

# REVIT FOR PRESENTATIONS GRAPHICS THAT “POP”

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**REVIT CANNOT BE THE OUTPUT  
FOR STUNNING PRESENTATIONS**

*Maybe in the early days, but not now!  
Autodesk Revit 7 changed all that.....*



# Presentation Graphics

Revit Architecture includes in-built tools which allows you to create compelling presentation graphics without the need for full rendering.....





# Drafting Techniques Apply

- The hardcore BIM gurus may disagree; however.....
  - *In many cases your deliverables are still 2D*
  - *How you present your model may be difference between winning or loosing work*
  - *Maximise the “model” as much as you can*
  - *Don’t forget the approaches you appled when you drafted on a drawing board*
  - *Punch out building elements where you need to*
  - *Experiment.....& develop a style*



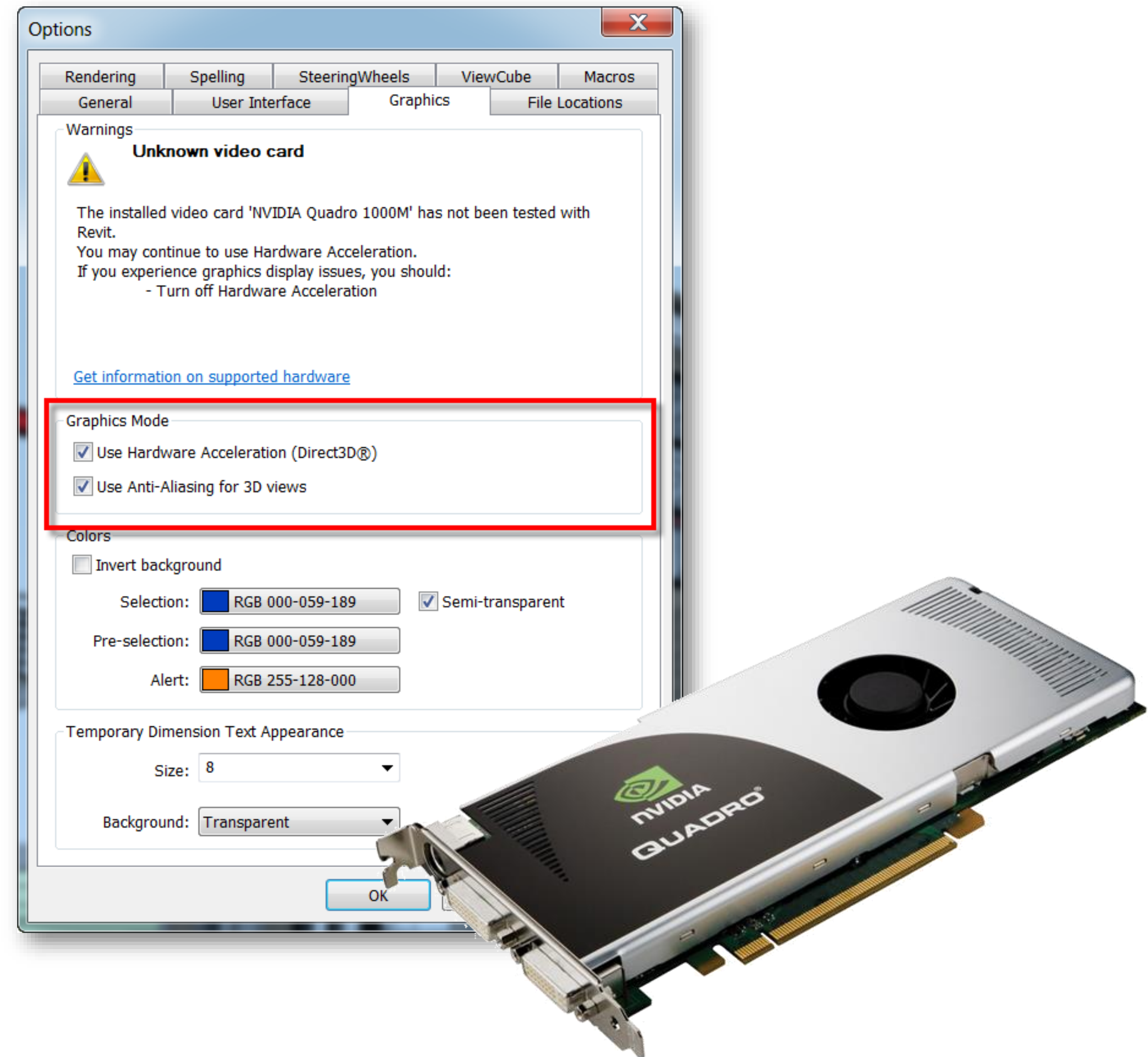


# Graphics Cards

- To maximise the ability to work with some of the graphic functions within Revit, ensure your graphics card can use Hardware Acceleration.
- For more details on Graphic Card drivers go to

[http://www.autodesk.com/us/revit/revit\\_graphics\\_hardware\\_list\\_June02.html](http://www.autodesk.com/us/revit/revit_graphics_hardware_list_June02.html)

<http://usa.autodesk.com/adsk/servlet/ps/dl/item?siteID=123112&id=15387396&linkID=9243099>





# Display Settings

## Wireframe

Displays the model as a wireframe only

## Hidden Line

Displays the model as a linework to define geometry

## Shaded

Displays the model as shaded colour geometry only

## Shaded with Edges

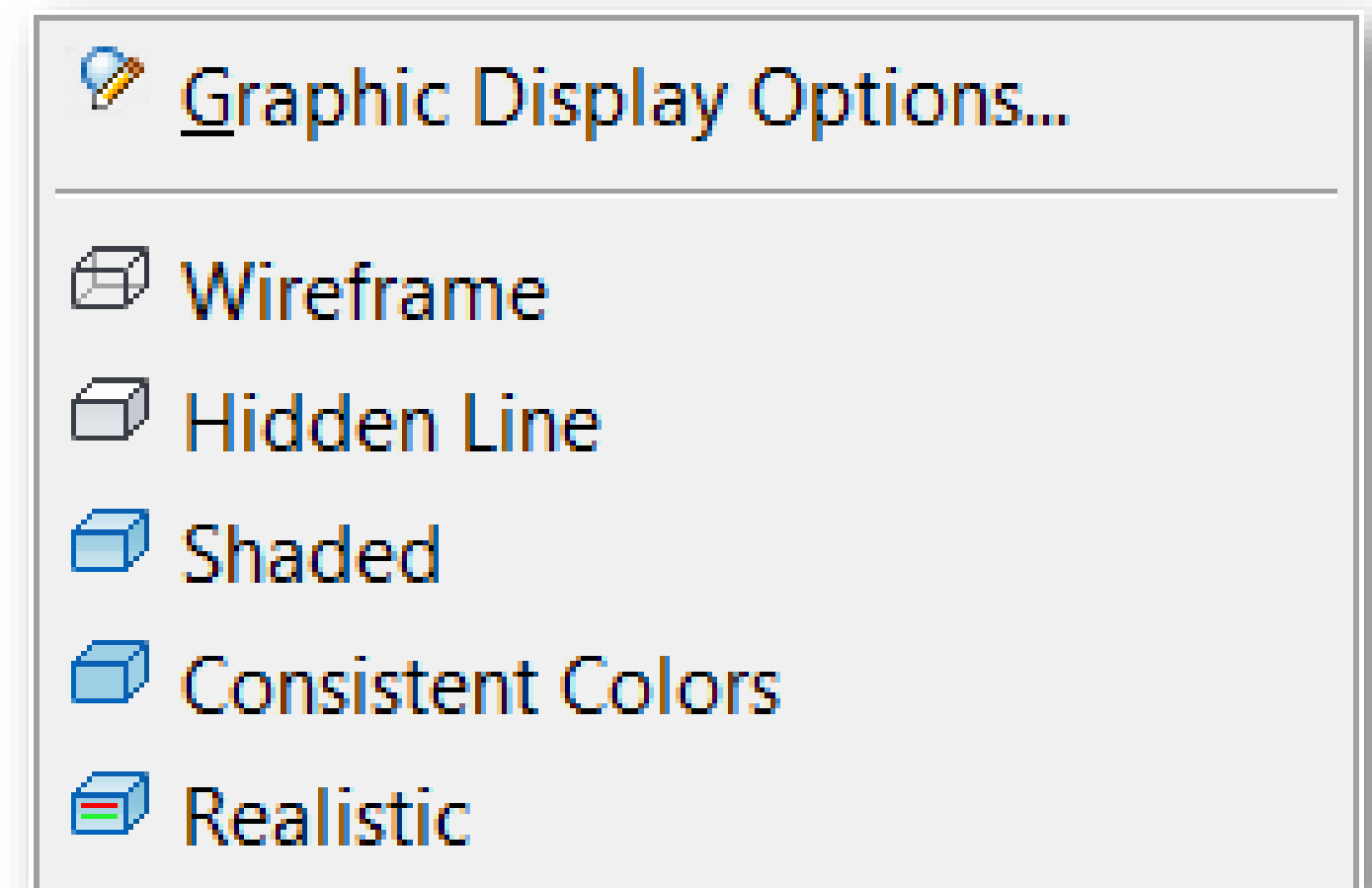
Displays the model as shaded colour with line work to define geometry edges

## Consistent Colours

Displays faces of elements in flat colour; faces of elements that are oriented at different angles to the camera will display in the same shaded colour.

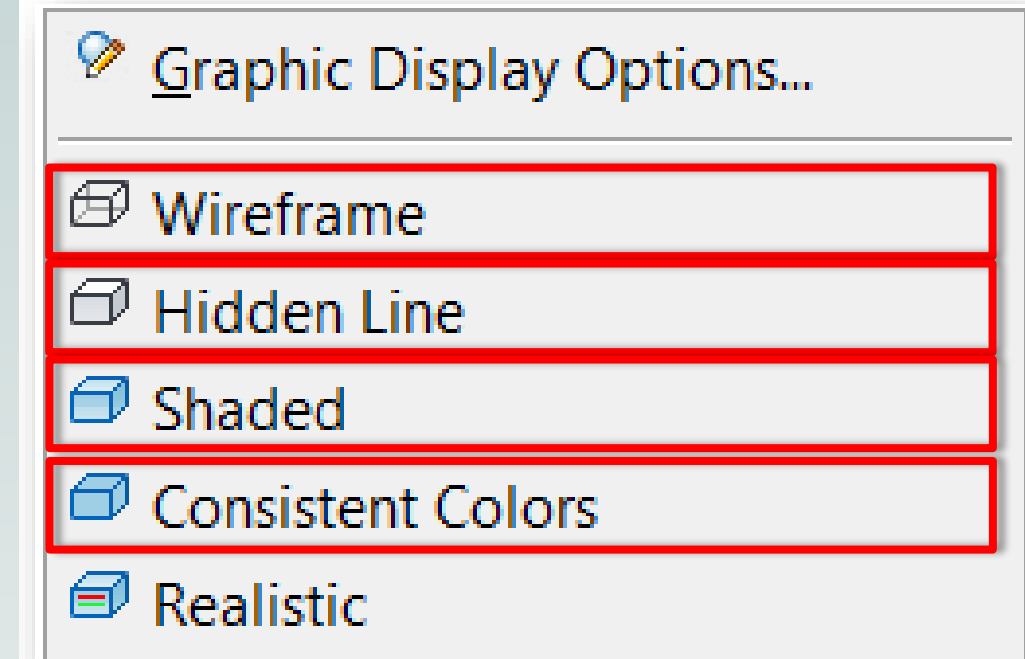
## Realistic

Elements that have material definitions assigned will display texture maps in real time.



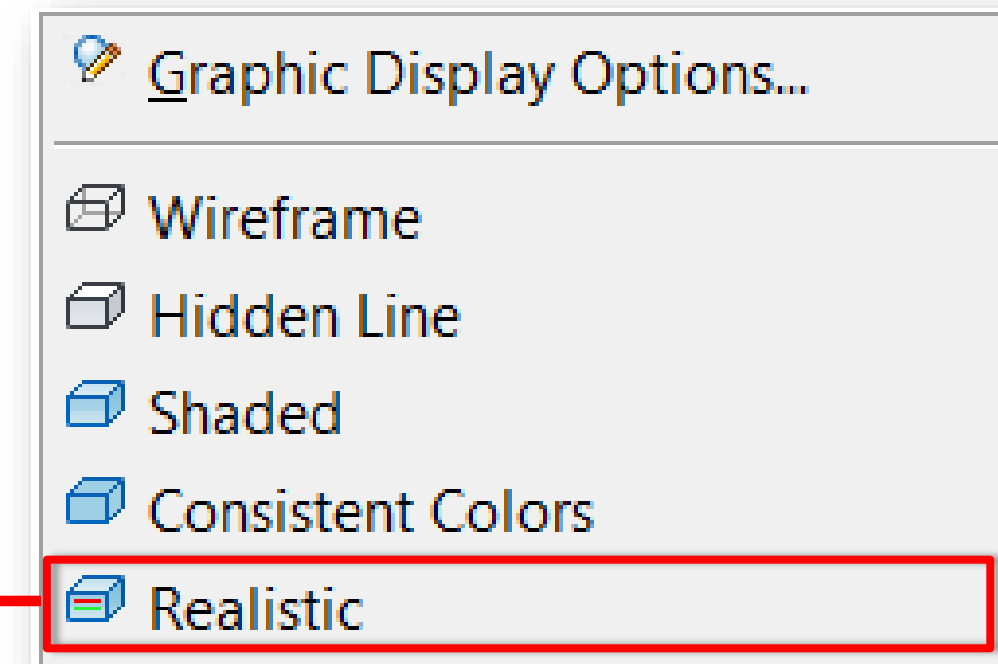


# Graphic Display Settings



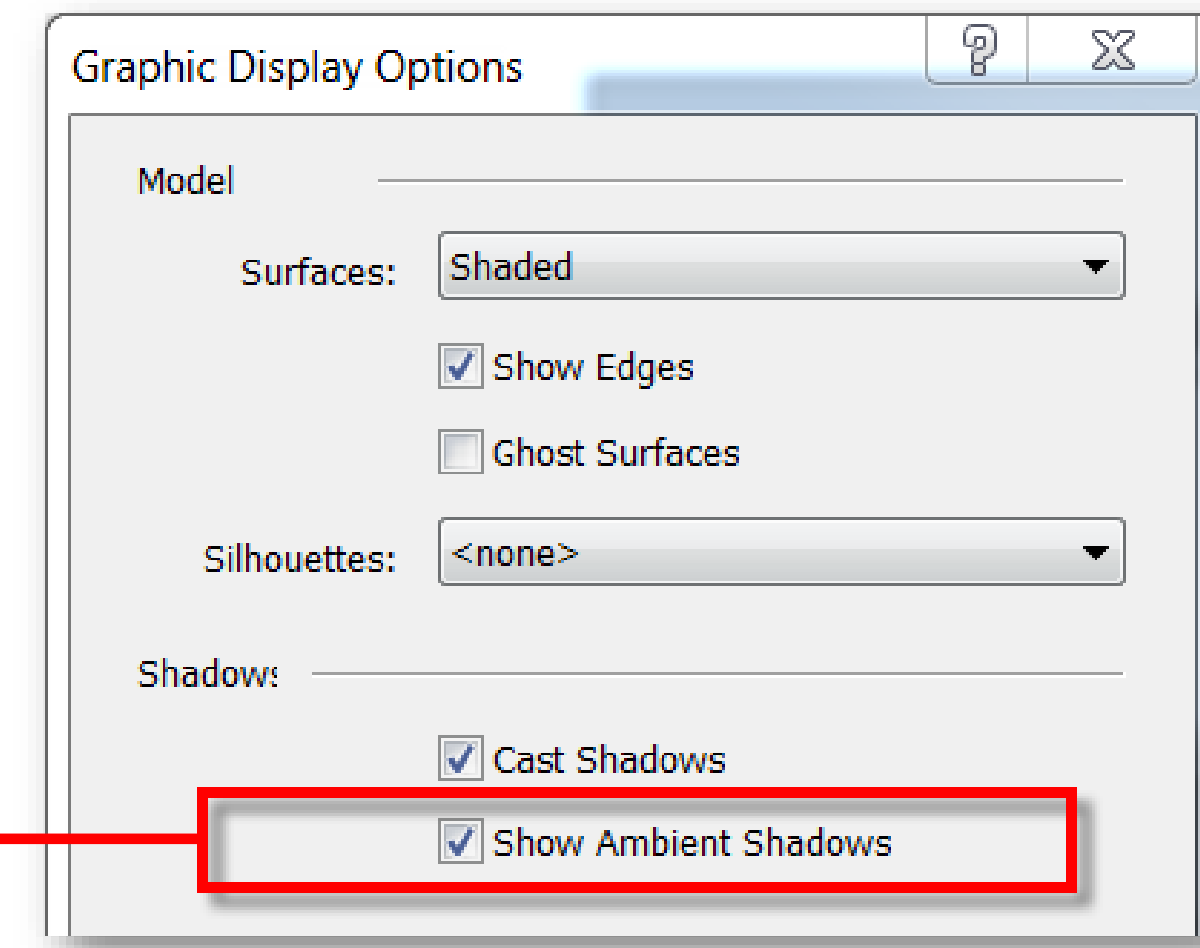
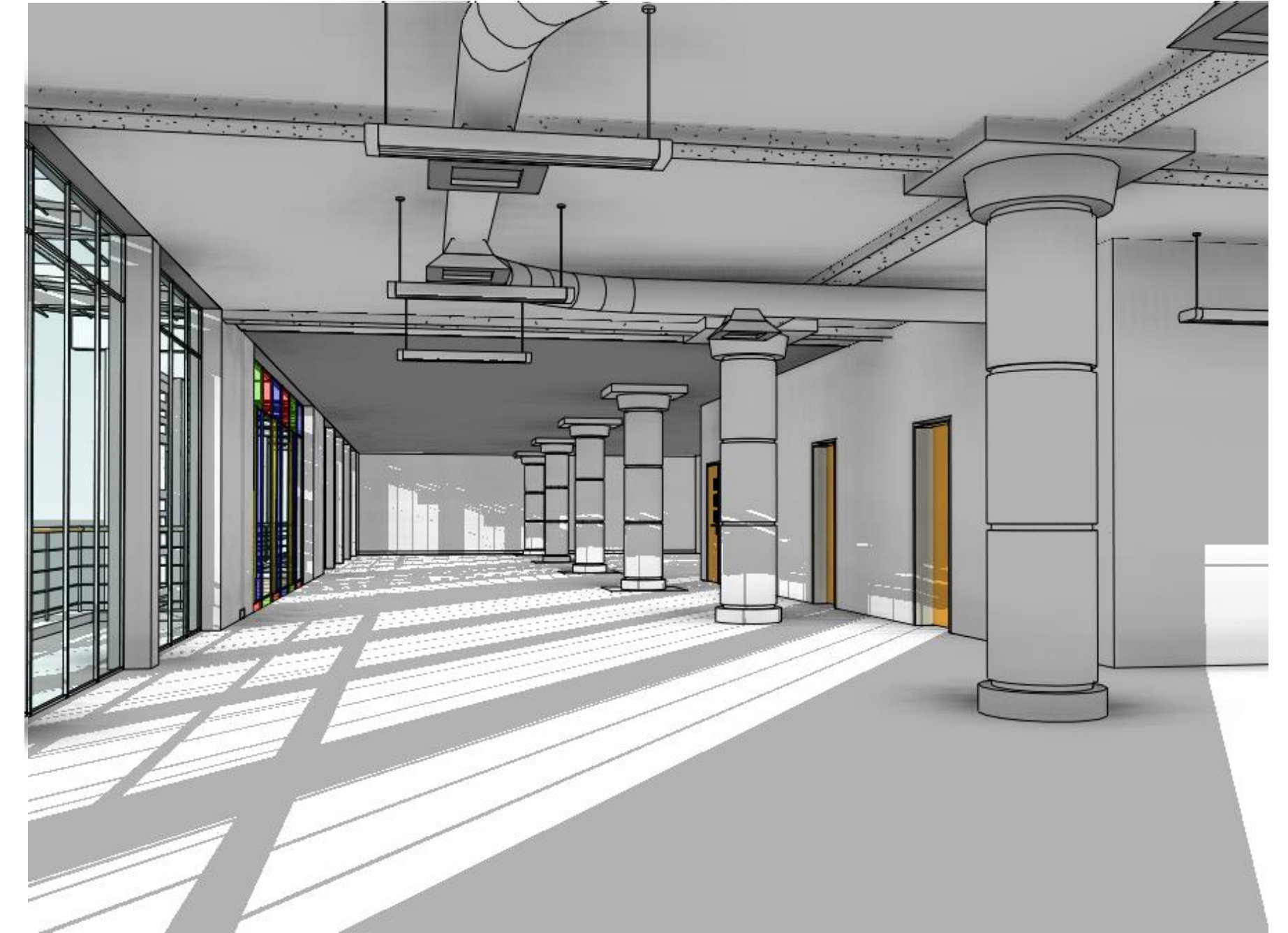


# Realistic





# Ambient Shadows





# Ambient Light Settings

- Playing with the Ambient Light settings can yield differing results.
- 0 -100%
- As you increase the value, this will affect the material colour.

0 50 100





# Shadows





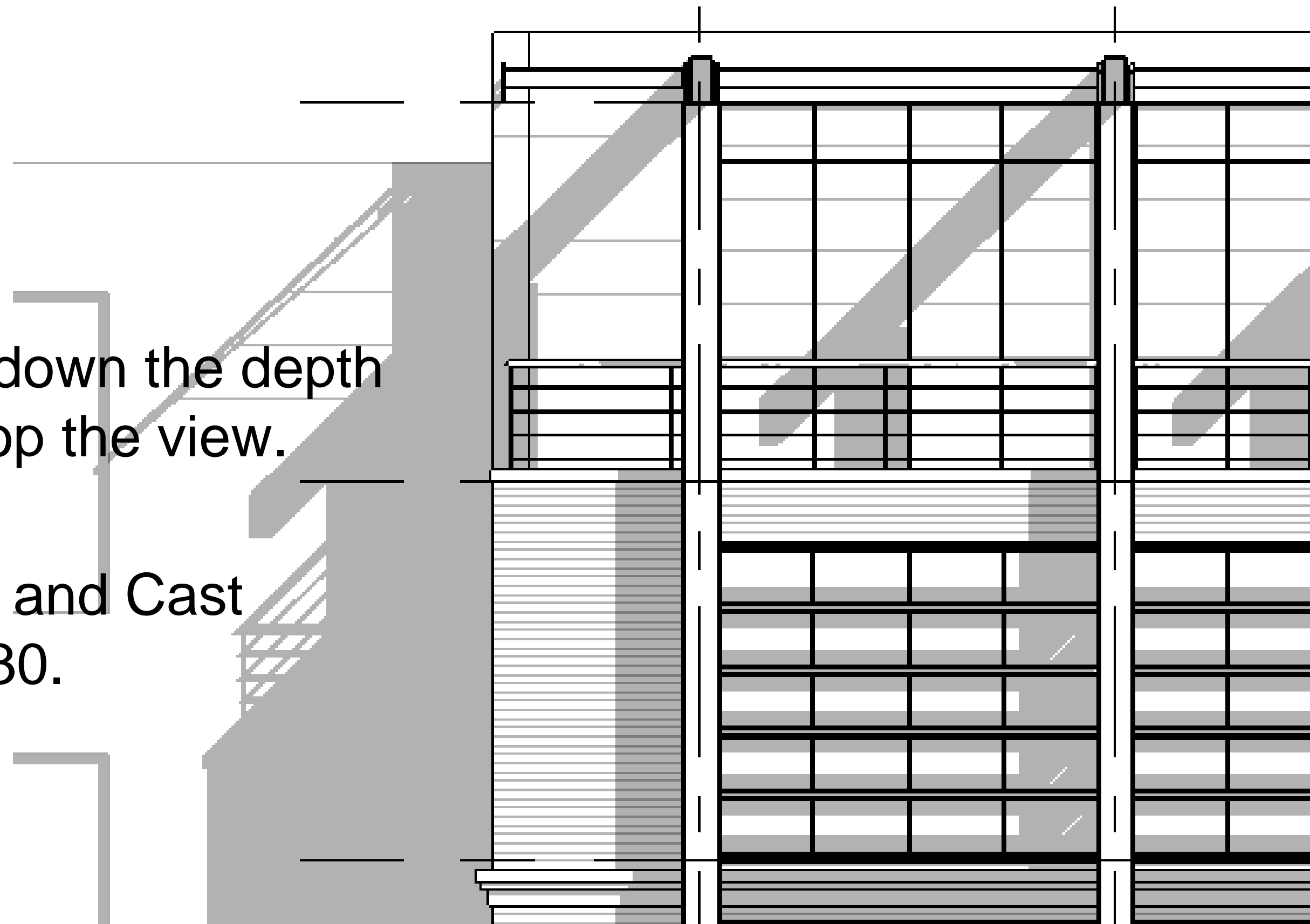
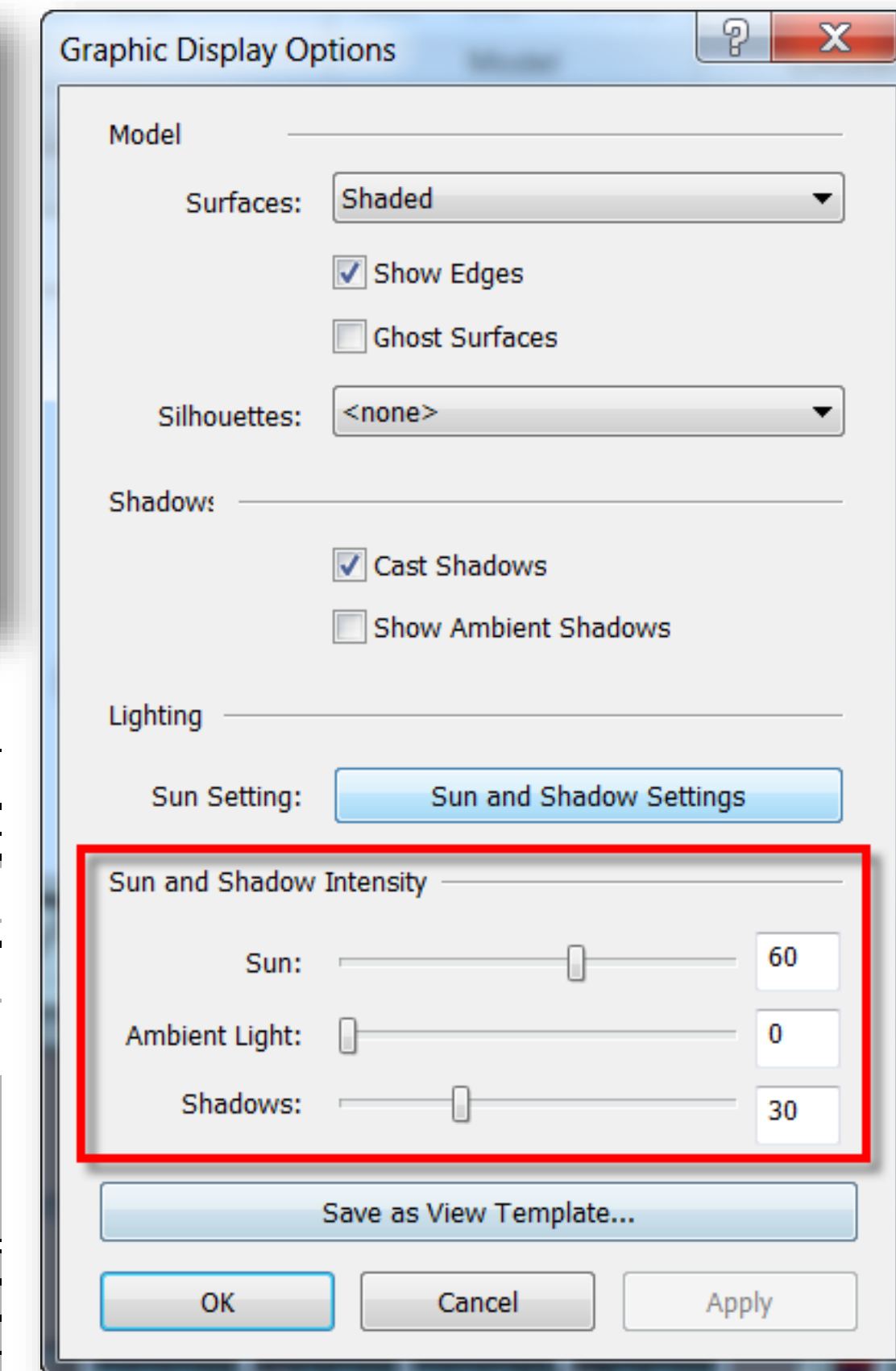
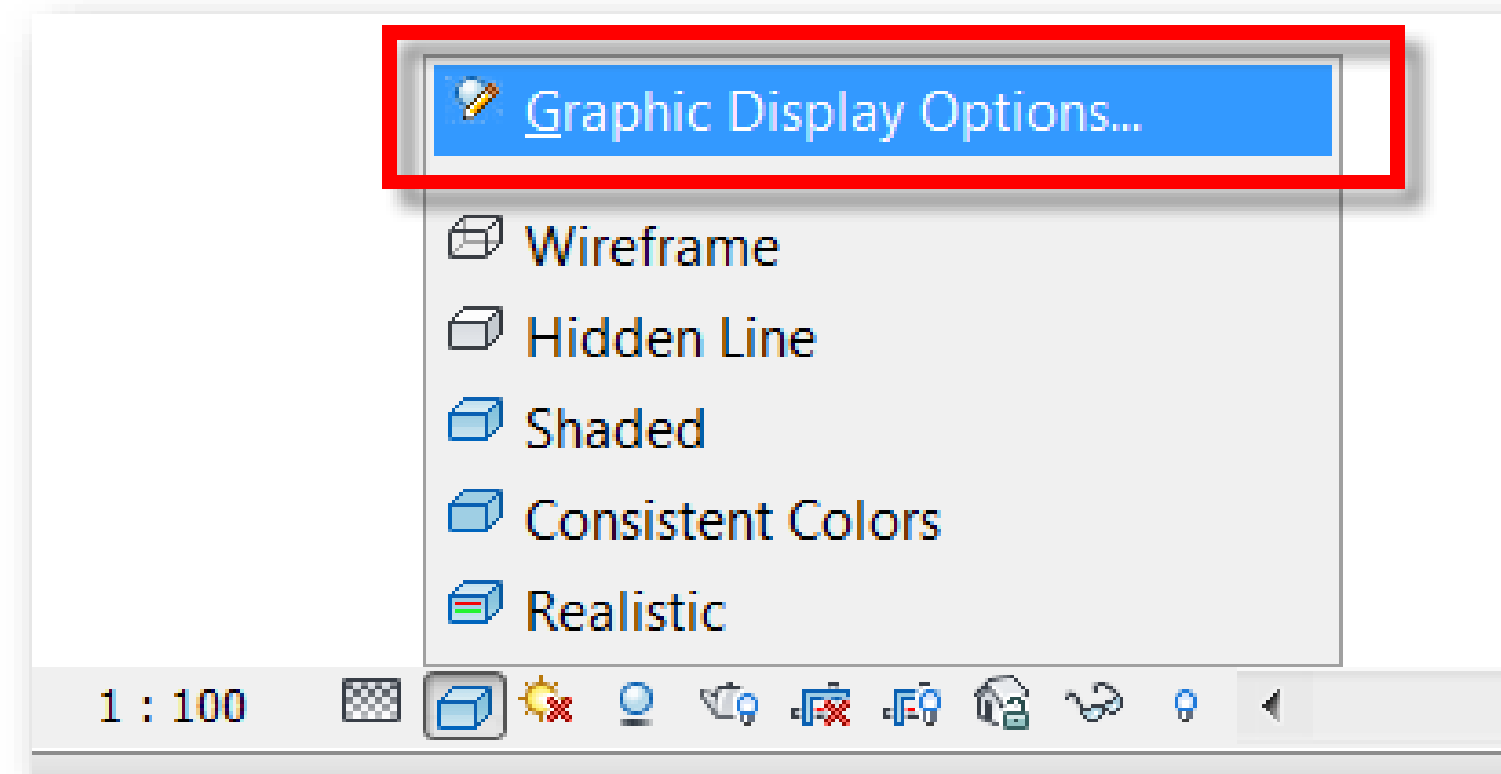
# Shadow Settings

The Graphic Display Options allows you to control the shadow settings. You can control –

- Sun Intensity
- Ambient Light
- The shadow Intensity

From experience, playing down the depth of the shadows helps to pop the view.

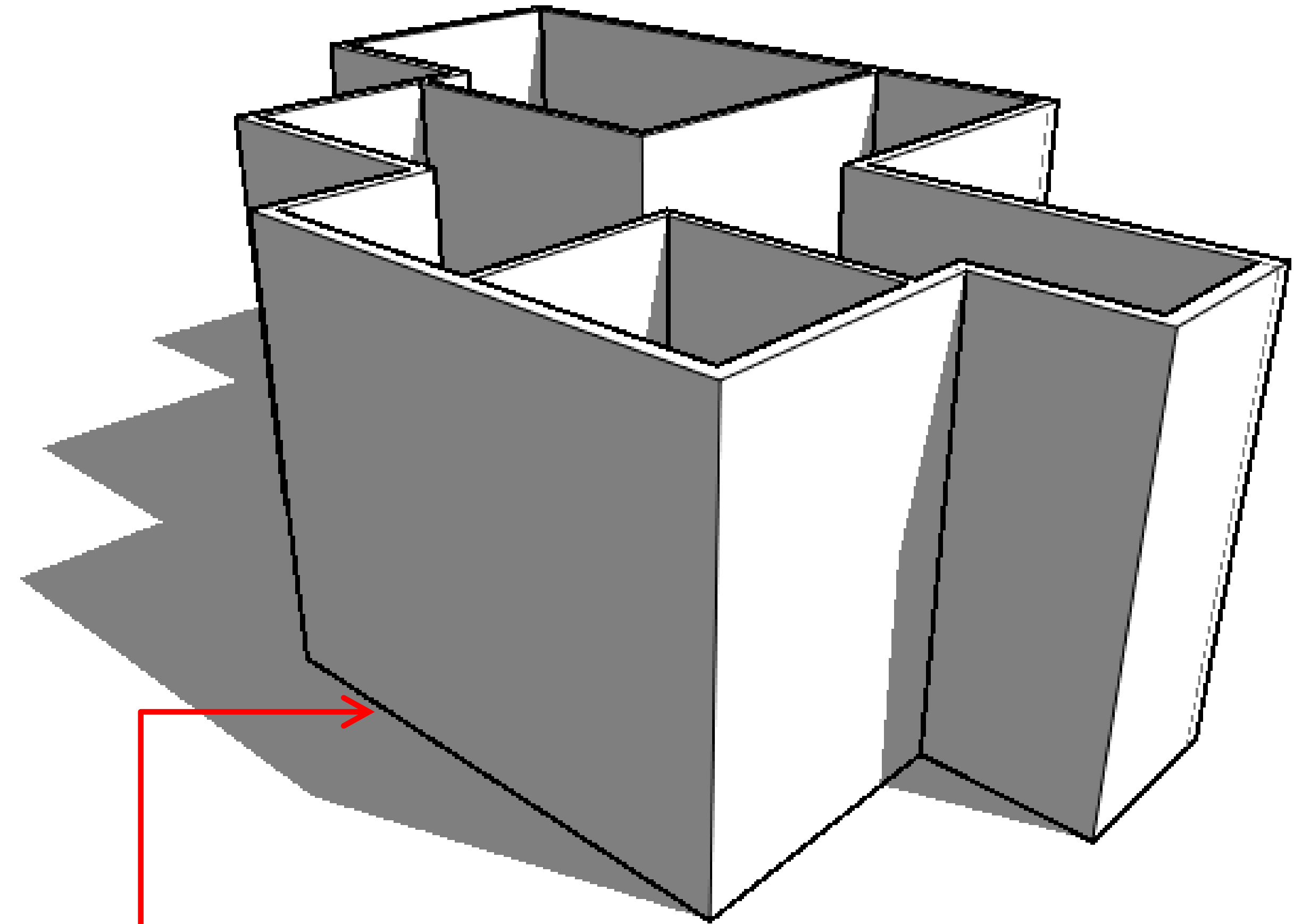
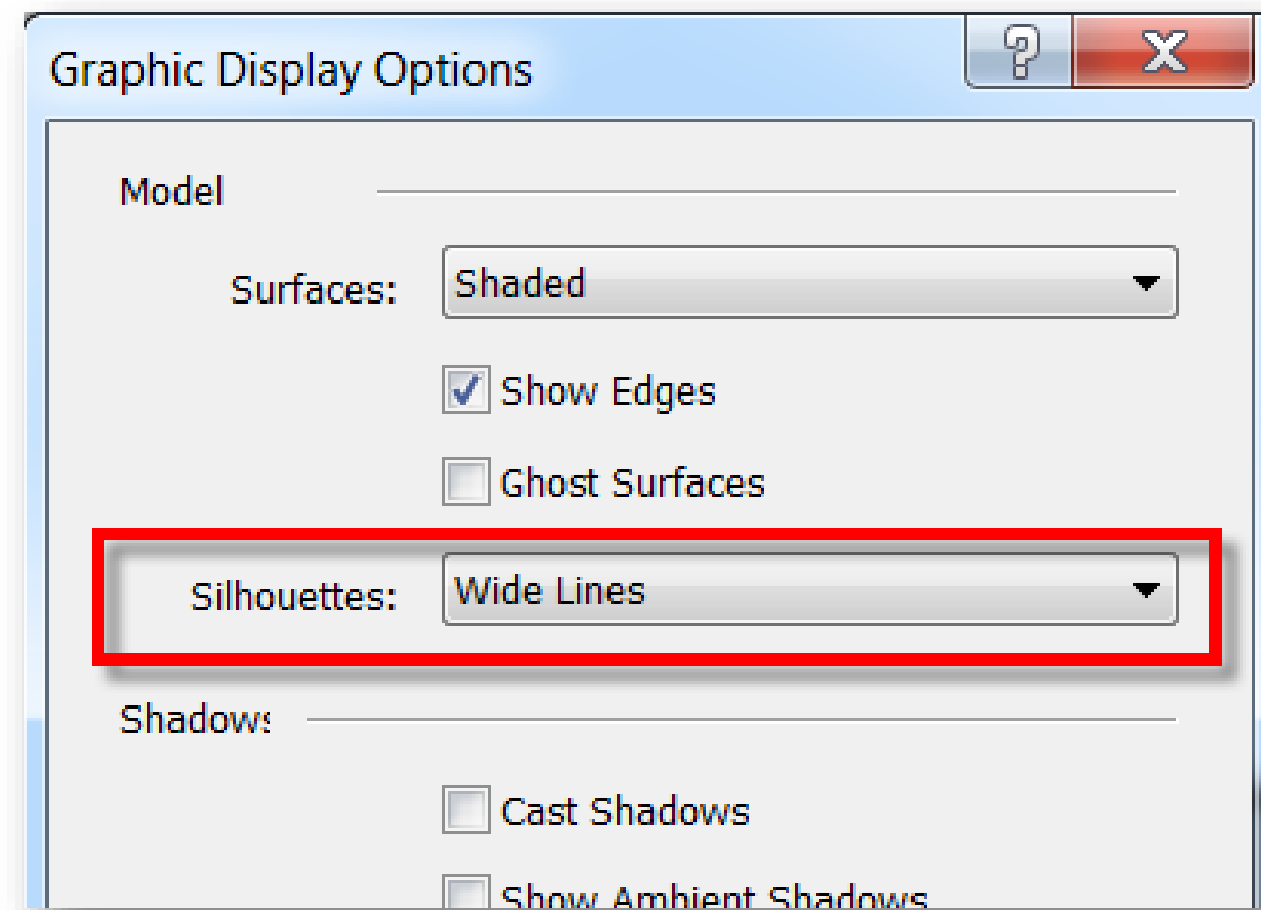
Try Sun Intensity set to 60 and Cast Shadows to around 20 to 30.





