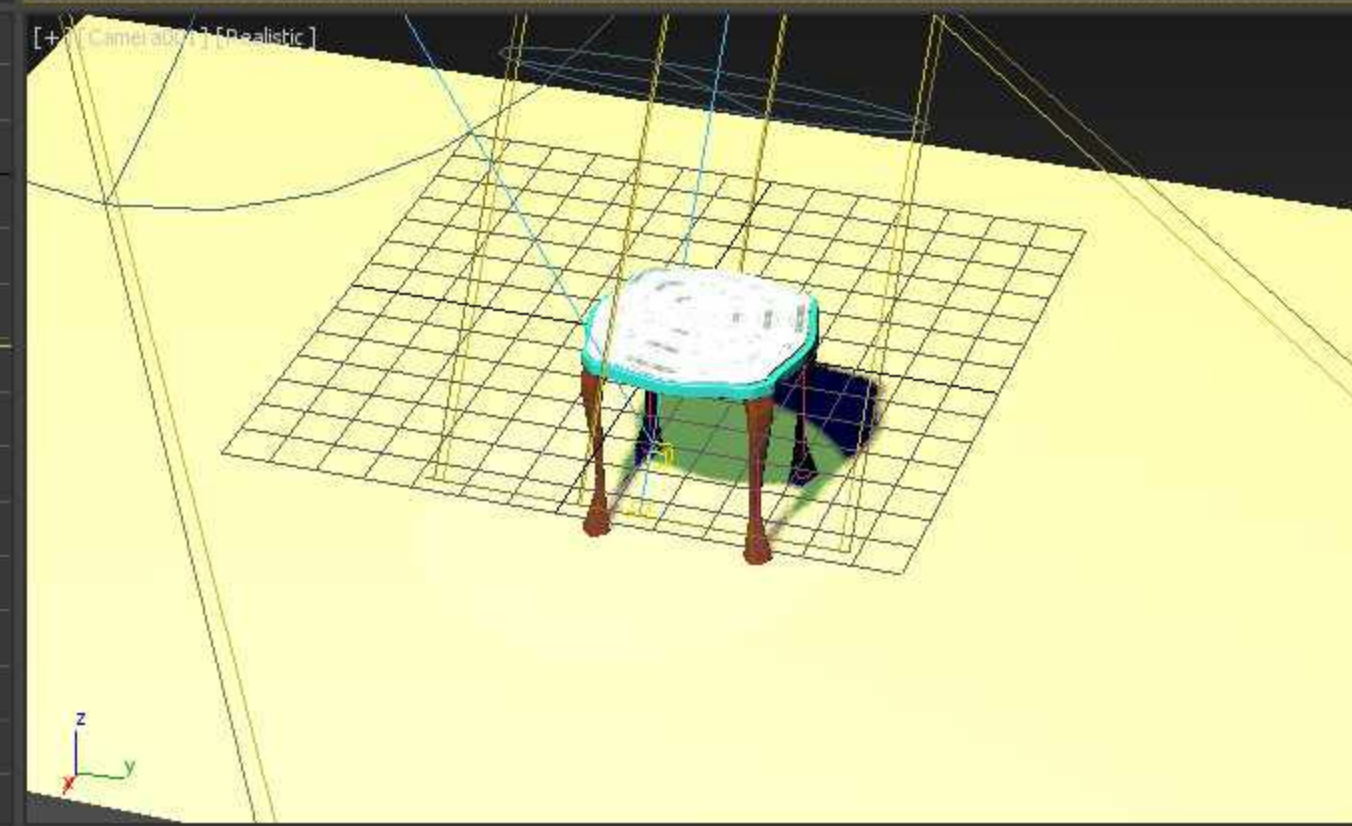
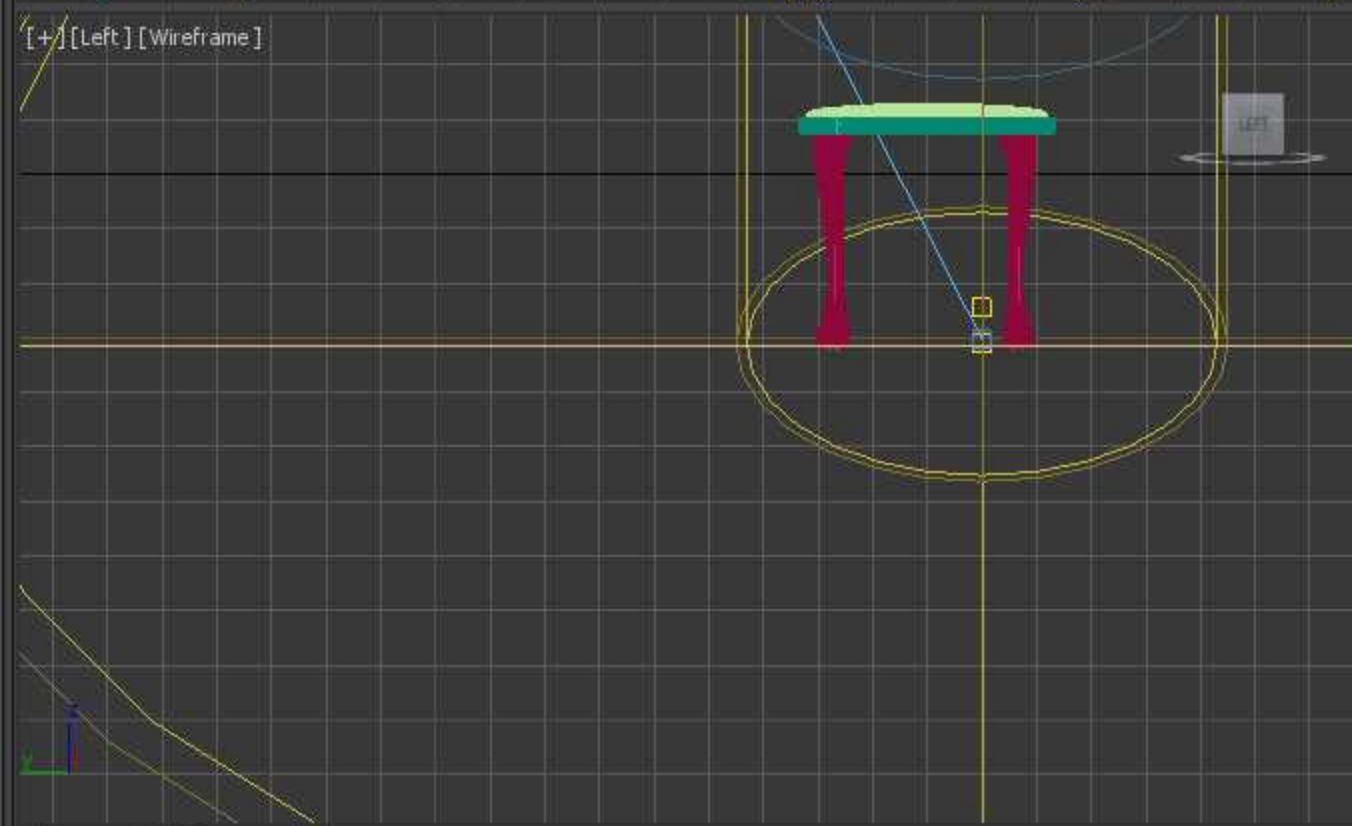
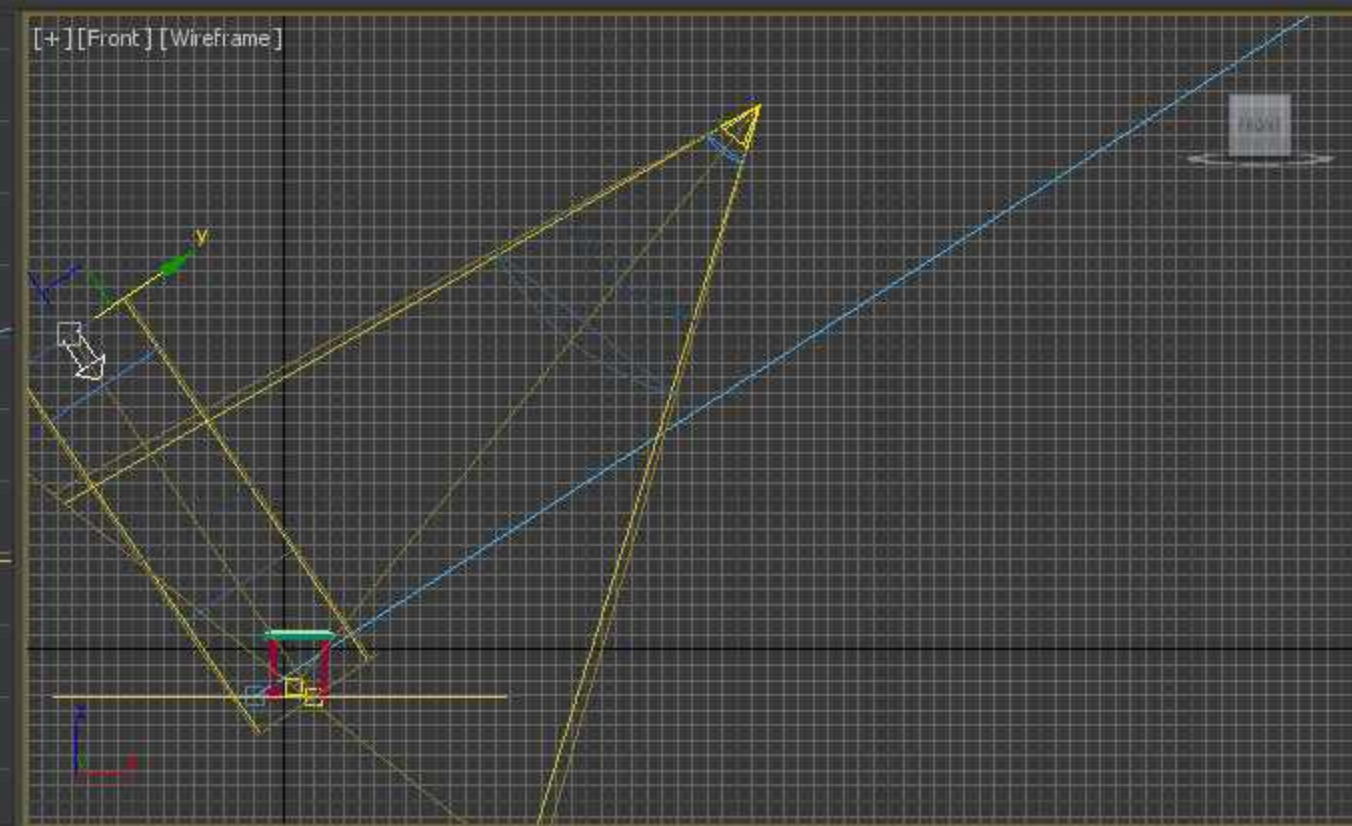
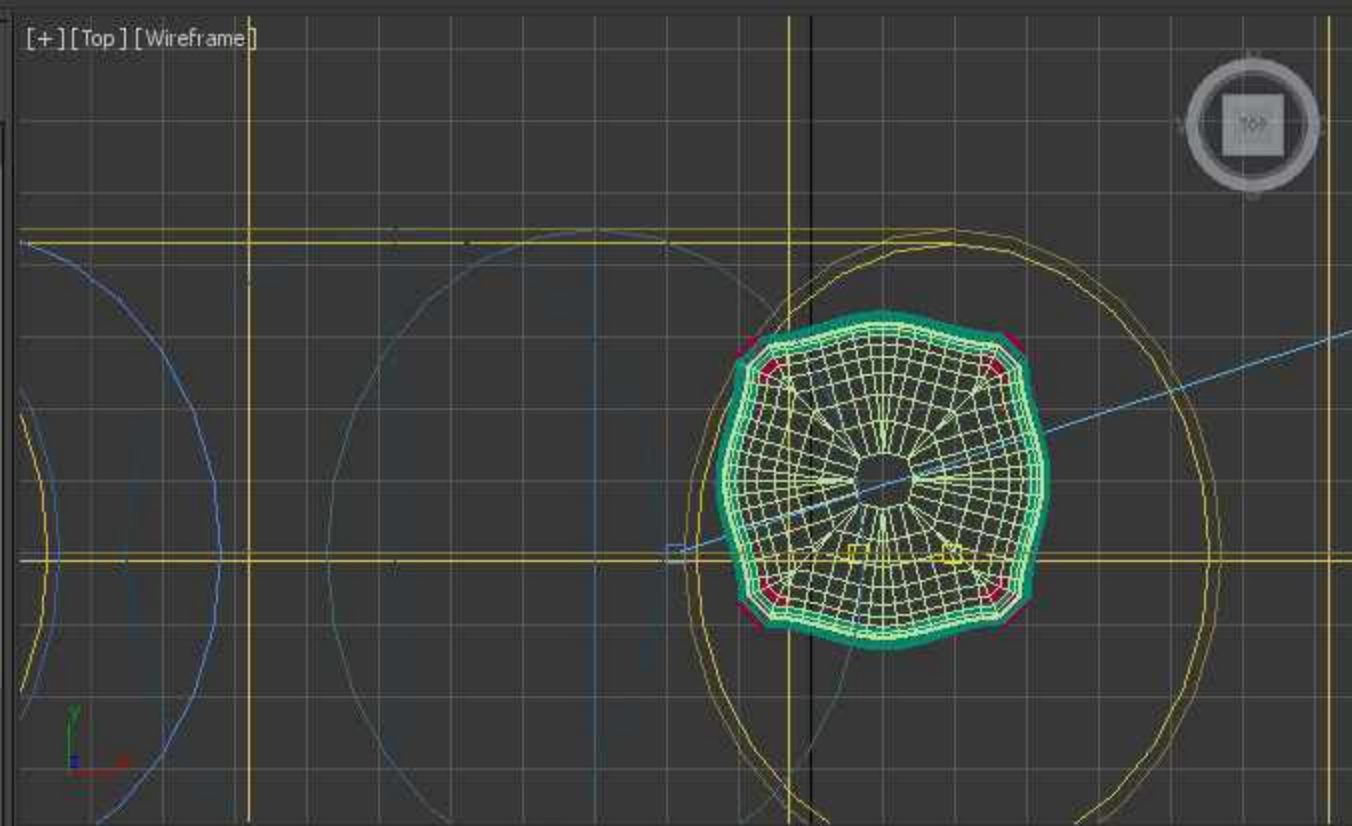
+ Shadow Parameters

+ Shadow Map Params

Area to Render: View Viewport: Quad 4 - Camera Render Preset: Production Render

RGB Alpha





Direct001

Modifier List

Target Directional Light

Light Type

On **Directional**

Targeted 288,729cm

Shadows

On Use Global Settings

Ray Traced Shadows

Exclude...

