

LandARCH 2009 Professional Edition

Tutorial Working with Viz Render/3DS Max

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Introduction

Welcome to LandARCH 2009 Professional Edition, the integrated AutoCAD add-on solution for external architecture, landscape design and irrigation. Present your clients with optimal, highly cost-effective designs as your ideas effortlessly flow from concept to completion. Use LandARCH to help realize your ideas and deliver winning designs ahead of time.

This tutorial provides step-by-step instructions on Importing LandARCH 3D Models into Viz Render/3DS Max.

Additional product documents and/or tutorials are available from www.globalcad.com/support/documentation.htm

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LandARCH 2009 Professional Edition is compatible with the entire family of AutoCAD products including AutoCAD 2000-2009, AutoCAD Architecture, AutoCAD Civil 3D, AutoCAD Land Desktop, AutoCAD Map 3D and AutoCAD LT 2000-2009.

The software can also be used in conjunction with other AutoCAD third-party applications. Multi-user licensing options are available and provide support for all major network platforms including Novell Netware and Windows NT Server.

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Working with Viz Render/3DS Max

With its outstanding range of 3D design libraries, LandARCH Professional Edition gives you the freedom to explore all of your creative ideas. Models are render-ready with applied AutoCAD colors and/or materials for fast, effortless photorealistic results directly within AutoCAD. Options also exist for seamless export to visualization packages such as Accrender, 3D Studio Viz and Max.



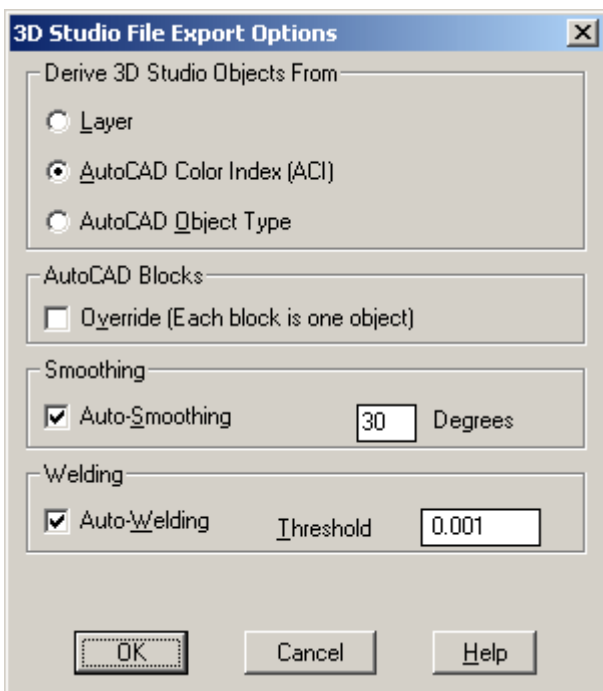
▲ LandARCH models inside AutoCAD



▲ Rendered Viz Render/3DS Max Scene

In order to import LandARCH 3D models into Viz Render or 3DS Max, follow these steps:

- Prepare/position the models in AutoCAD and save the drawing.
- Type 3DSOUT and select all the models to export.
- Specify a suitable file name when prompted.
- Select 'AutoCAD Color Index (ACI)' or 'Layer' option on the Export Options dialog (below).



- Please wait whilst the 3DS file is saved, this may take several minutes.
- In Viz Render/3DS Max, select File > Import, to import the 3DS file.