# Silhouette Settings

- Elevations and 3d views can be given graphic emphasis automatically.
- The Graphics Display tools allow the user to specify line styles to be used as overrides on the profiled edges seen in elevation and 3d views.
- **Linework** can be used to further refine the profiles.





# Background Graphics

- Under Graphic Display Options you have the ability to display a Gradient background in 3d and perspective views.
- Play with different Background color's to give your image a different ambience.



Graphic Display Options

Model

Surfaces: Shaded

☒ Show Edges

☐ Ghost Surfaces

Silhouettes: Wide Lines

Shadows:

☐ Cast Shadows

☐ Show Ambient Shadows

Lighting

Sun Setting: <In-session, Lighting>

Sun and Shadow Intensity

Sun: 0

Ambient Light: 30

Shadows: 50

Background

Background: Gradient

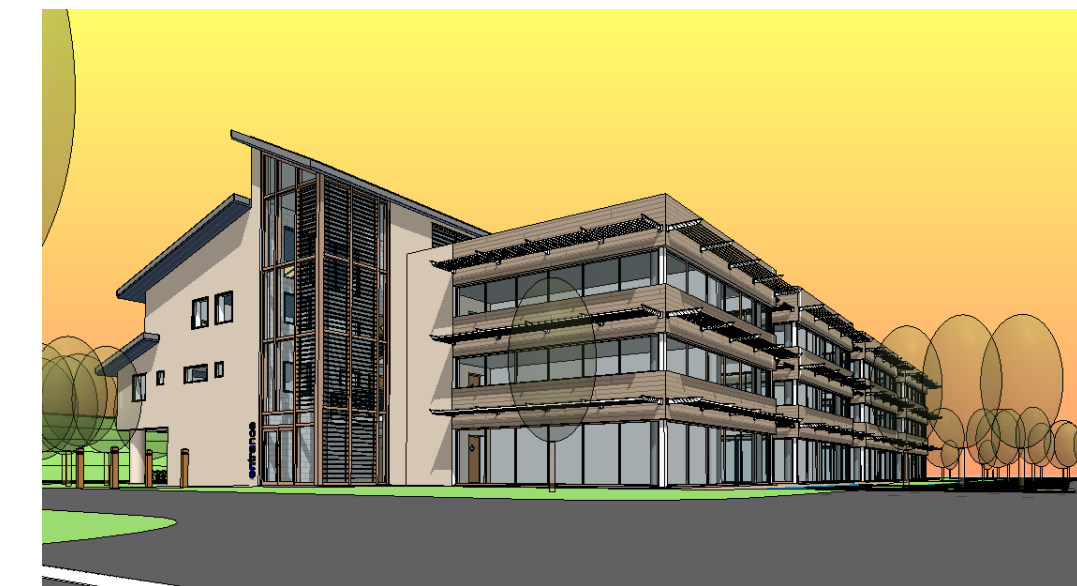
Sky Color: RGB 189-209-208

Horizon Color: RGB 242-242-242

Ground Color: RGB 165-165-165

Save as View Template...

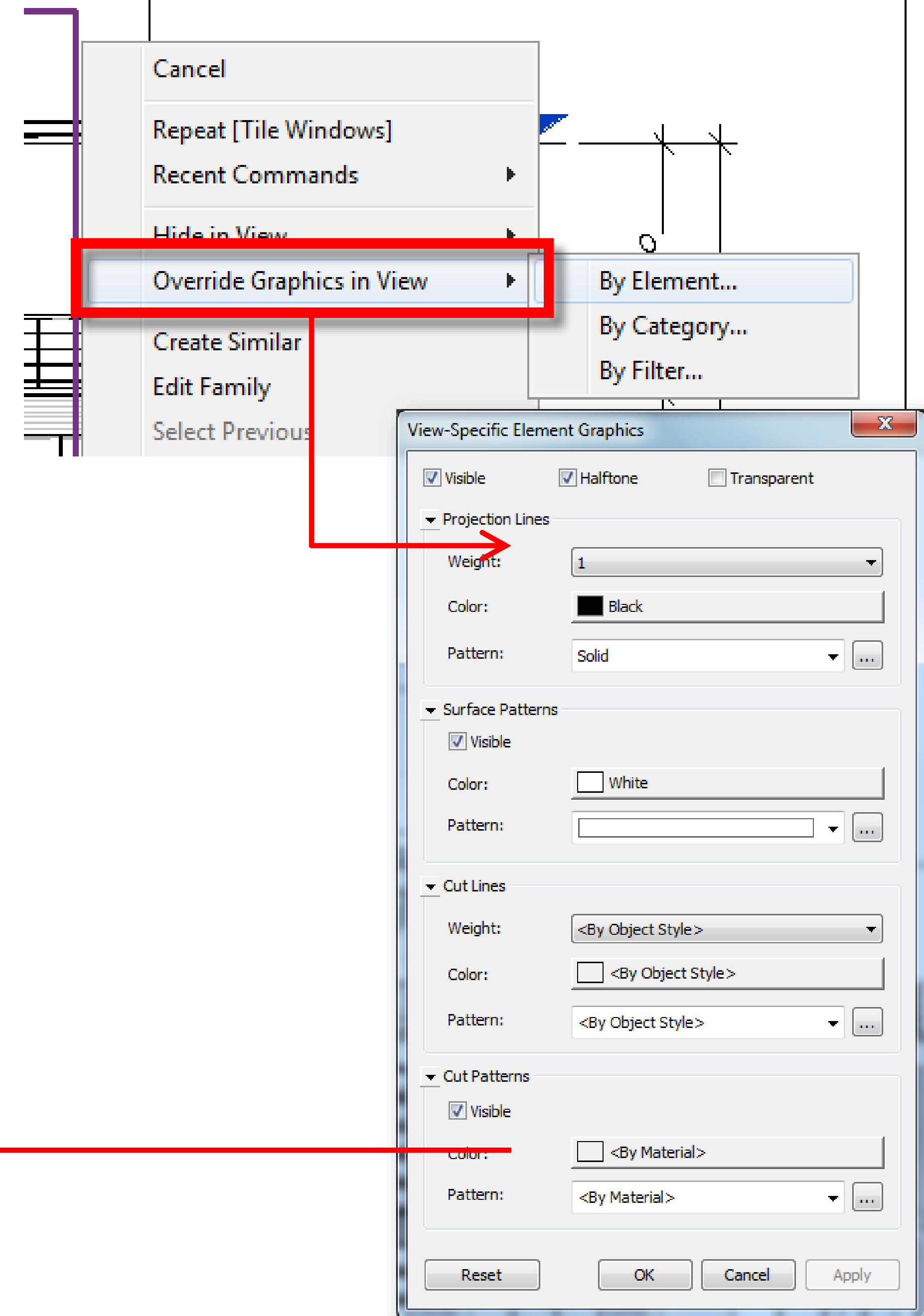
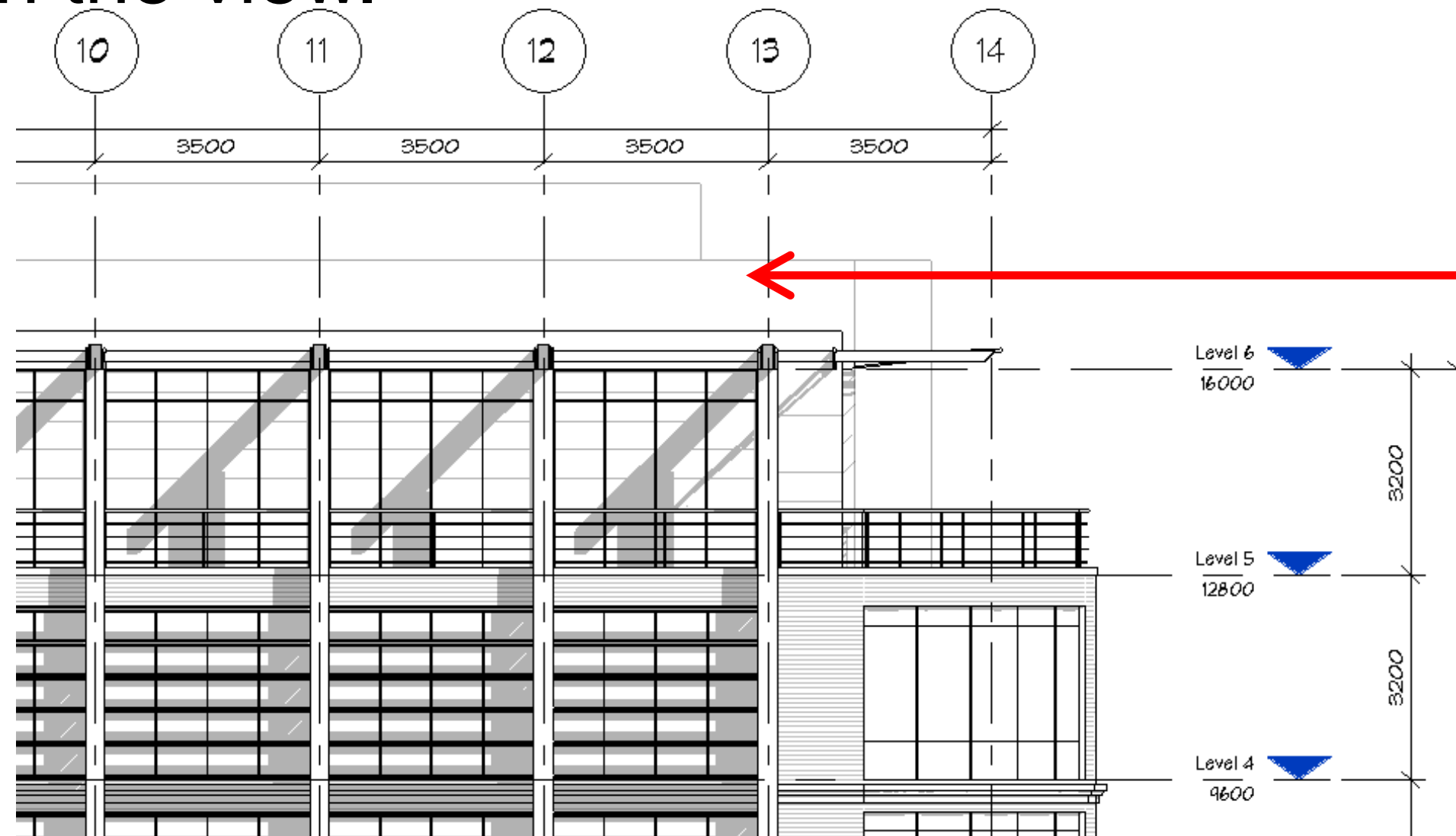
OK Cancel Apply





# Depth of Field in Elevations

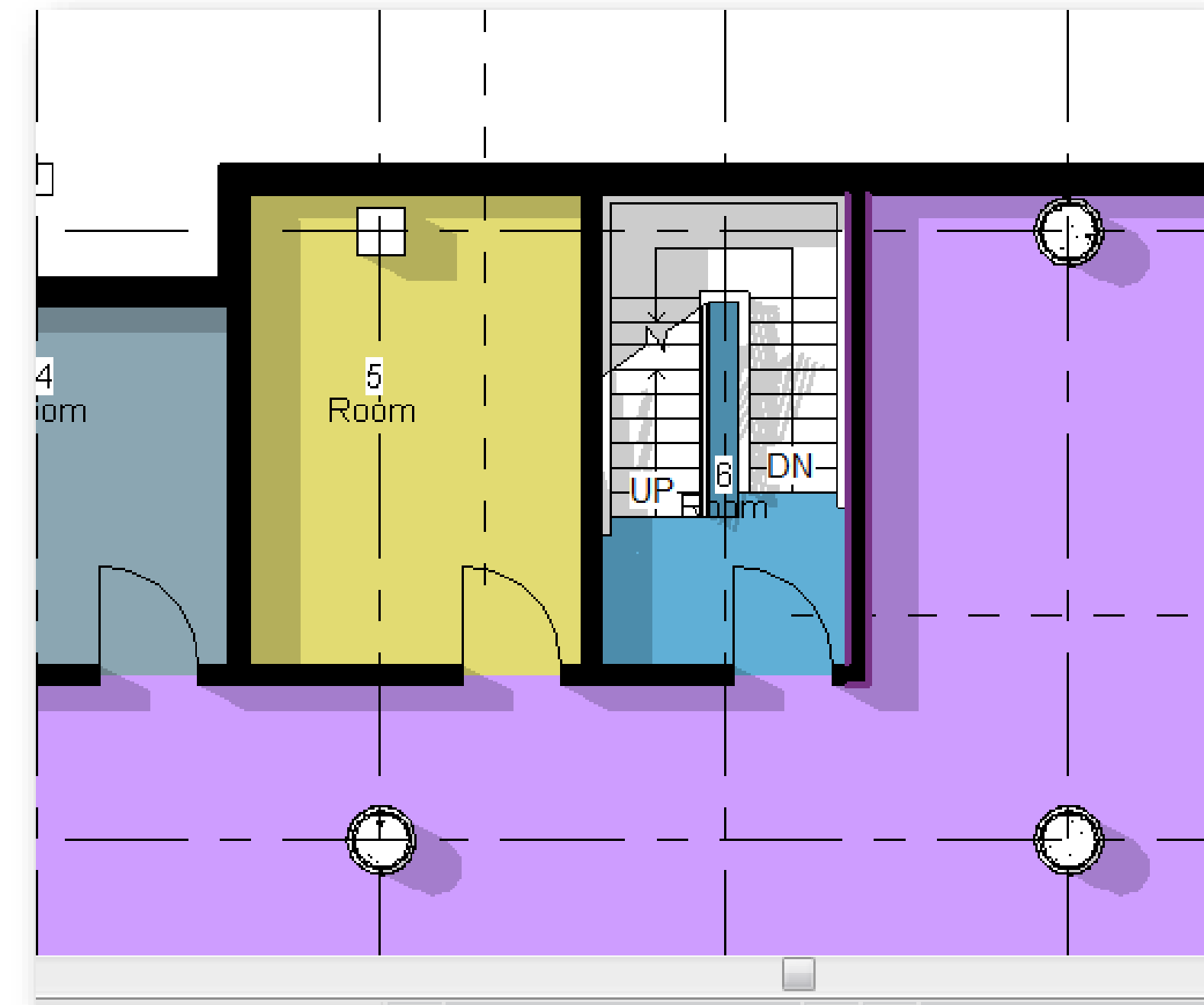
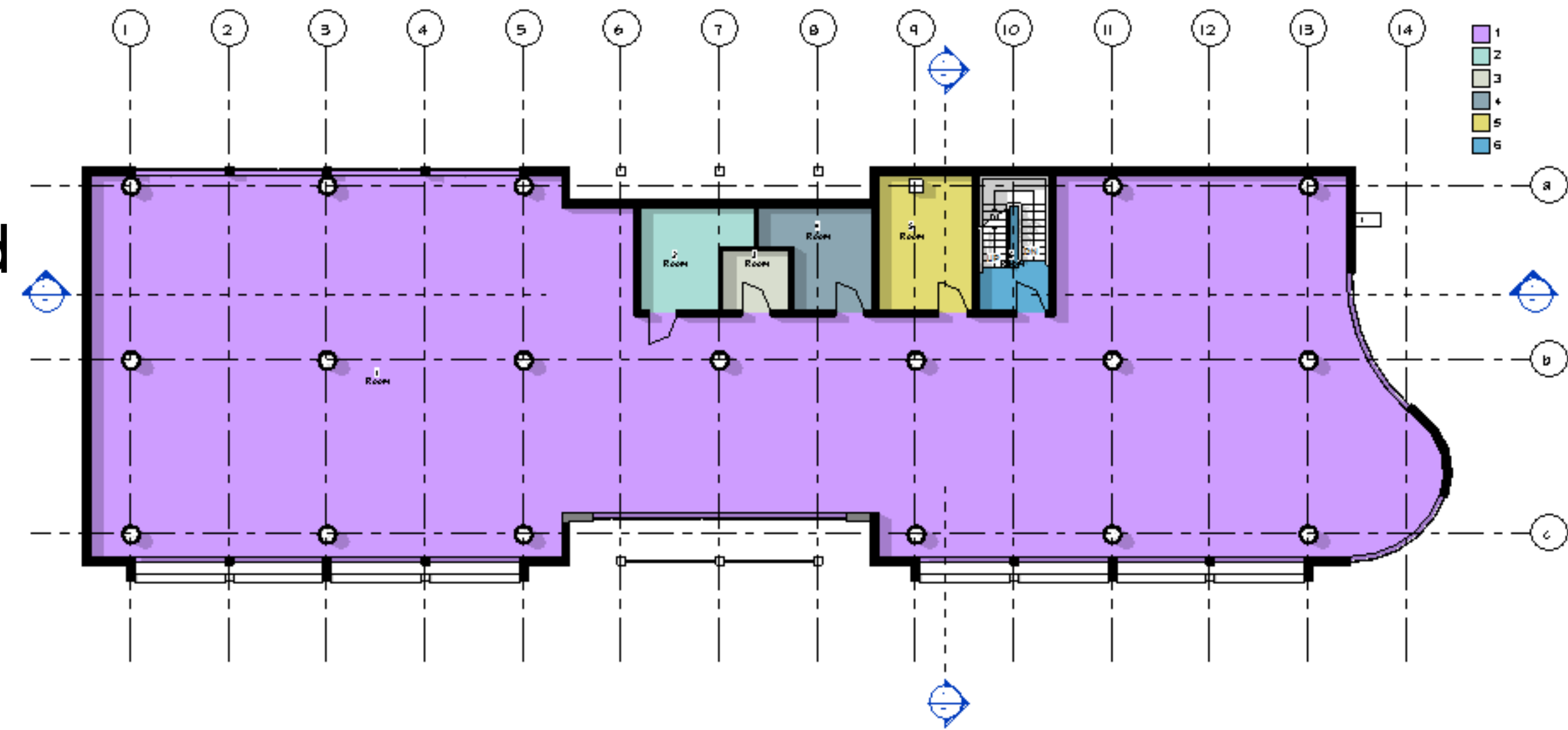
- You can't technically control the depth of field of elements between what is close and what is far away.
- However, with some strategic use of the override graphic tools you can alter certain elements to fade them into the background so they are less dominate in the view.





# Give a Basic Plan some kick

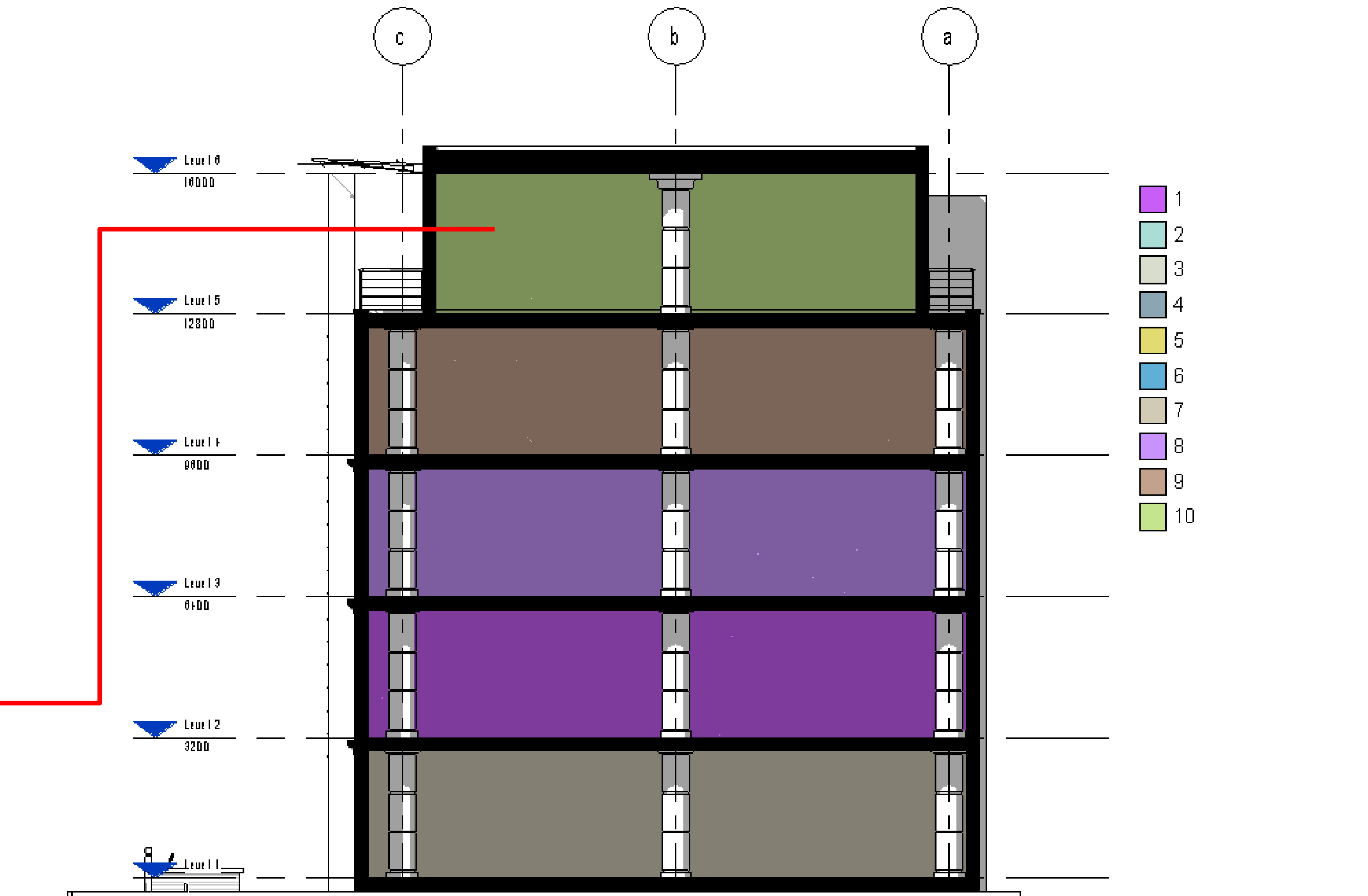
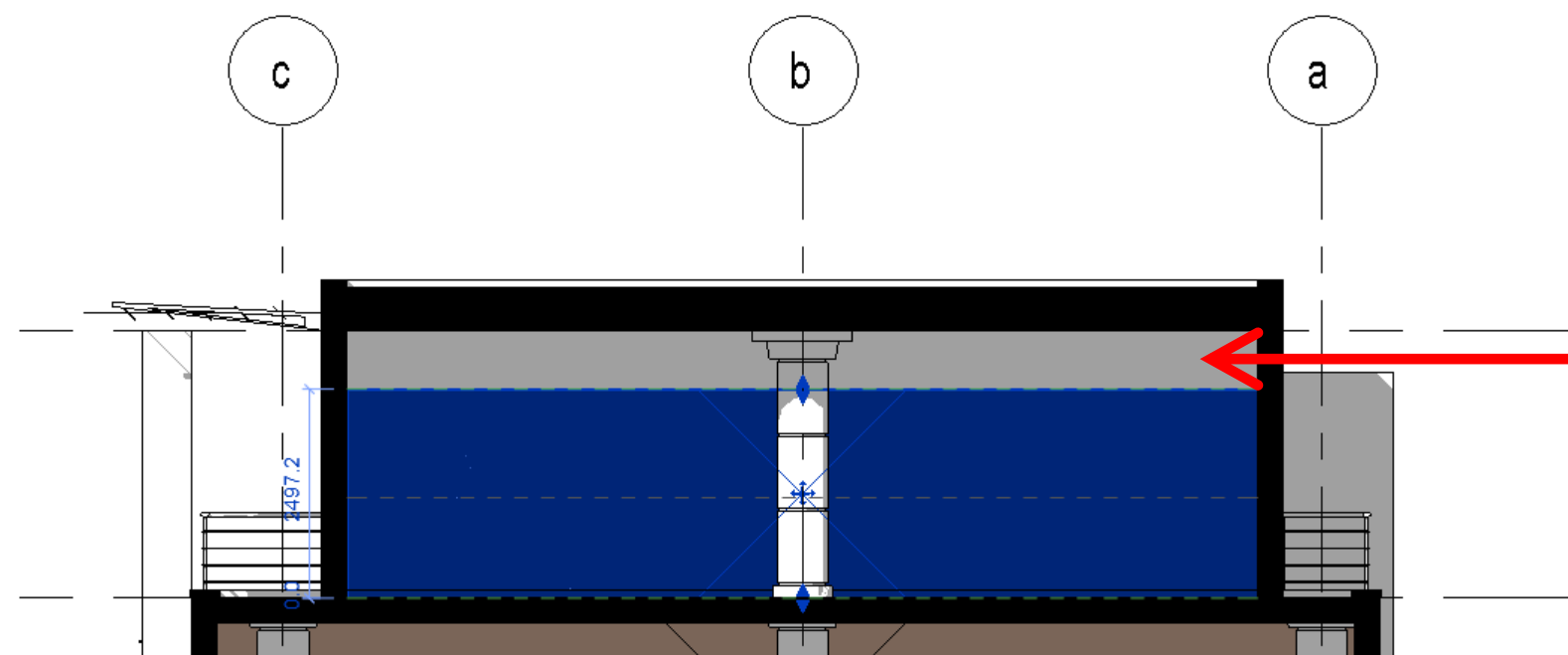
- Adding some colour, via Colour Fill Legends and Room Tags, to communicate the spaces use.
- Editing Visibility Graphics to clean up the view, change line-weights, and screen certain Elements.
- Swapping in better looking symbols and dimensions, and editing the annotations so they aren't so dense.
- Making the plan punch by adding a coarse fill to the walls, and turning on shadows (but keeping them light & the sun bright).





# Give a Basic Section some kick

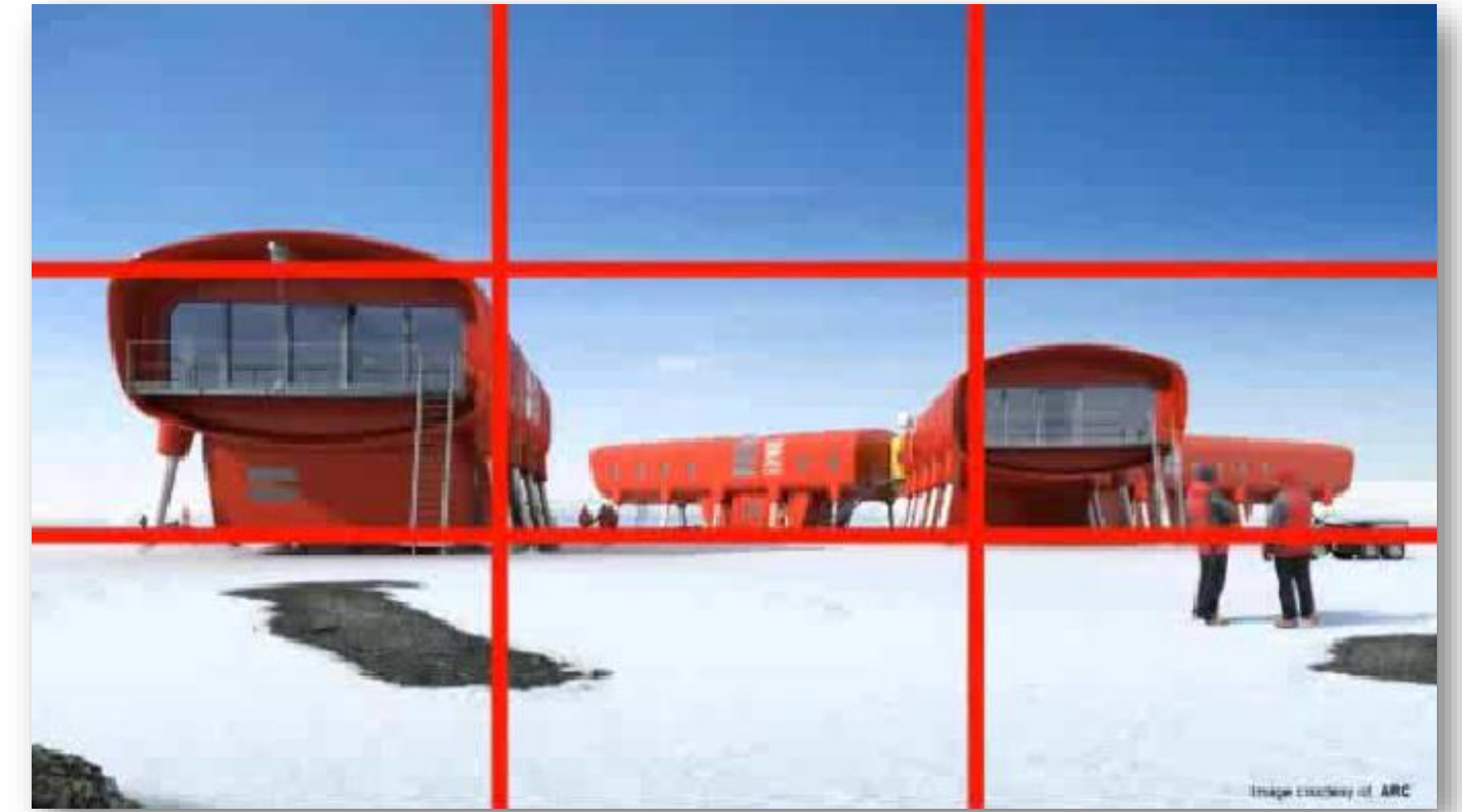
- Don't forget you can use colour legends in sections views as well as plans.
- The important factor is that the room volume extends from the floor finish all the way to the underside of the floor above.



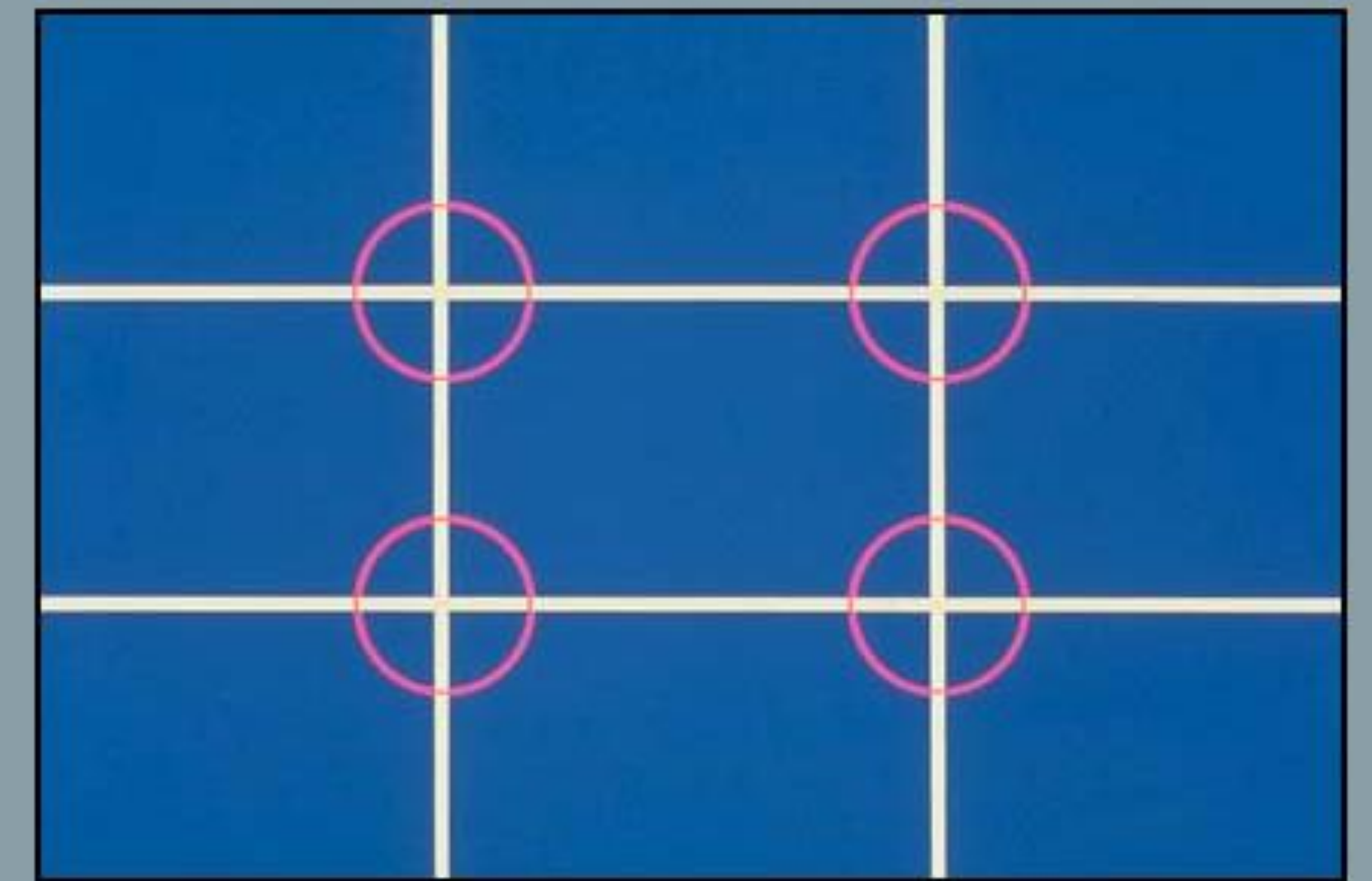


# Consider your Image – Rule of Thirds

- This might seem obvious, but when creating a 3d view - consider the Rule of 3rds
- Used extensively in the world of 3d visualisation & photography
- Setup image composition exactly like a photographer sets up a shot
- Links to sites which explain more:-  
<http://www.digital-photography-school.com/rule-of-thirds>  
[http://photoinf.com/General/KODAK/guidelines\\_for\\_better\\_photographic\\_composition\\_rule\\_of\\_thirds.html](http://photoinf.com/General/KODAK/guidelines_for_better_photographic_composition_rule_of_thirds.html)  
[http://en.wikipedia.org/wiki/Rule\\_of\\_thirds](http://en.wikipedia.org/wiki/Rule_of_thirds)



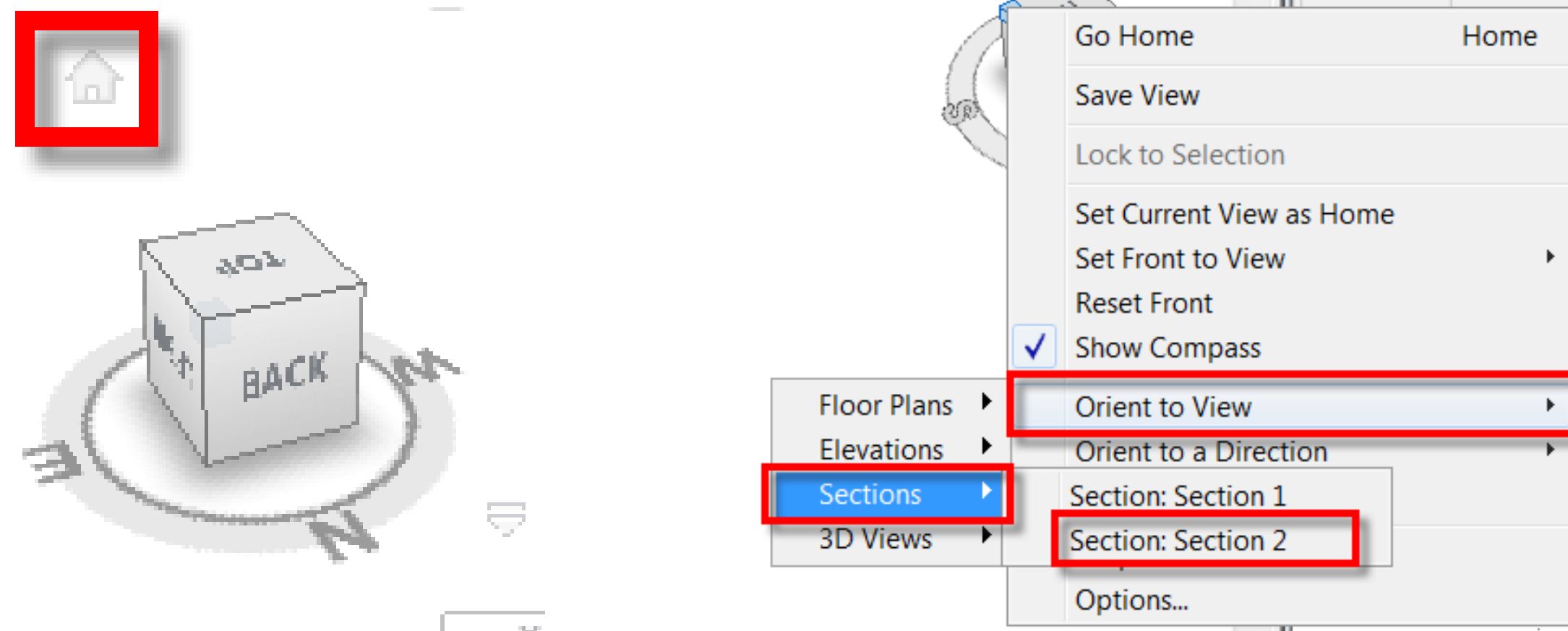
You can use the **rule of thirds** as a guide in the off-center placement of your subjects. Here's how it works.