- Intensity/Color/Attenuation

Multiplier: 0,5

Decay

Type: None

Start: 40,0cm Show

Near Attenuation

Use Start: 0,0cm

Show End: 40,0cm

Far Attenuation

Use Start: 150,0cm

Show End: 200,0cm

+ Directional Parameters

+ Advanced Effects

+ Shadow Parameters

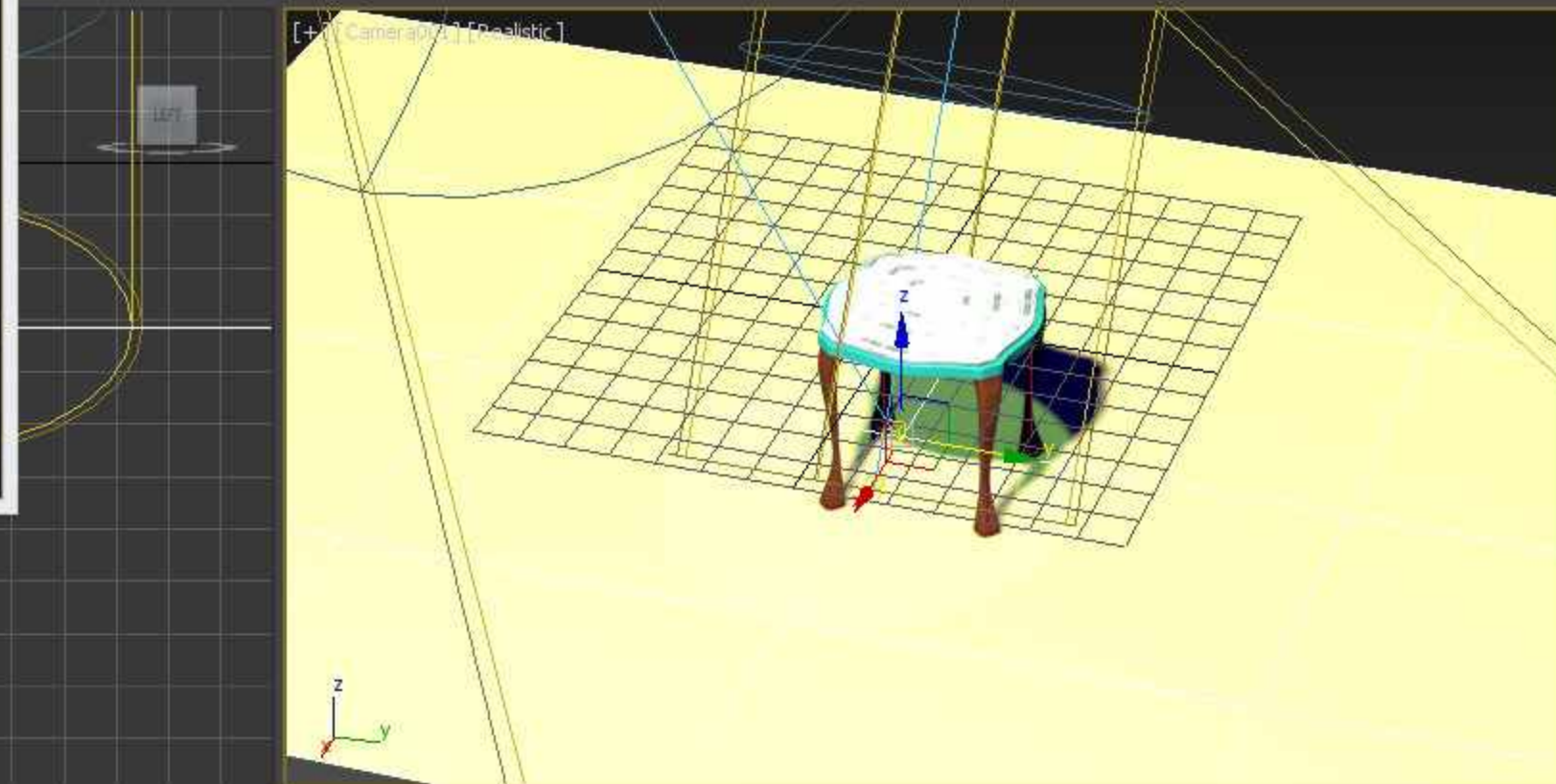
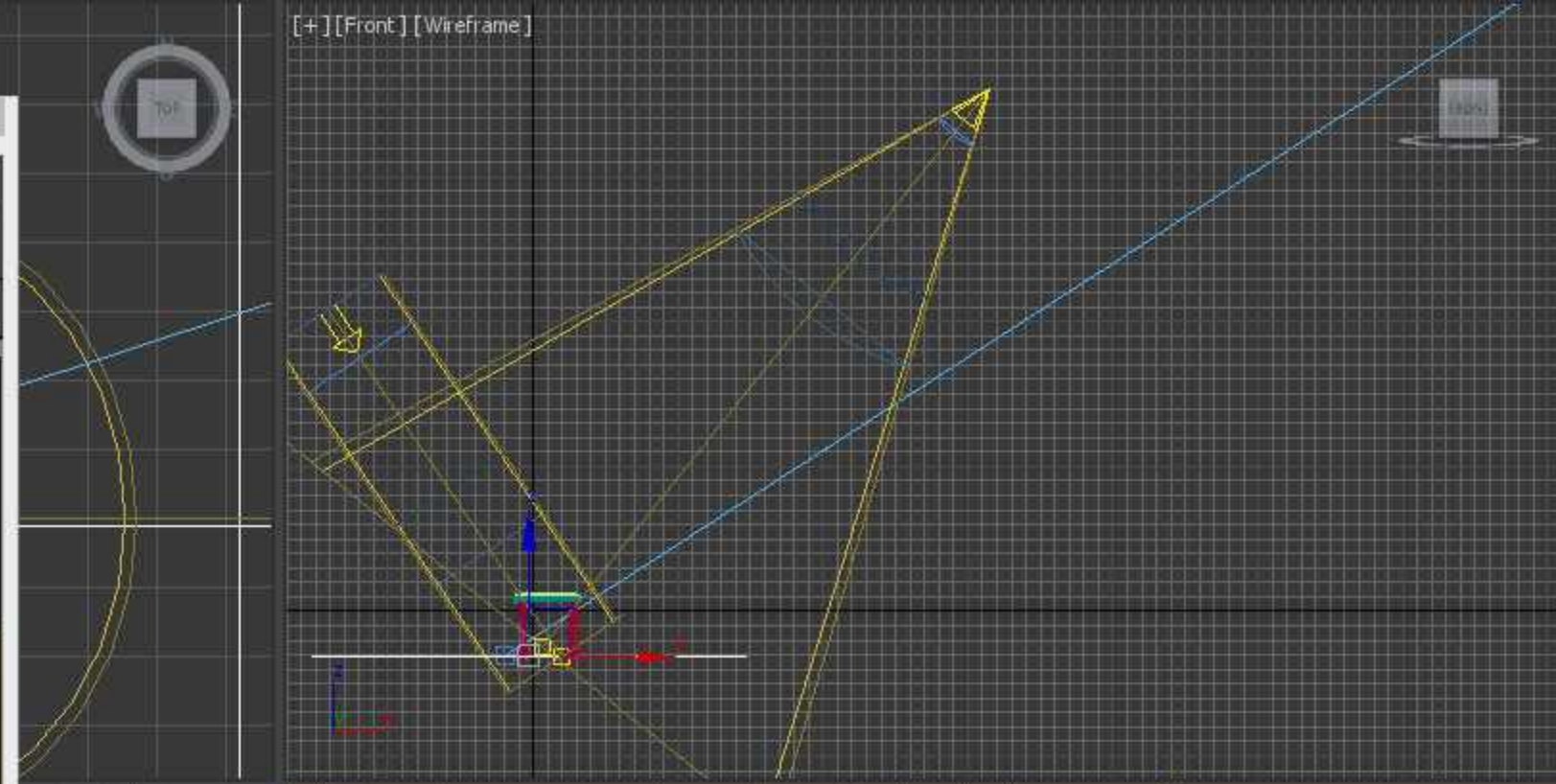
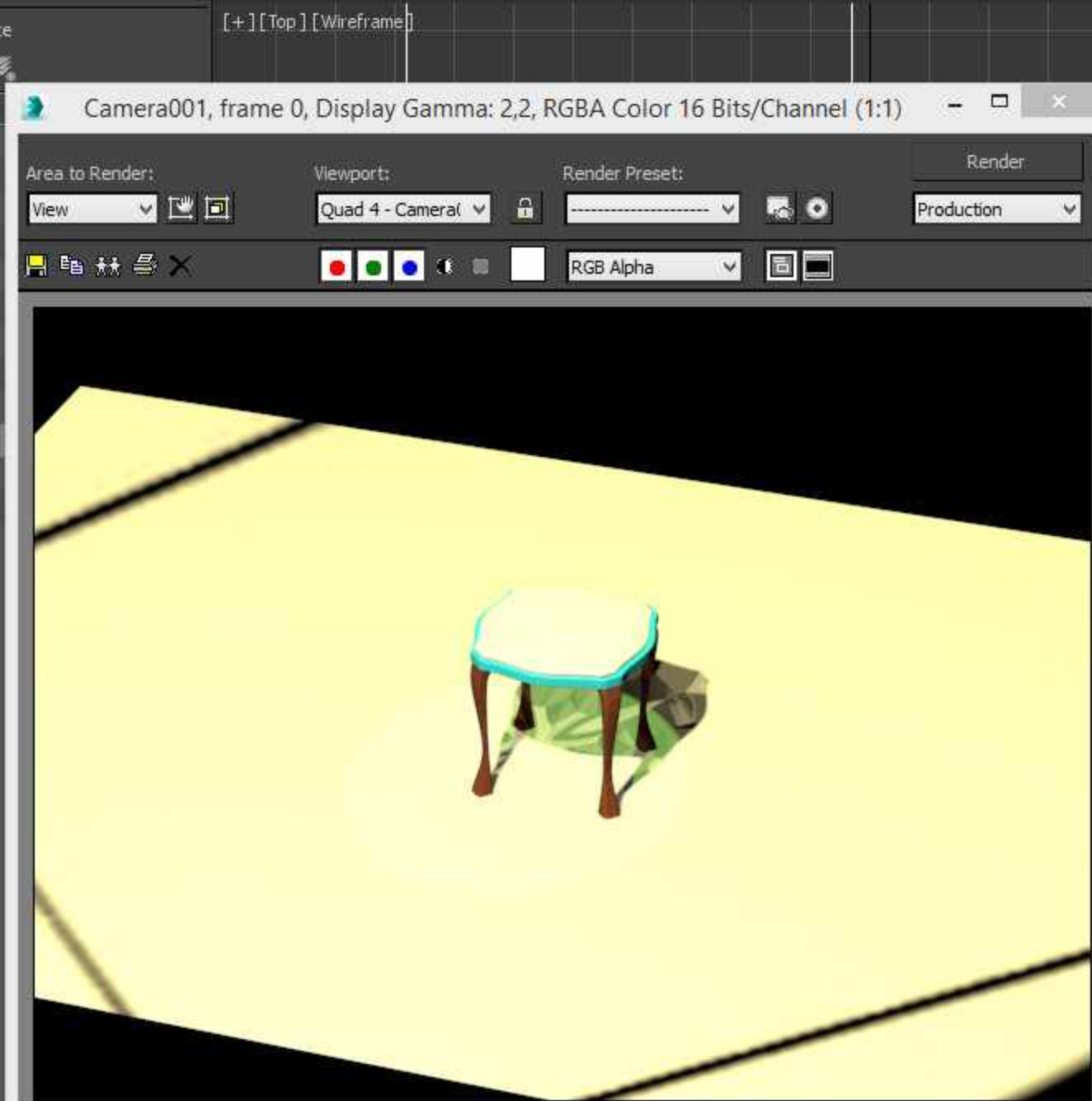
- Ray Traced Shadow Params

Ray Bias: 4,0

2 Sided Shadows

Max Quadtree Depth: 7

+ Atmospheres & Effects



Plane001

Modifier List

Plane

Parameters

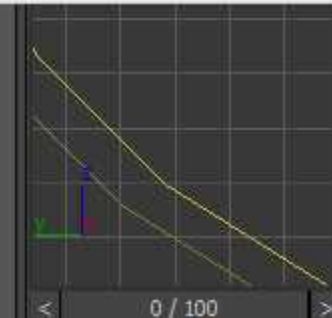
- Length: 400,0cm
- Width: 300,0cm
- Length Segs: 4
- Width Segs: 4

