

GlobalCAD Landscape 2016

Version 1.2



Tutorial

Working with Viz Render/3DS Max

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Introduction

Welcome to GlobalCAD Landscape 2016, the integrated AutoCAD/BricsCAD add-on solution for landscape design, land planning and irrigation.

GlobalCAD Landscape helps realize your ideas and deliver winning designs ahead of time.

This tutorial provides step-by-step instructions on importing GlobalCAD Landscape 3D models into Viz Render/3DS Max. Additional product documents and/or tutorials are available from the relevant www.globalcad.com product page.

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GlobalCAD Landscape 2016 is compatible with BricsCAD Pro/Platinum V11-V16 and the entire family of AutoCAD products including AutoCAD 2007-2016, AutoCAD Architecture, AutoCAD Civil 3D, AutoCAD Land Desktop and AutoCAD Map 3D.

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

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Working with Viz Render / 3DS Max

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



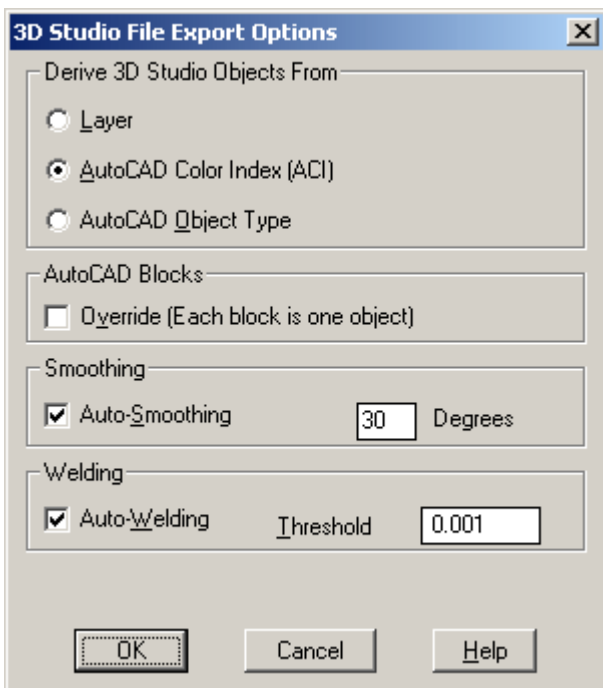
▲ GlobalCAD Landscape models inside AutoCAD



▲ Rendered Viz Render/3DS Max Scene

In order to import GlobalCAD Landscape 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.