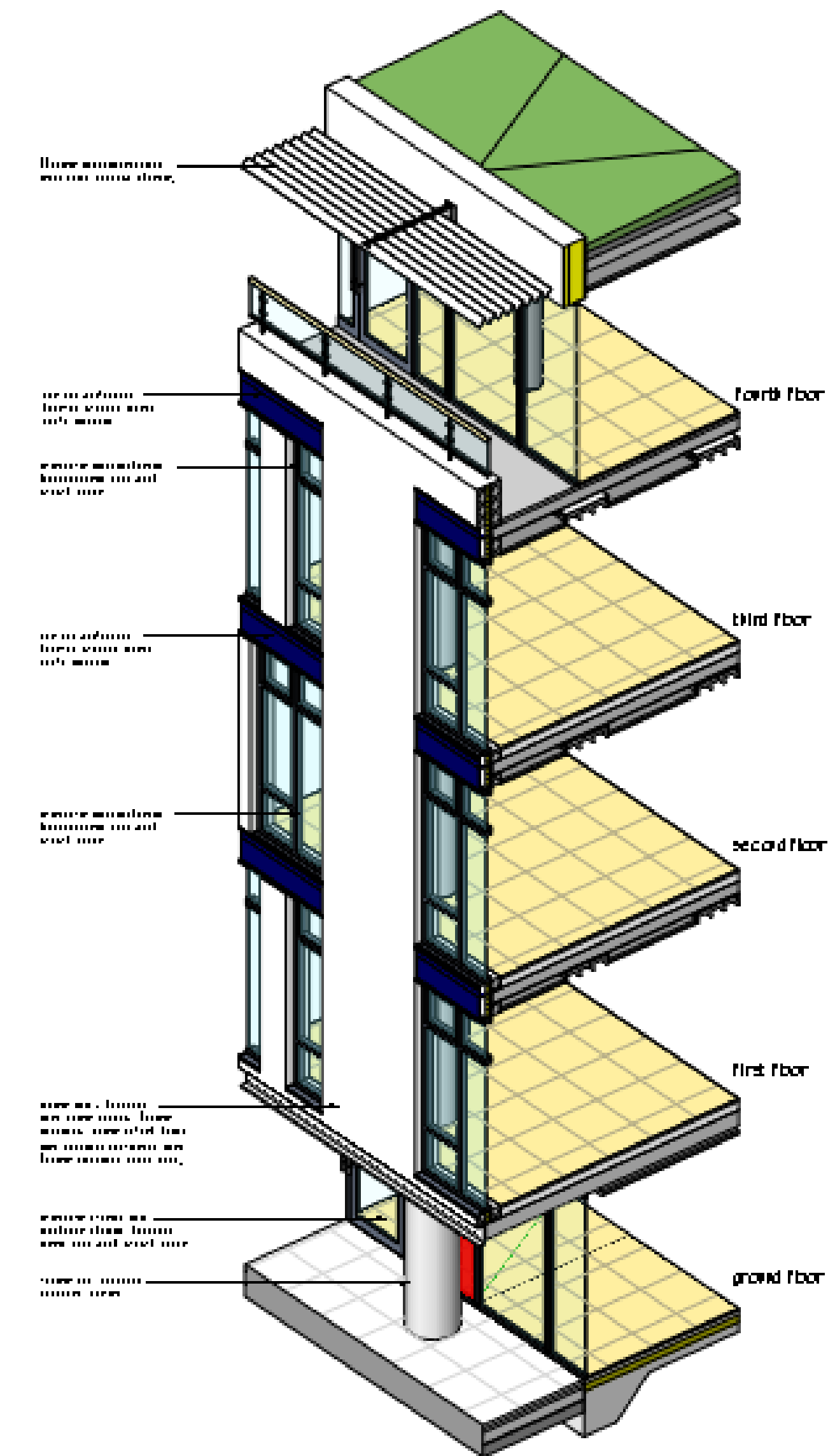
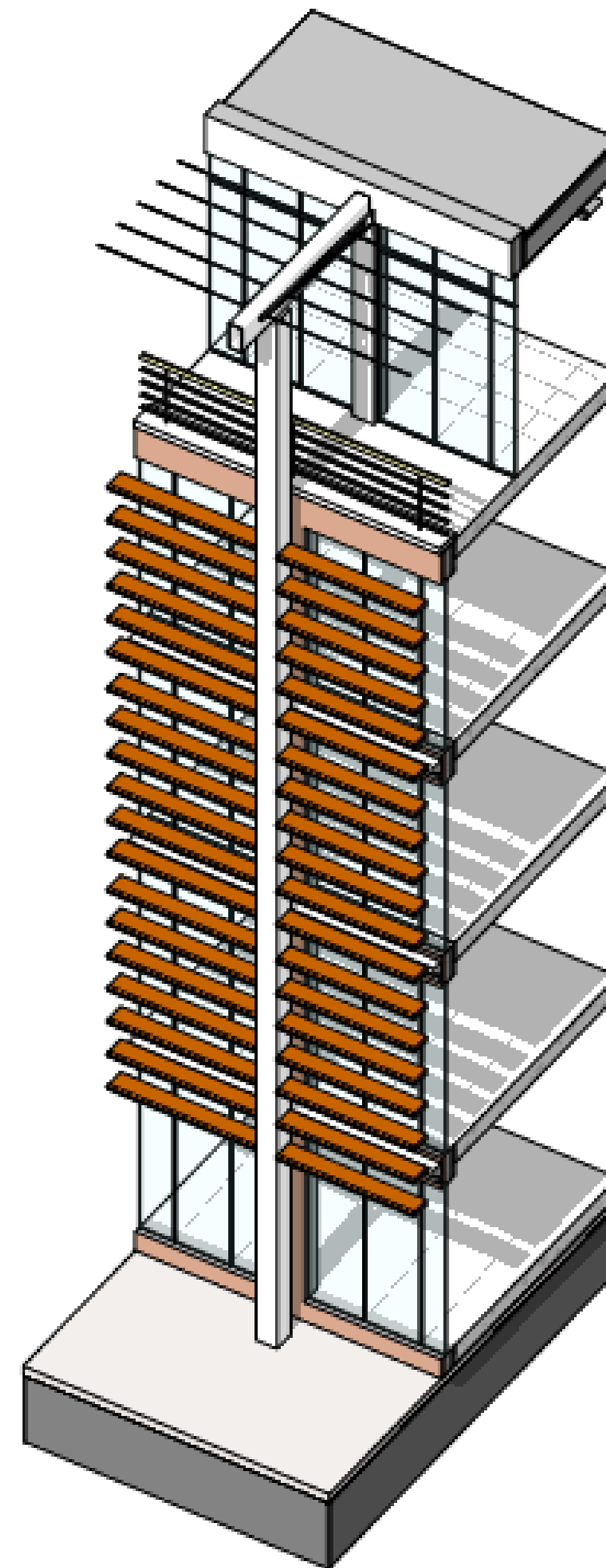


# Orient to View Tool

- Create a section or a wall section
- Create a new 3d view
- Then from the view cube select Orient to View



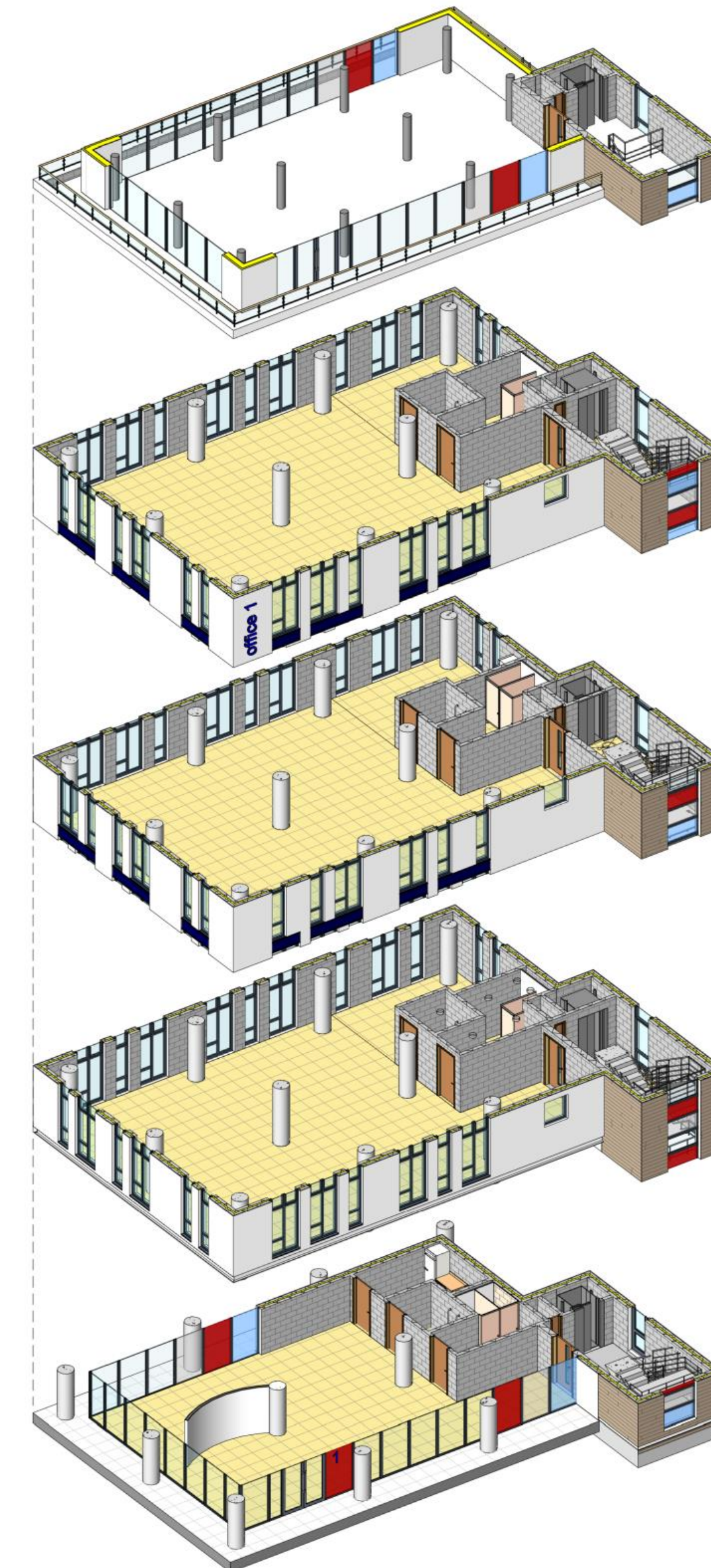
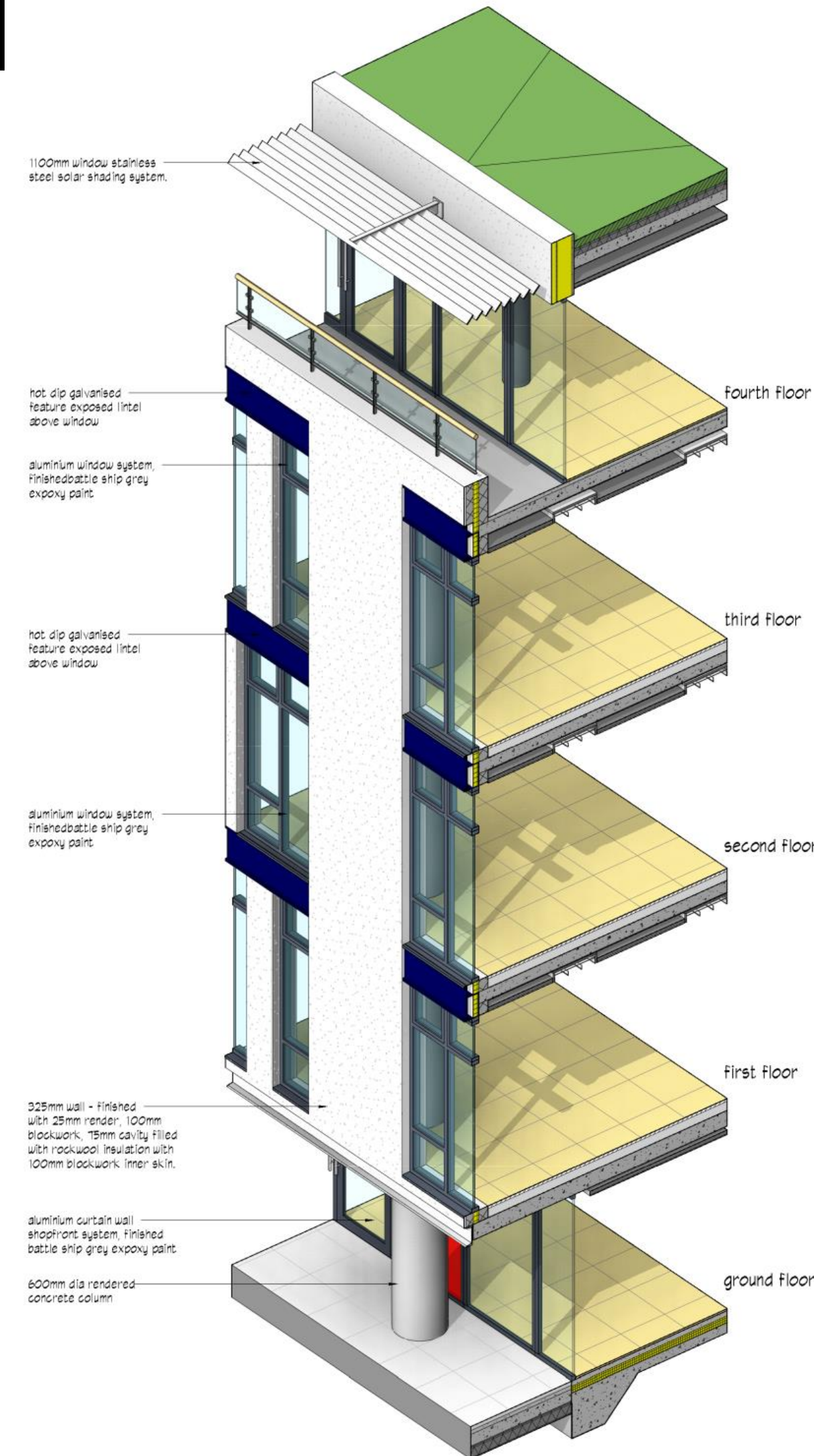
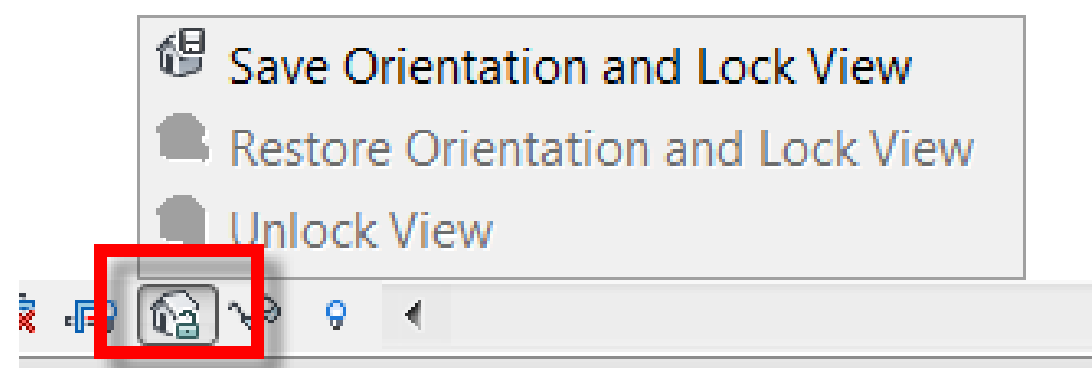
- Pick your section and the 3d view will be oriented to the section.
- Free rotate as required to generate a 3d section.





# Orient to View Tool

- Use the Orient to view to create floor slices for stacking diagrams
- Or 3d details....
- Don't forget in Revit 2012 you can now lock a 3d view



Client logo placed here

Project  
Office Development,  
Southampton

Prepared For  
**Excitech**  
Client Location

Project No: 2008



HOK  
Qube, 90 Whitfield Street  
London, W1T 4EZ, UK  
t +44 (0)20 7636 2006  
f +44 (0)20 7636 1987

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Consultant Name  
Consultant Title  
Consultant Address Line 1  
Consultant Address Line 2

### Key Plan

Do not scale dimensions from drawings  
Site verify all dimensions prior to construction  
Report all discrepancies to HOK immediately  
This drawing is to be read in conjunction with all relevant documents and drawings

[illegible]

Drawn by: Author      Reviewed by: Checker  
Drawn Date:      Scale:

Project No: 2008

Sheet Title:

### Stacking Diagram

Original drawing is A1. Do not scale contents of this drawing.

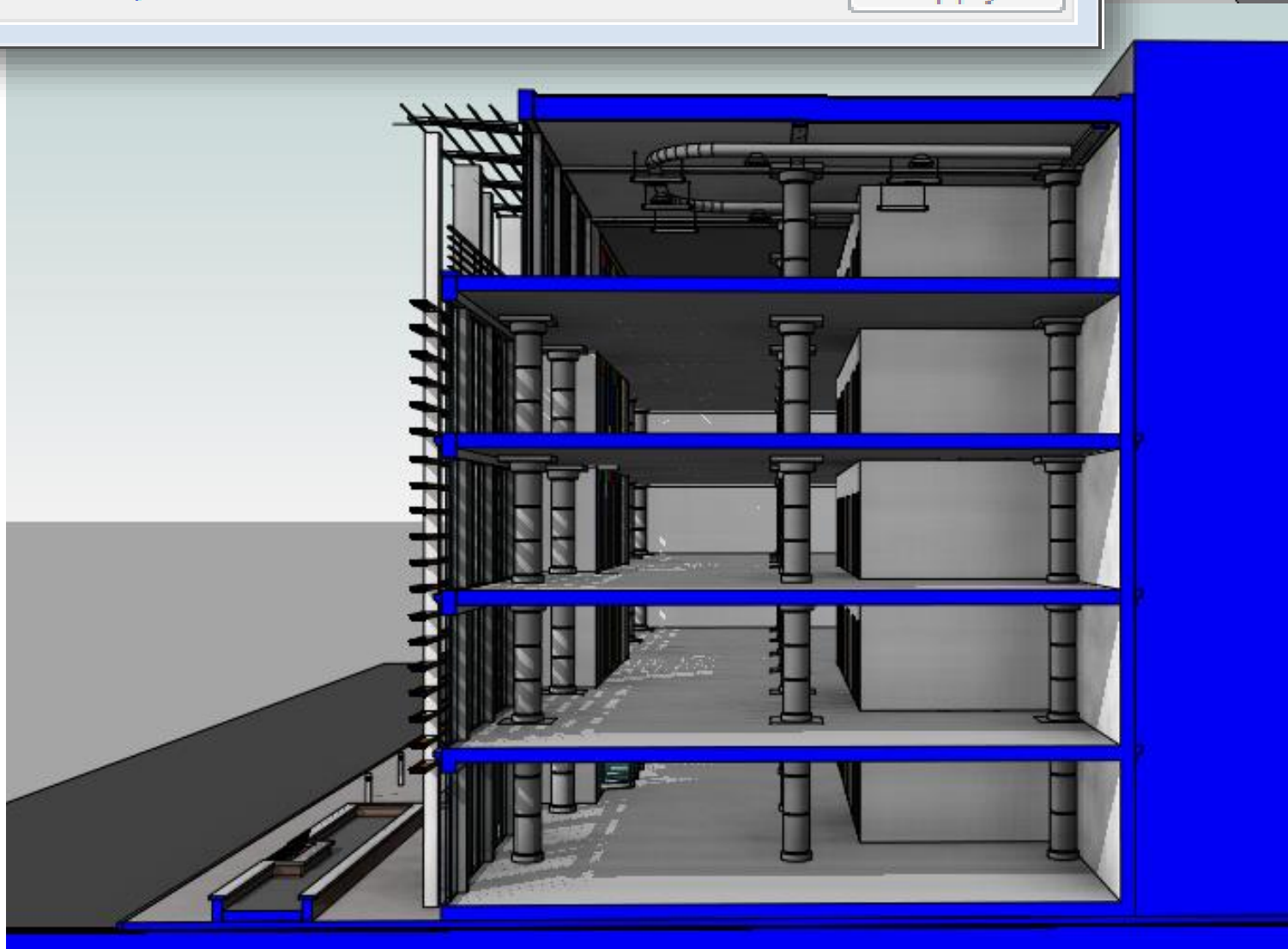
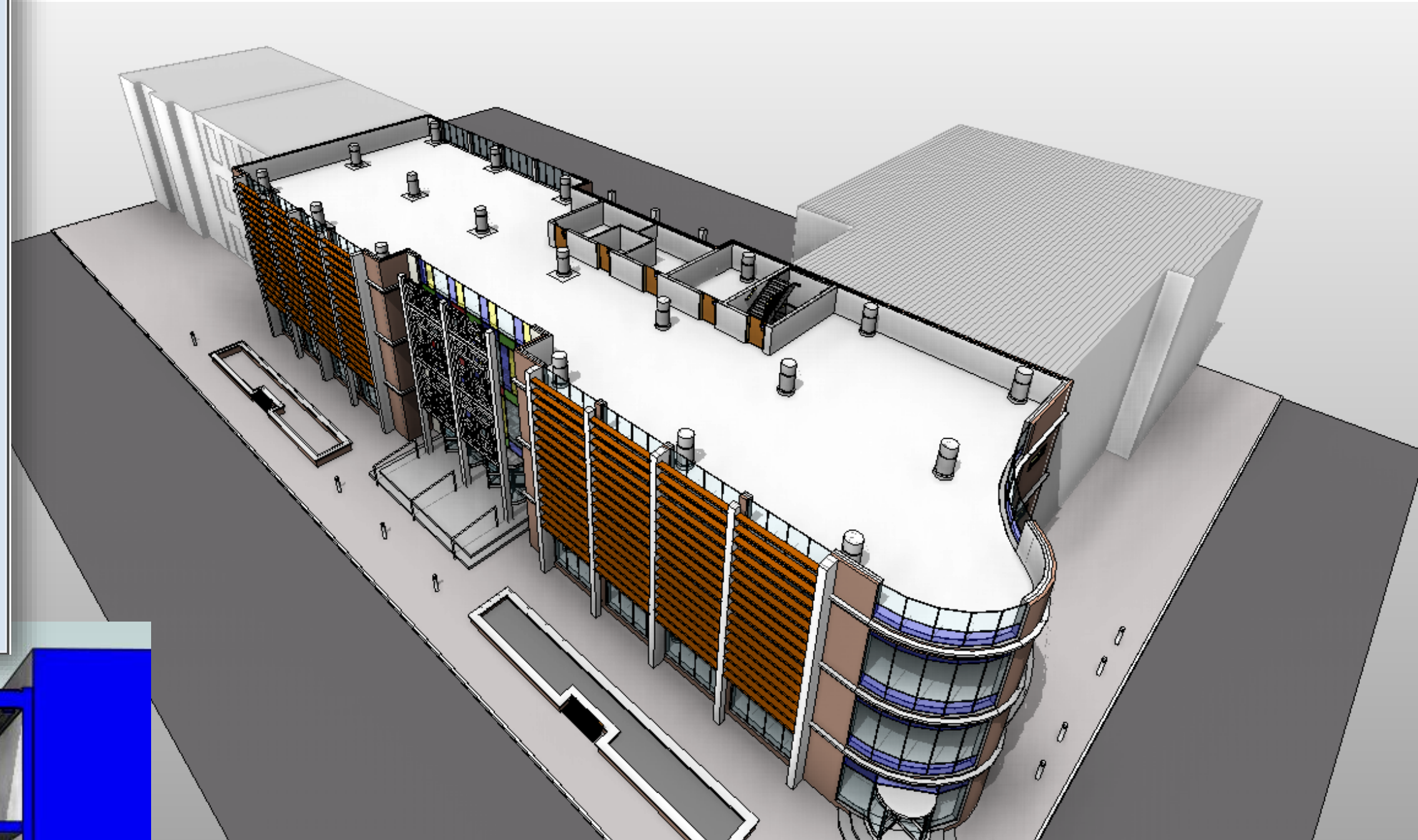
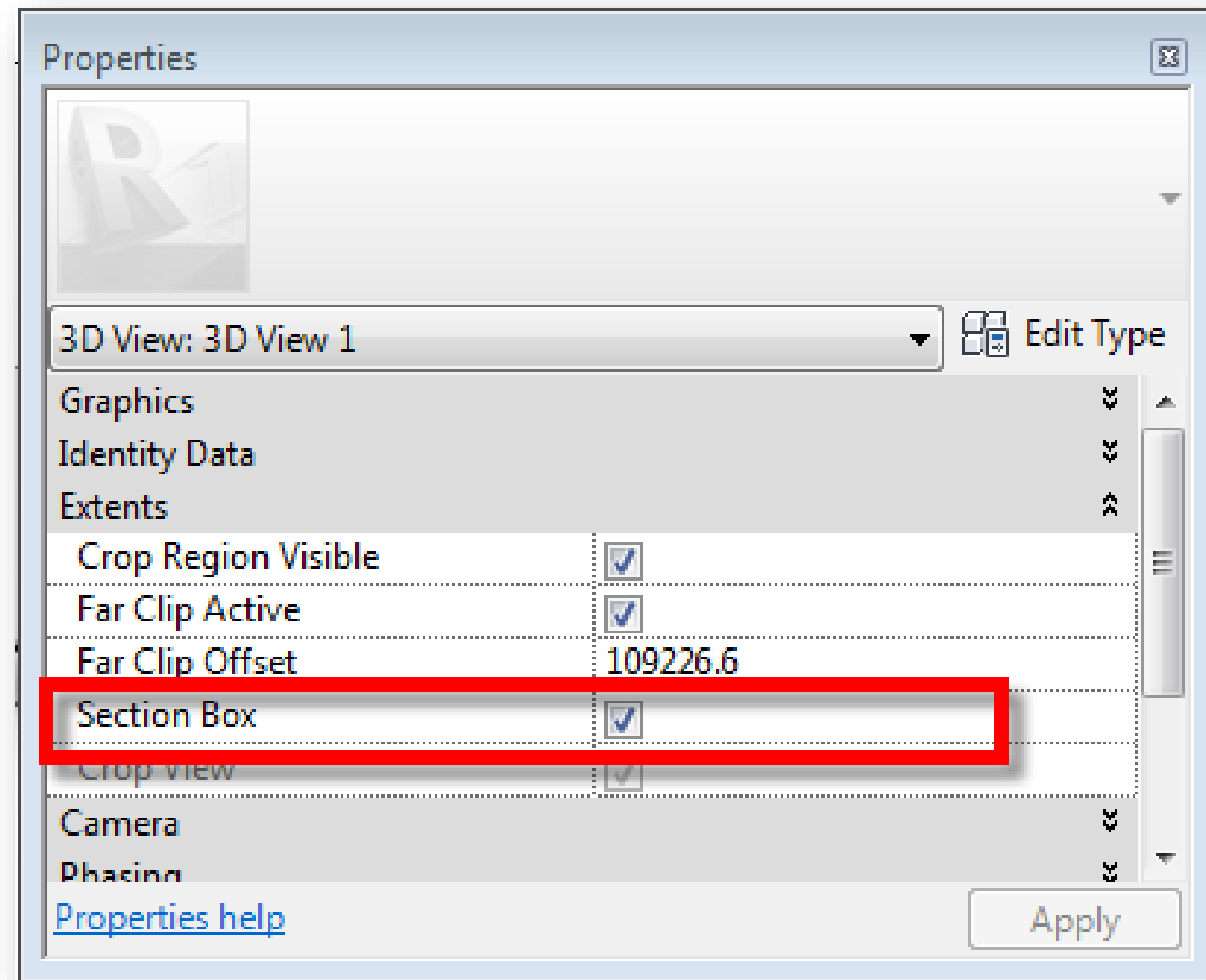
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Sheet Number: \_\_\_\_\_ Revision: \_\_\_\_\_

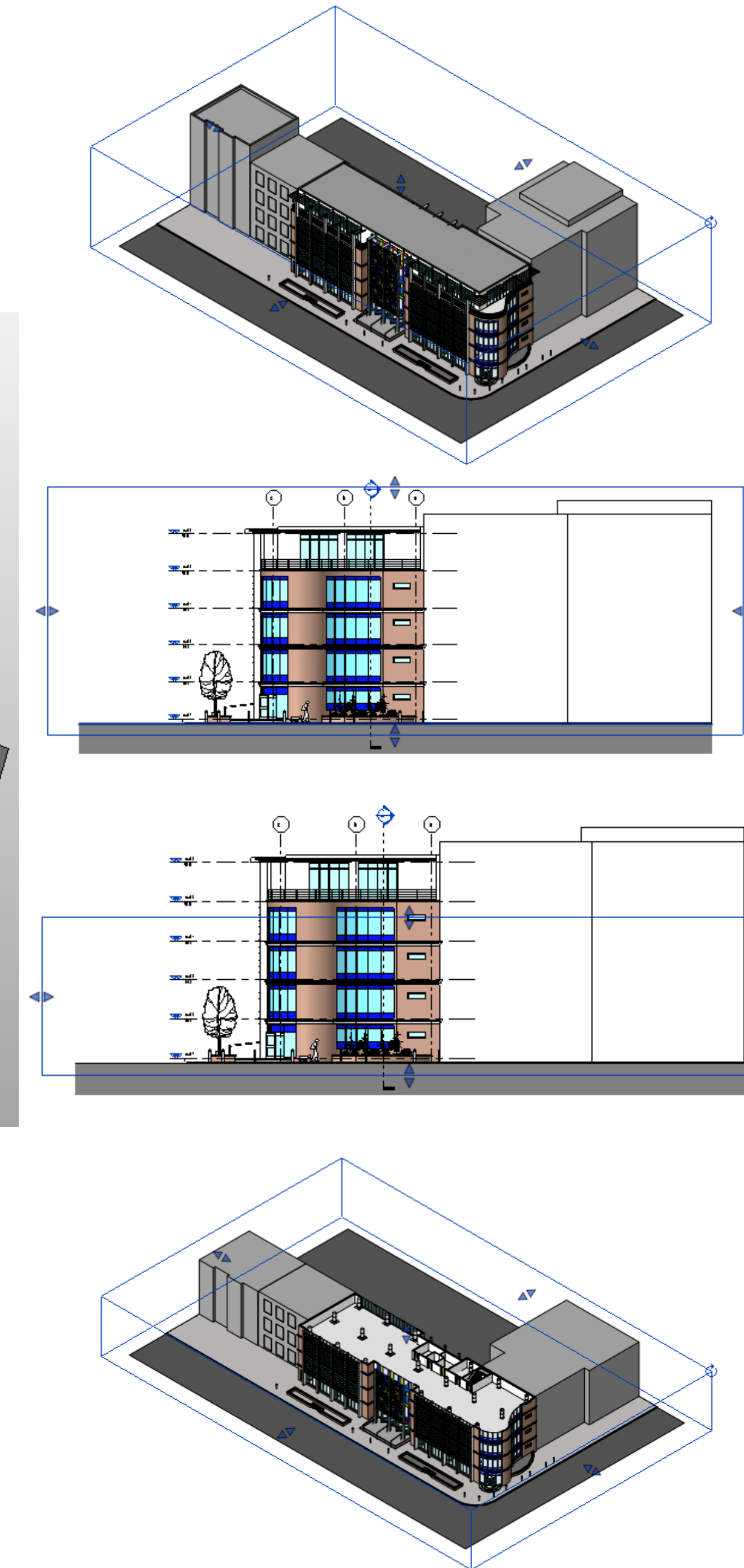
L119



# 3D Sections



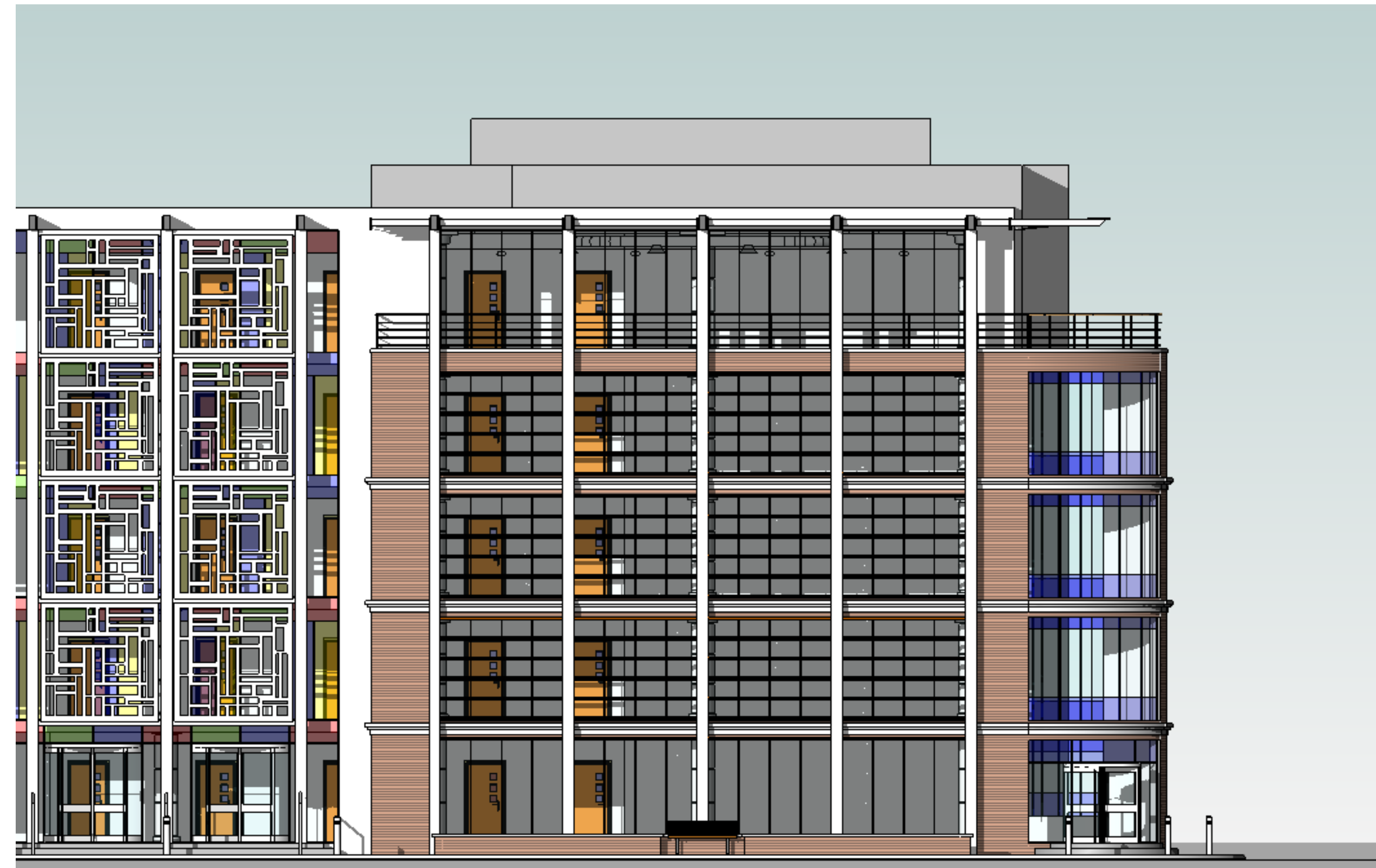
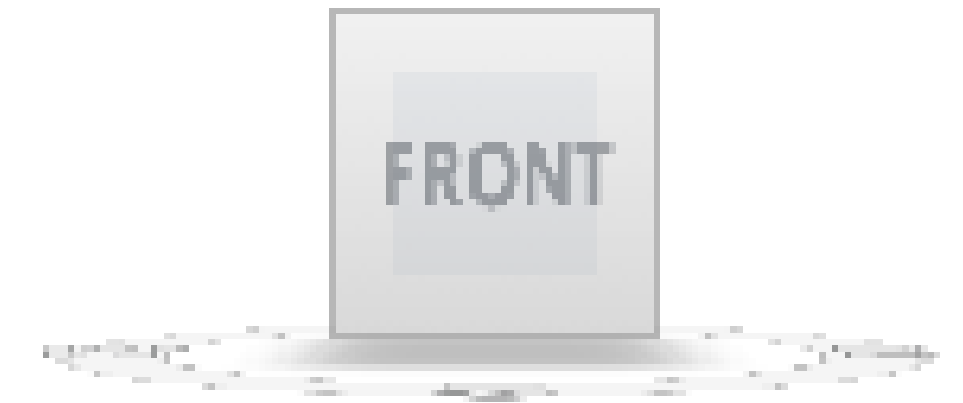
Use the section box feature to create section and plan perspectives.