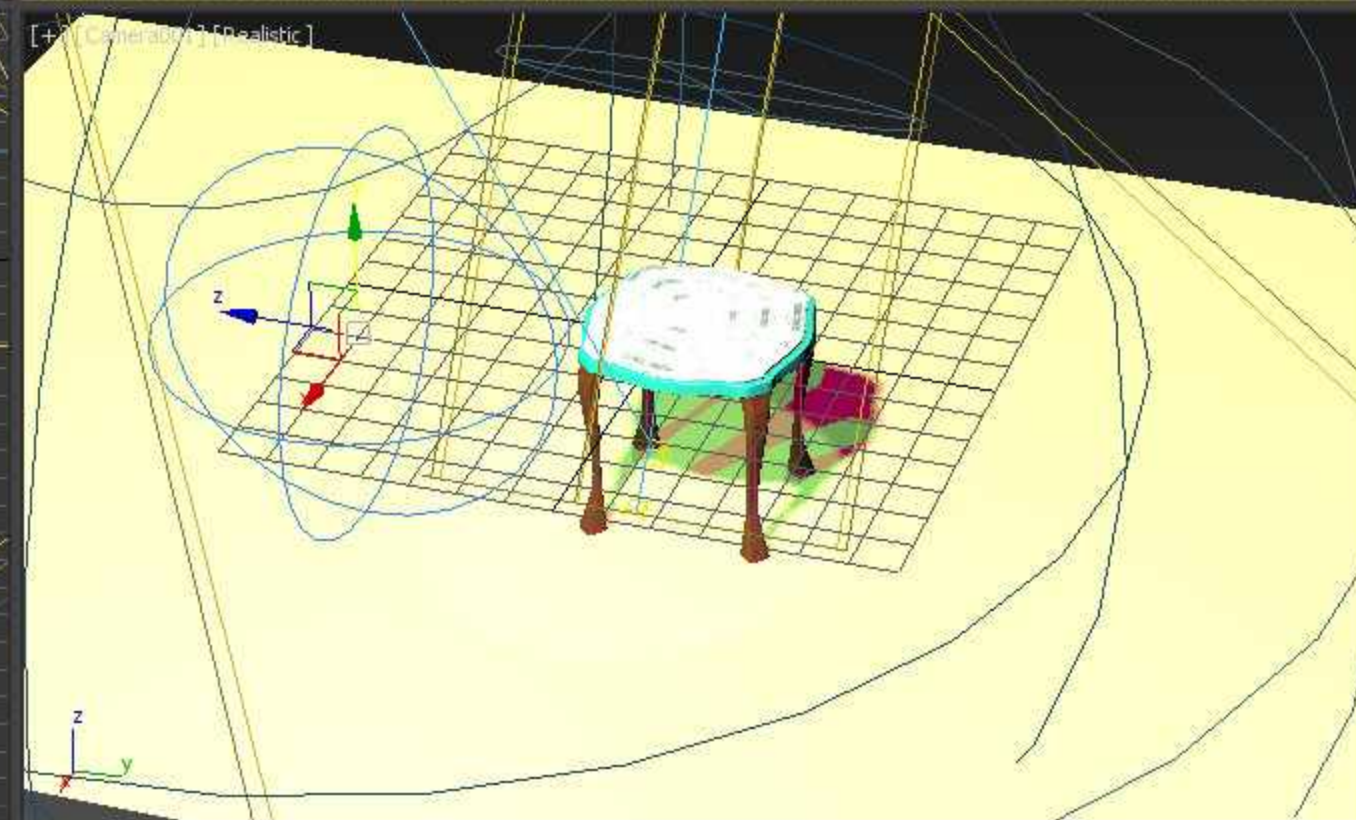
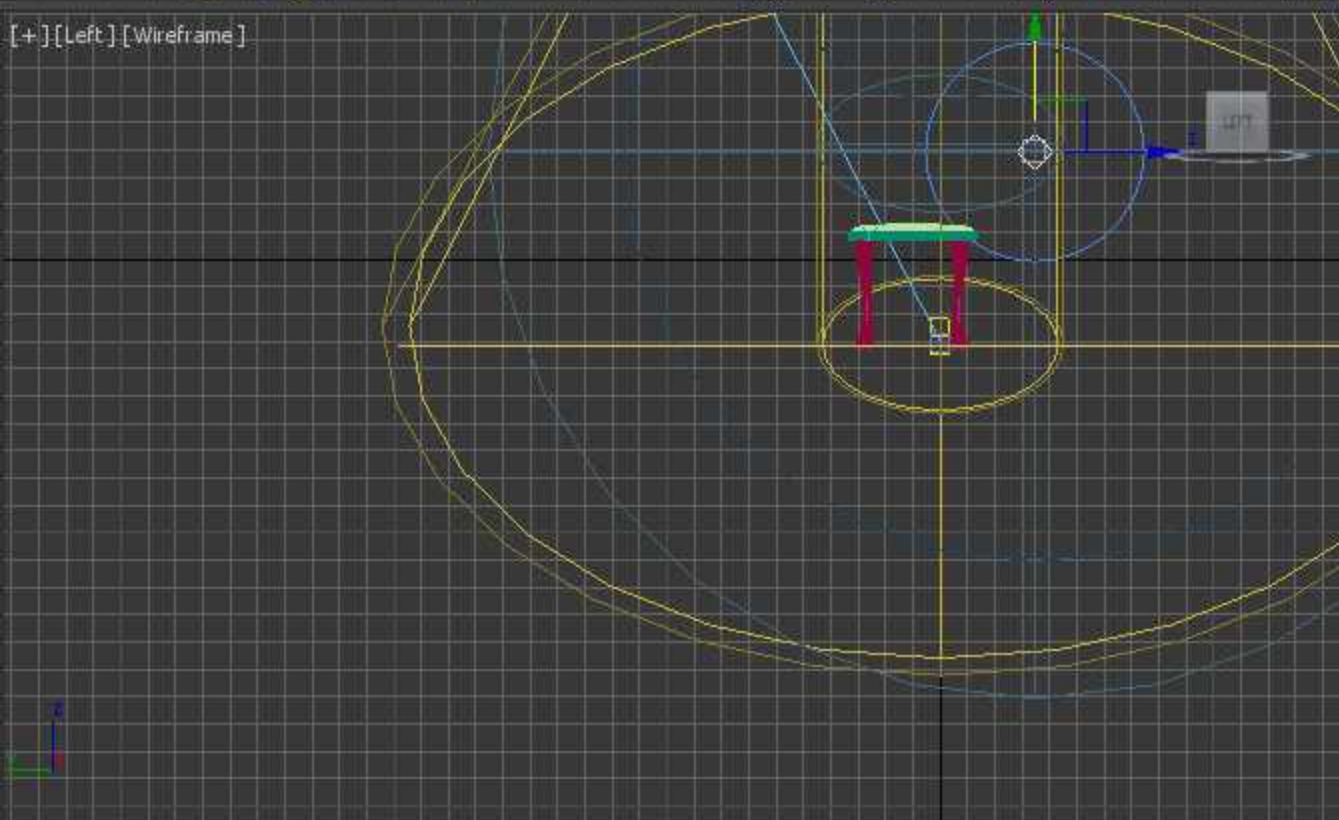
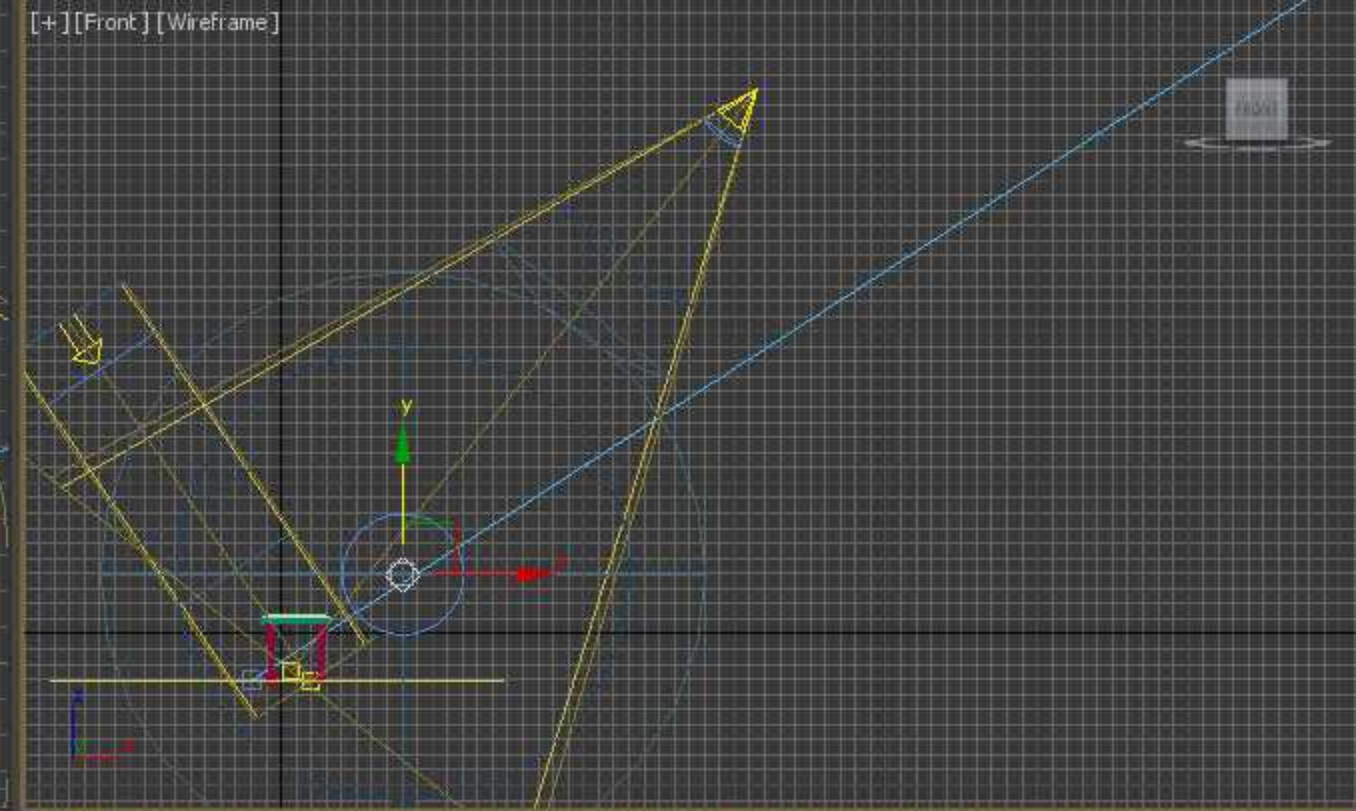
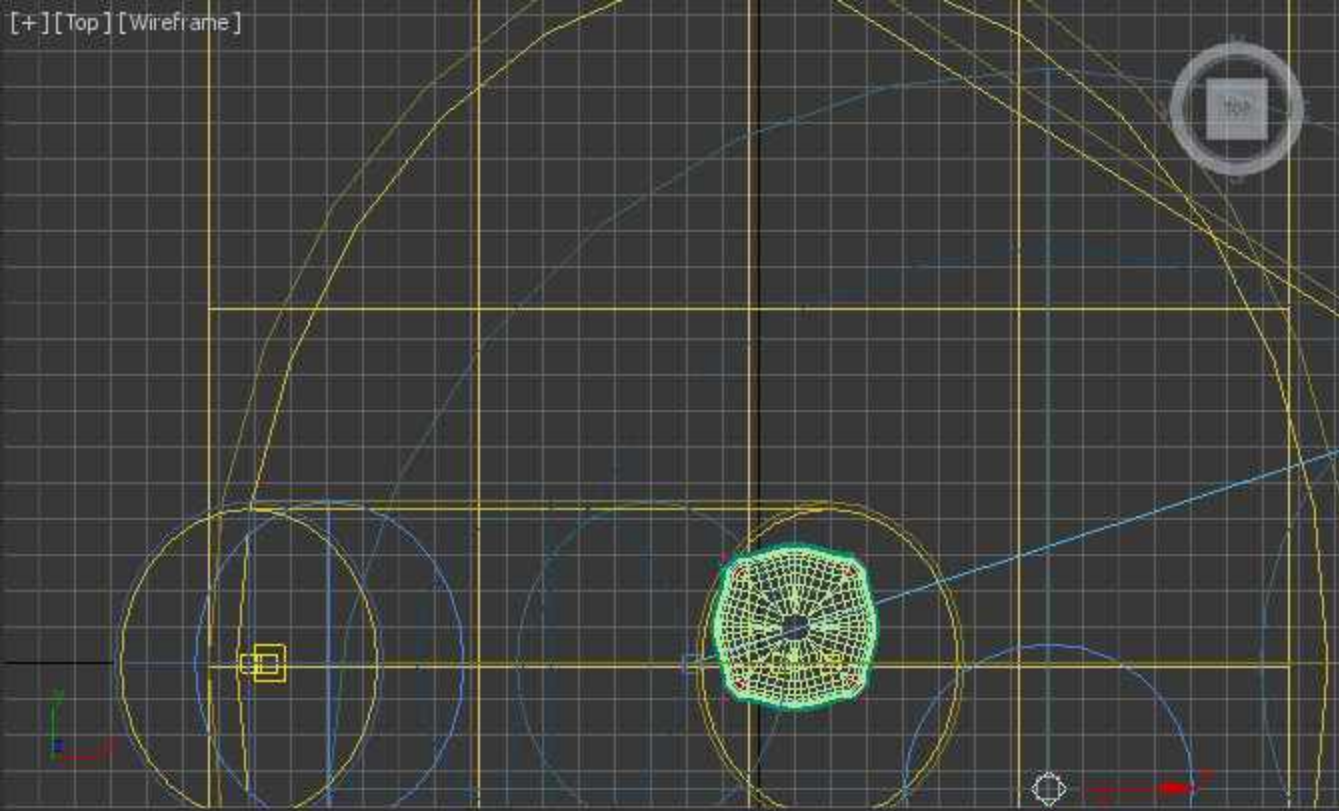
Render Multipliers

- Scale: 1,0
- Density: 1,0
- Total Faces : 32

Generate Mapping Coords.

Real-World Map Size





Omni001

Modifier List

Omni Light

Light Type

On **Omni**

Targeted

Shadows

On Use Global Settings

Area Shadows

Exclude...

- Intensity/Color/Attenuation

Multiplier: 1,0

Decay

Type: **None**

Start: 40,0cm Show

Near Attenuation

Use Start: 0,0cm

Show End: 40,0cm

Far Attenuation

Use Start: 150,0cm

Show End: 200,0cm

+ Advanced Effects

- Shadow Parameters

Object Shadows:

Color: **Yellow** Dens. 1,0

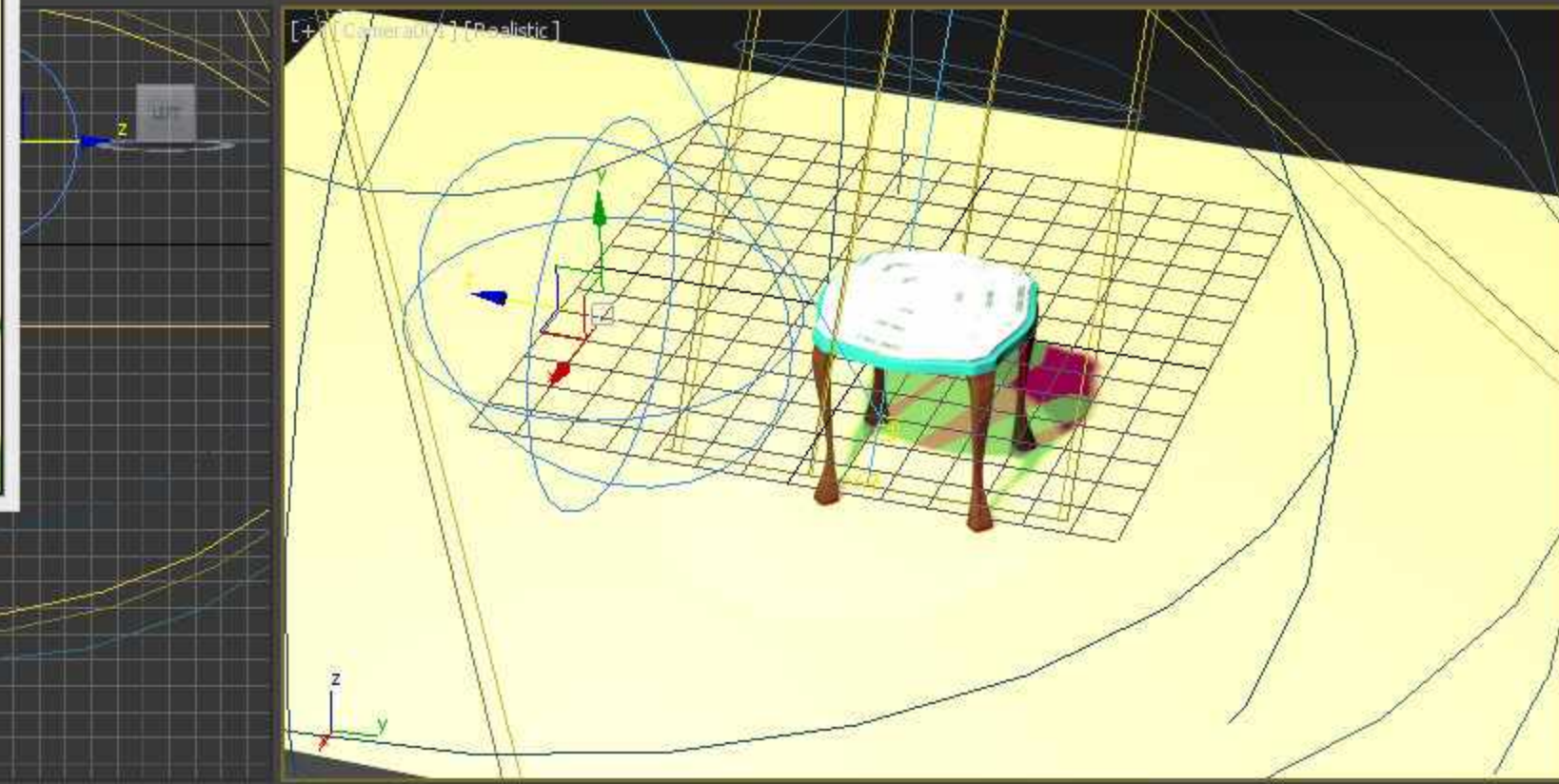
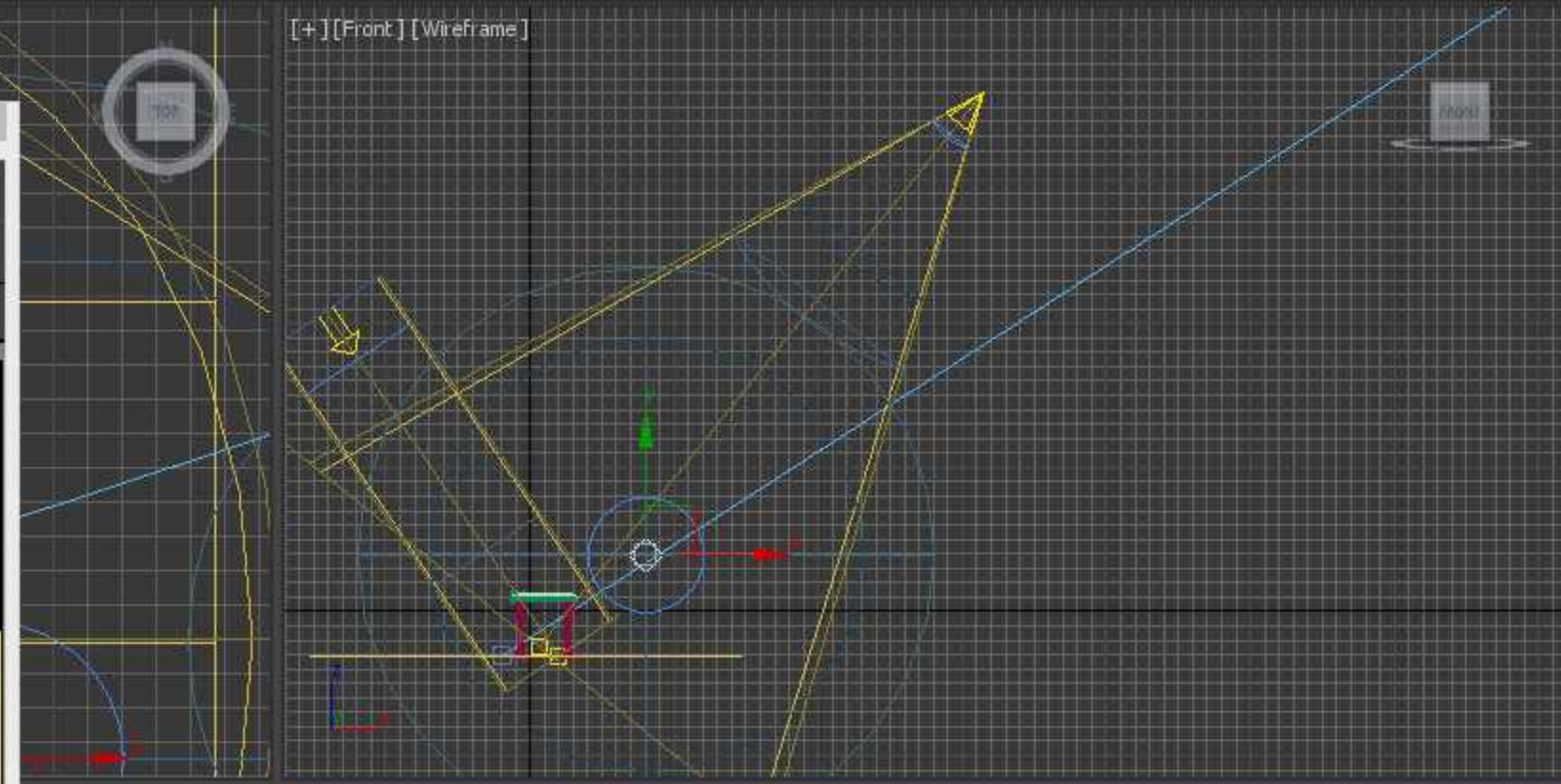
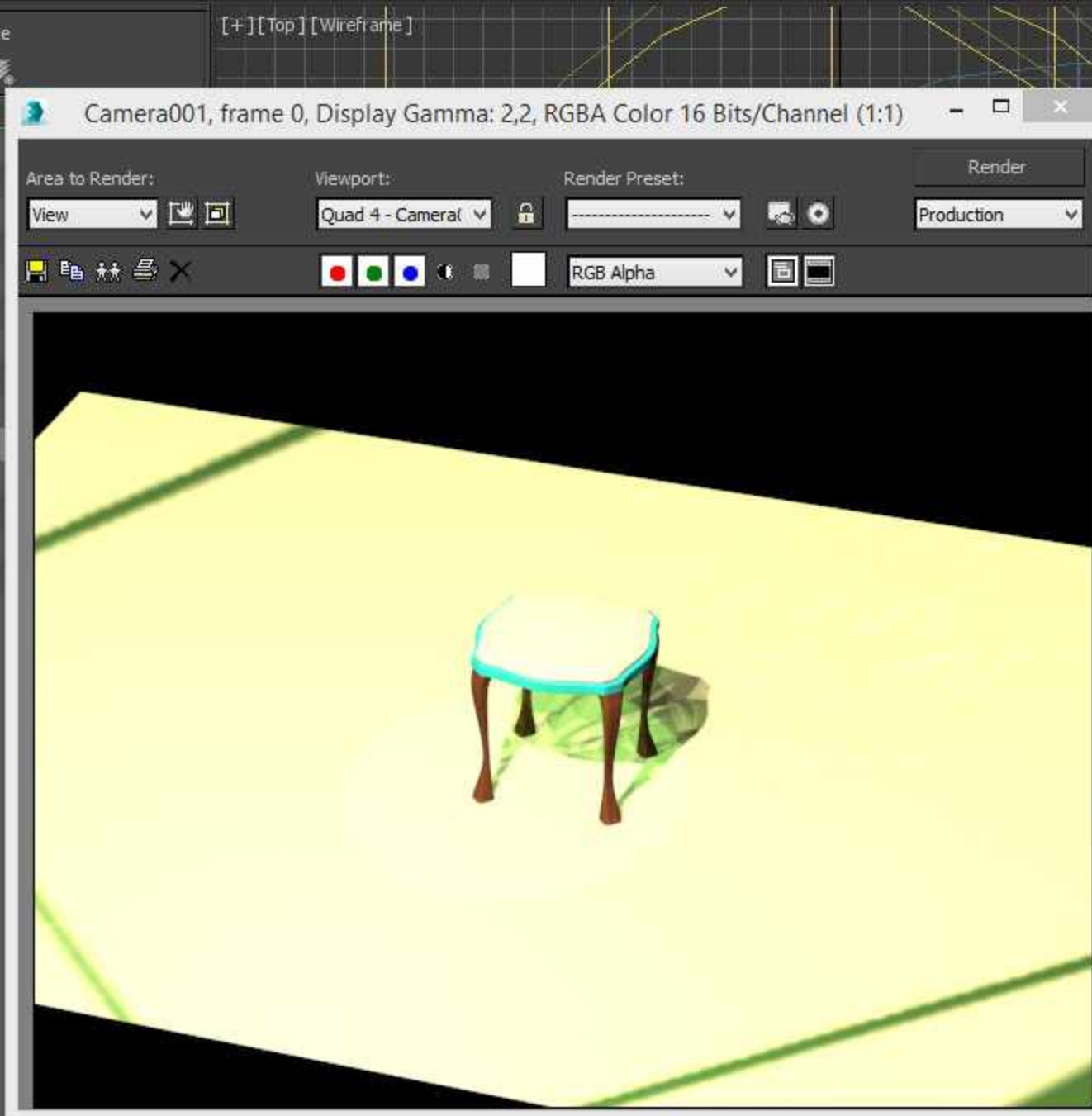
Map: Medium_bump.jpg

Light Affects Shadow Color

Atmosphere Shadows:

On Opacity: 100,0

Color Amount: 100,0



Omni001

Modifier List

Omni Light

Light Type

On **Omni**

Targeted

Shadows

On Use Global Settings

Area Shadows

Exclude...

- Intensity/Color/Attenuation

Multiplier: 1,0

Decay

Type: None

Start: 40,0cm

Near Attenuation

Use Start: 0,0cm

Show End: 40,0cm

Far Attenuation

Use Start: 150,0cm

Show End: 200,0cm

+ Advanced Effects

- Shadow Parameters

Object Shadows:

Color: █ Dens. 1,0

Map: Medium.bump.jpg

Light Affects Shadow Color

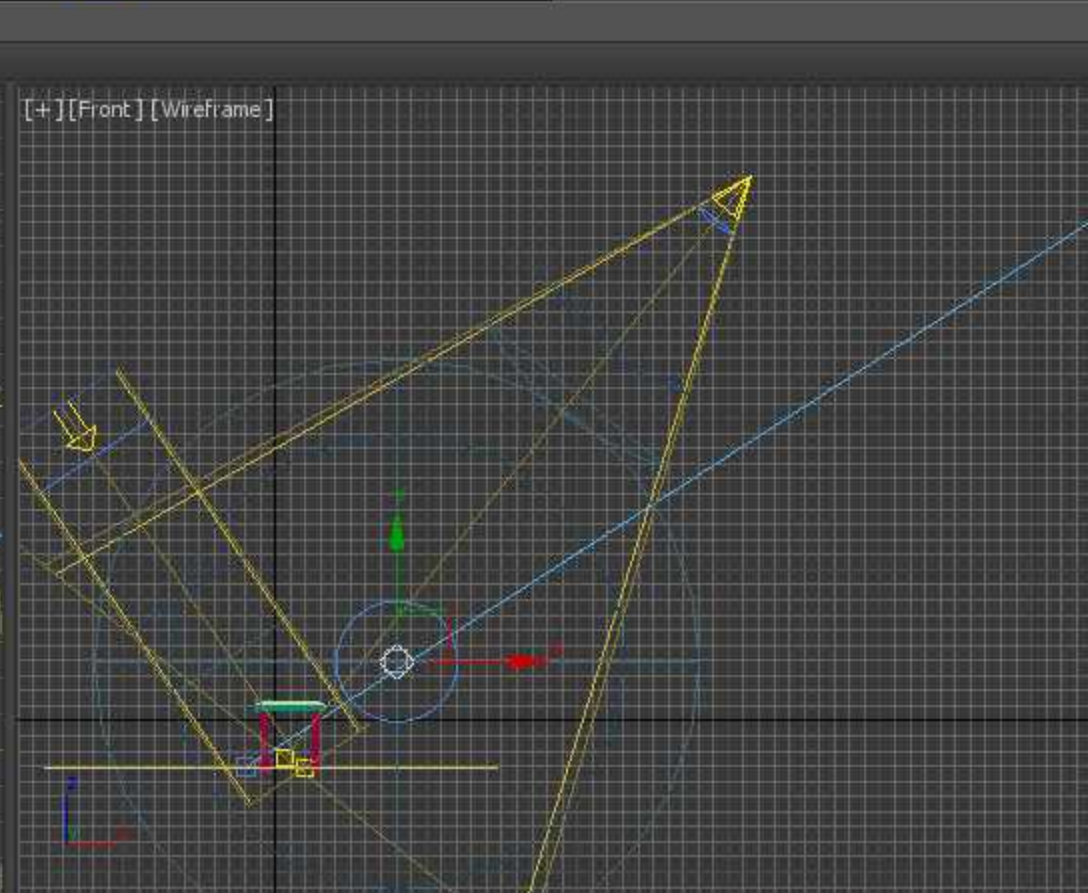
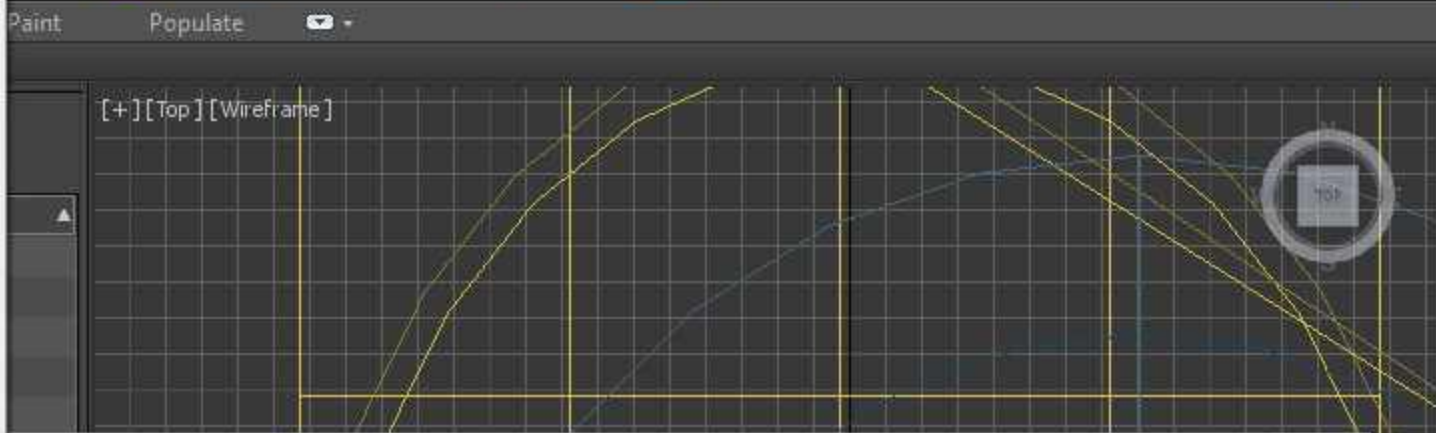
Atmosphere Shadows:

On Opacity: 100,0

Color Amount: 100,0



- Container Explorer...
- New Scene Explorer...
- Manage Scene Explorer...
- Saved Scene Explorers
- Containers
- Isolate Selection **Alt+Q**
- End Isolate
- Display Floater...
- Manage Layers...
- Manage Scene States...
- Light Lister...
- Mirror...
- Array...
- Align
- Snapshot...
- Rename Objects...
- Assign Vertex Colors...
- Color Clipboard...
- Perspective Match...
- Viewport Canvas...
- Preview - Grab Viewport
- Grids and Snaps
- Measure Distance...
- Channel Info...
- Mesh Inspector