# Transparent Glass

- One particular challenge is that glass material displays as a solid color in elevation.
- If you require glass to be transparent, use a combination of a 3d isometric view and the view cube to orient to an elevation of the model.
- The glass will be transparent, but you will not be able to add text, dim etc in the view. This is better placed in a sheet view.





# Using Visibility Graphics to get a Sketchy Feel

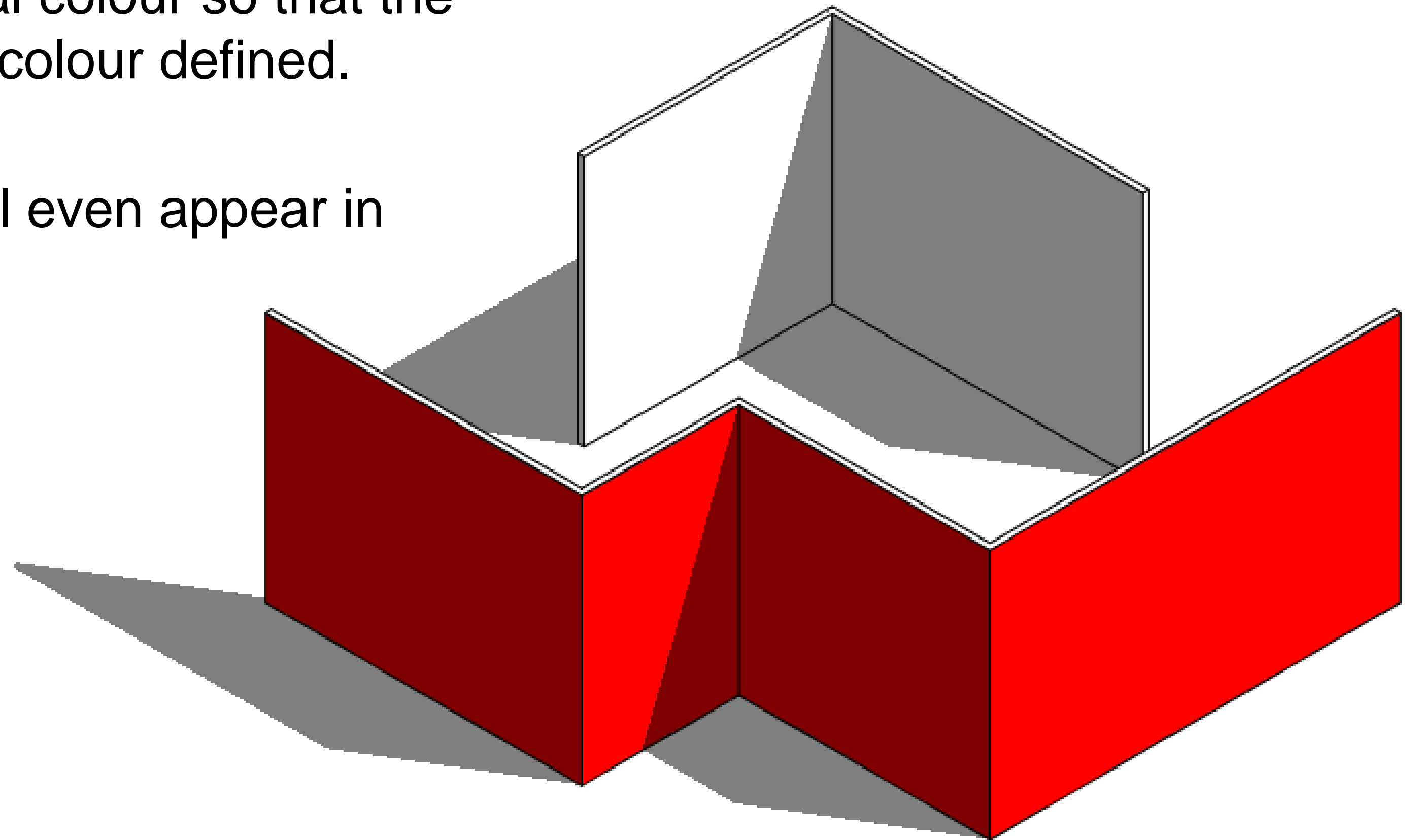
- Be creative with graphic overrides to alter line work.....





# Material Overrides

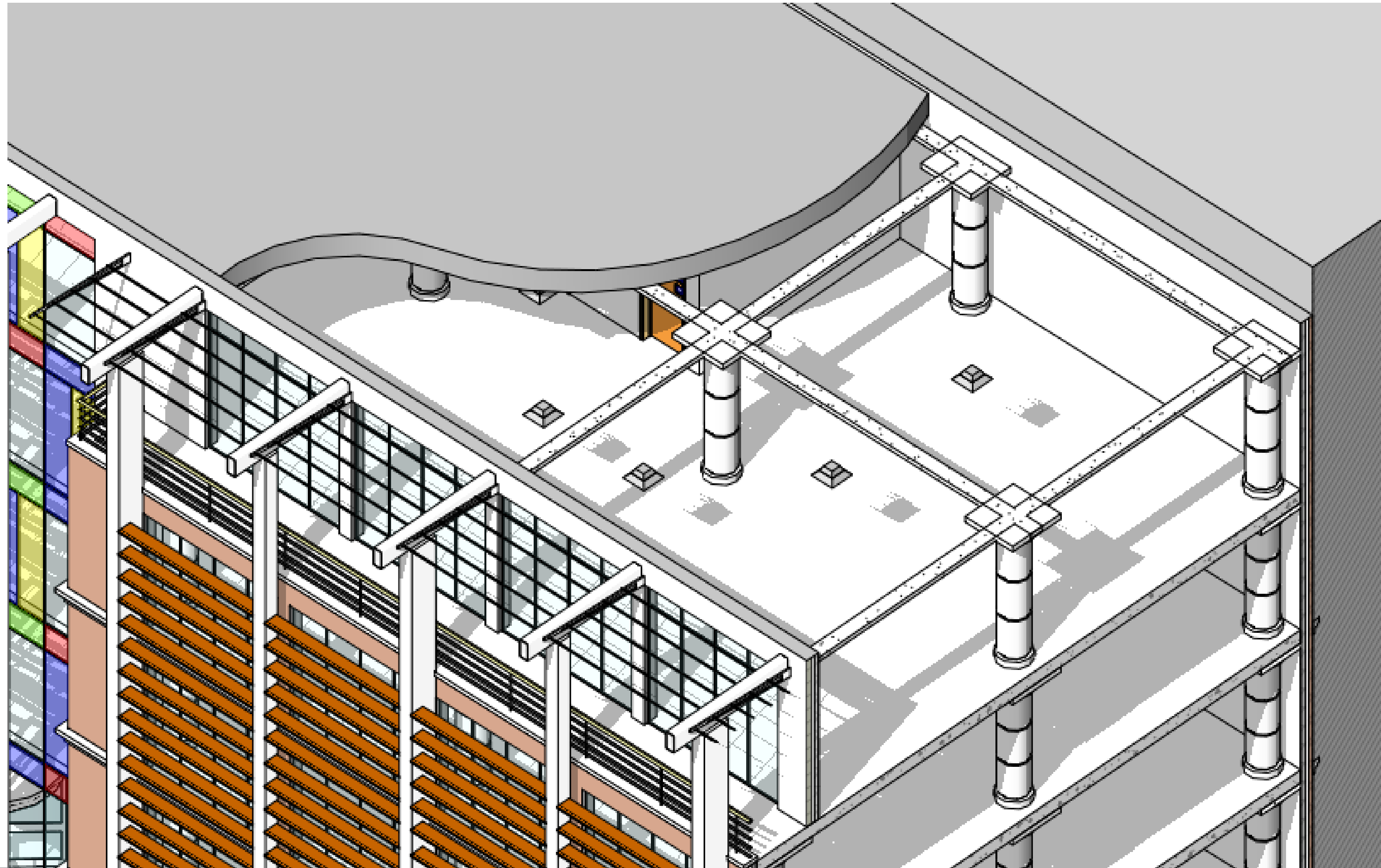
- You can override the materials of objects with solid colours.
- This is achieved by altering the material colour so that the surface material is set to solid and the colour defined.
- It should be noted, that the material will even appear in hidden line views.





# Using Filters to Control Geometry

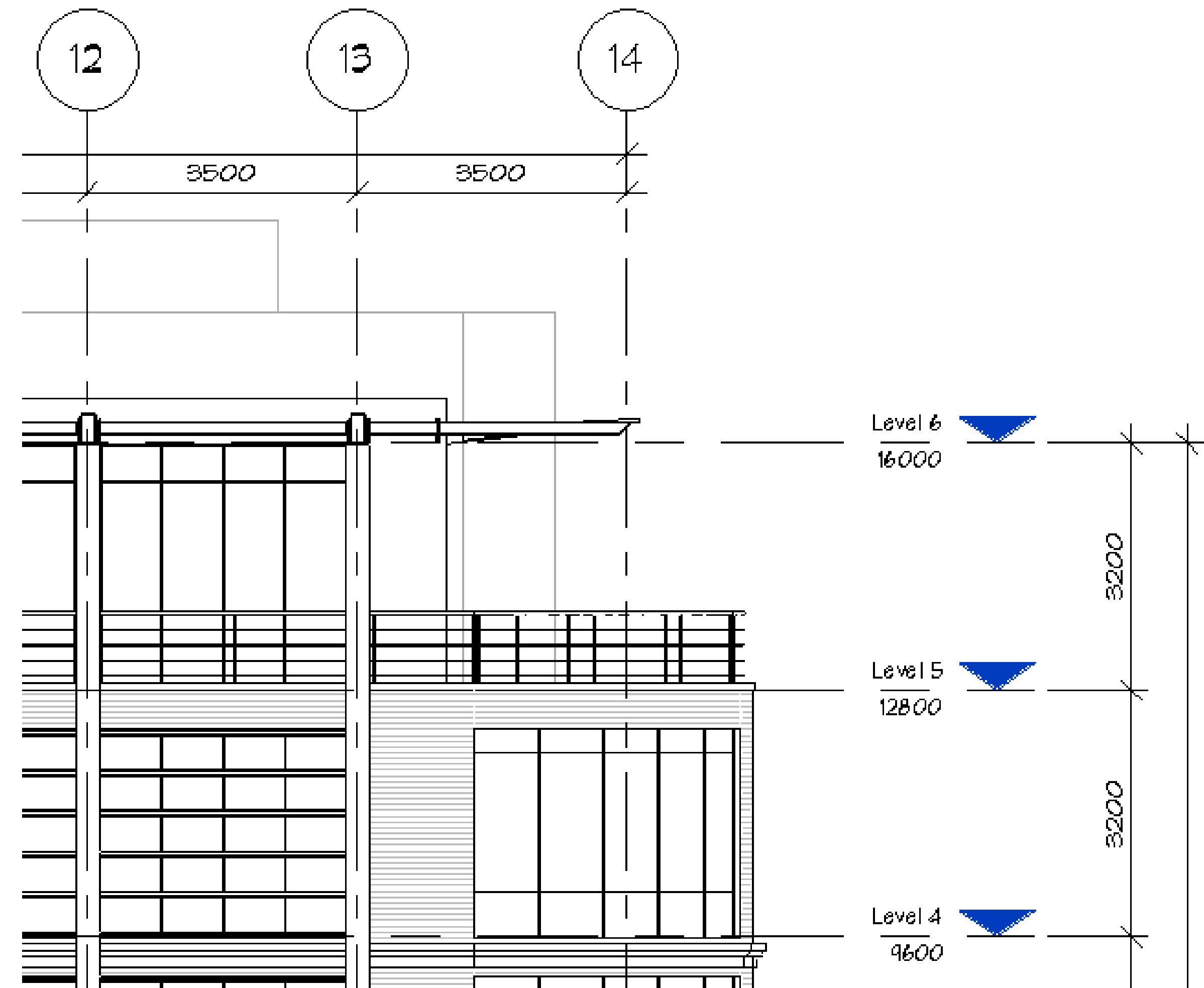
- Consider creative ways to breakup geometry so that you can hide them in certain views.
- In this example, the roof has been broken up, so that it can be hidden.
- Consider using visibility filters to hide items globally rather than per view.





# Use Your Fonts

- Whilst fonts such as Arial and Arial Narrow are commonly used, there may be occasions with presentation work where mixing up the fonts you use can improve the overall look and style of the output.



The quick brown fox jumps over the lazy dog. 1234567890

**The quick brown fox jumps over the lazy dog. 1234567890**

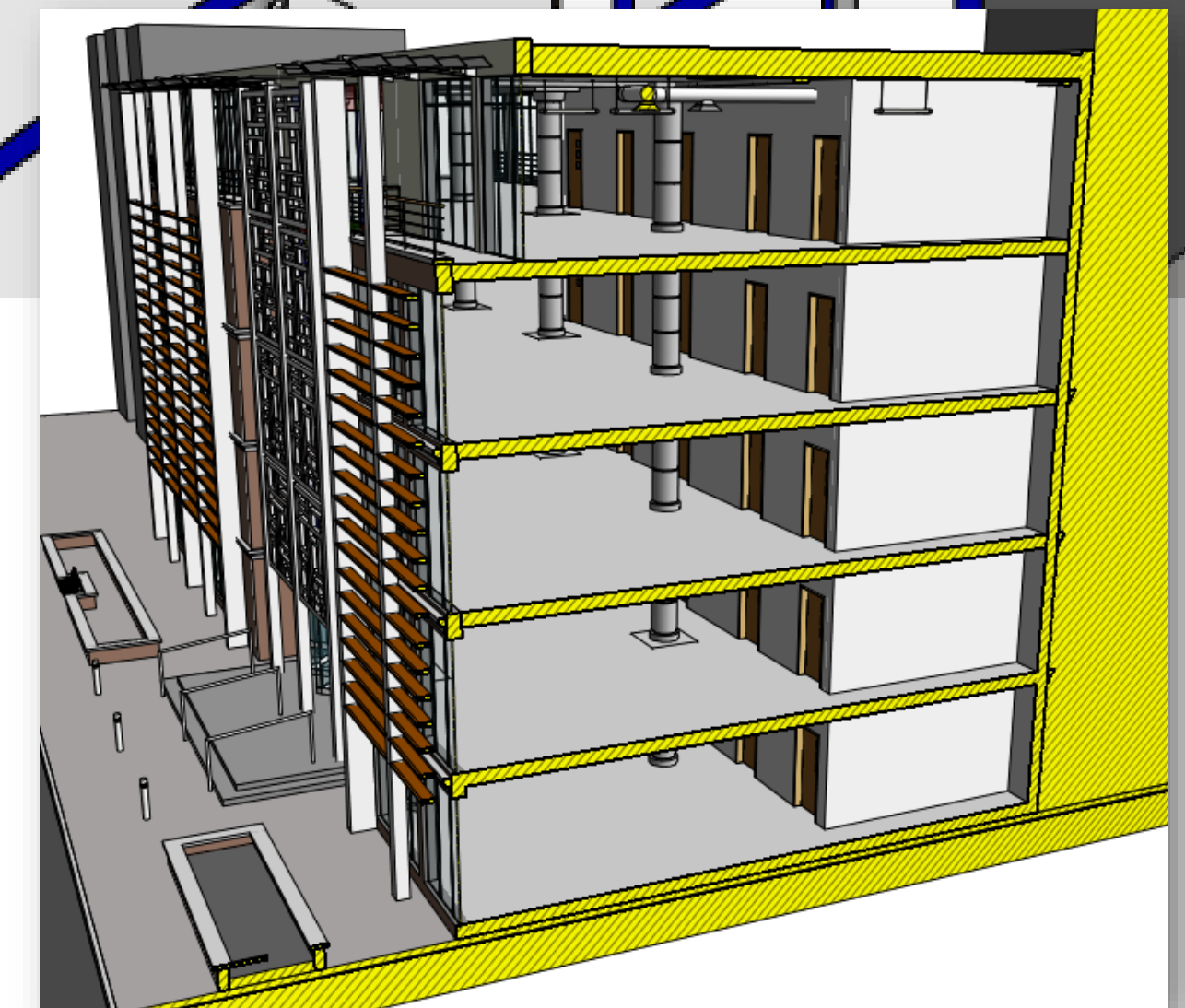
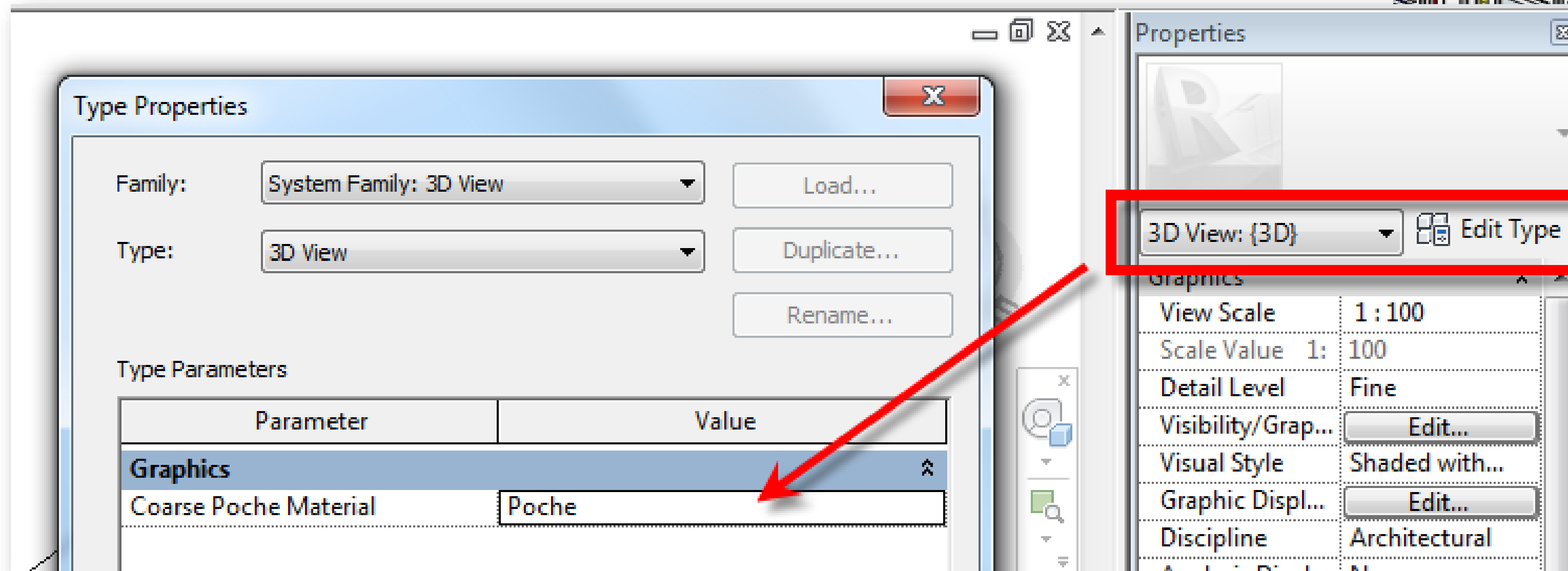
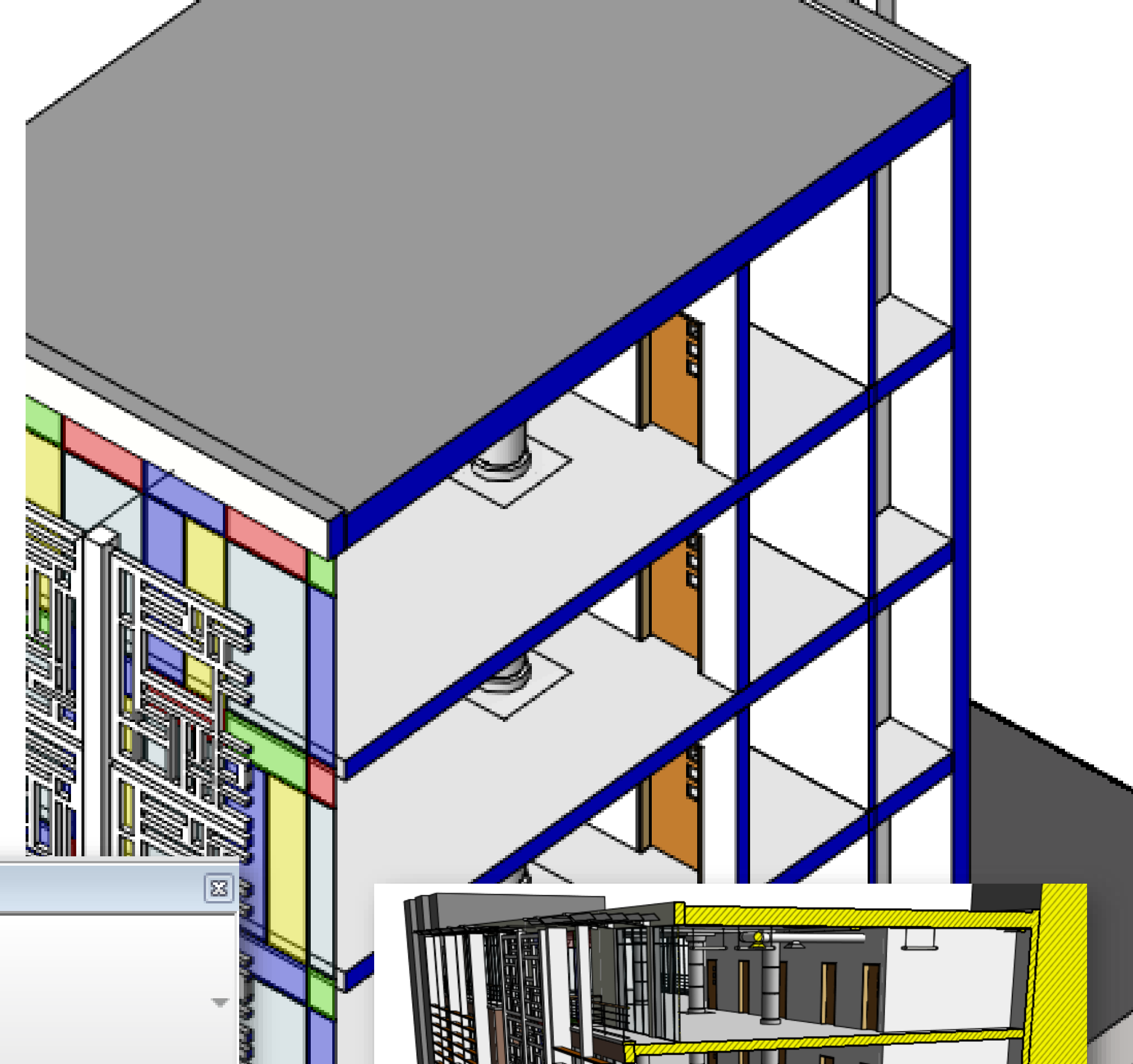
The quick brown fox jumps over the lazy dog. 1234567890

The quick brown fox jumps over the lazy dog. 1234567890



# Understanding Poche

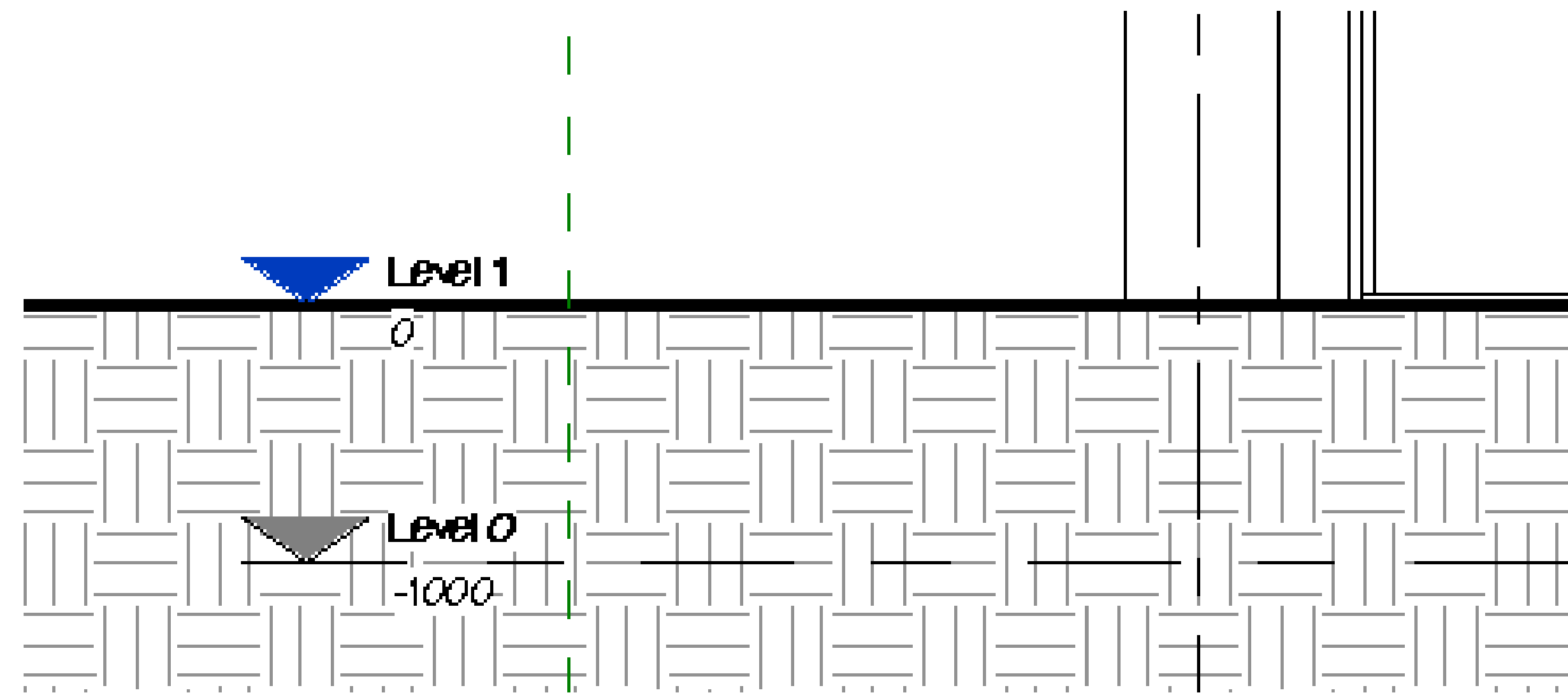
- What is Poche?
- The Poche material is the material colour you see when a section box is defined in a 3d view.
- It will only display when the level of detail is set to course.





# Give Your Elevation a Base

- Elevations can look scrappy with the default terrain shown in an elevation view.
- Hide terrain in the view and use a filled region to give your an elevation a base to sit on.





# Entourage Can Make All The Difference

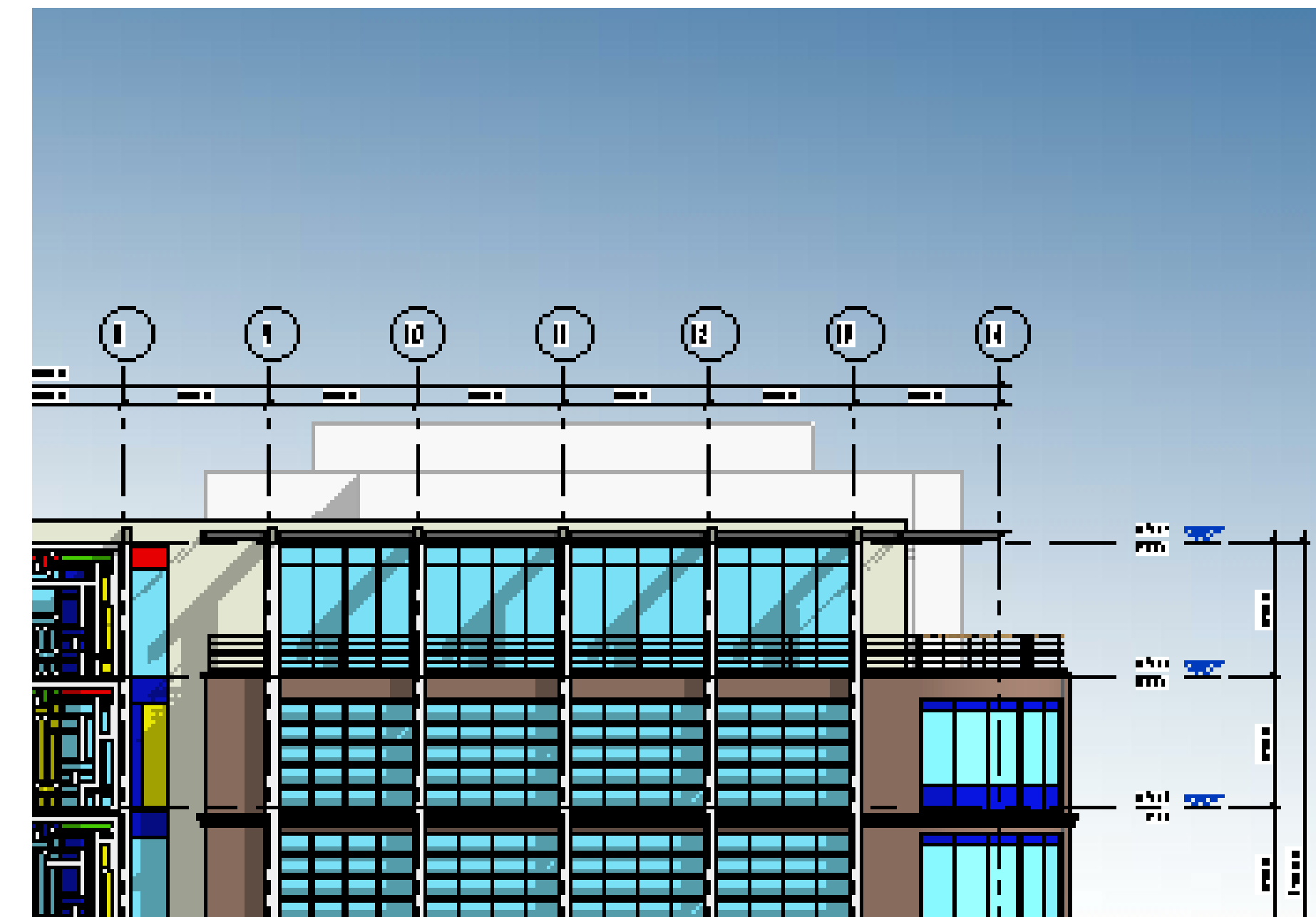
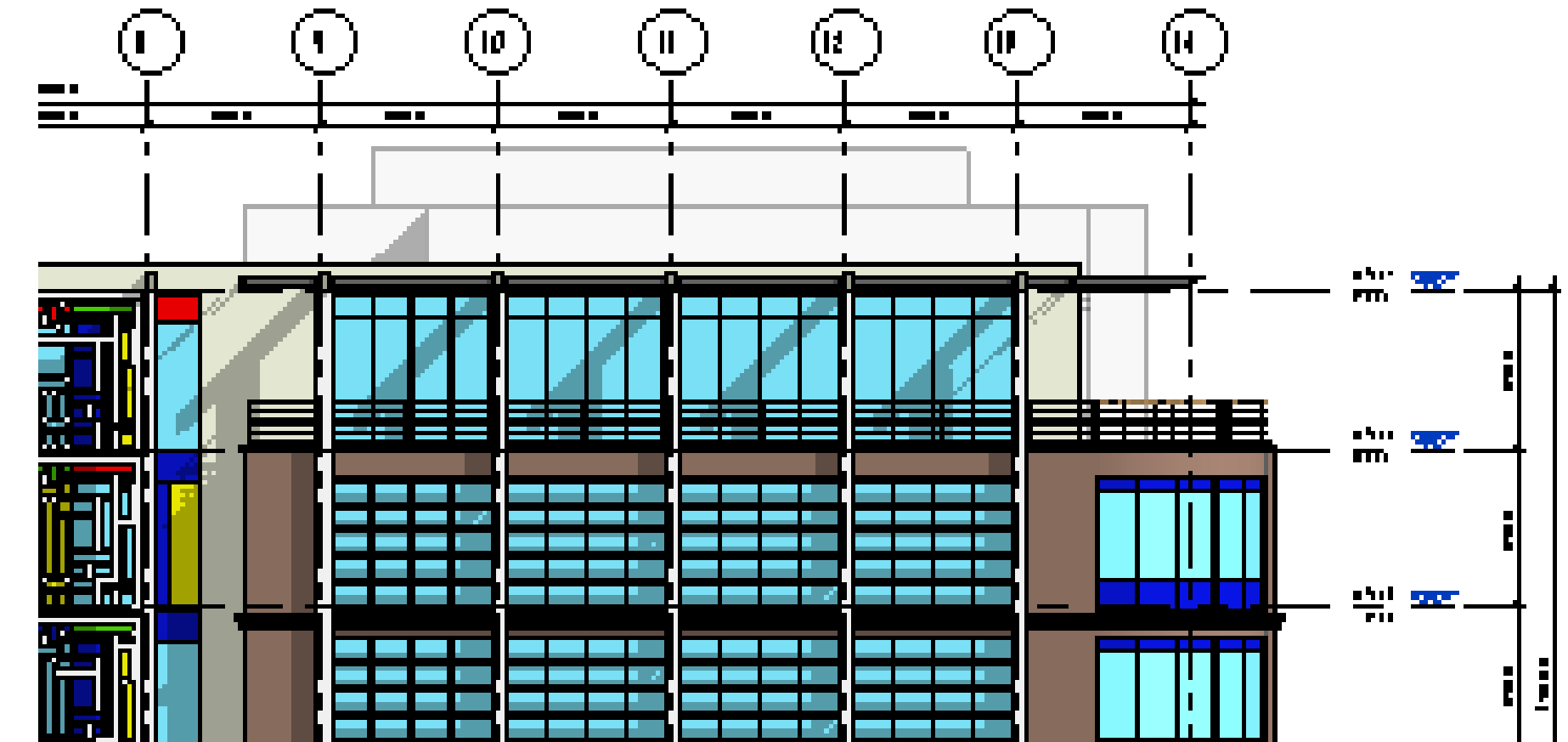
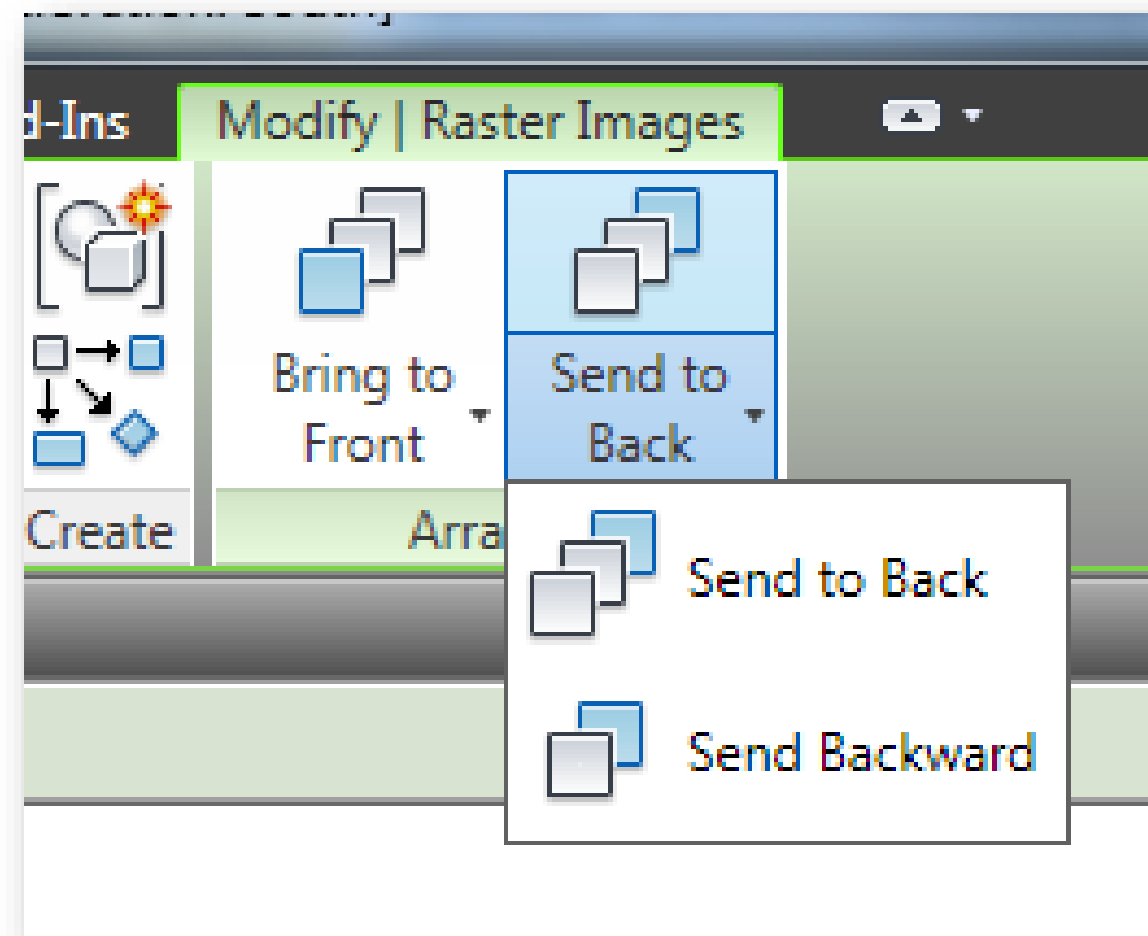
- Use 2d Entourage families to make your elevations less “Revit” like!





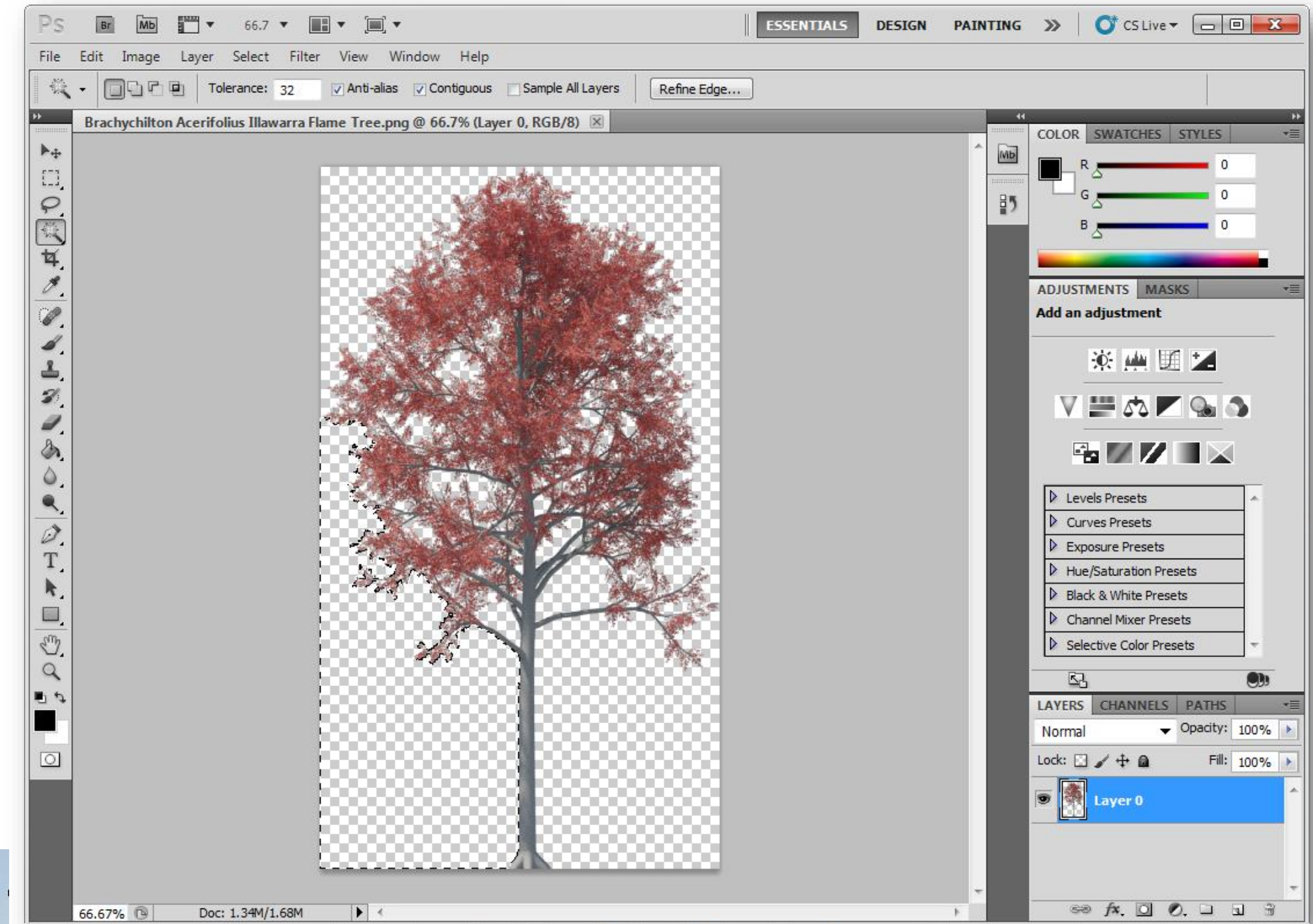
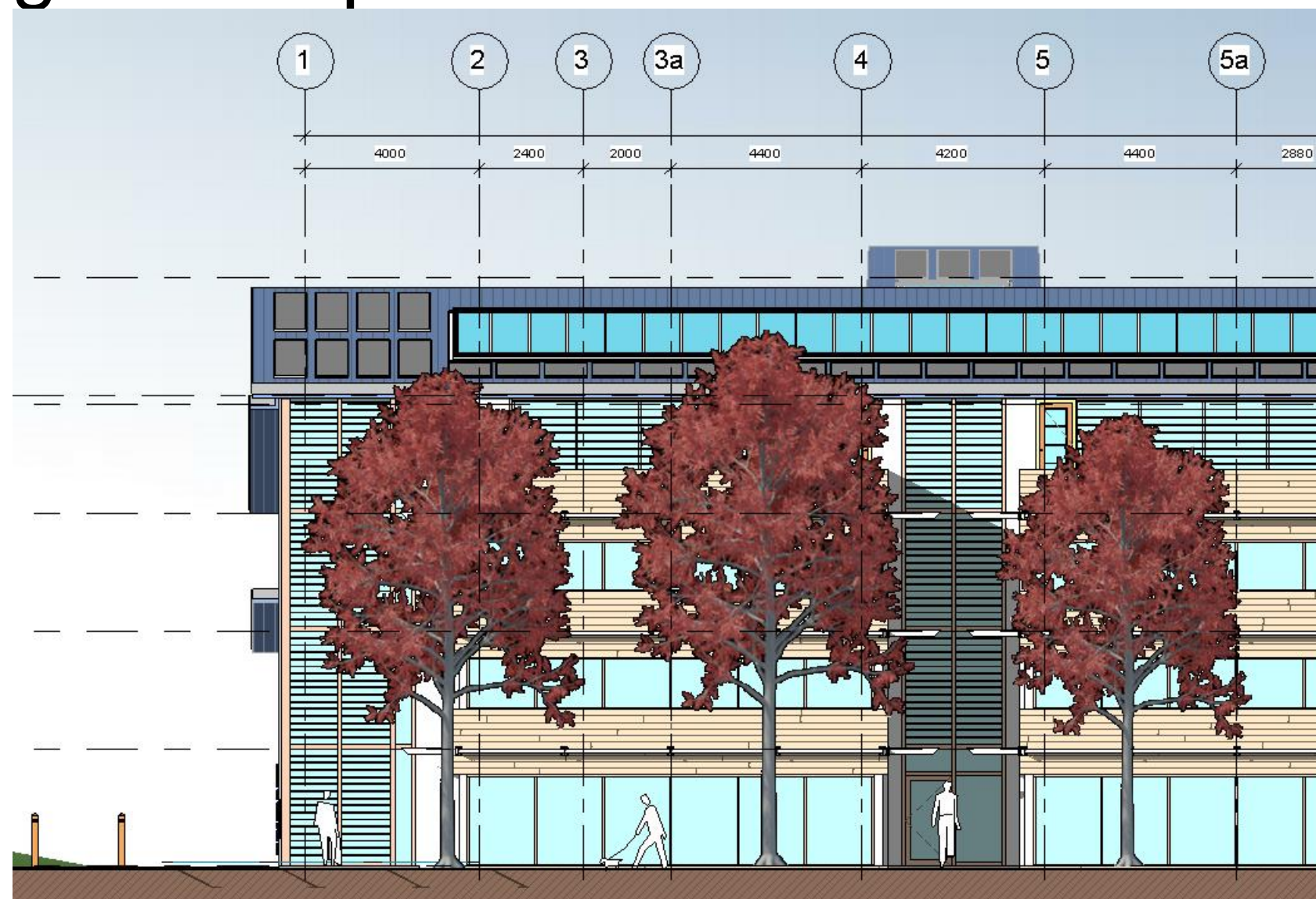
# Using Images

- Use images in the background to give your elevations a sense of depth. These can be gradients or sky backgrounds.
- Edit these in Photoshop and save the image as a PNG.
- In Revit choose Insert > Image and import your image. Place the image as required. Select the image and then choose send to background.



# Using Images

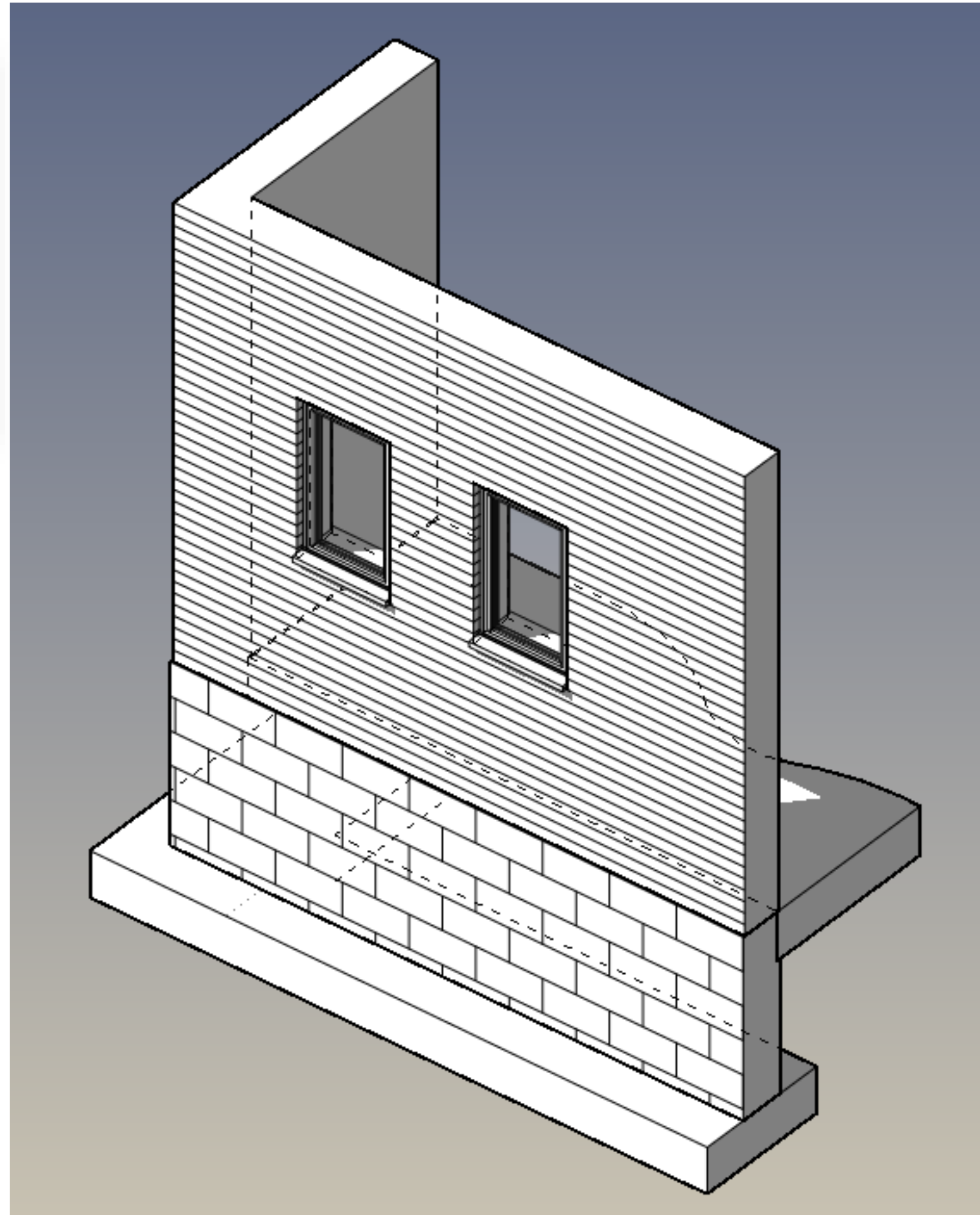
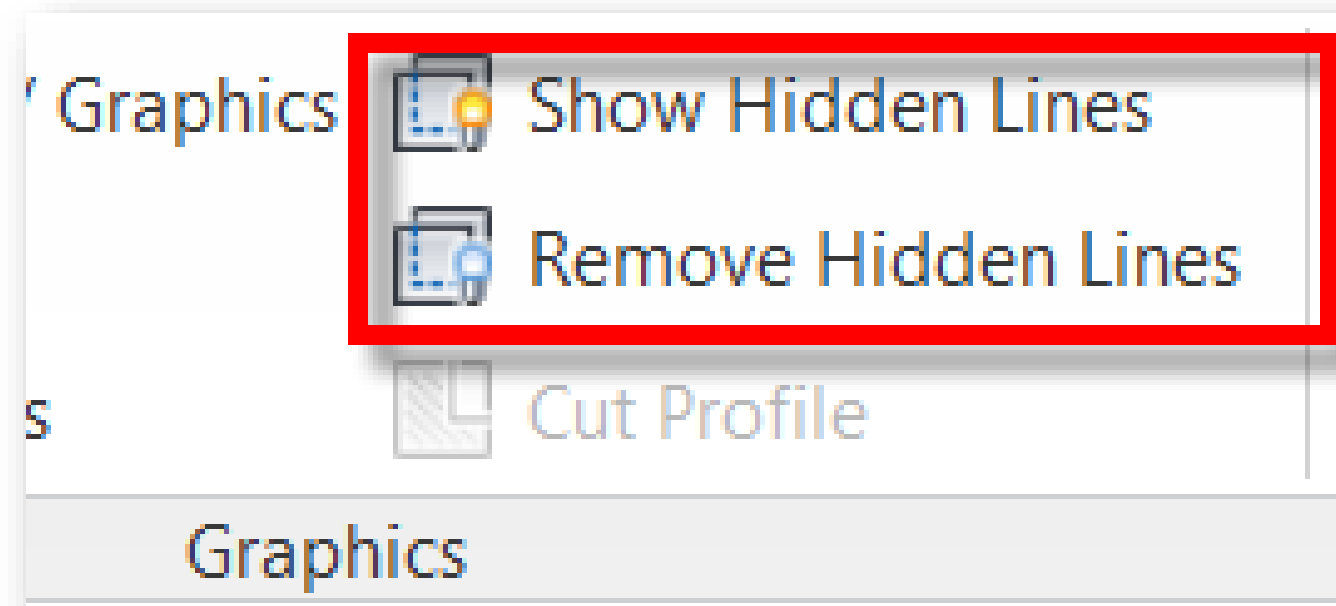
- Use images with transparency to add interest to your elevations.
- In Photoshop, remove any background and save the image as a PNG image.
- In Revit choose Insert > Image and import your image. Place the image as required.





# Hidden Linework

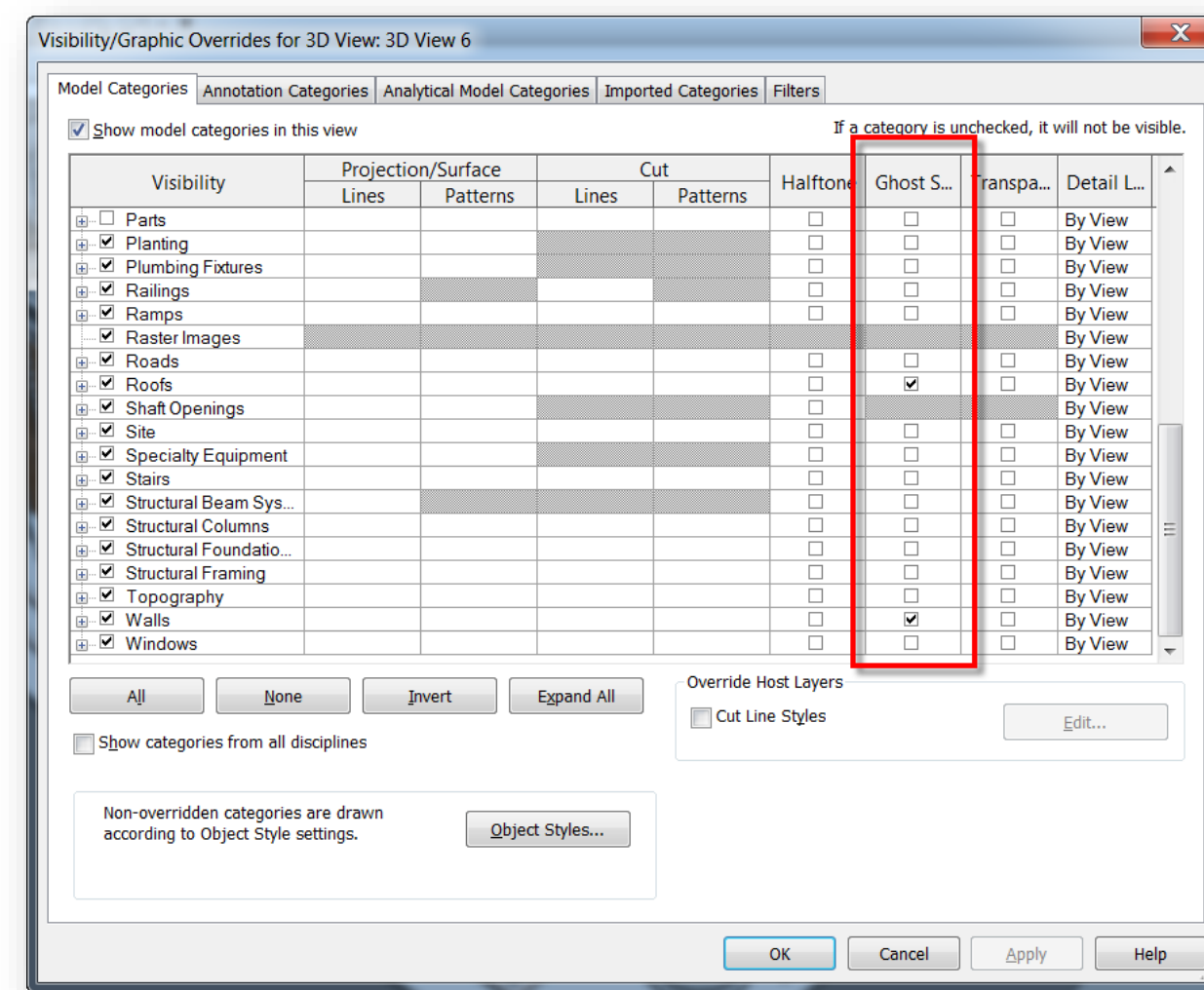
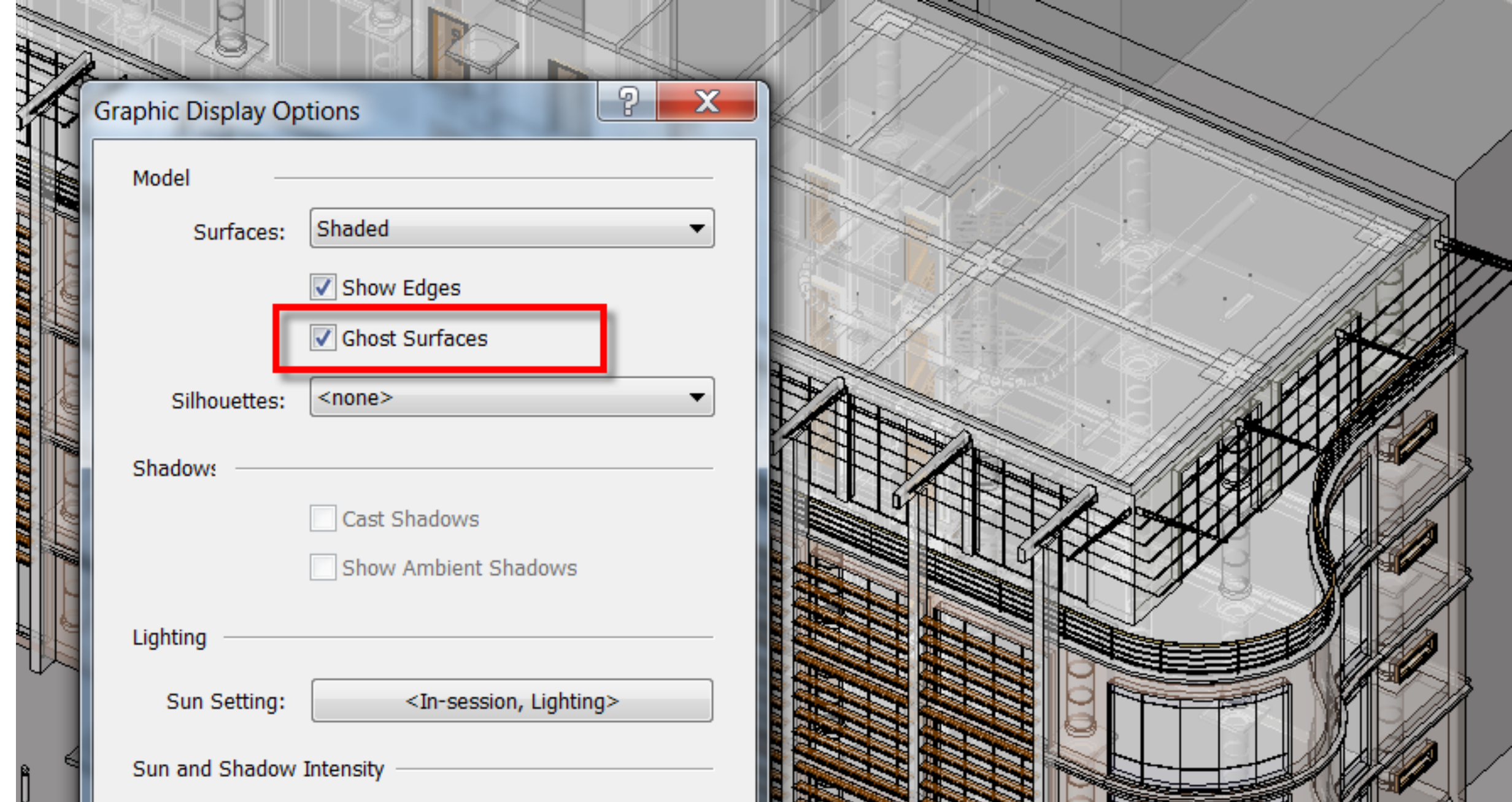
- Allows you to display elements which are obscured by other elements





# Ghosted Surfaces

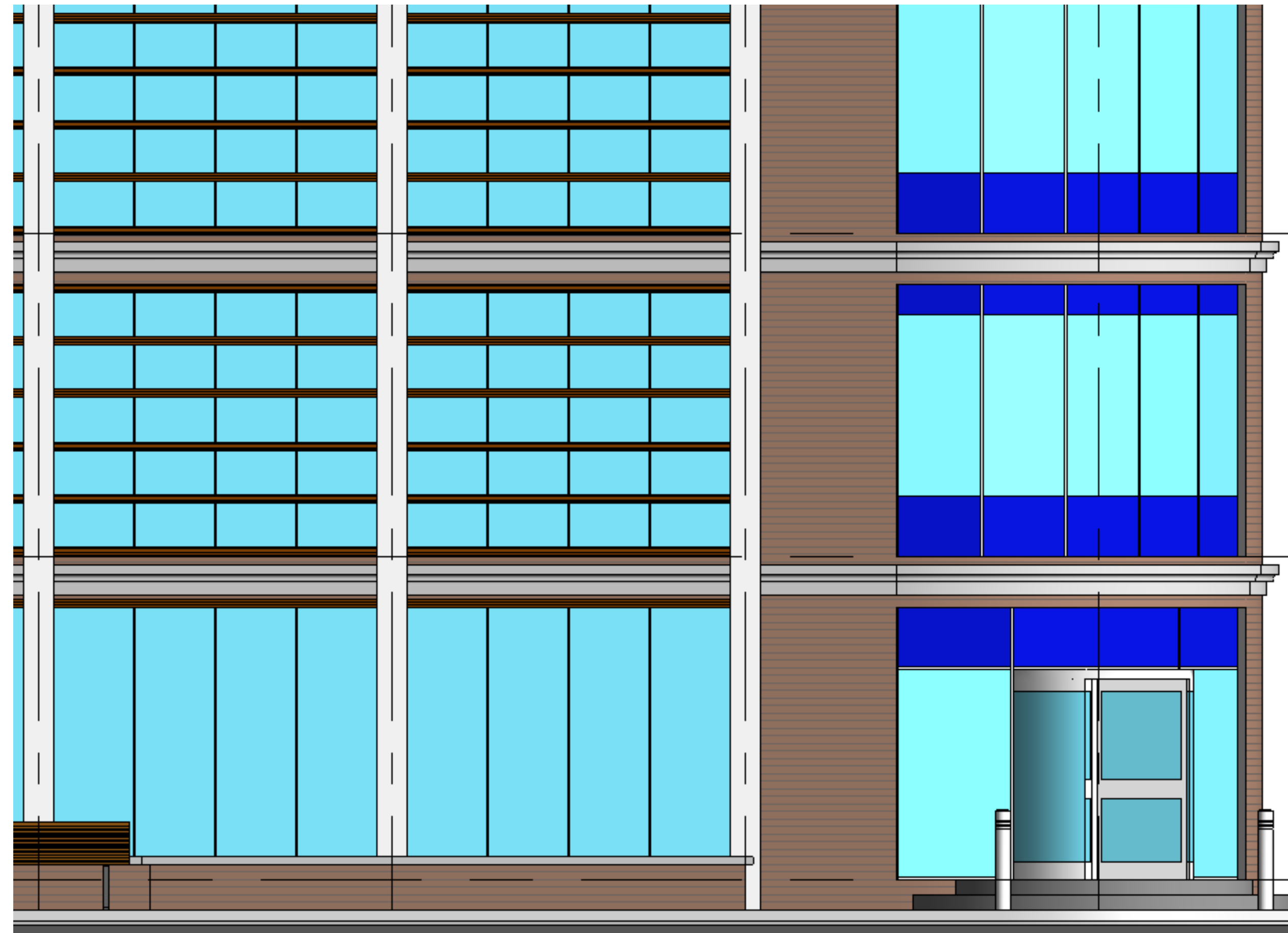
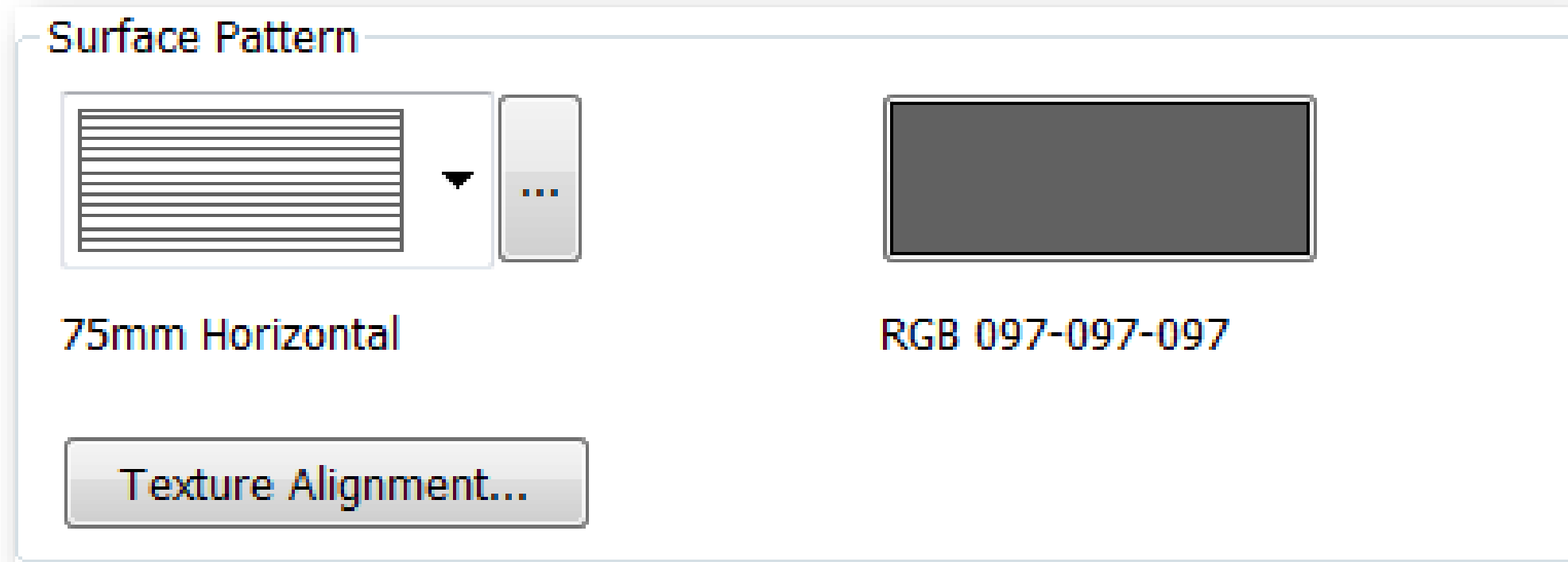
- Ghosted Surfaces allow you to override graphics to apply surface with 30% transparency to building elements
- Ghost Surface can be applied to a whole view, by element, category or by filter.
- Percentage of transparency cannot be changed.





# Hatch Patterns

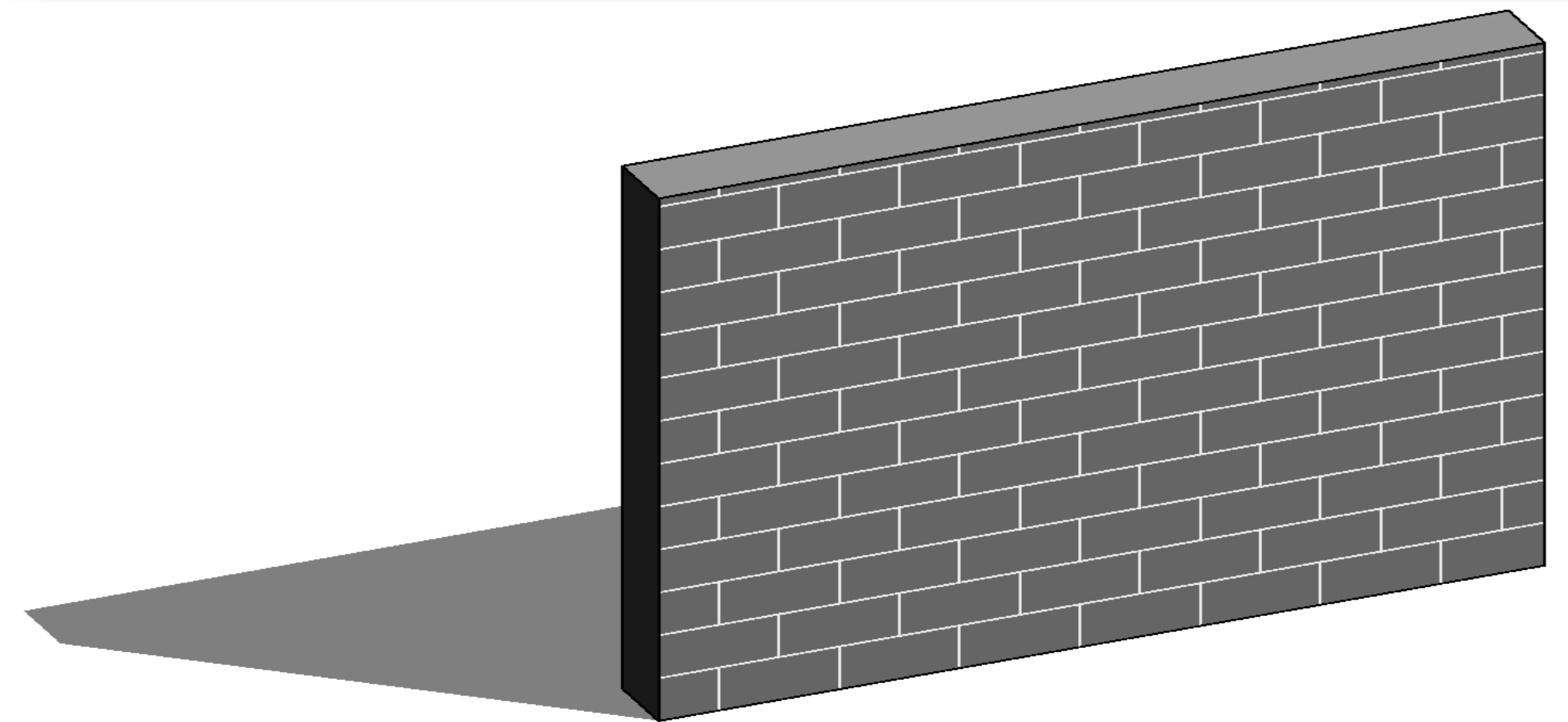
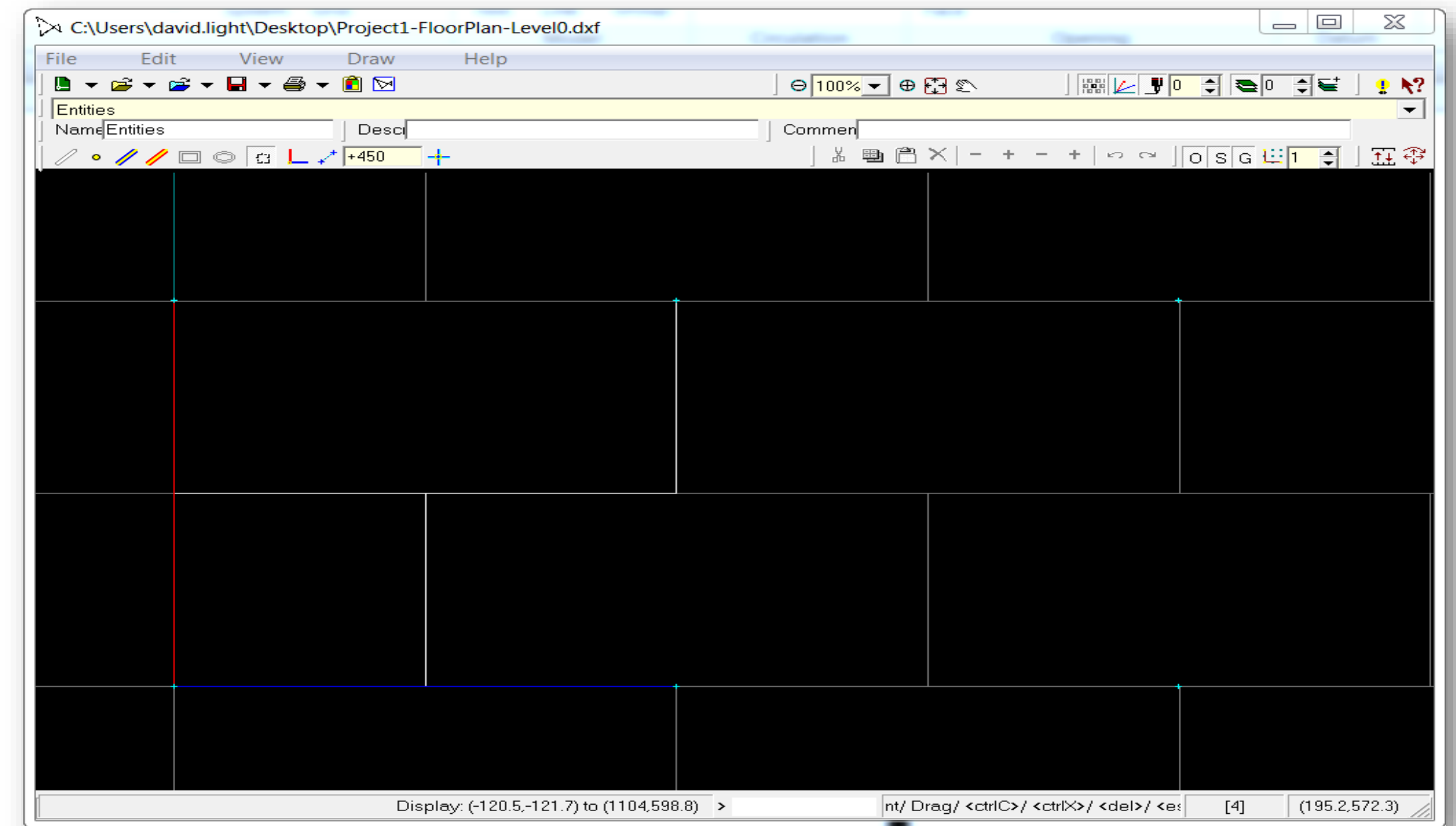
- Consider the use of hatch patterns
- Instead of using black lines for hatch, use a dark grey to soften linework,
- Whilst brick hatch looks nice, sometimes it can be a bit too heavy depending on the scale!