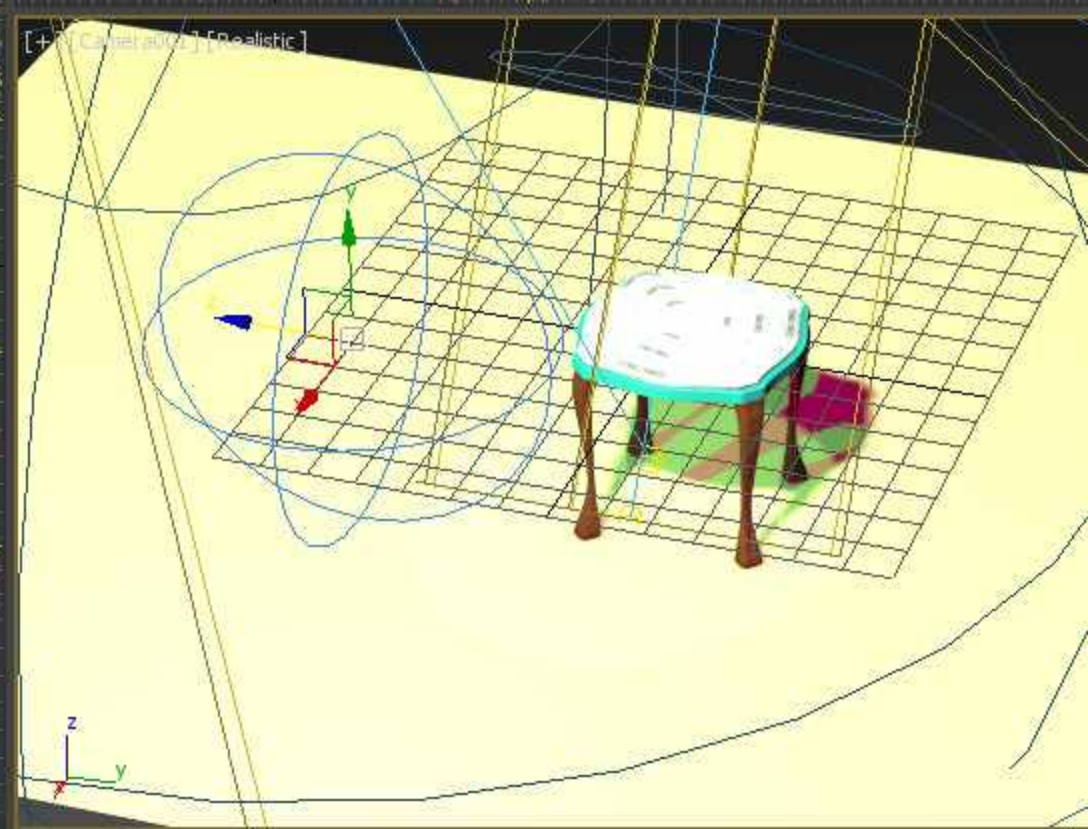
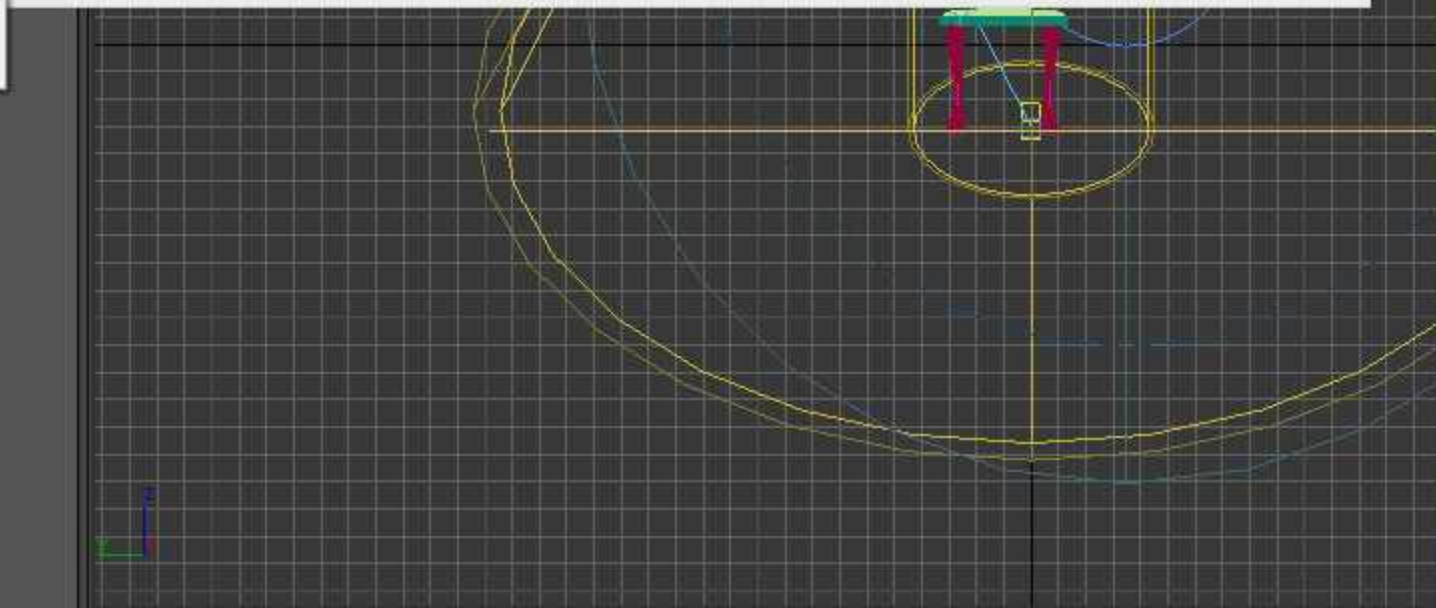


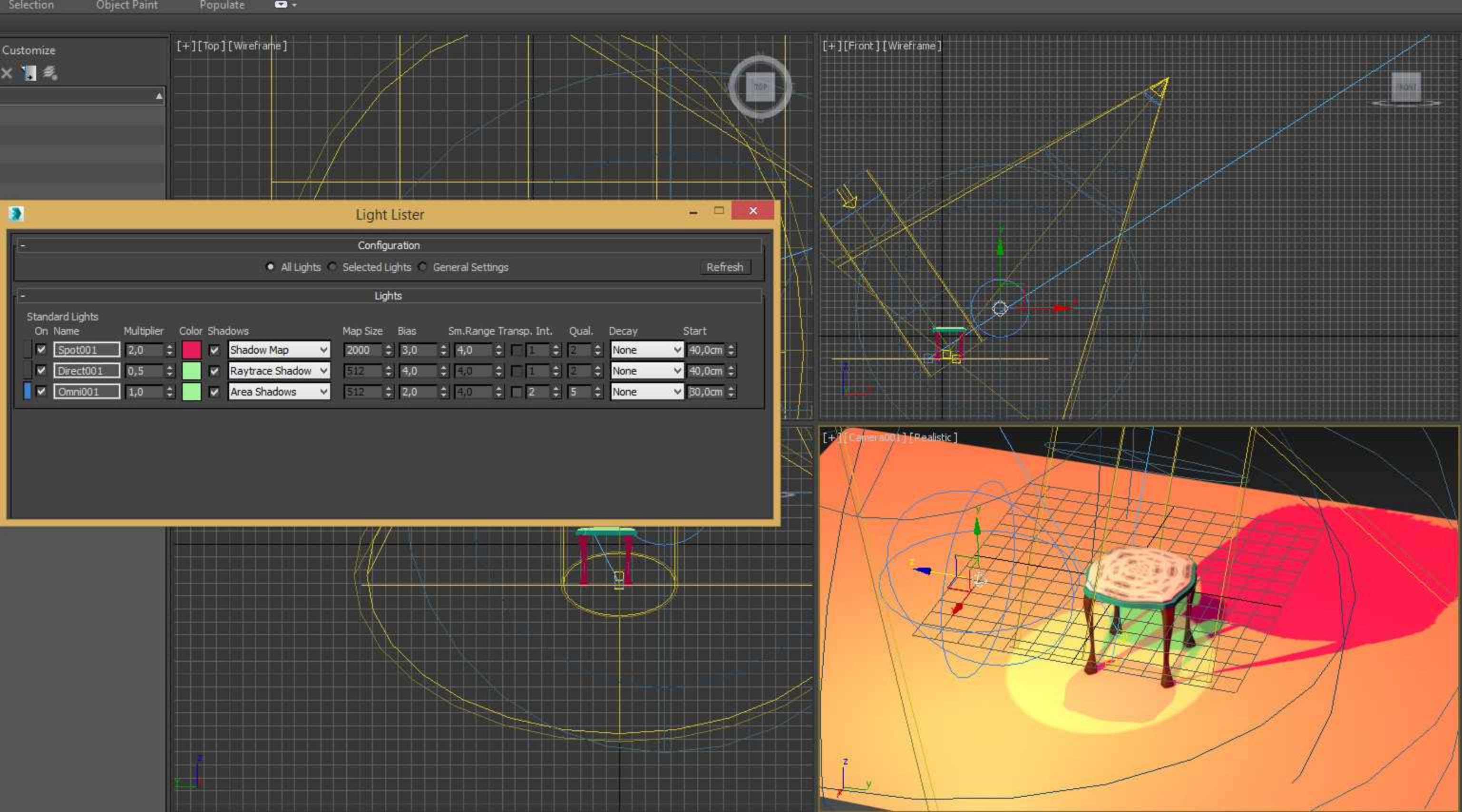
Light Lister

Configuration

All Lights
 Selected Lights
 General Settings
 Refresh

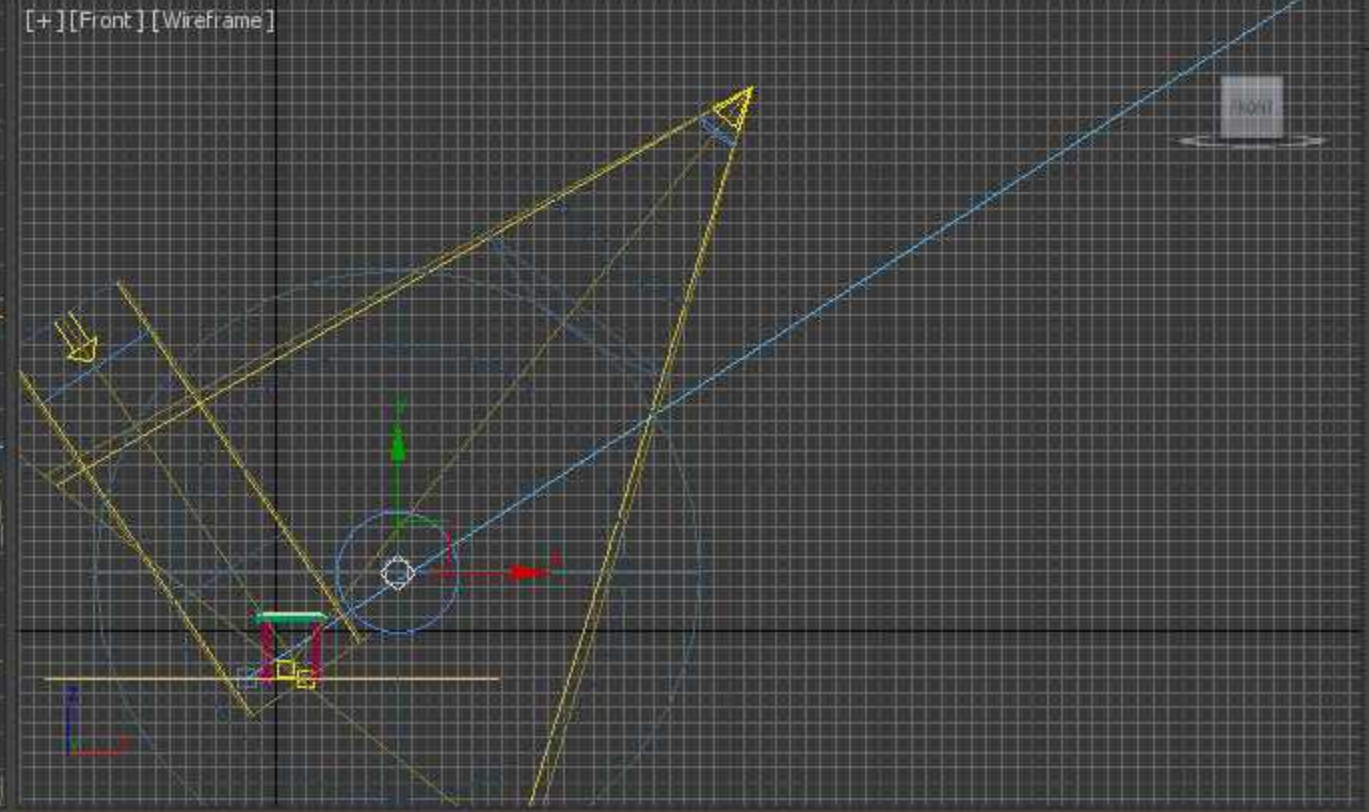
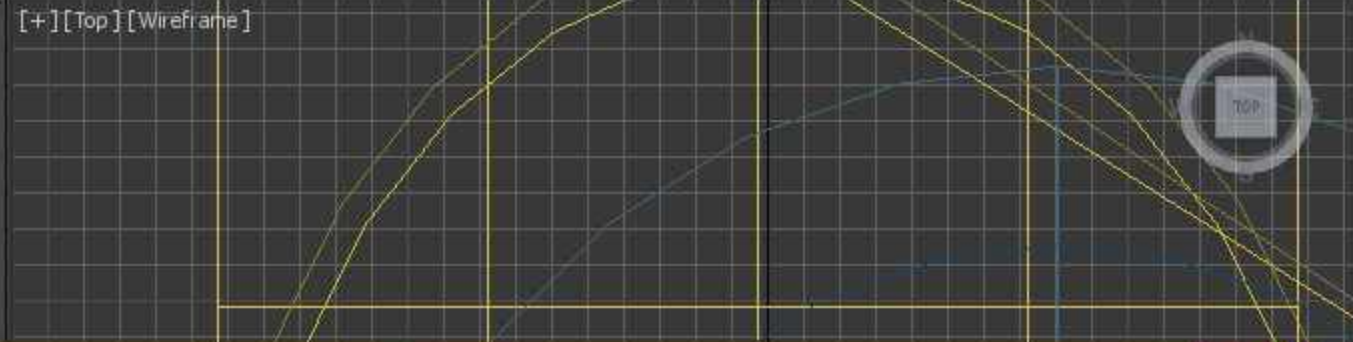
Multiplier		Color	Shadows	Map Size	Bias	Sm. Range	Transp. Int.	Qual.	Decay	Start
1,0			<input checked="" type="checkbox"/> Shadow Map	2000	1,0	4,0	<input type="checkbox"/> 1	2	None	40,0cm
0,5			<input checked="" type="checkbox"/> Raytrace Shadow	512	4,0	4,0	<input type="checkbox"/> 1	2	None	40,0cm
1,0			<input checked="" type="checkbox"/> Area Shadows	512	0,5	4,0	<input type="checkbox"/> 2	5	None	40,0cm





Customize

X [Icons]