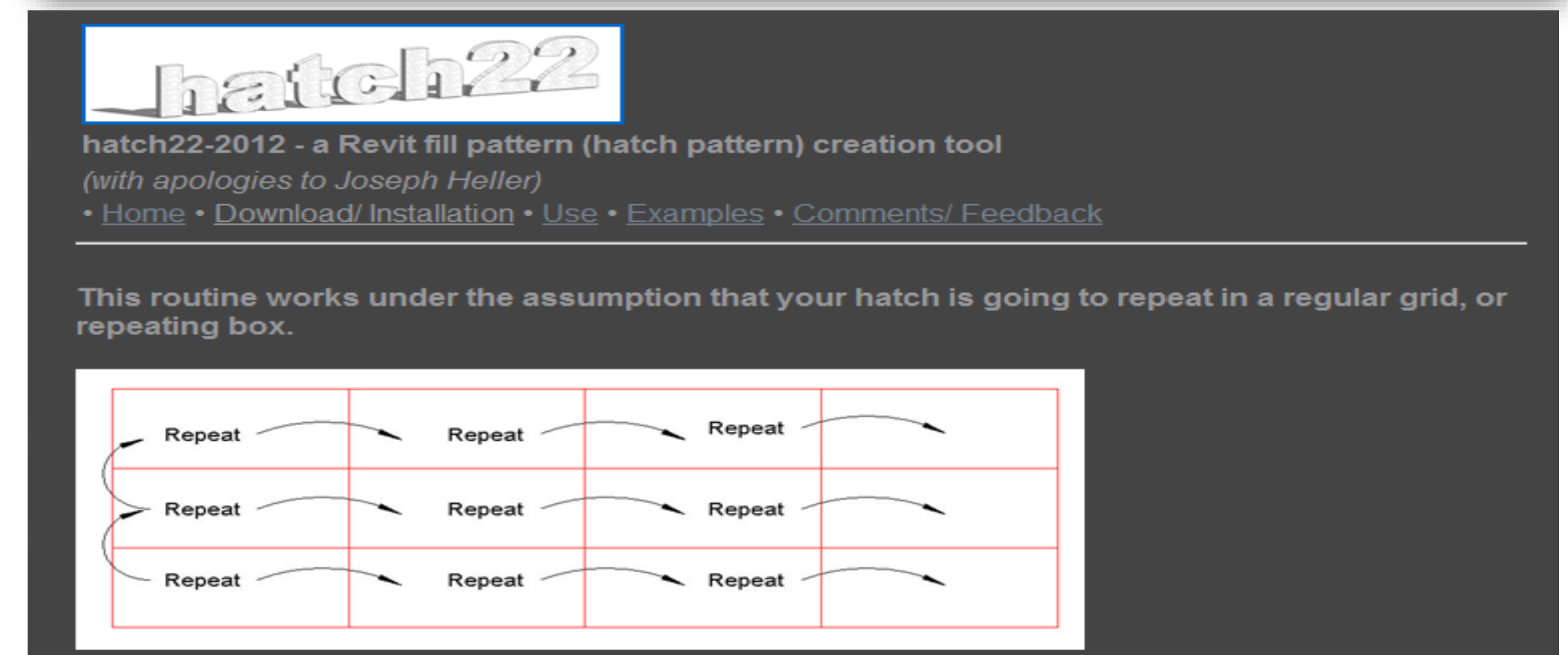
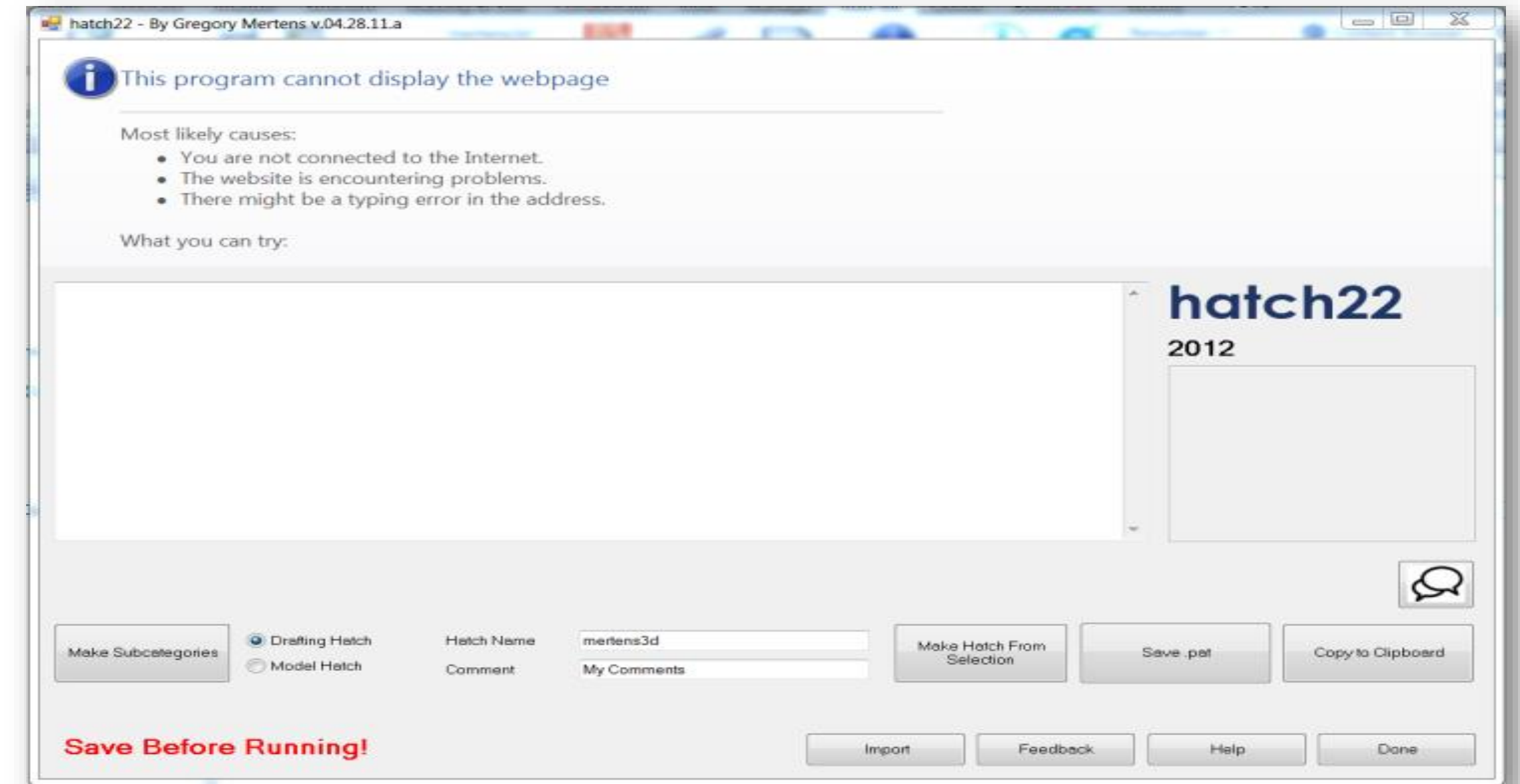
# Hatch Patterns

- Need custom hatch patterns?
- Then get Hatch Kit Pro, it will be the best \$125 you will ever spend!
- Best off drawing pattern in AutoCAD, export as DXF, import into Hatch Kit, export as a .PAT suitable for Revit.
- <http://www.hatchkit.com.au/>



# Custom Hatches for free - Hatch22

- Free app which allows you to create custom hatch patterns directly within Revit.
- The app / plugin can be downloaded from here -
- <http://mertens3d.com/tools/revit/2012/hatch22-2012/hatch22-2012-use.php>





# Summary - Elevation Techniques



## Elevations Creation Tips

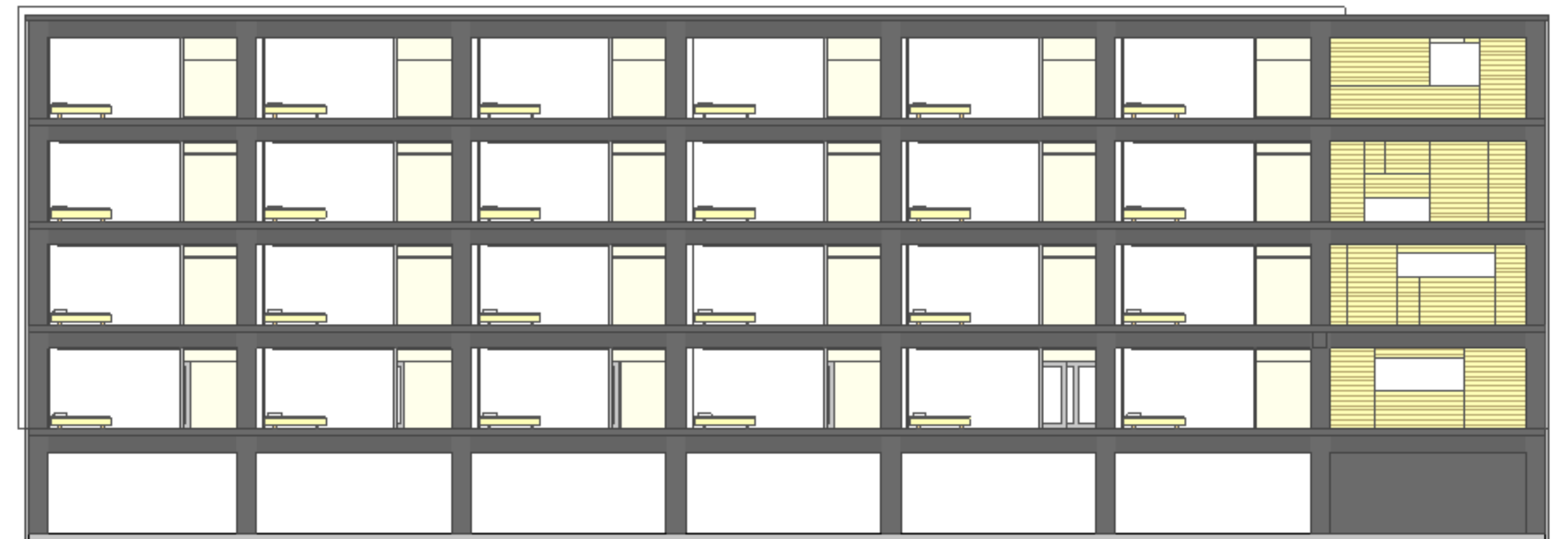
- Use VH to turn off all unwanted categories
- Use VG to turn all projection and cut planes to neutral colour, line type and thickness
- Use Orient to view (Elevation) to see through glazing etc
- Use default shadow settings to set shadows
- Keep sun light up and shadows down
- Use bright materials with glow turned on to illuminate objects
- Use sky and ground images as backdrop
- Use 3D Camera to create perspective elevations.

# Summary - Concept Sections



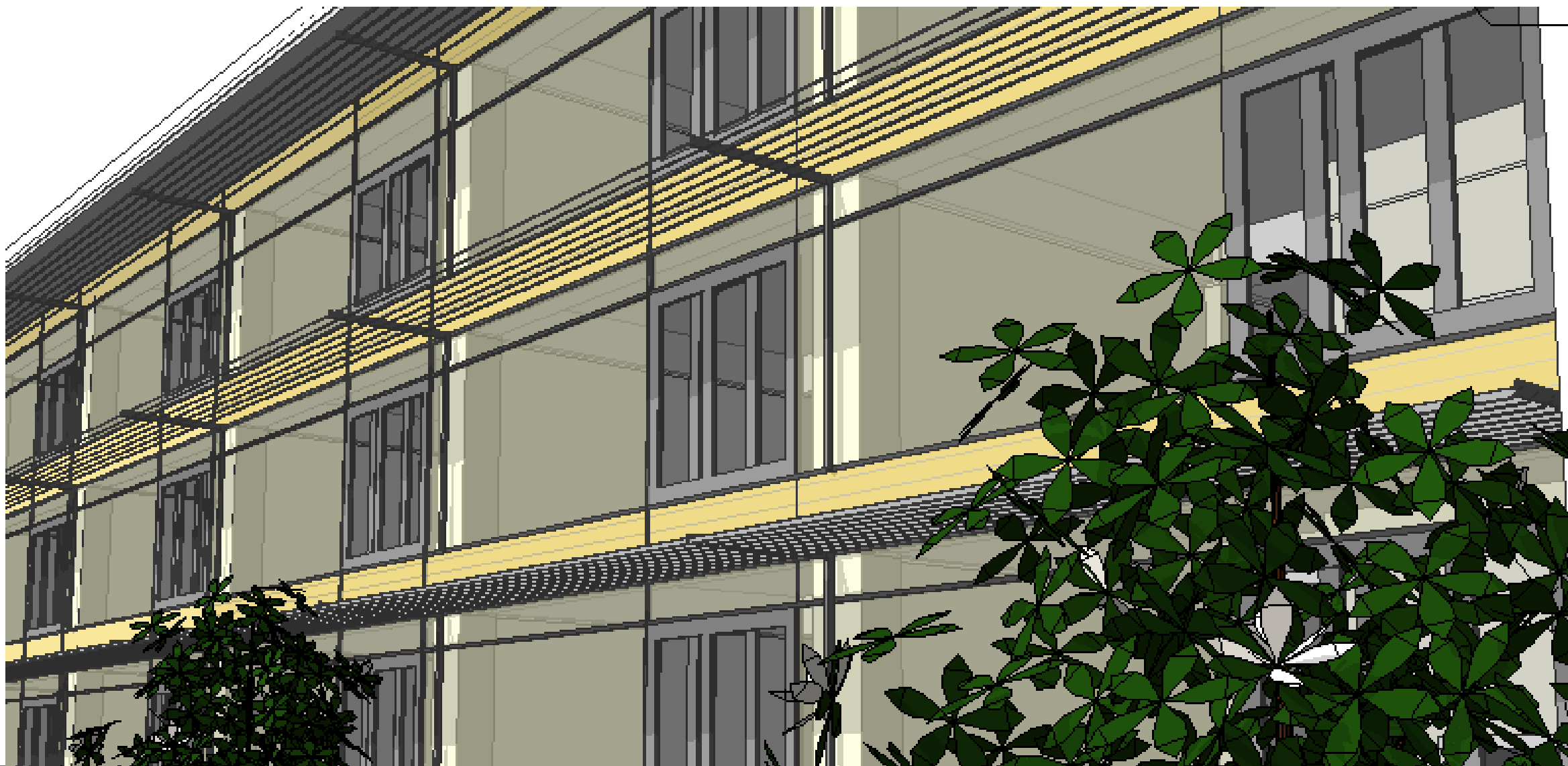
## Concept Section Creation Tips

- Use VH to turn off all unwanted categories
- Use VG to turn all projection and cut planes to neutral colour, line type and thickness
- Use VG to override the cut pattern fill
- Use default shadow settings to set shadows
- Keep sun light up and shadows down
- Use bright materials with glow turned on to illuminate objects
- Transfer legacy CAD details to create entourage
- Use sky and ground images as backdrop





# Summary - Perspective Views



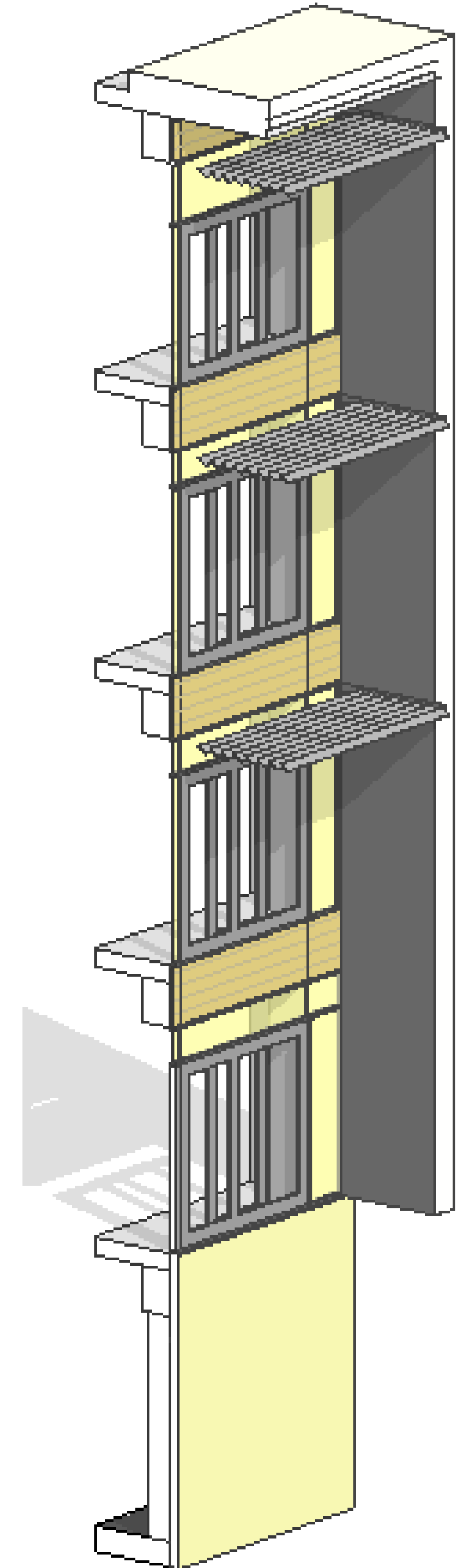
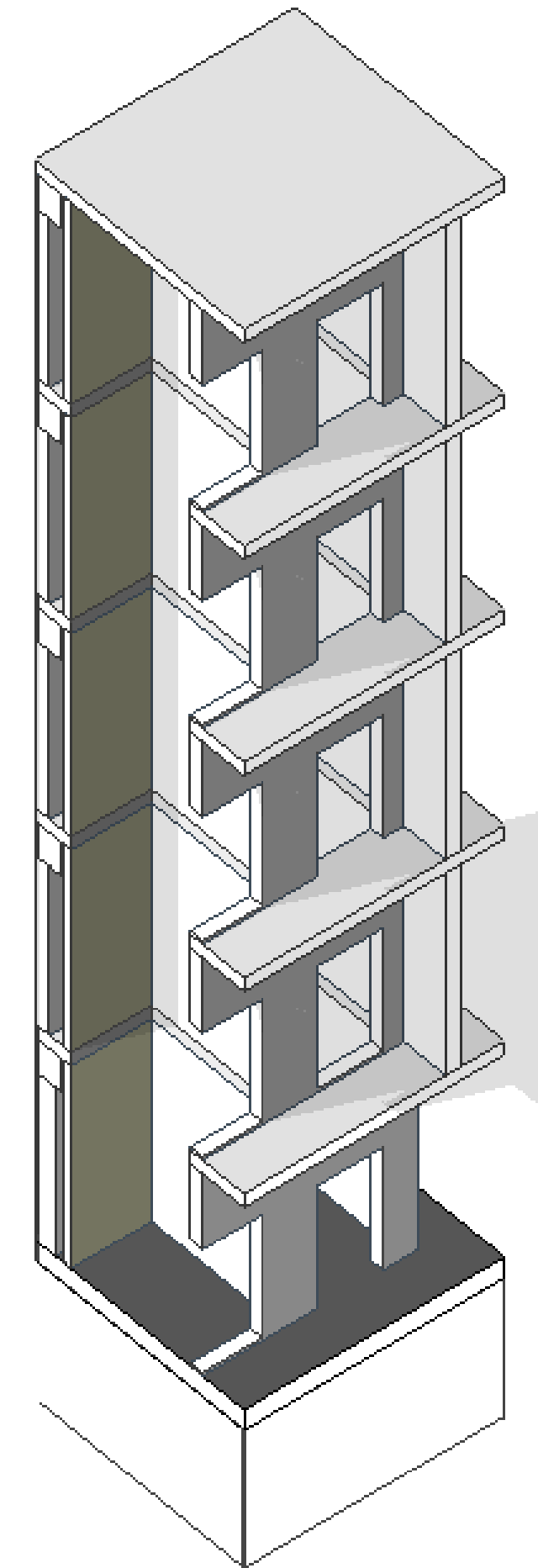
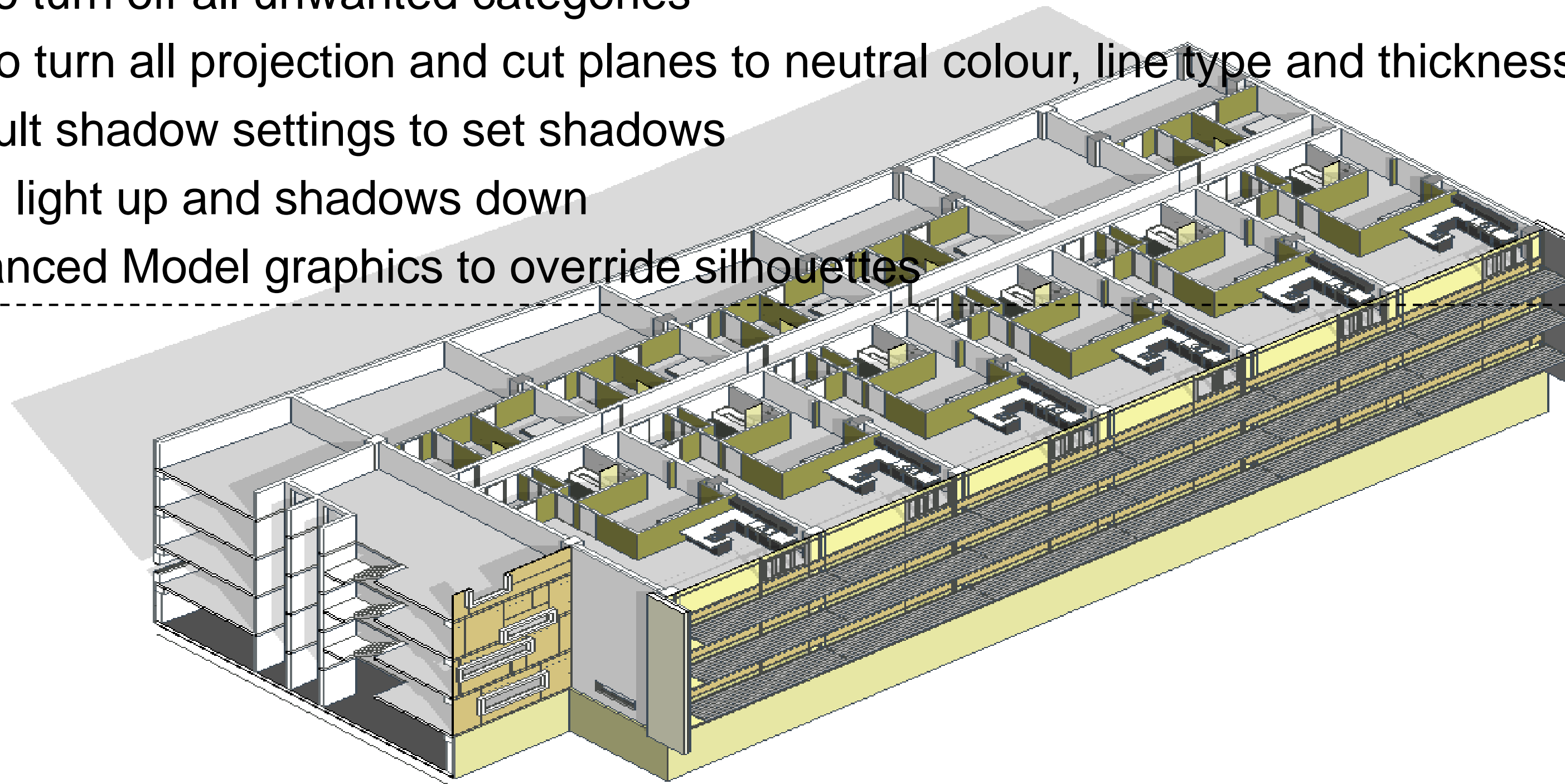
## 3D Creation Tips

- Use VH to turn off all unwanted categories
- Use VG to turn all projection and cut planes to neutral colour, line type and thickness
- Use default shadow settings to set shadows
- Keep sun light up and shadows down
- Use bright materials with glow turned on to illuminate objects
- Use gradient backdrops
- Use Steering Wheel to dynamically modify view.
- Use Advanced Model graphics to override silhouettes
- Be creative with camera angles (rule of 3rds)

# Summary - Cropped 3D Views

## 3D Creation Tips

- Create Callout or section view
- Click into the default 3D view
- Press F8 and orient to new callout view
- Use the crop region to refine crop box
- Use VH to turn off all unwanted categories
- Use VG to turn all projection and cut planes to neutral colour, line type and thickness
- Use default shadow settings to set shadows
- Keep sun light up and shadows down
- Use Advanced Model graphics to override silhouettes





# Questions



# WHY DESIGNERS SOMETIMES SAY...

- The graphics are not great...
- Too hard to show options...
- Renderings take too long...
- Need to assign materials to everything...
- Lifeless views...



**REVIT CANNOT BE THE OUTPUT  
FOR STUNNING PRESENTATIONS**

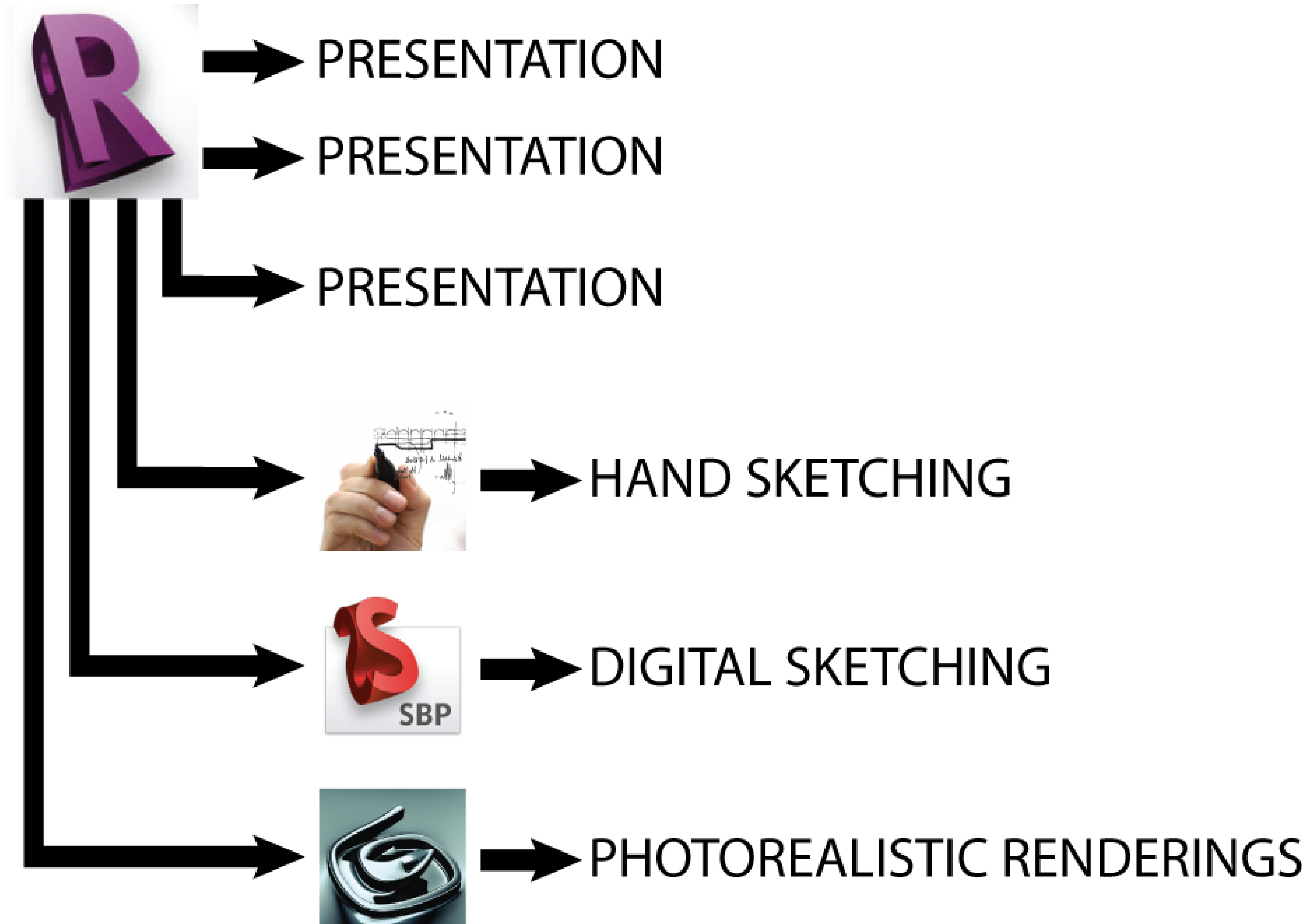
myth

















# WHAT REALLY MATTERS

- Client understands the design.
- Graphics reinforce design.
- Client is excited about design.
- Graphics can be used in marketing.
- Clients, Clients, Clients...





**REVIT CANNOT BE THE OUTPUT  
FOR STUNNING PRESENTATIONS**

myth



Edit Assembly

Family: Basic Wall  
Type: Exterior Brick  
Total thickness: 1' 0 1/4" Sample Height: 20' 0"

Layers

EXTERIOR SIDE				
	Function	Material		
1	Finish 1 [4]	Brick	0' 3 5/8"	<input checked="" type="checkbox"/>
2	Thermal/Air L	<By Category	0' 1 1/2"	<input checked="" type="checkbox"/>
3	Membrane La	<By Category	0' 0"	<input checked="" type="checkbox"/>
4	Substrate [2]	<By Category	0' 0 1/2"	<input checked="" type="checkbox"/>
5	<b>Core Boundary</b>	<b>Layers Above W</b>	<b>0' 0"</b>	
6	Structure [1]	Wall Gray	0' 6"	<input type="checkbox"/>
7	<b>Core Boundary</b>	<b>Layers Below W</b>	<b>0' 0"</b>	
8	Finish 2 [5]	<By Category	0' 0 5/8"	<input checked="" type="checkbox"/>

INTERIOR SIDE

Insert Delete Up Down

Default Wrapping

At Inserts: Do not wrap At Ends: None

Modify Vertical Structure (Section Preview only)

Materials - Brick

Materials Appearance Property Sets

Create Property Set Search

Project Property Sets: All Sort

Clear Default Glass

Autodesk Library

- Ceramic
- Concrete
- Default
- Fabric
- Finish
- Flooring
- Glass
- Liquid
- Masonry
- Metal
- Metallic Paint

Identity Graphics Appearance Structure

Options

Properties Independent

Property Set <None>

Masonry

Type Masonry

Image BRKRUN.jpg

Finish Unfinished

Relief Pattern

Identity Graphics Appearance Structure

Shading

☒ Use Render Appearance for Shading

RGB 105-081-078

Transparency: 0%

Surface Pattern

Brick

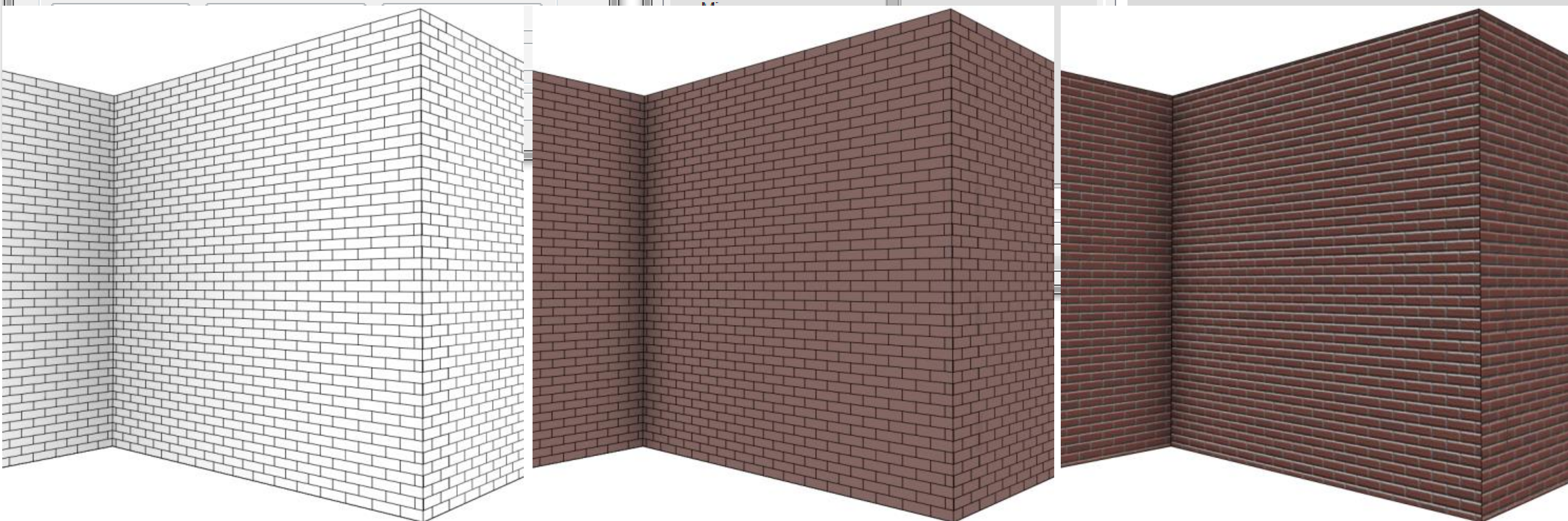
Black

Texture Alignment...

Cut Pattern

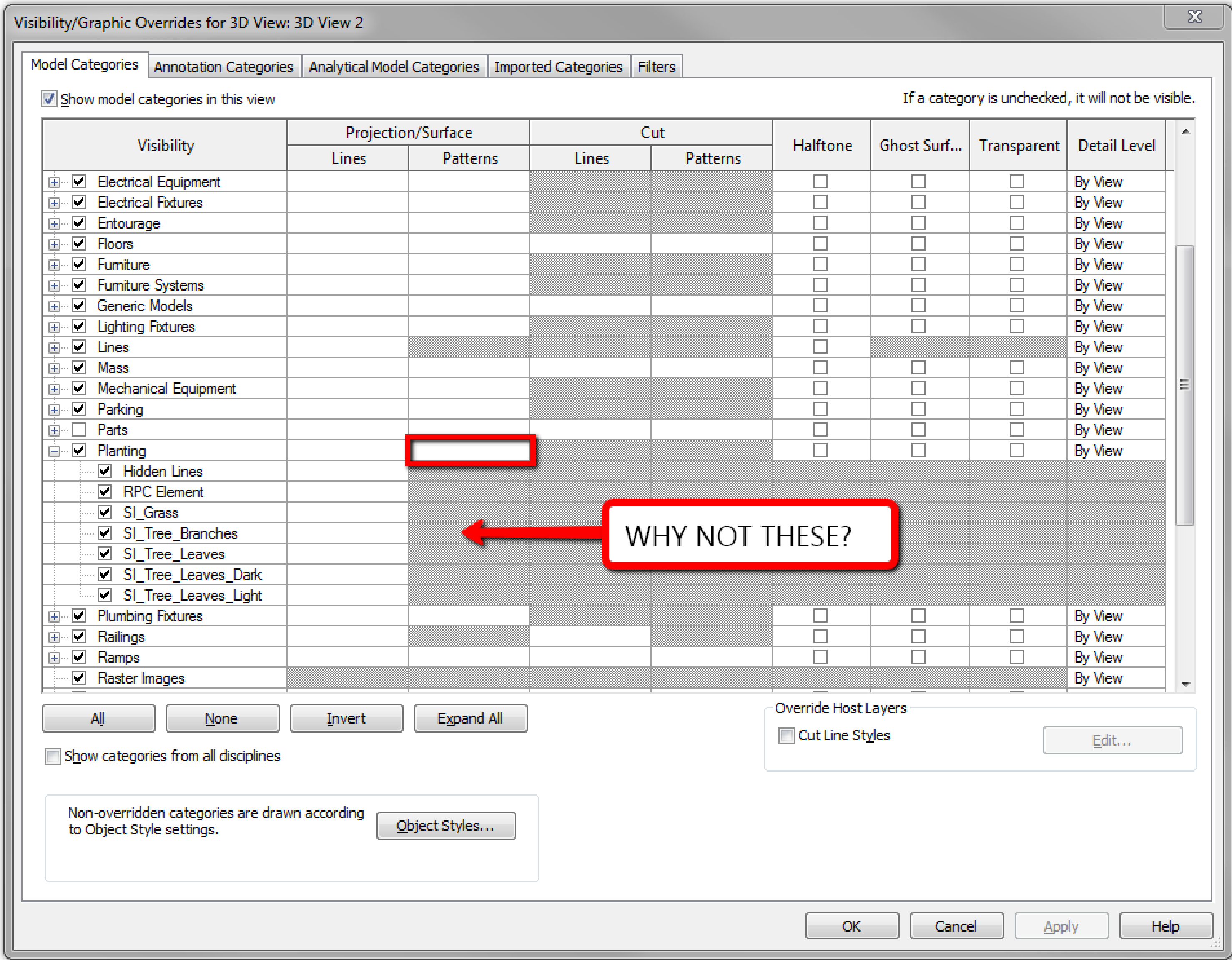
<none>

Black





# VISIBILITY GRAPHICS CONTROLS





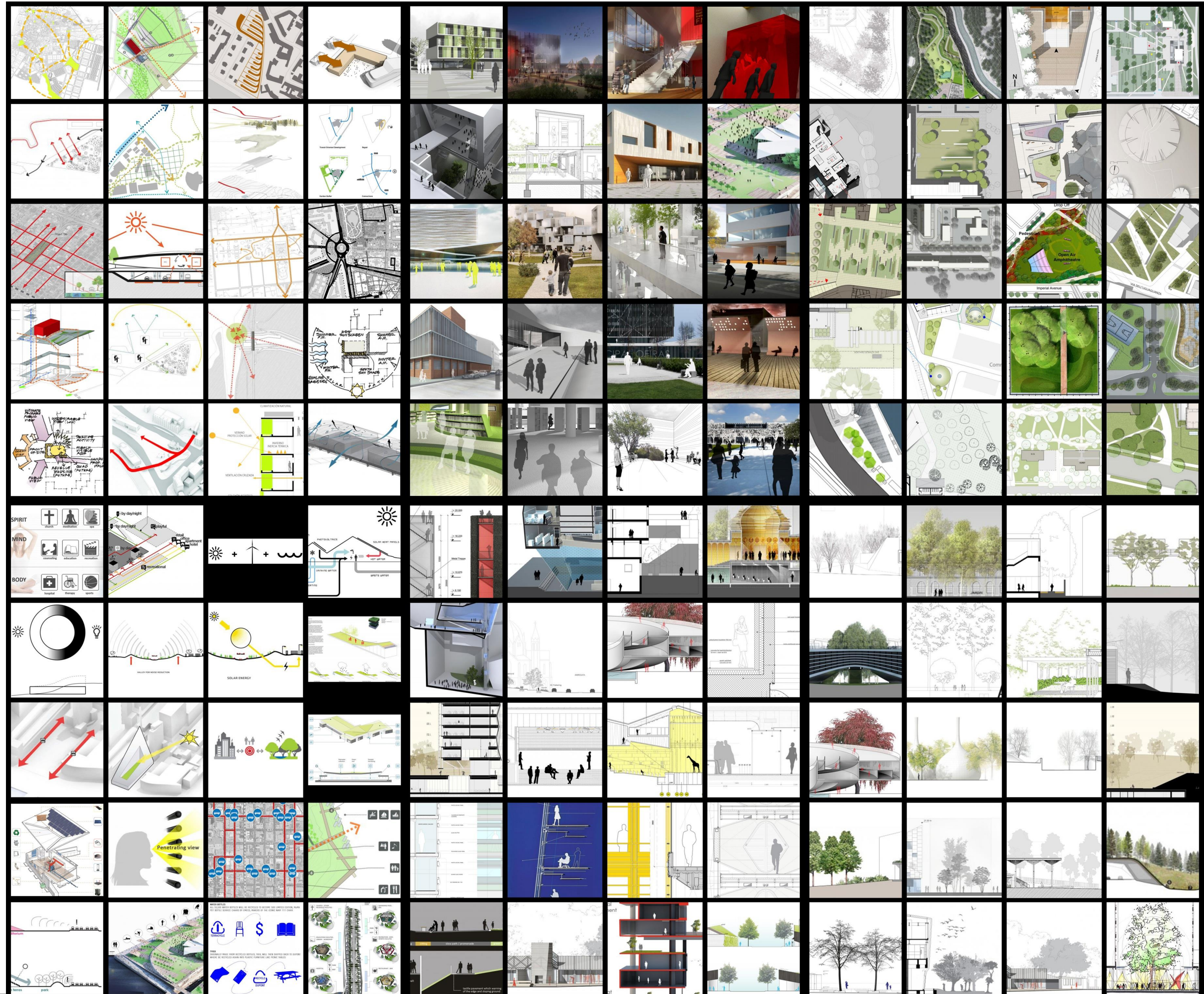




# Research



- [www.ArchDaily.com](http://www.ArchDaily.com)
- Over a year of collecting
- 4,500+ Images
- 2.5 GB
- Great cross section of firms and styles
- Probably most not done in Revit