Light Lister

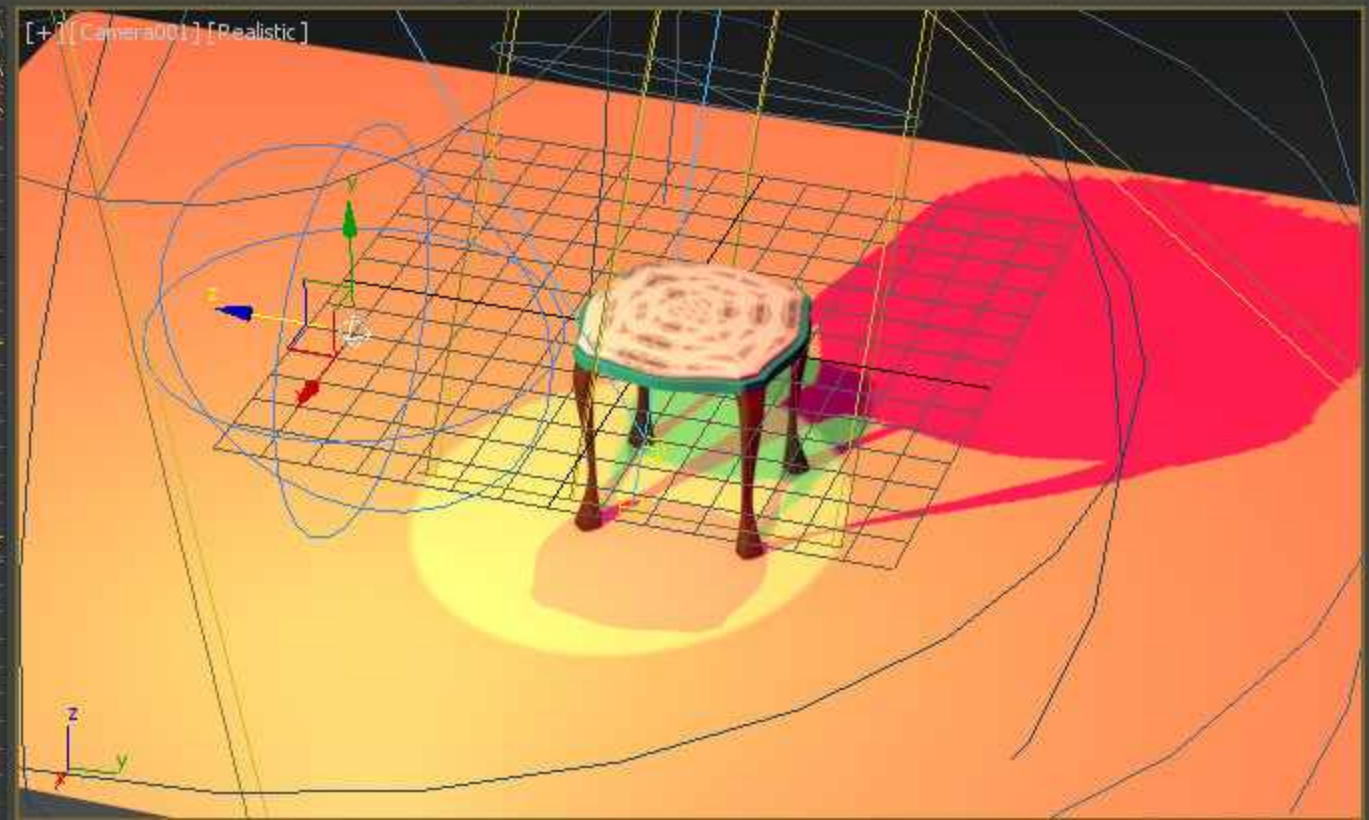
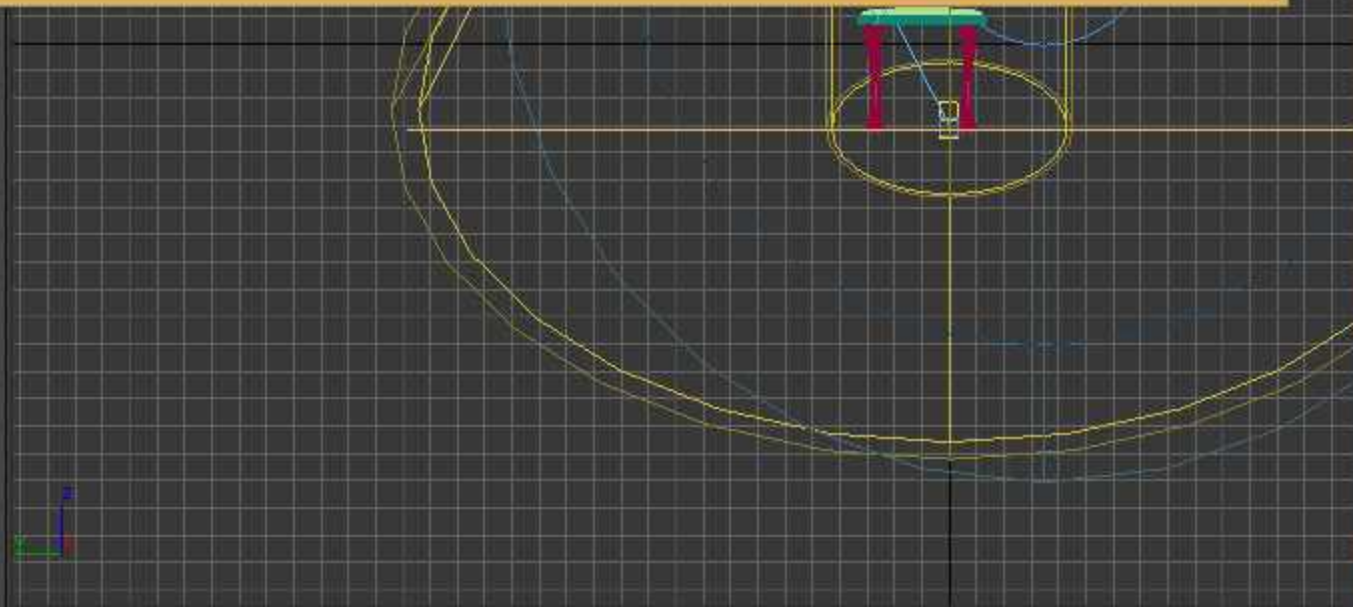
Configuration

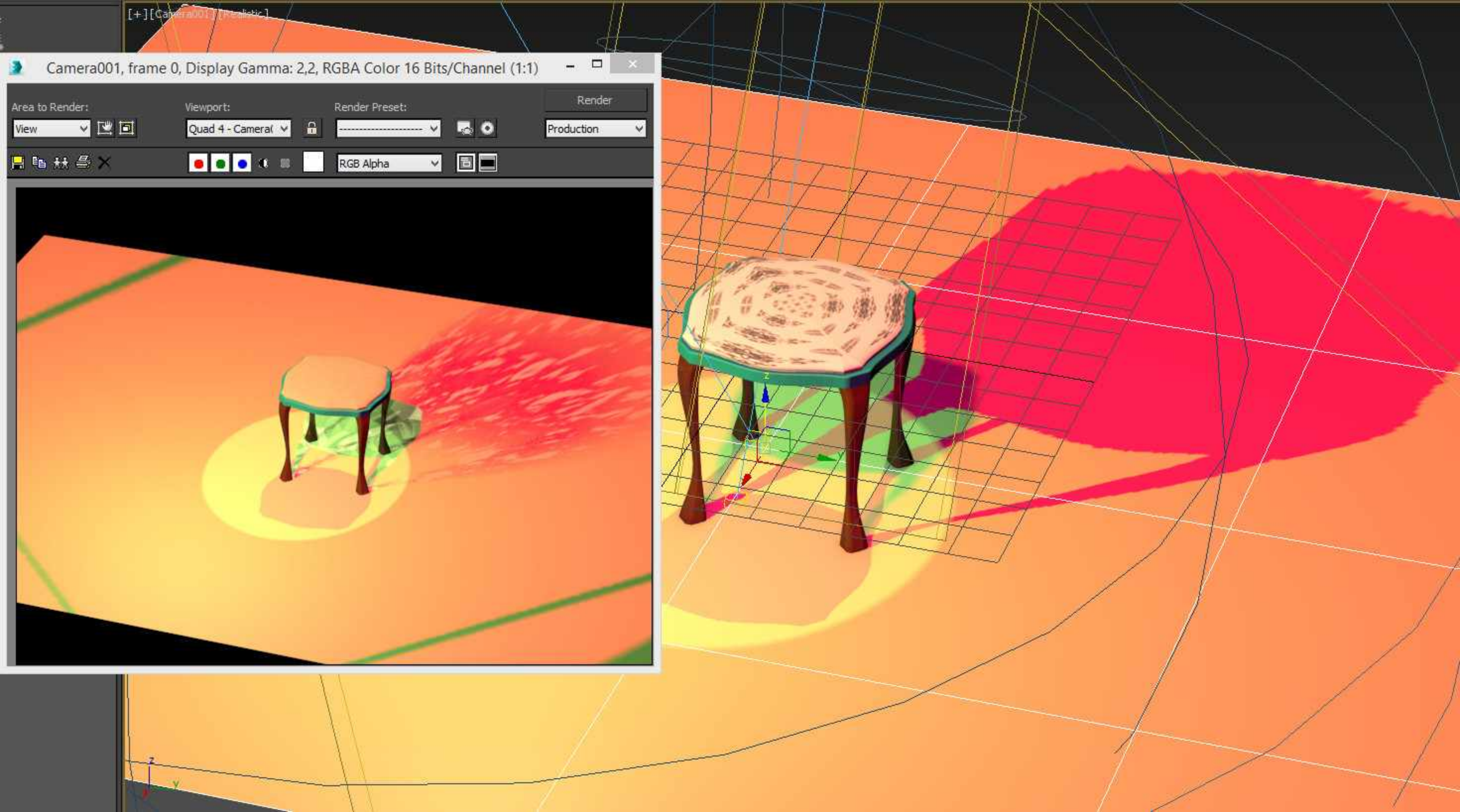
All Lights Selected Lights General Settings Refresh

Lights

Standard Lights

On	Name	Multiplier	Color	Shadows	Map Size	Bias	Sm. Range	Transp. Int.	Qual.	Decay	Start
<input checked="" type="checkbox"/>	Spot001	2,0	Red	<input checked="" type="checkbox"/> Shadow Map	2000	3,0	4,0	<input type="checkbox"/> 1	2	None	40,0cm
<input checked="" type="checkbox"/>	Direct001	0,5	Green	<input checked="" type="checkbox"/> Raytrace Shadow	512	4,0	4,0	<input type="checkbox"/> 1	2	None	40,0cm
<input checked="" type="checkbox"/>	Omni001	1,0	Green	<input checked="" type="checkbox"/> Area Shadows	512	2,0	4,0	<input type="checkbox"/> 2	5	None	30,0cm





Camera001, frame 0, Display Gamma: 2,2, RGBA Color 16 Bits/Channel (1:1)

Area to Render:

Viewport:

Render Preset:

Render

View

Quad 4 - Camera

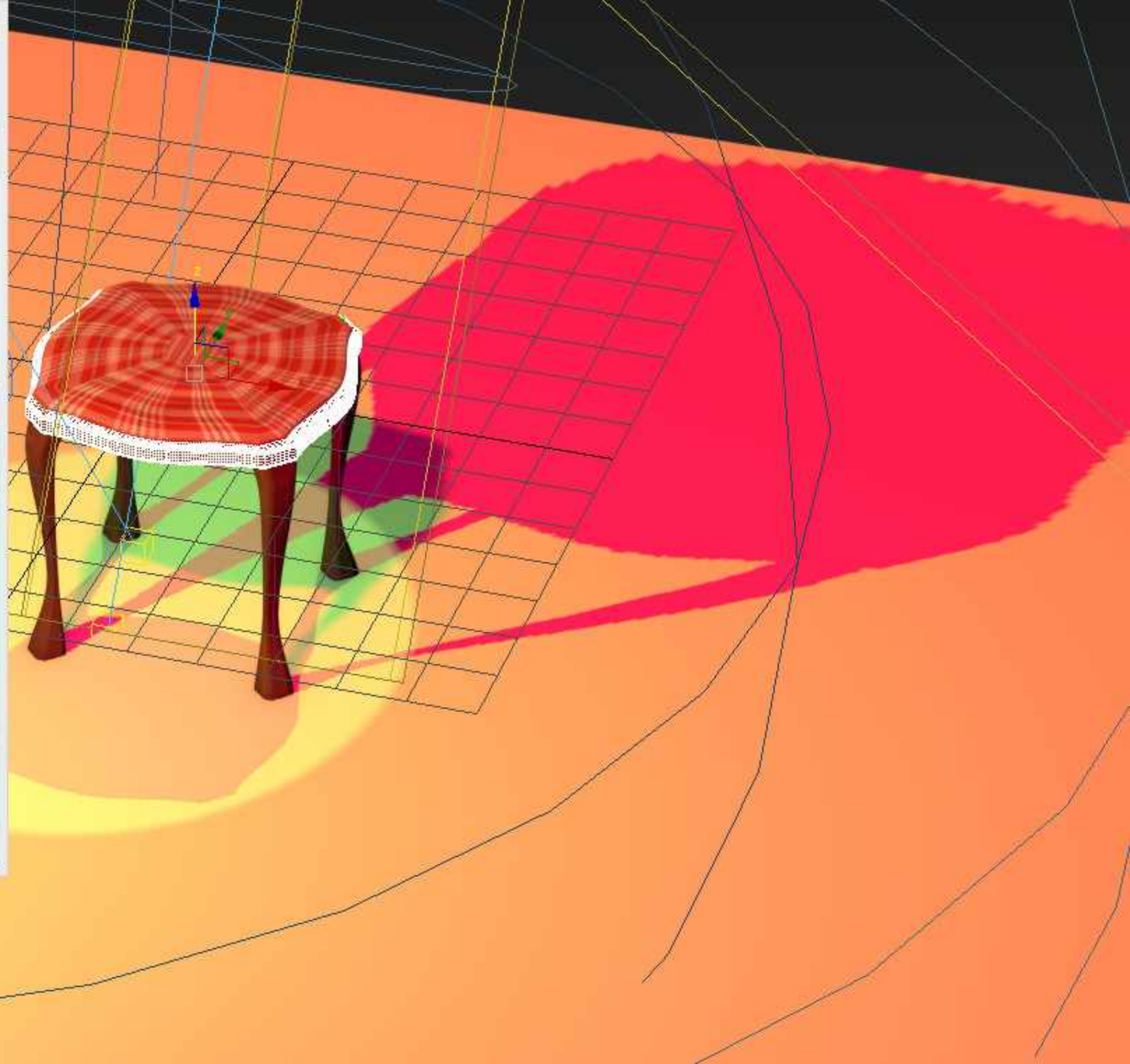
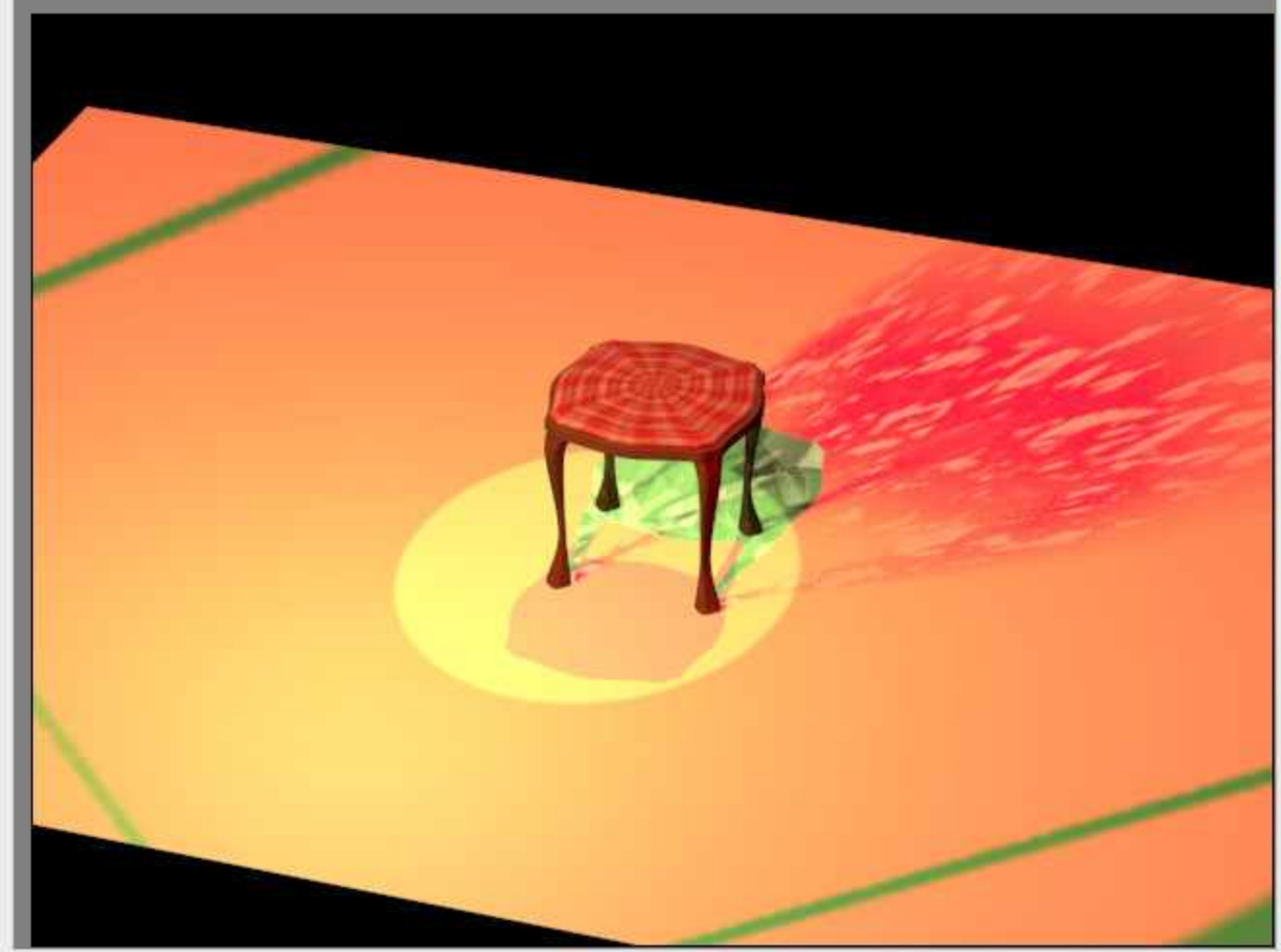
Production

RGB Alpha

RGB Alpha

Area to Render: View Viewport: Quad 4 - Camera Render Preset: Production Render

RGB Alpha



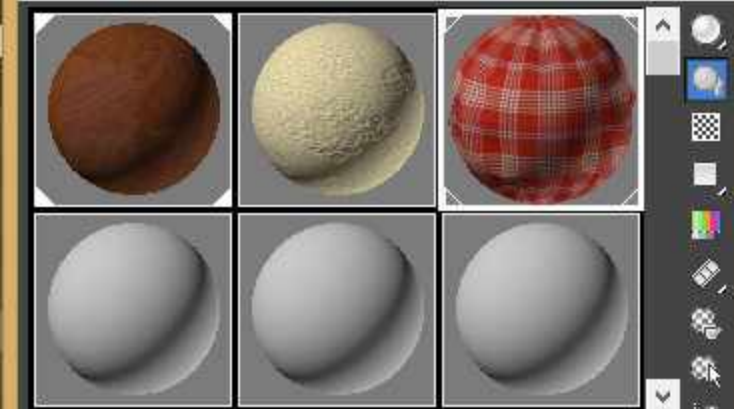
Mono Channel Output:
 RGB Intensity
 Alpha

RGB Channel Output:
 RGB

Jitter Placement: 1.0

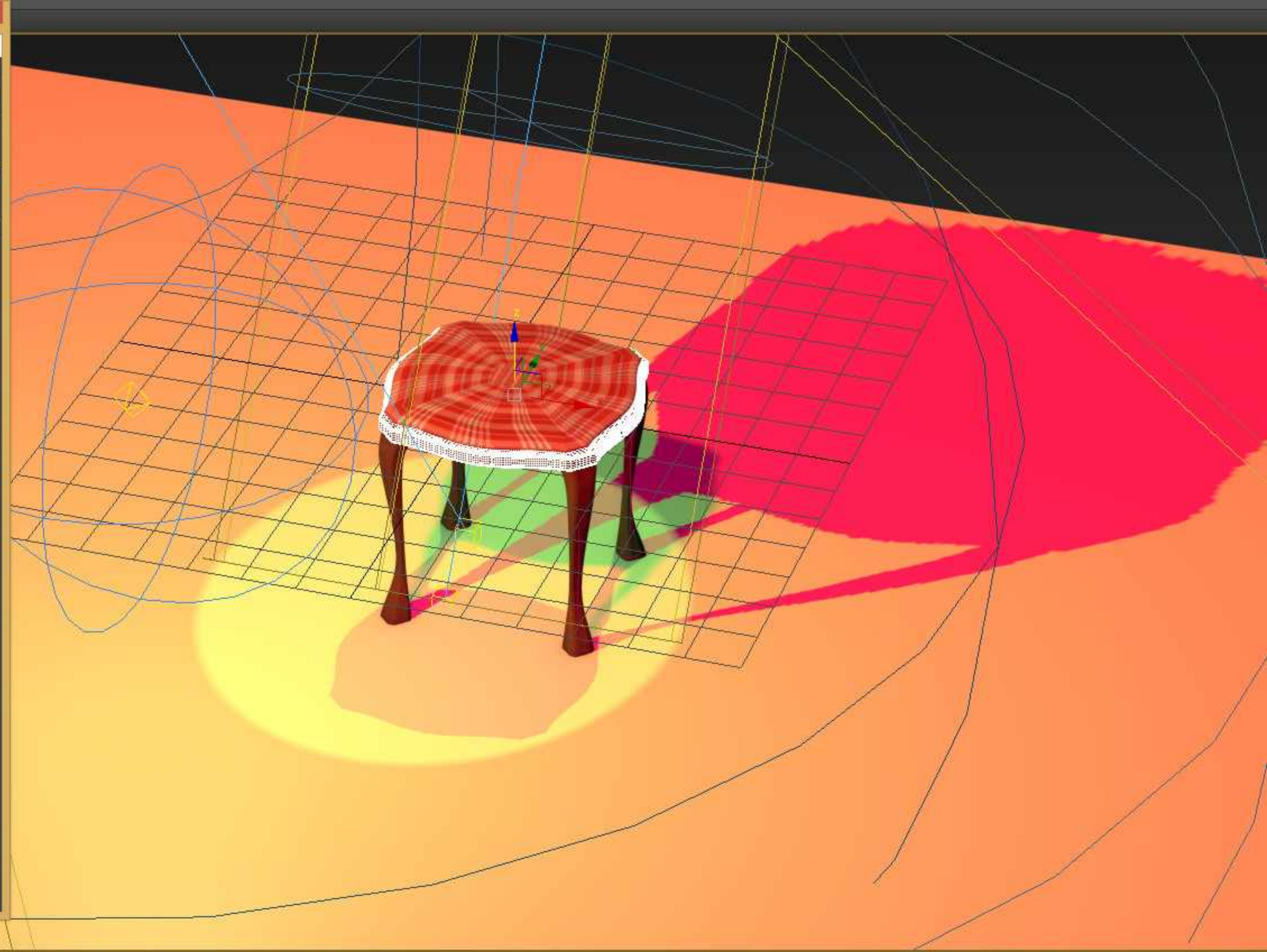
Alpha Source:
 Image Alpha
 RGB Intensity
 None (Opaque)

Modes Material Navigation Options Utilities



03 - Default Standard

Maps		
	Amount	Map
<input type="checkbox"/> Ambient Color	100	None
<input checked="" type="checkbox"/> Diffuse Color	100	rnishings.Fabrics.Plaid.4.jpg
<input type="checkbox"/> Specular Color	100	None
<input type="checkbox"/> Specular Level	100	None
<input type="checkbox"/> Glossiness	100	None
<input checked="" type="checkbox"/> Self-Illumination	100	ry.FlowerPattern.Colored.jpg
<input type="checkbox"/> Opacity	100	None
<input type="checkbox"/> Filter Color	100	None
<input type="checkbox"/> Bump	30	None
<input type="checkbox"/> Reflection	100	None
<input type="checkbox"/> Refraction	100	None
<input checked="" type="checkbox"/> Displacement	30	ows.Glazing.Glass.Etched.jpg
<input type="checkbox"/>	0	None
<input type="checkbox"/>	0	None
<input type="checkbox"/>	0	None
<input type="checkbox"/>	0	None
<input type="checkbox"/>	100	None
<input type="checkbox"/>	100	None
<input type="checkbox"/>	100	None
<input type="checkbox"/>	100	None
<input type="checkbox"/>	100	None
<input type="checkbox"/>	100	None
<input type="checkbox"/>	100	None



Material Editor - 03 - Default

Modes Material Navigation Options Utilities

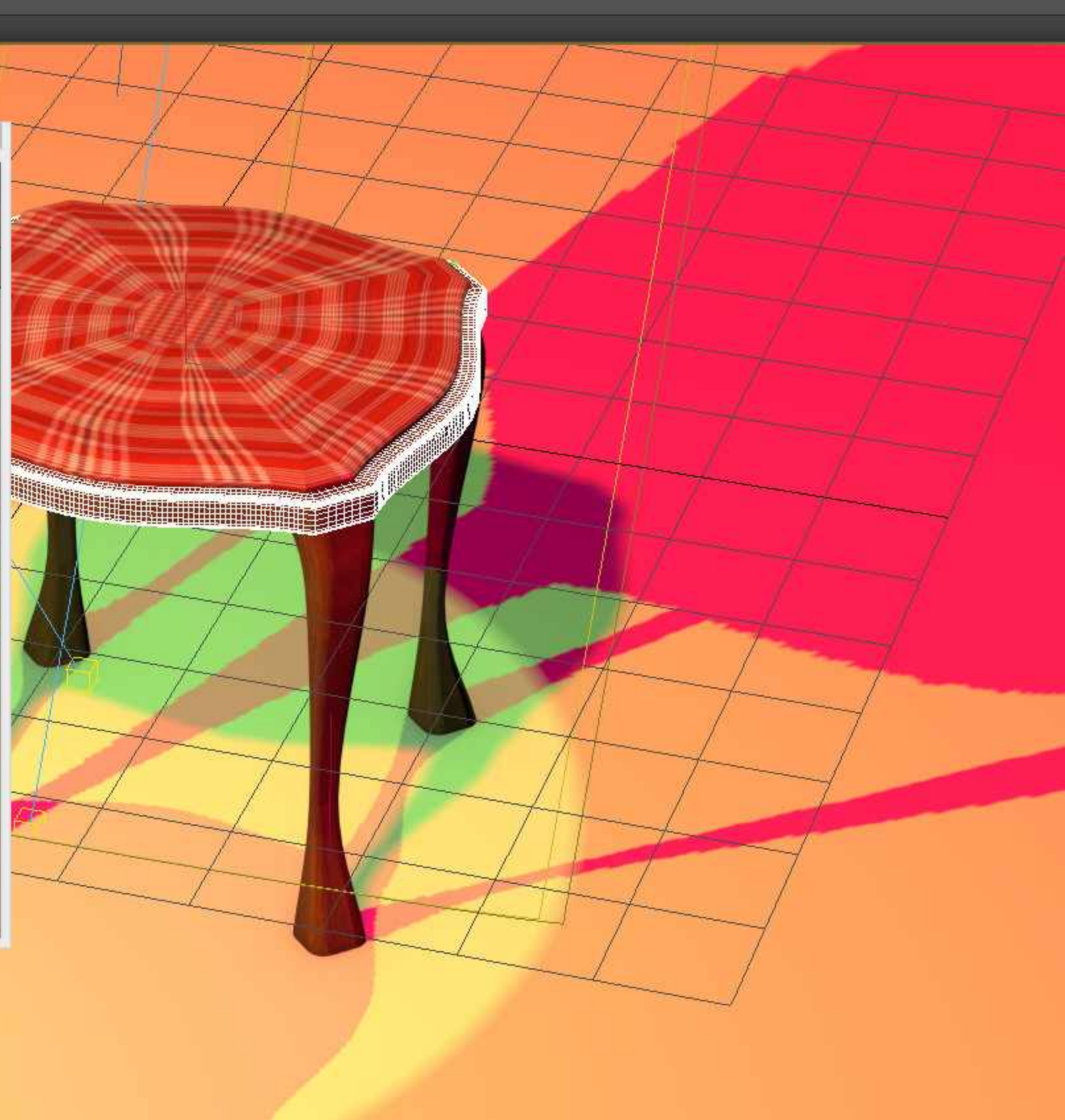
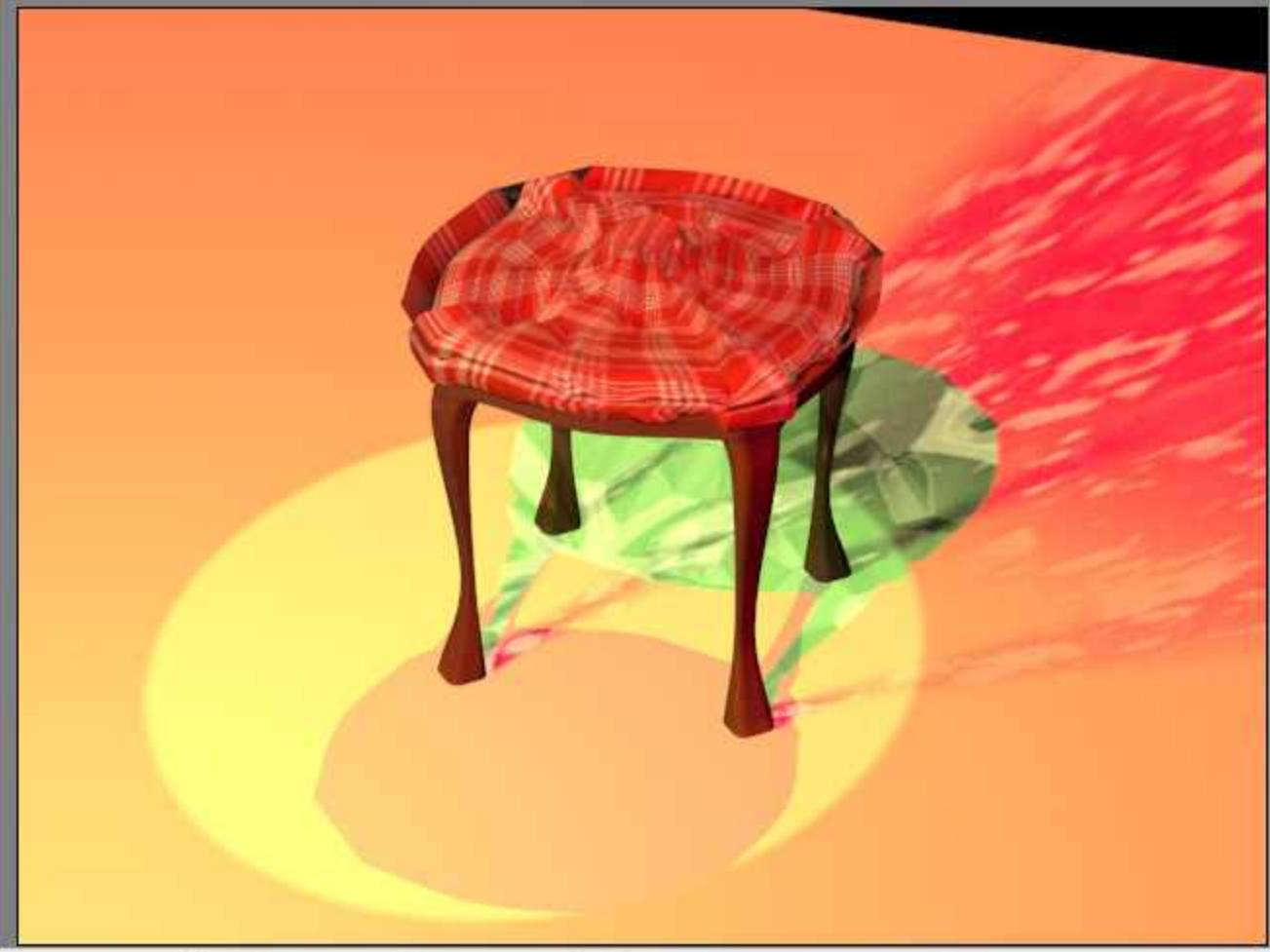