## LIFE / FEELING

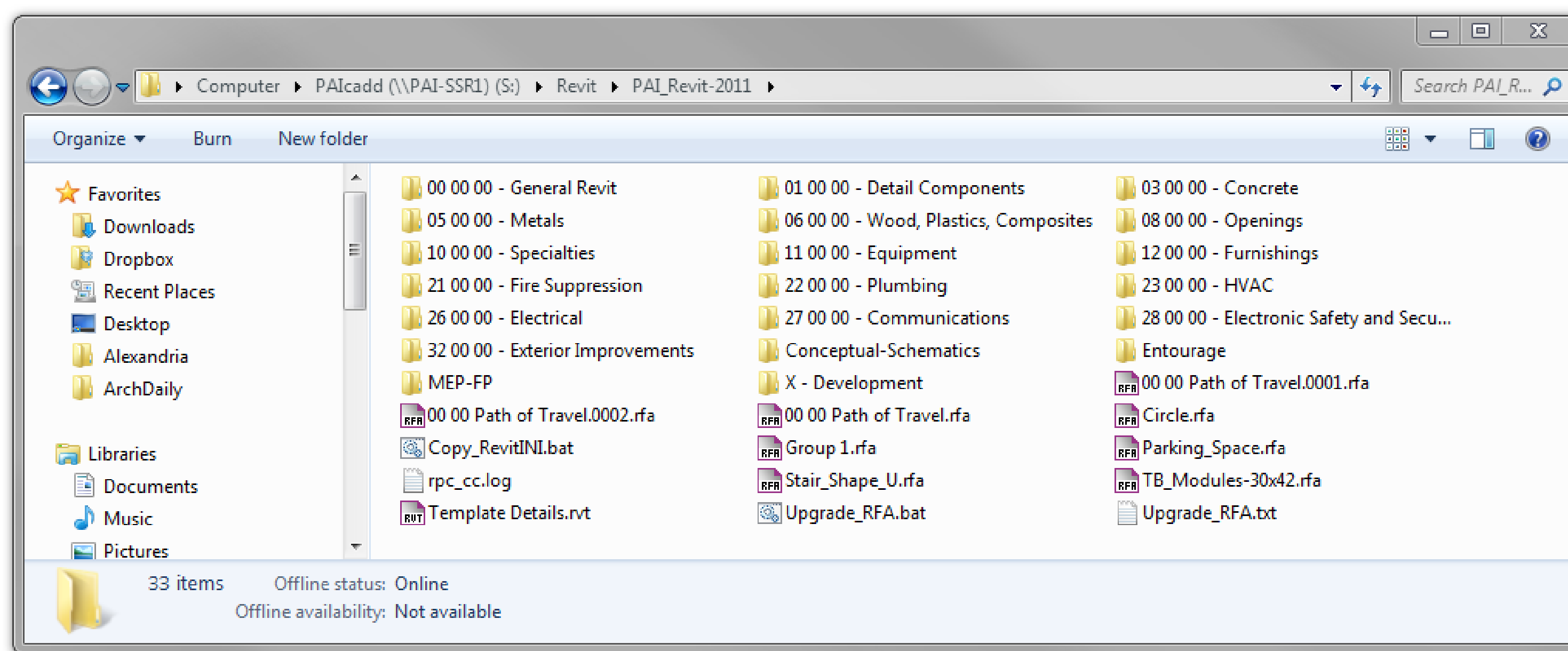


## SIMPLICITY / FOCUS

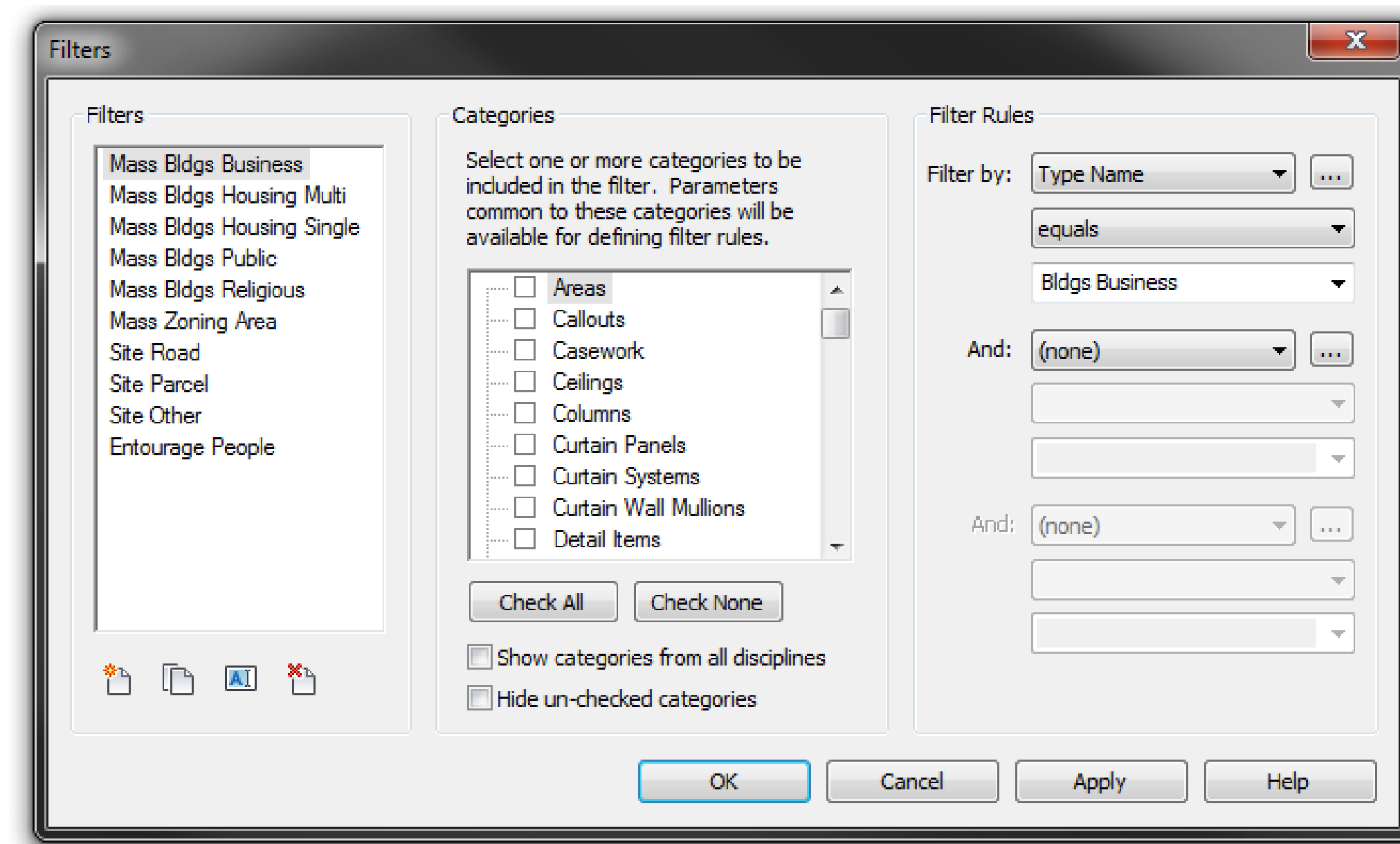




# CONTENT

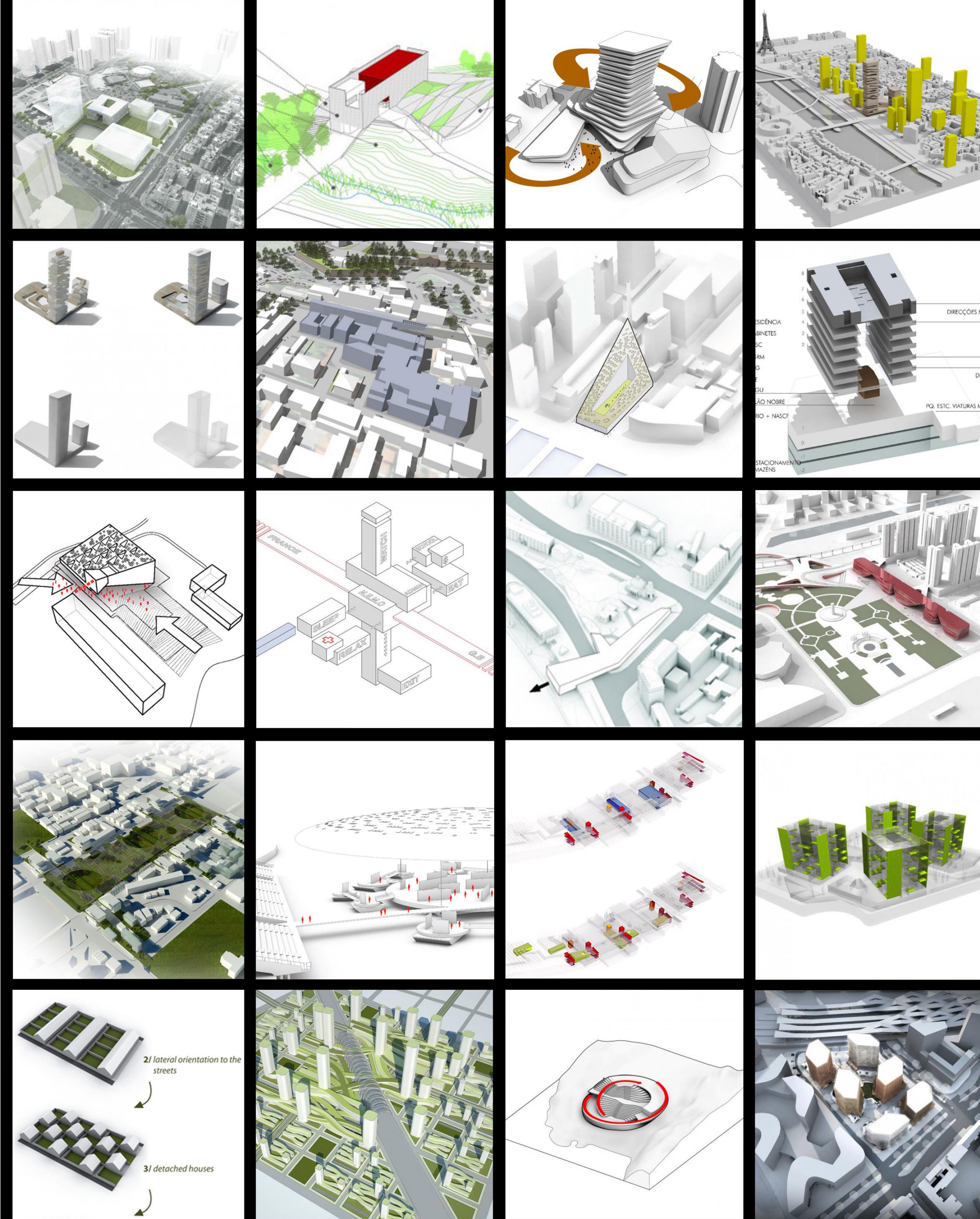
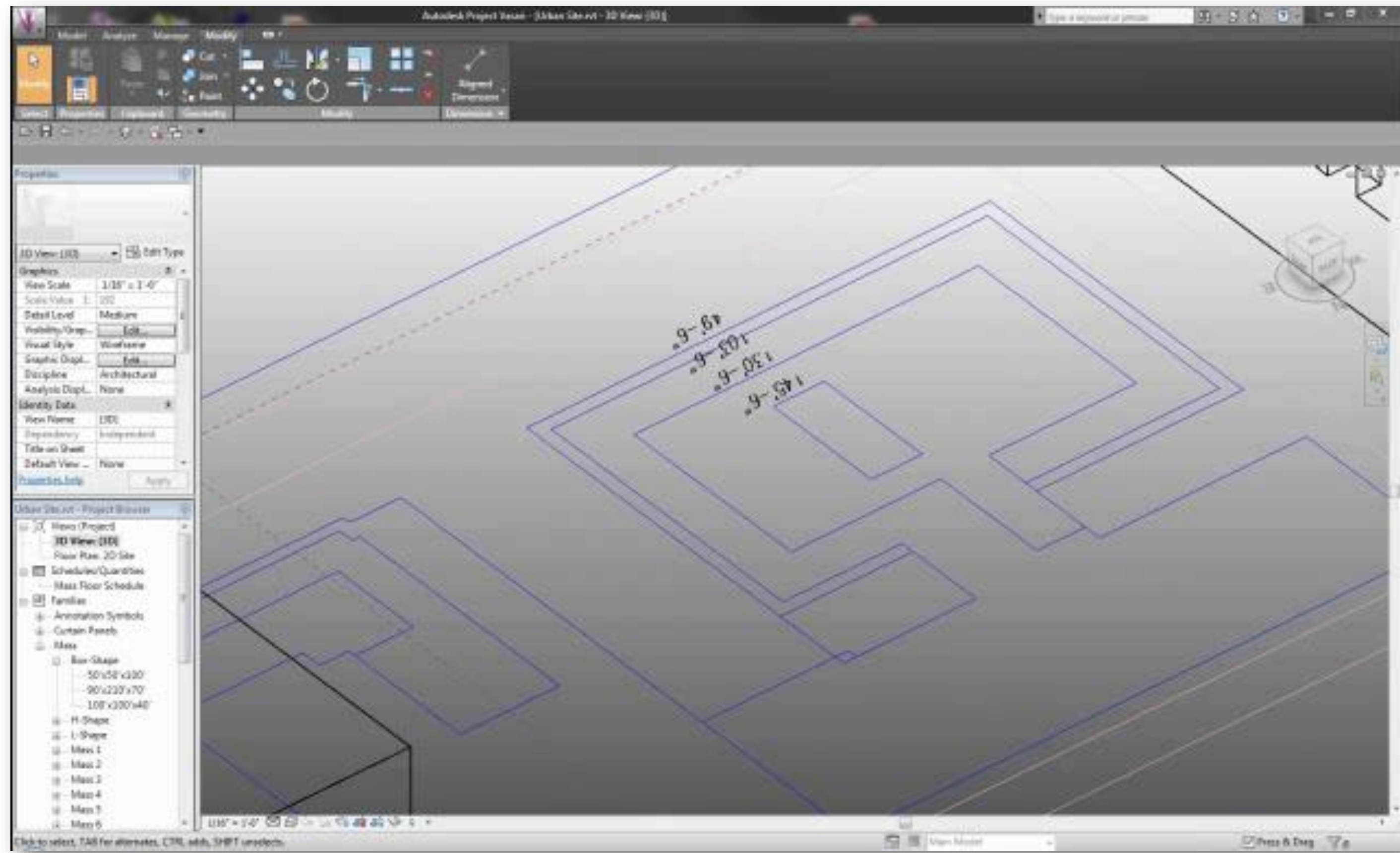