Camera001, frame 0, Display Gamma: 2,2, RGBA Color 16 Bits/Channel (1:1)

Area to Render: View Viewport: Quad 4 - Camera Render Preset: Production

Render

RGB Alpha



100	None
100	None
100	None
100	None
100	None

Material Editor - 03 - Default

Modes Material Navigation Options Utilities



Bump: Map #17 Bitmap

Coordinates

Texture Environ Mapping: **Explicit Map Channel**

Show Map on Back Map Channel: 1

Use Real-World Scale

Offset	Tiling	Mirror Tile	Angle
U: 0,0	0,4	<input type="checkbox"/>	U: 0,0
V: 0,0	0,4	<input checked="" type="checkbox"/>	V: 0,0
			W: 0,0

UV VW WU

Blur: 1,0 Blur offset: 0,0 Rotate

Noise

Bitmap Parameters

Bitmap: ...s\ArchMat\Doors&Windows.Glazing.Glass.Etched.jpg

Reload

Filtering

- Pyramidal
- Summed Area
- None

Mono Channel Output:

- RGB Intensity
- Alpha

RGB Channel Output:

- RGB

Cropping/Placement

Apply View Image

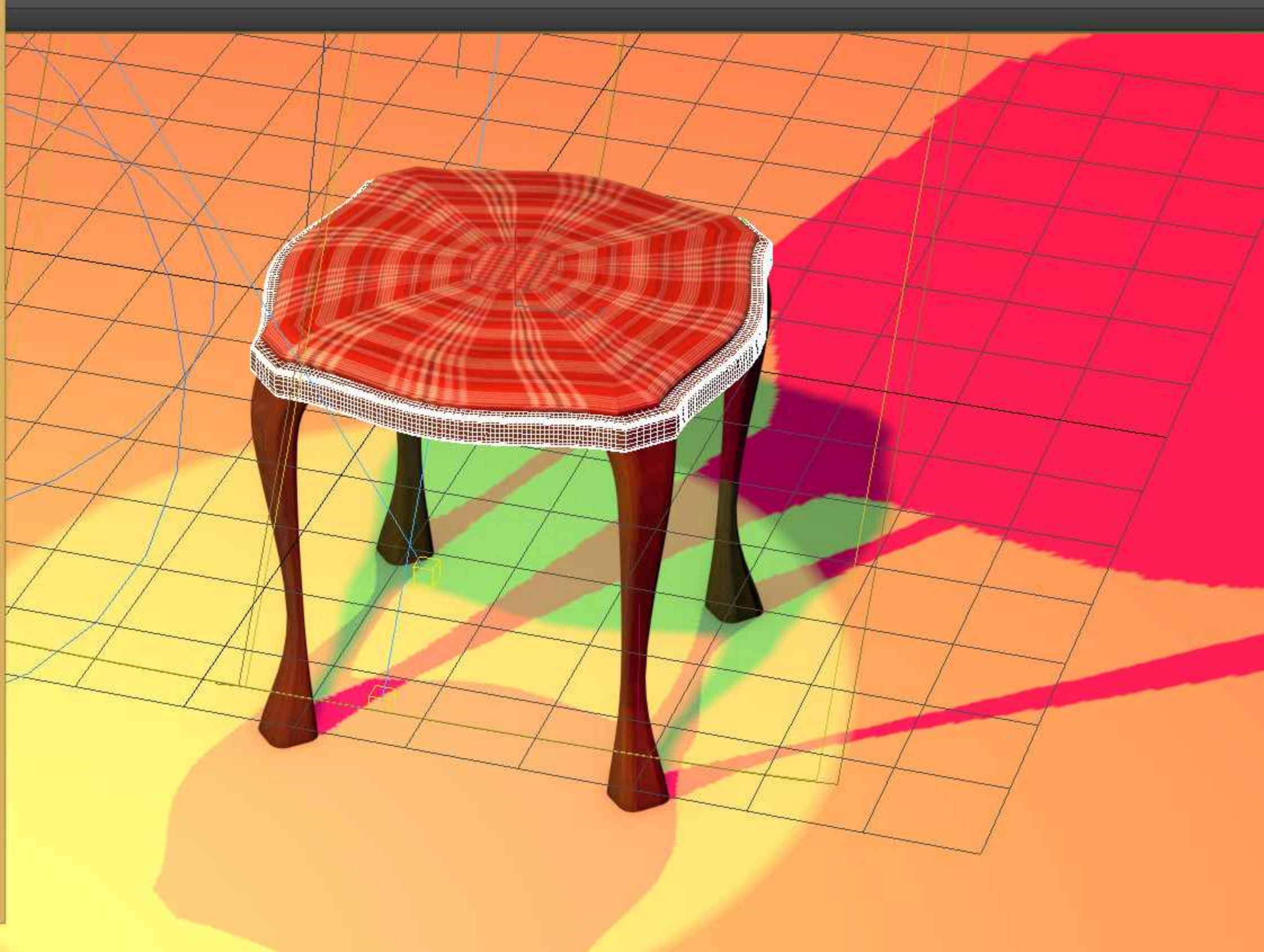
Crop Place

U: 0,0	W: 1,0
V: 0,0	H: 1,0

Jitter Placement: 1,0

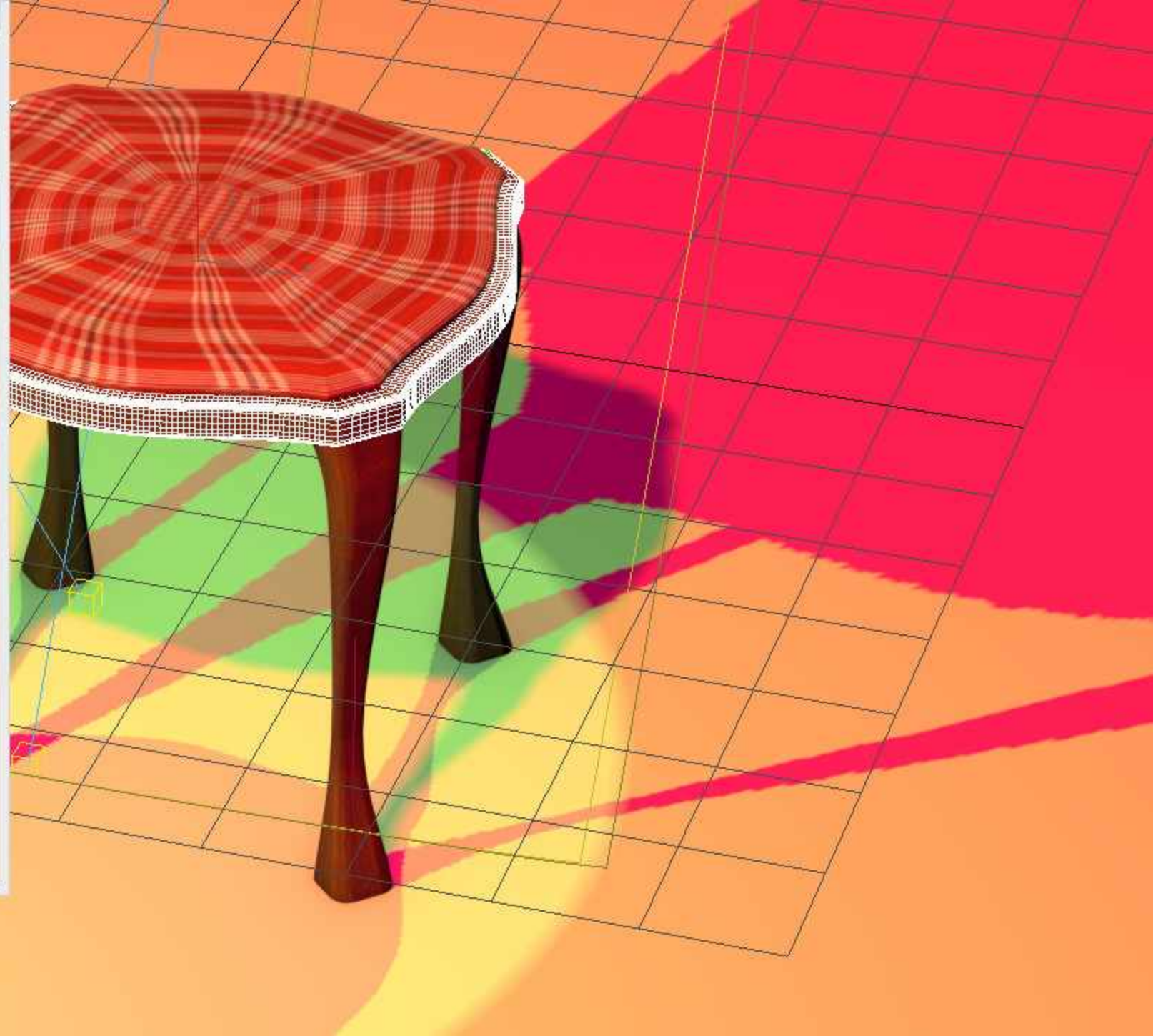
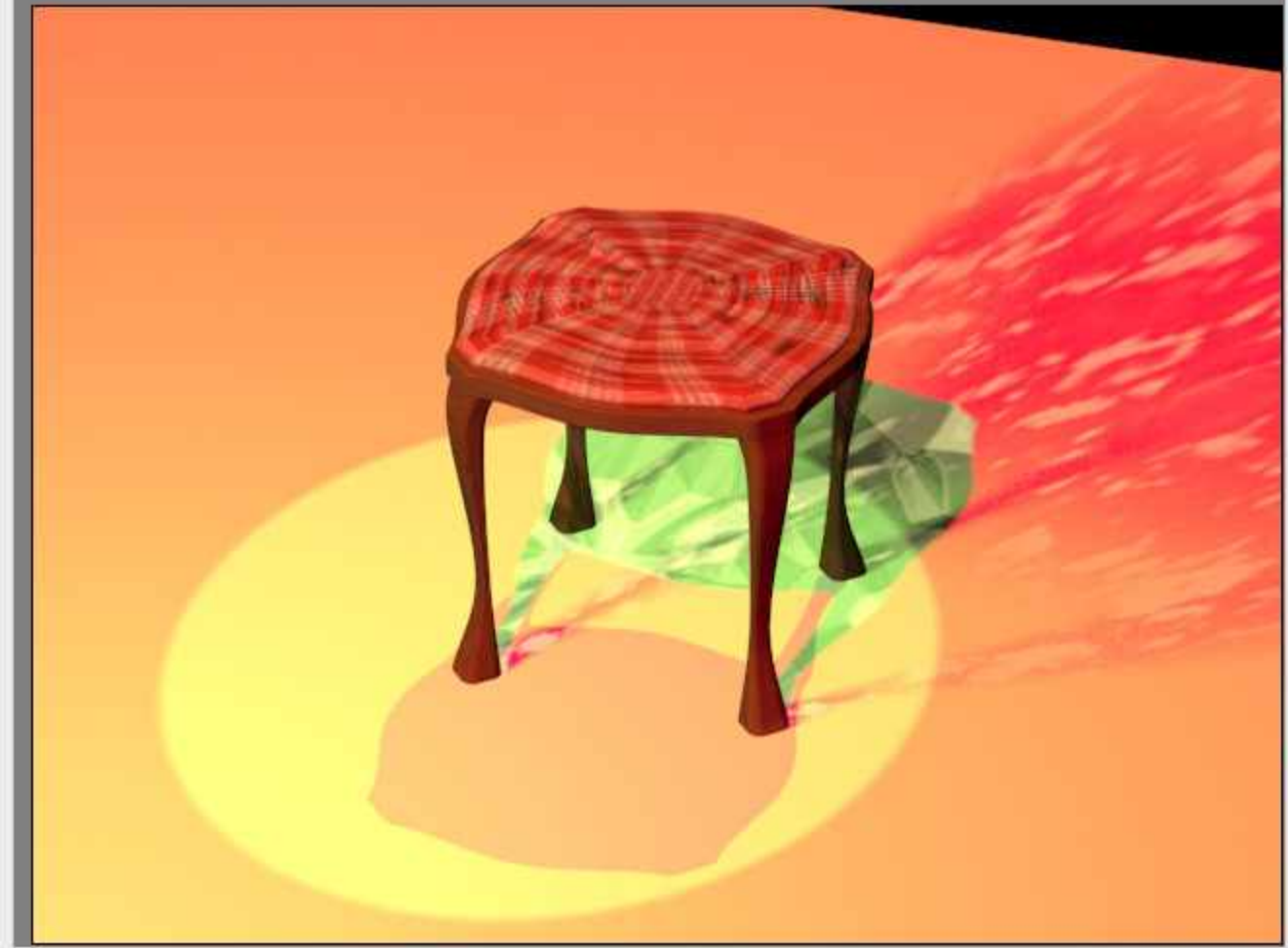
Alpha Source

- Image Alpha
- RGB Intensity
- None (Opaque)



Area to Render: View Viewport: Quad 4 - Camera Render Preset: Production Render

RGB Alpha



Mono Channel Output:
 RGB Intensity
 Alpha

Alpha Source:
 Image Alpha
 RGB Intensity
 None (Opaque)

Jitter Placement: 1.0

RGB Channel Output:
 RGB