# FILTERS

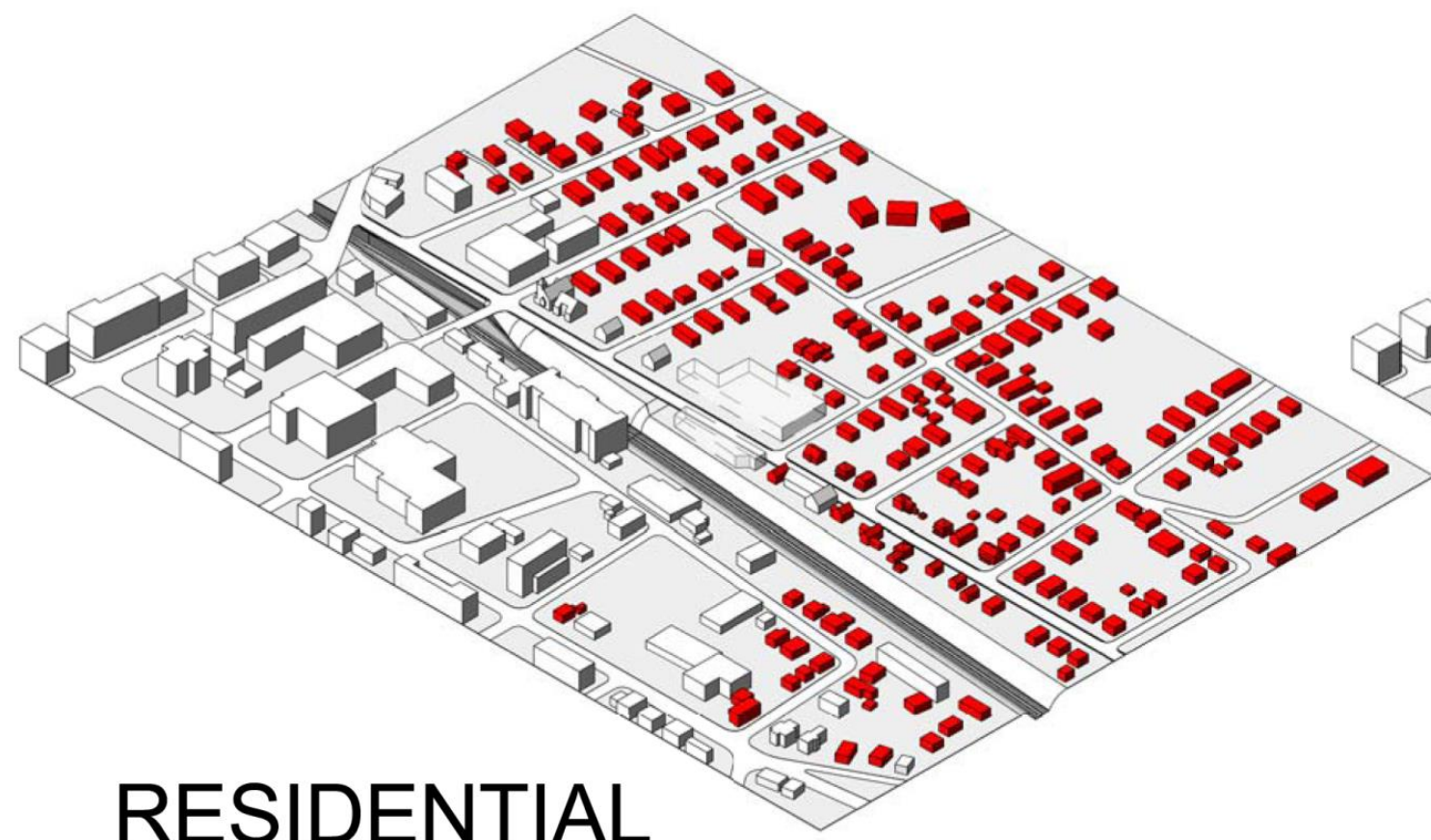




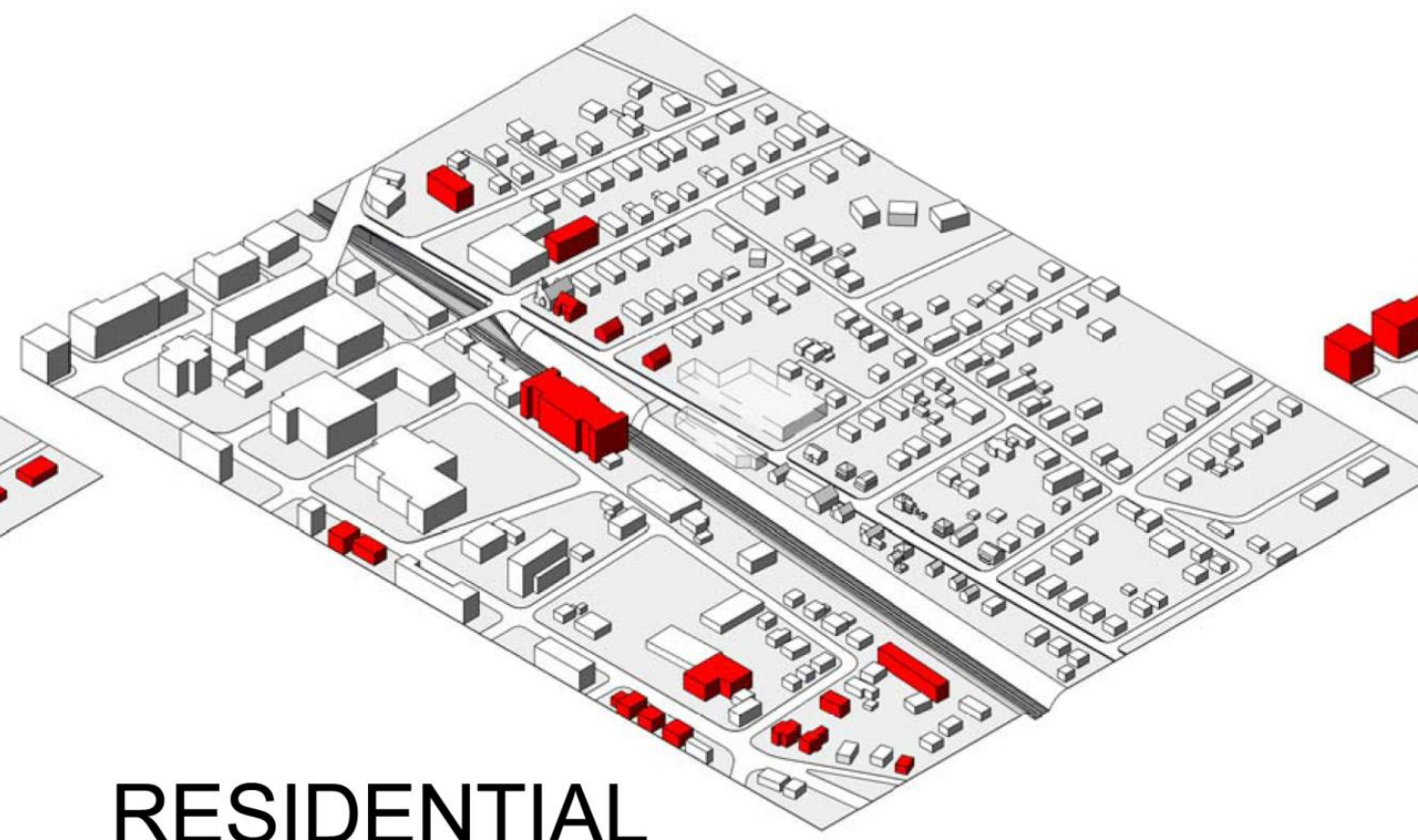
# Web Research MASSING



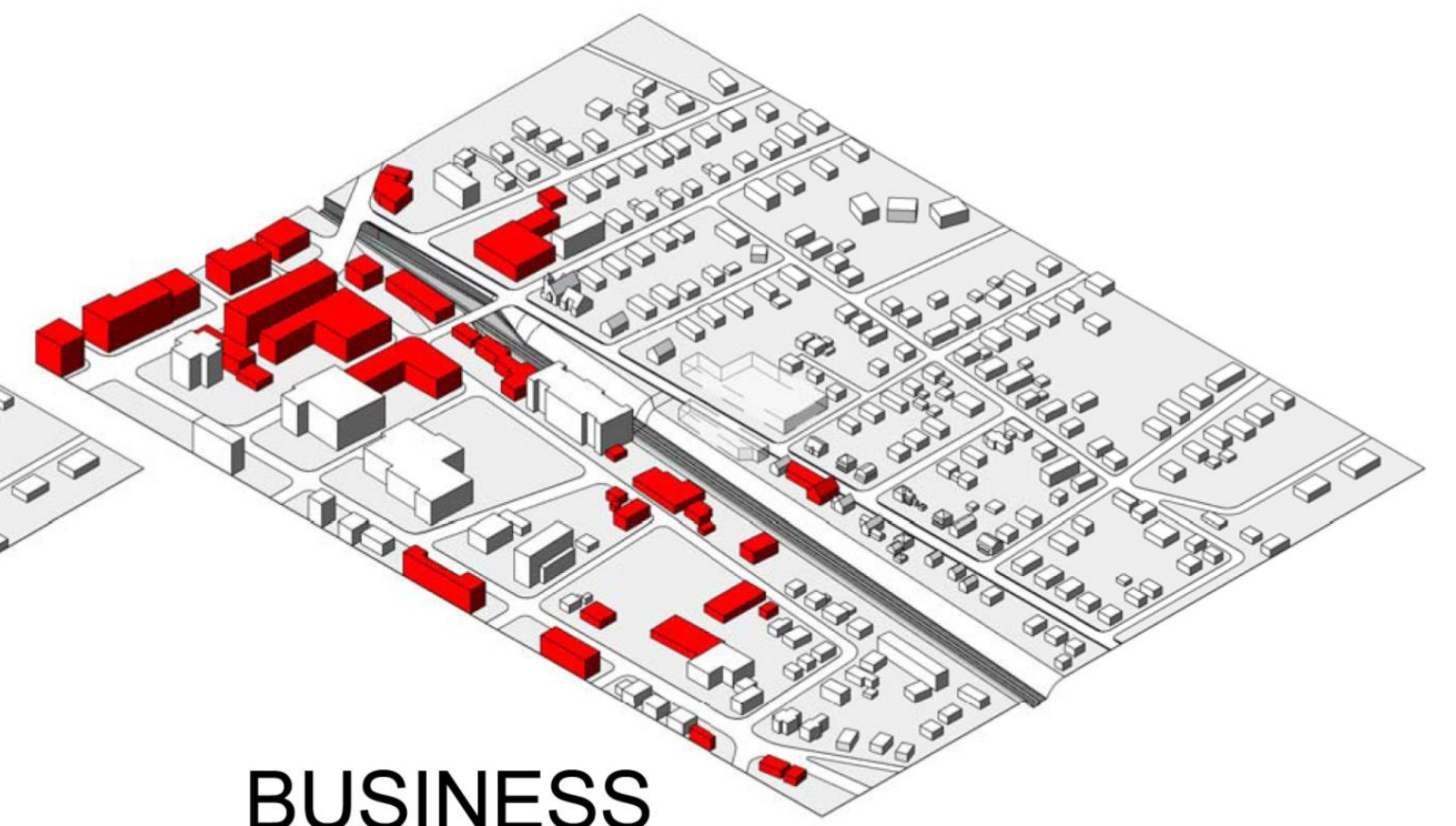




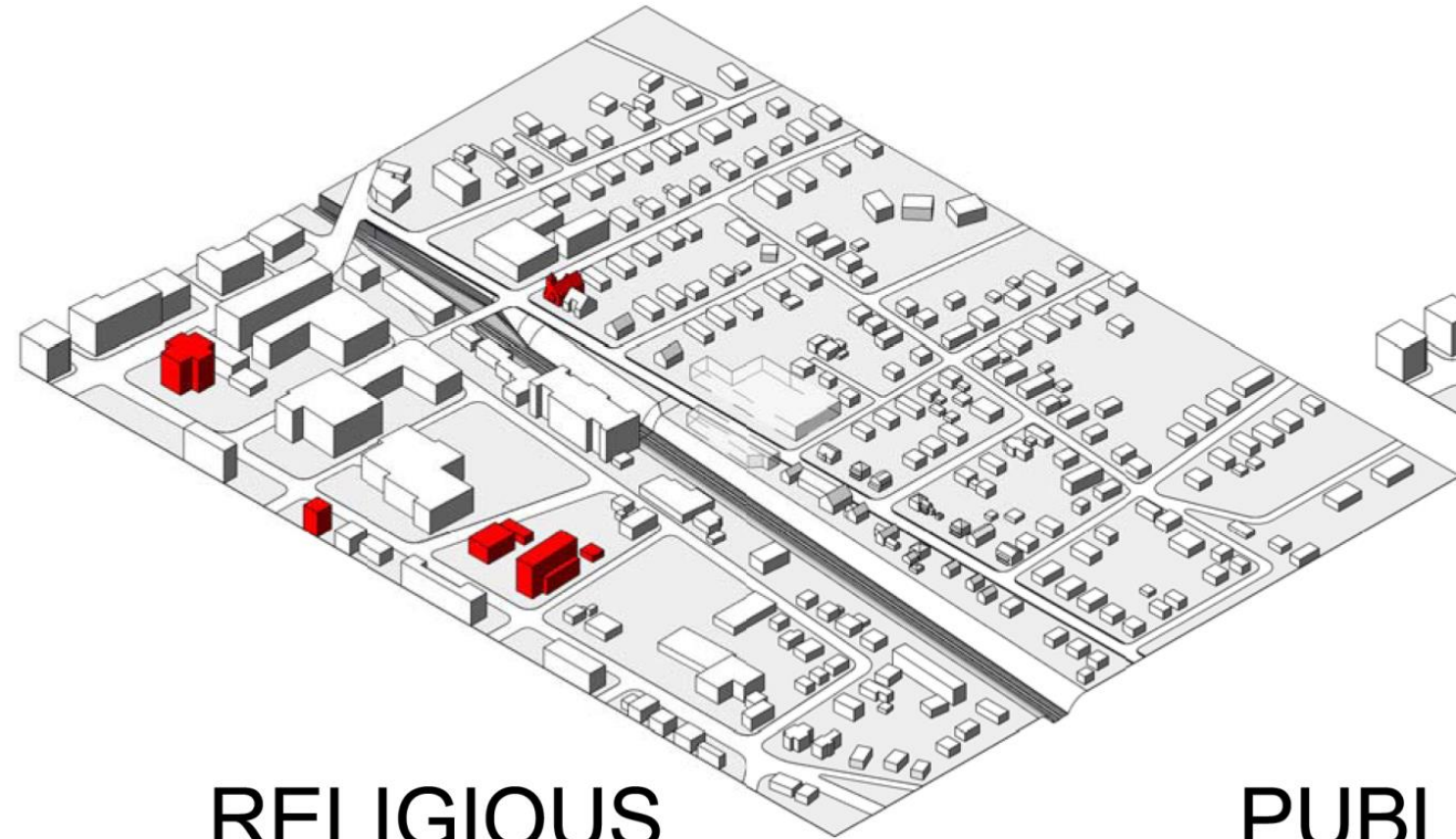
RESIDENTIAL  
SINGLE



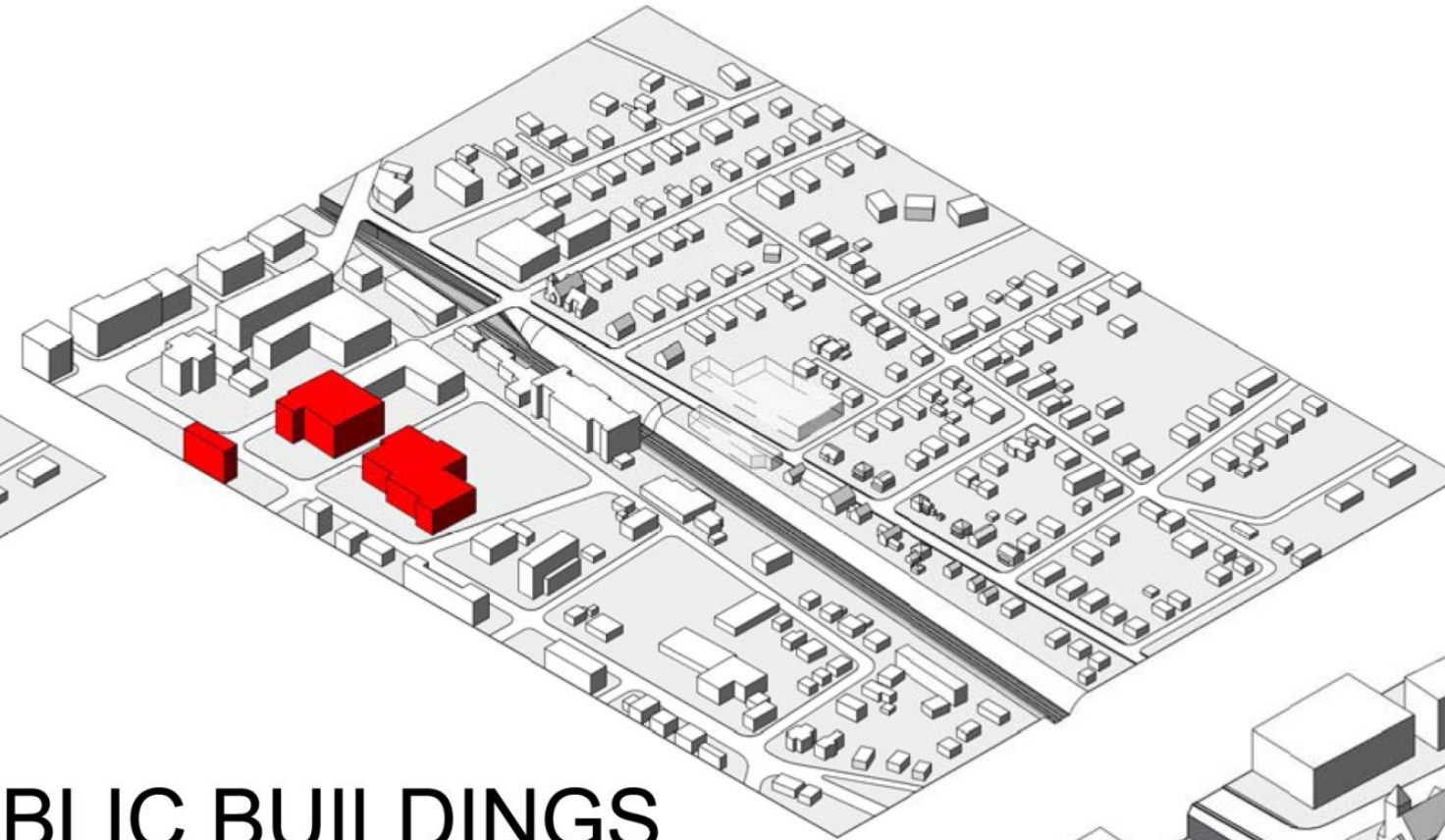
RESIDENTIAL  
MULTI



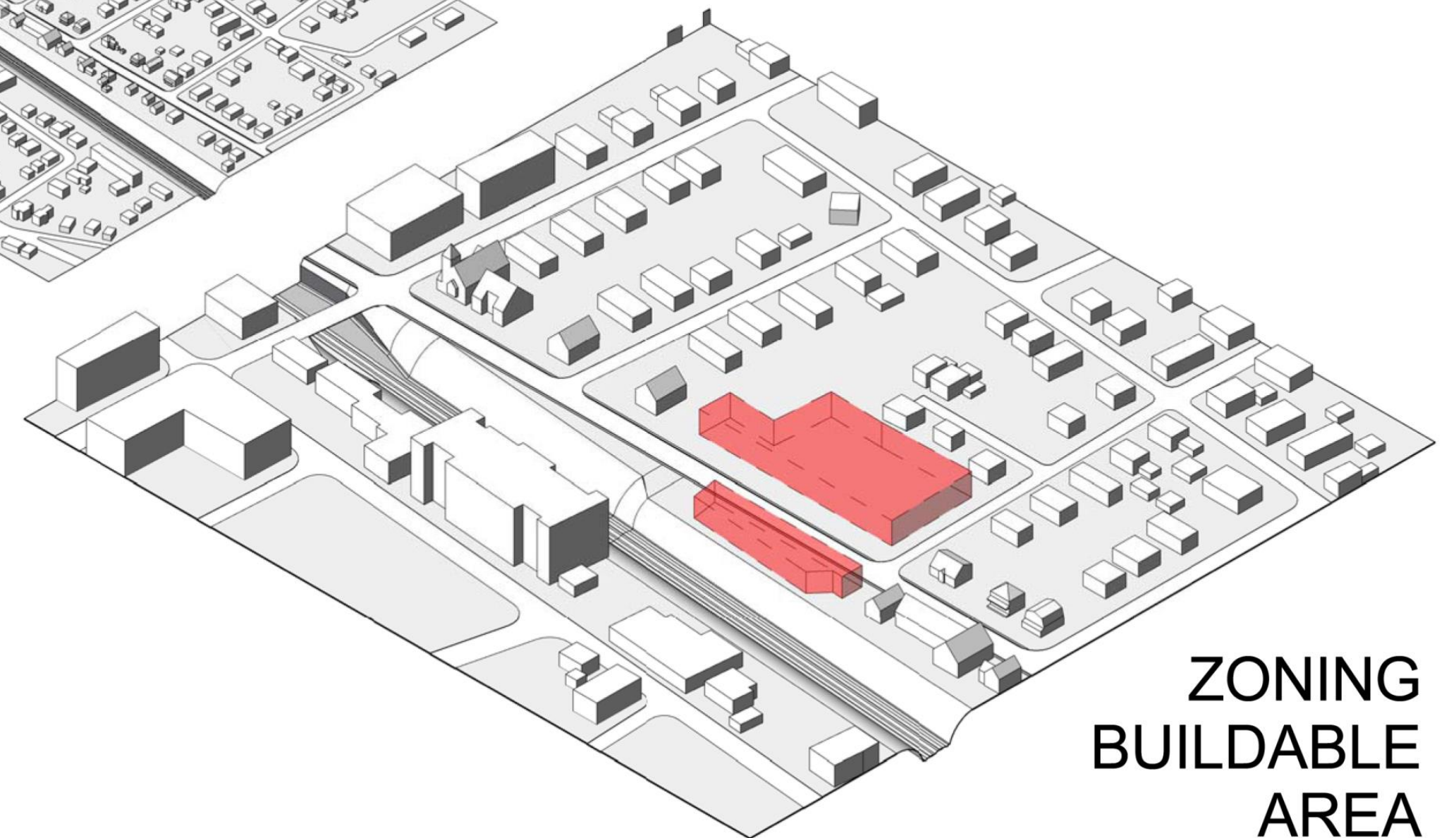
BUSINESS



RELIGIOUS

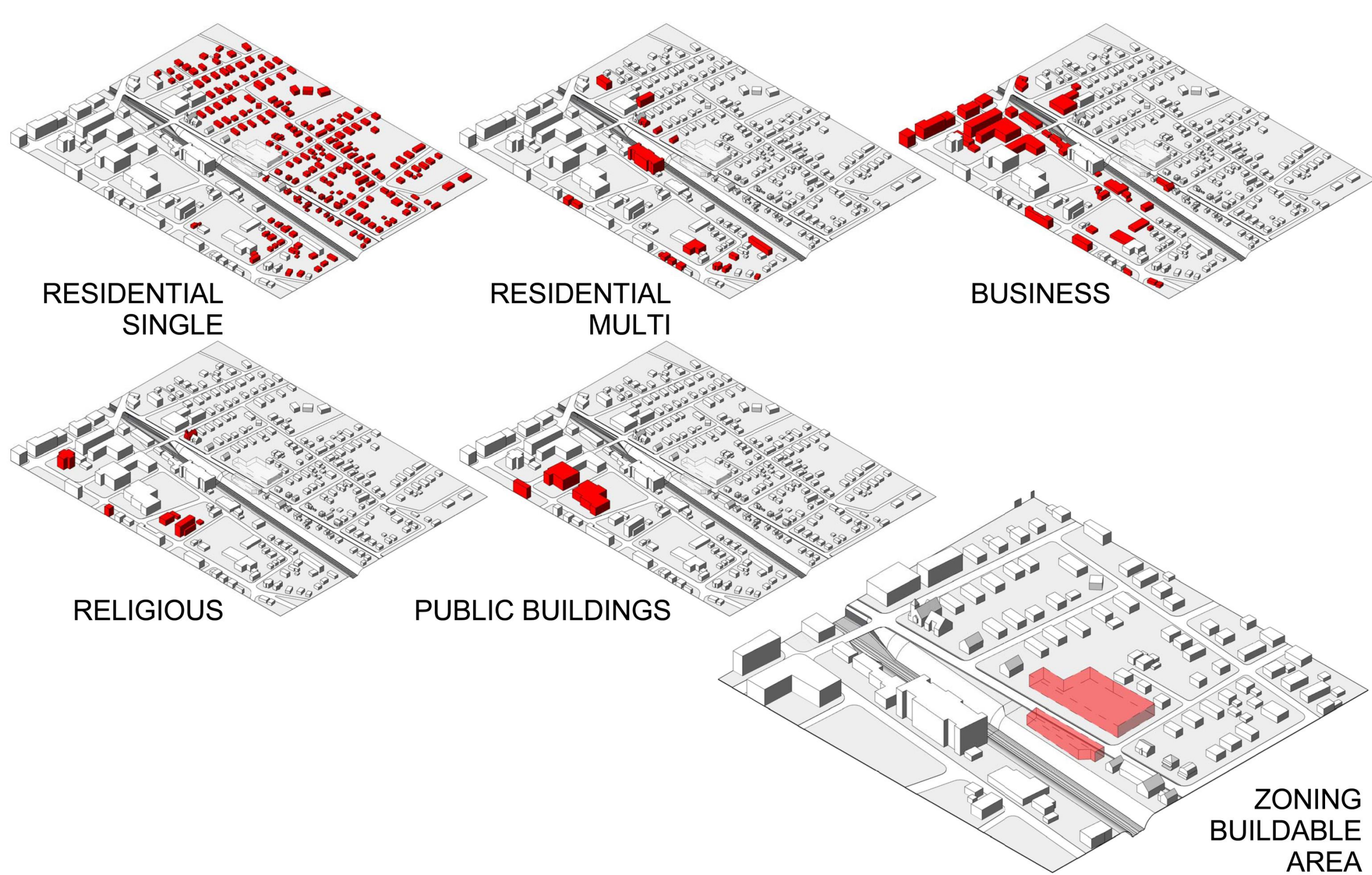


PUBLIC BUILDINGS



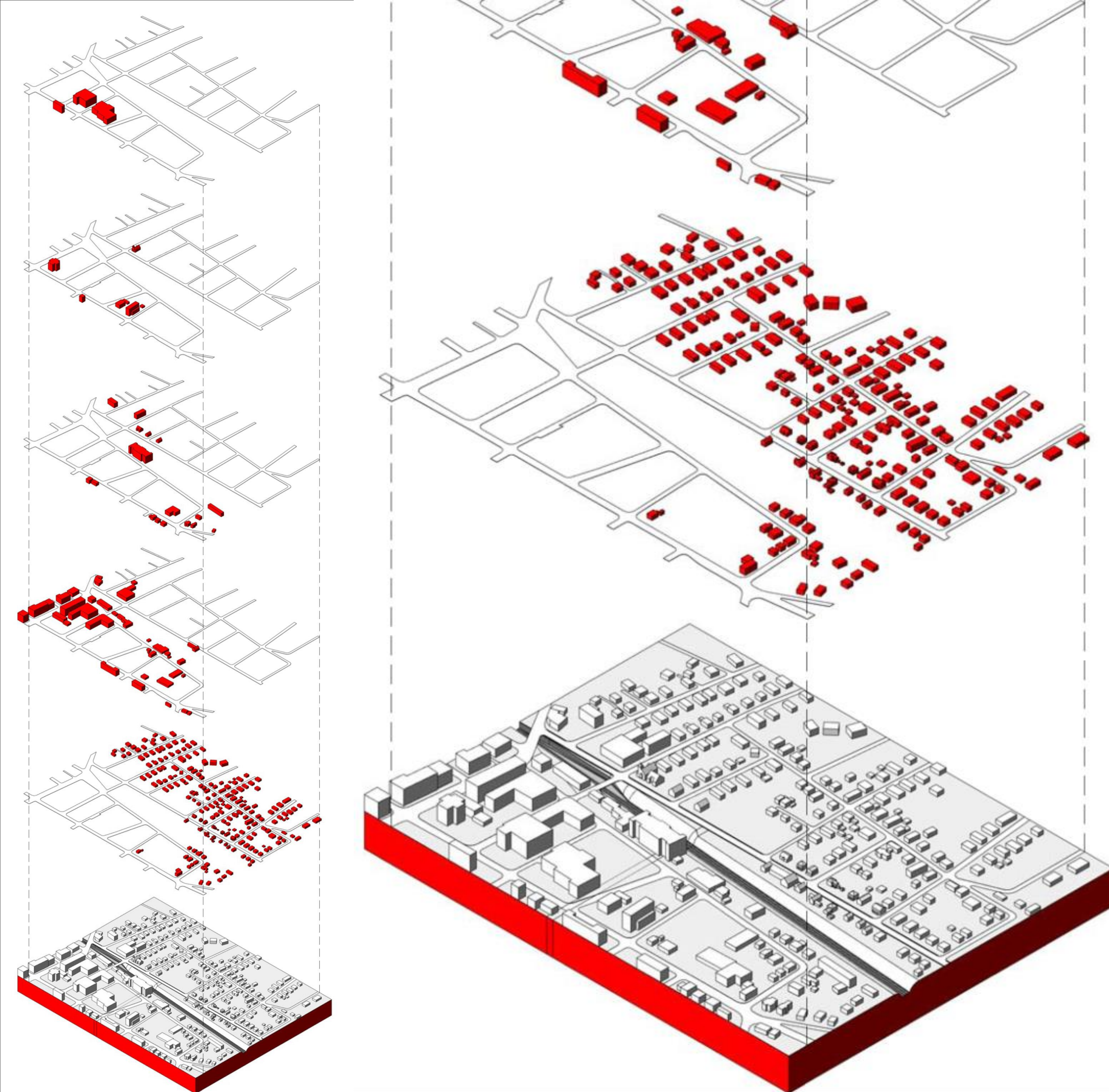
ZONING  
BUILDABLE  
AREA





- 6 Separate 3D Views
- Site Created by Massing and Roofs Applied
- Filters to Turn Non-Focus Structures and Roofs White
- Filter to Turn Focus Elements Red



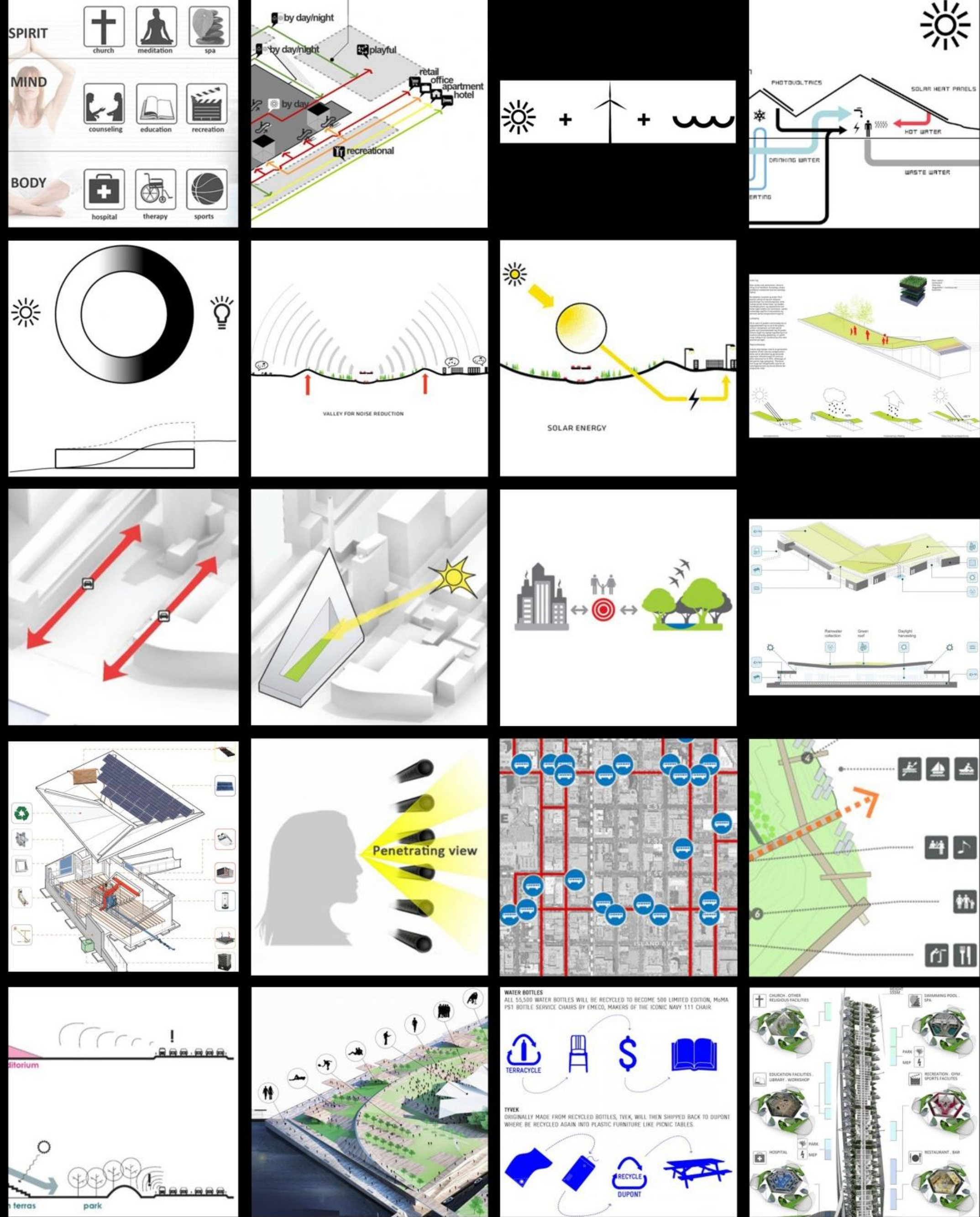


- 6 Separate 3D Views
- Site Created by Massing and Roofs Applied
- Site Massing Left On for Ground Thickness
- Filters to Turn Non-Focus Structures and Roofs White
- Filter to Turn Focus Elements Red
- Filter to Turn Ground Mass Red



# Web Research

# CARTOGRAPHICS + INFOGRAPHICS







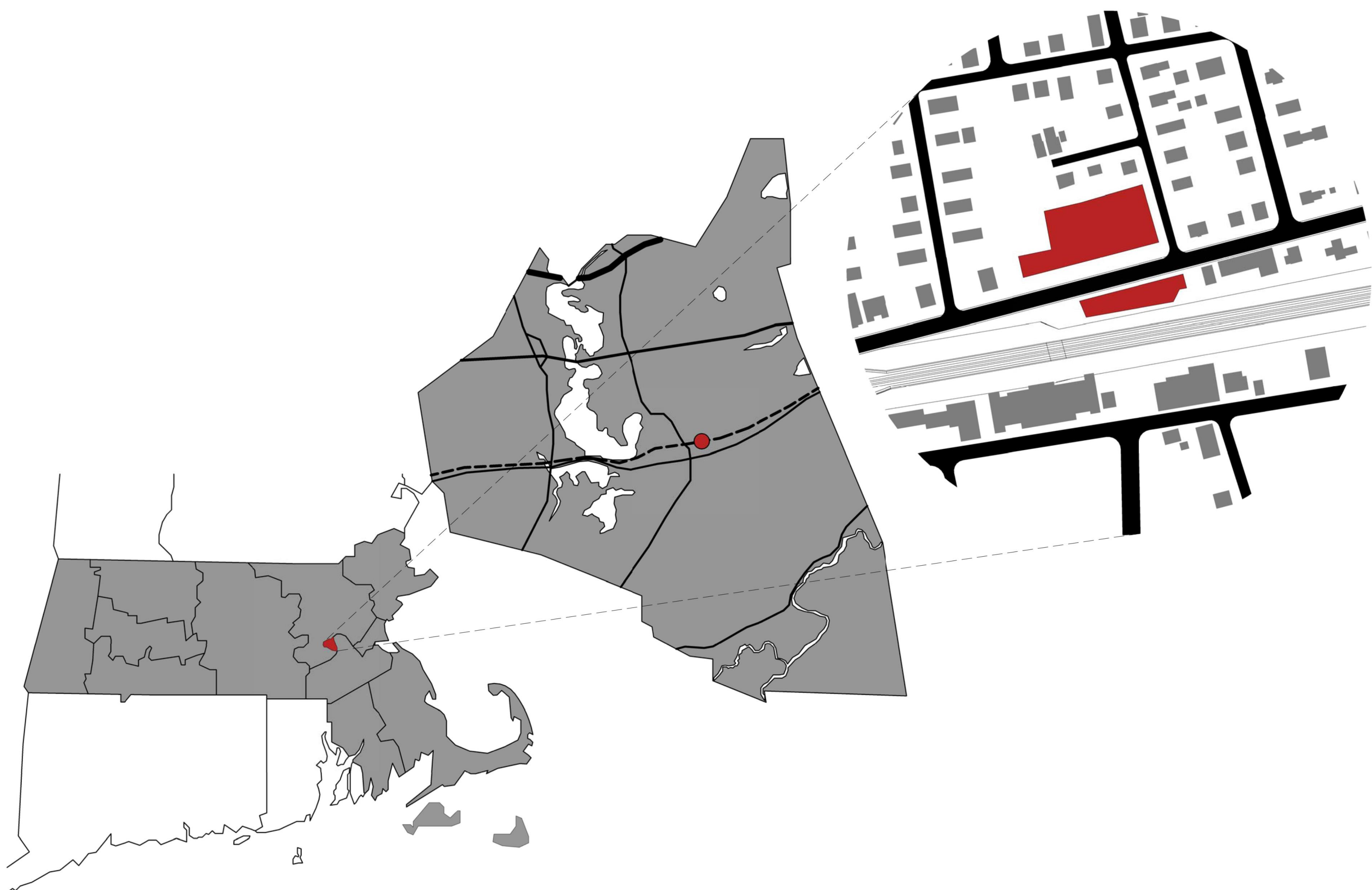


		AIRPORT			PARKING
		BANK			POLICE DEPARTMENT
		BICYCLE			POST OFFICE
		BUS			RECYCLE
		CHURCH			RESTROOM MEN
		ELEVATOR			RESTROOM UNISEX
		FIRE DEPARTMENT			RESTROOM WOMEN
		FIRST AID			SAILING
		FOOD			STAIR
		FUEL			STORE CONVENIENCE
		GOLF			SWIMMING
		HOSPITAL			TELEPHONE
		INFORMATION			TRAIN
		LIBRARY			WATER SHUTTLE
		LODGING			WHEELCHAIR ACCESSIBLE
		MARINA			

Parameter	Value	Formula
Graphics		
Black Fill (default)	<input checked="" type="checkbox"/>	=
White Fill (default)	<input type="checkbox"/>	= not(Black Fill)
Other		
Masking On or Off	<input checked="" type="checkbox"/>	=
Black Filled Cartographics<Generic Annotations>	Fire_Black	=
White Filled Cartographics<Generic Annotations>	Fire_White	=
Cartographics<Generic Annotations> (default)	Fire_Black	= if(Black Fill, Black Filled Cartographics, White Filled Cartographics)

- Generic Annotations Family
- 62 Families Loaded into 1
- Edit an Existing one and Load into Master for Future Needs and Expansion.







- Drafting Lines on Sheet for Enlargement Lines
- Three Views Stacked on Sheet

- Drafting View
- Filled Regions (Grey and Red)
- Detail Lines
- Drawn Over Image



- Drafting View
- Filled Regions (Grey and Red)
- Detail Lines
- Drawn Over Image

- Plan View
- Masking Region for Circular View
- Filters to Turn Roads to Black, Buildings to Grey, Site to White and Building Location to Red



# Web Research

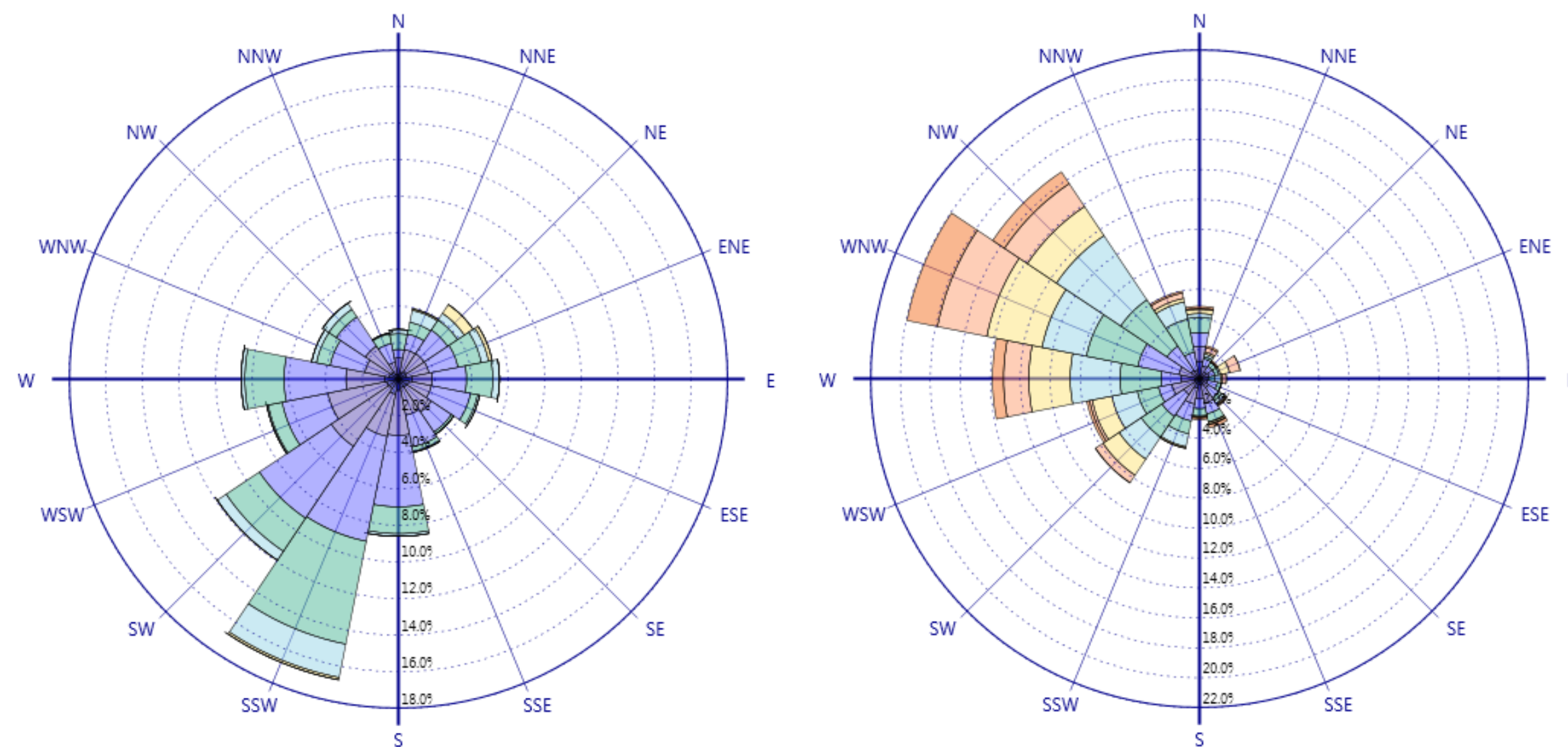
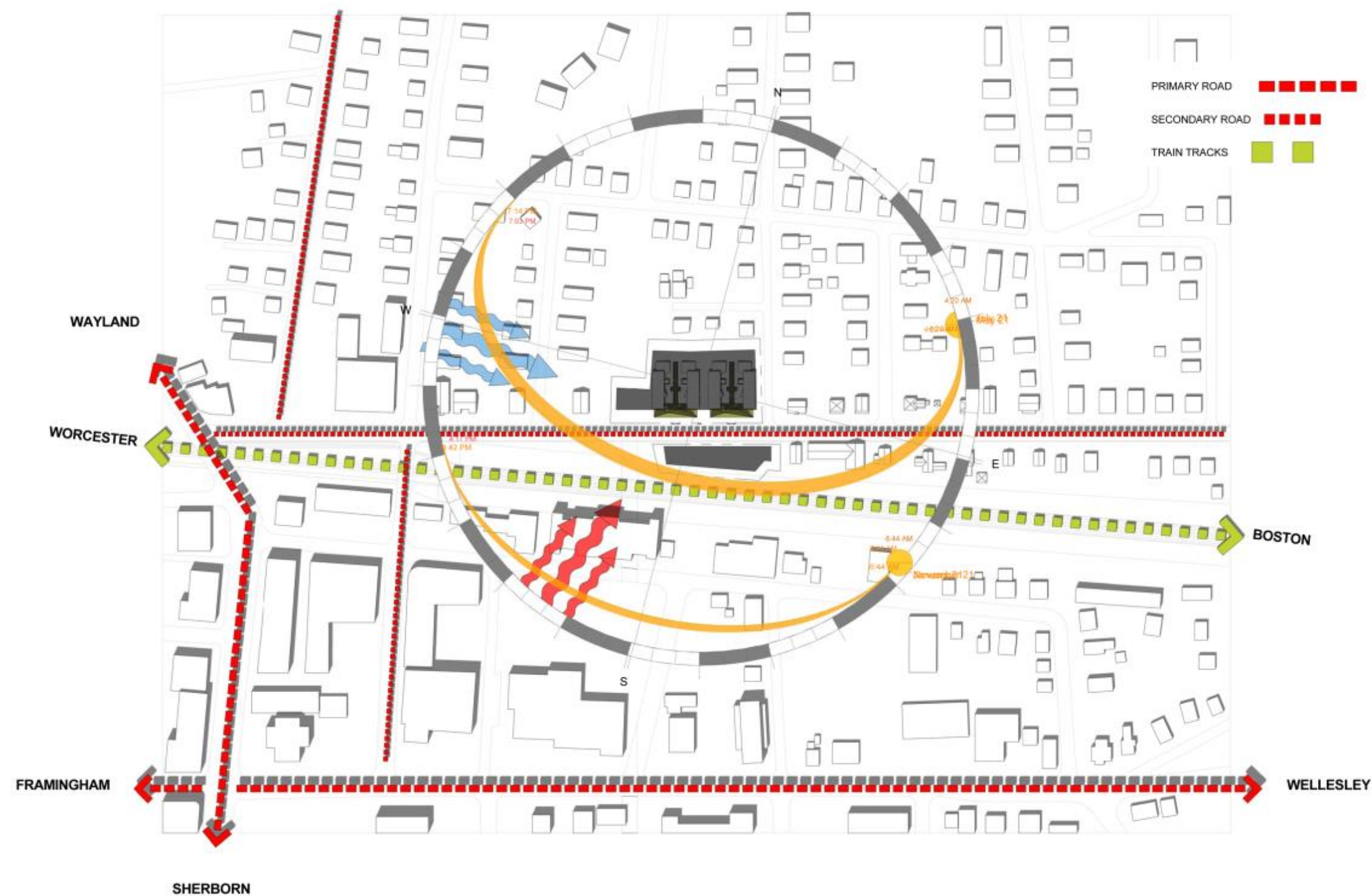
# SITE ANALYSIS + DEPICTION





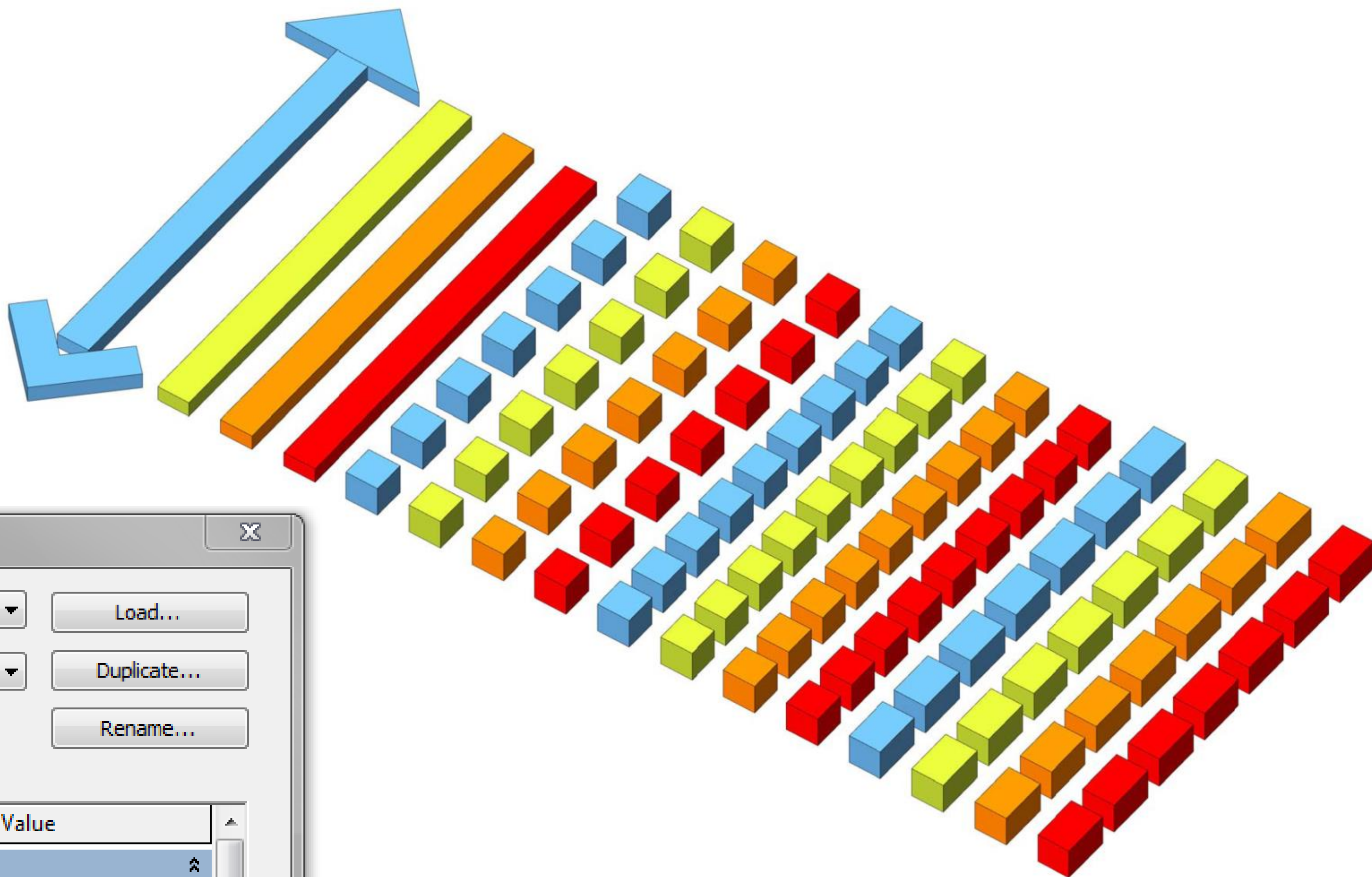
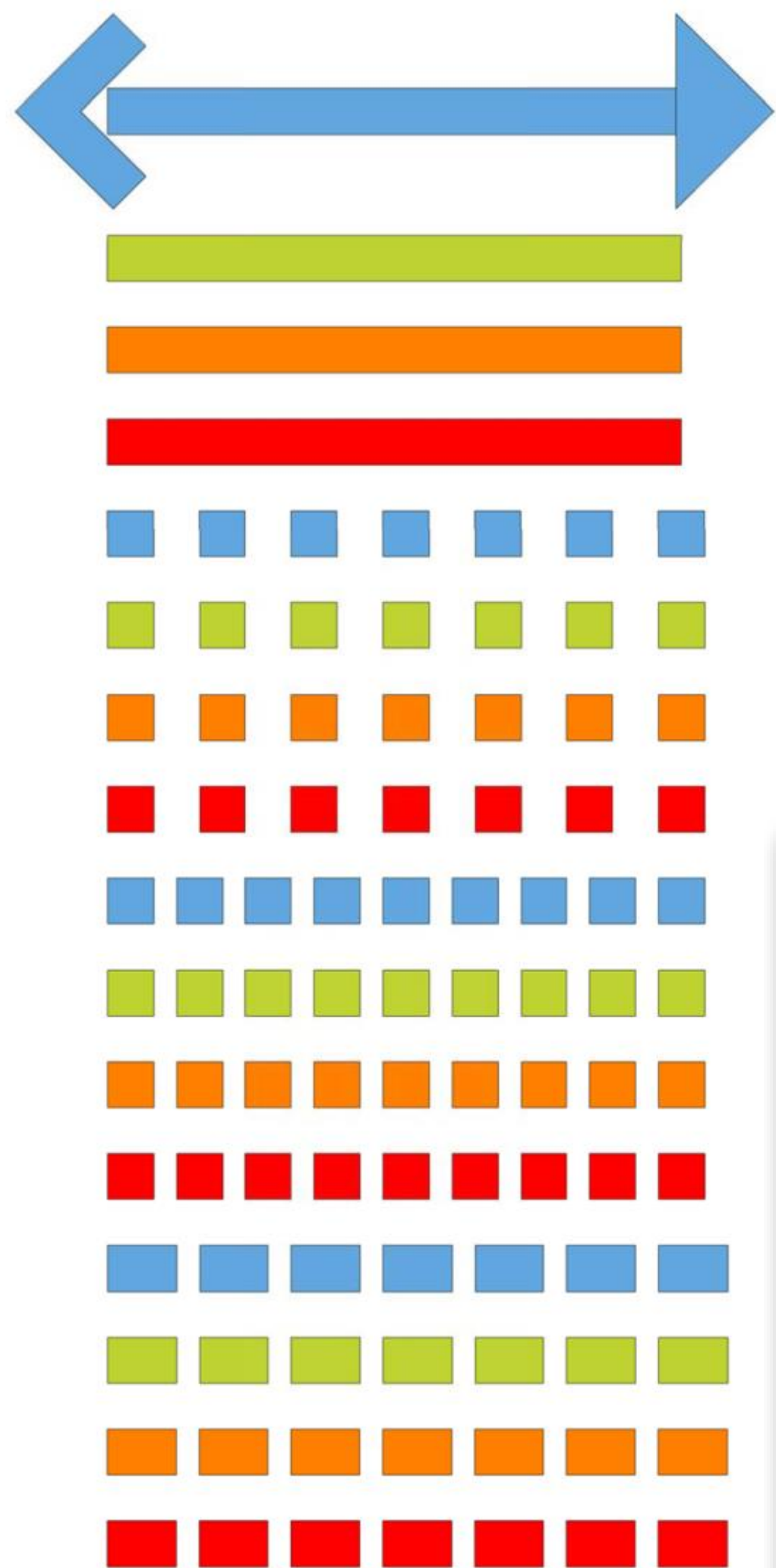






- 3 Views (Site, Solar Path Winter, Solar Path Summer)
- Solar Path Views are 3D Views Oriented to Plan with everything else turned off in VG.
- Analysis Lines – 3D Components
- Wind Lines – 3D Components with Ghost Surfaces
- Wind Direction Derived from Wind Rose





Type Properties

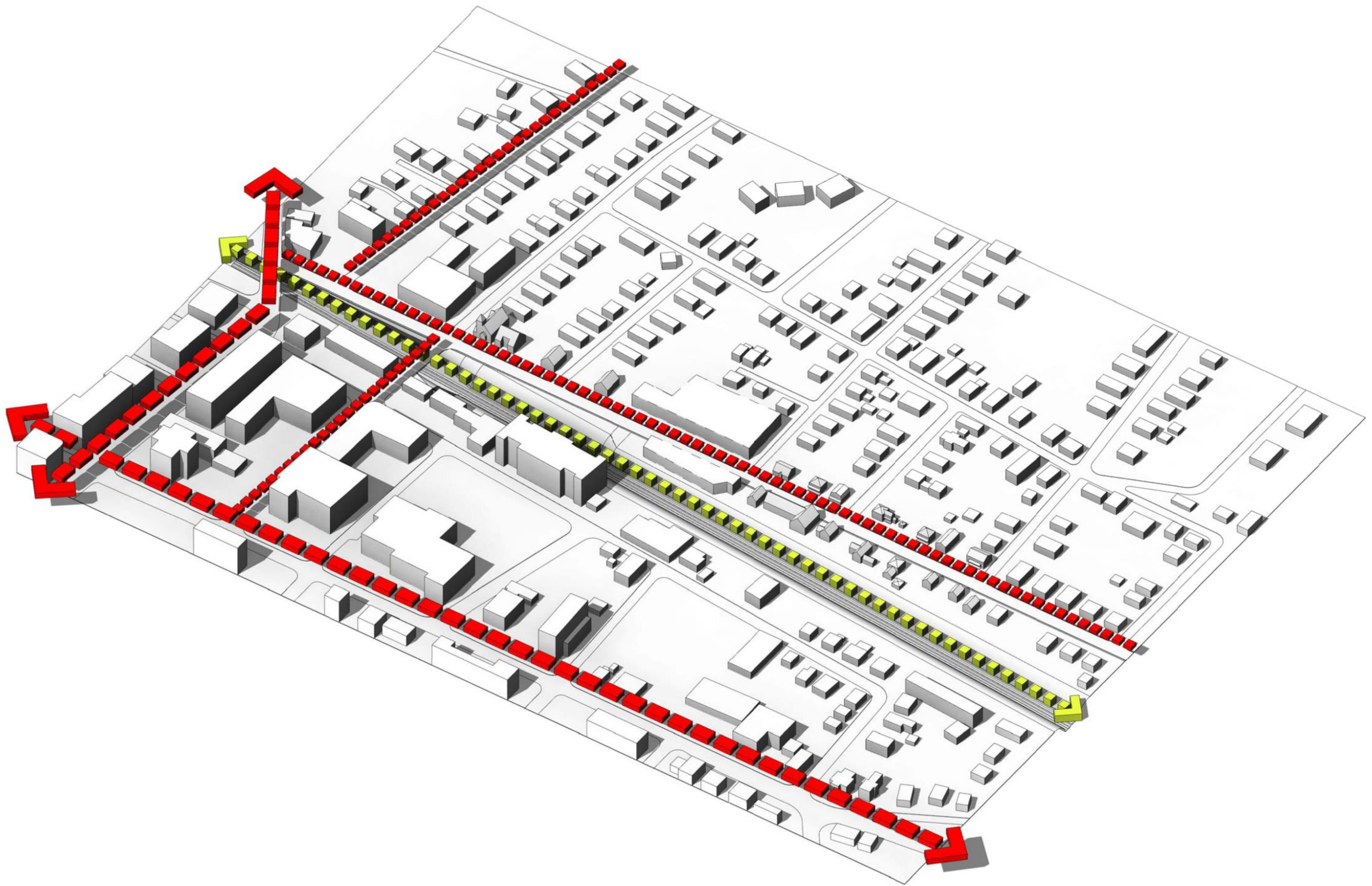
Family: AN\_Analysis Line Load...

Type: W2 L3 D1 - RED Duplicate... Rename...

Type Parameters

Parameter	Value
<b>Graphics</b>	
LINE SOLID	<input type="checkbox"/>
LINE DASHED	<input checked="" type="checkbox"/>
<b>Materials and Finishes</b>	
Line Material	ANALYSIS LINES - RED
<b>Dimensions</b>	
LINE WIDTH	1' 0"
LINE LENGTH SPACE	0' 6"
LINE LENGTH DASH	1' 6"
LINE HEIGHT	1' 0"
ARROW ANGLE	45.000°





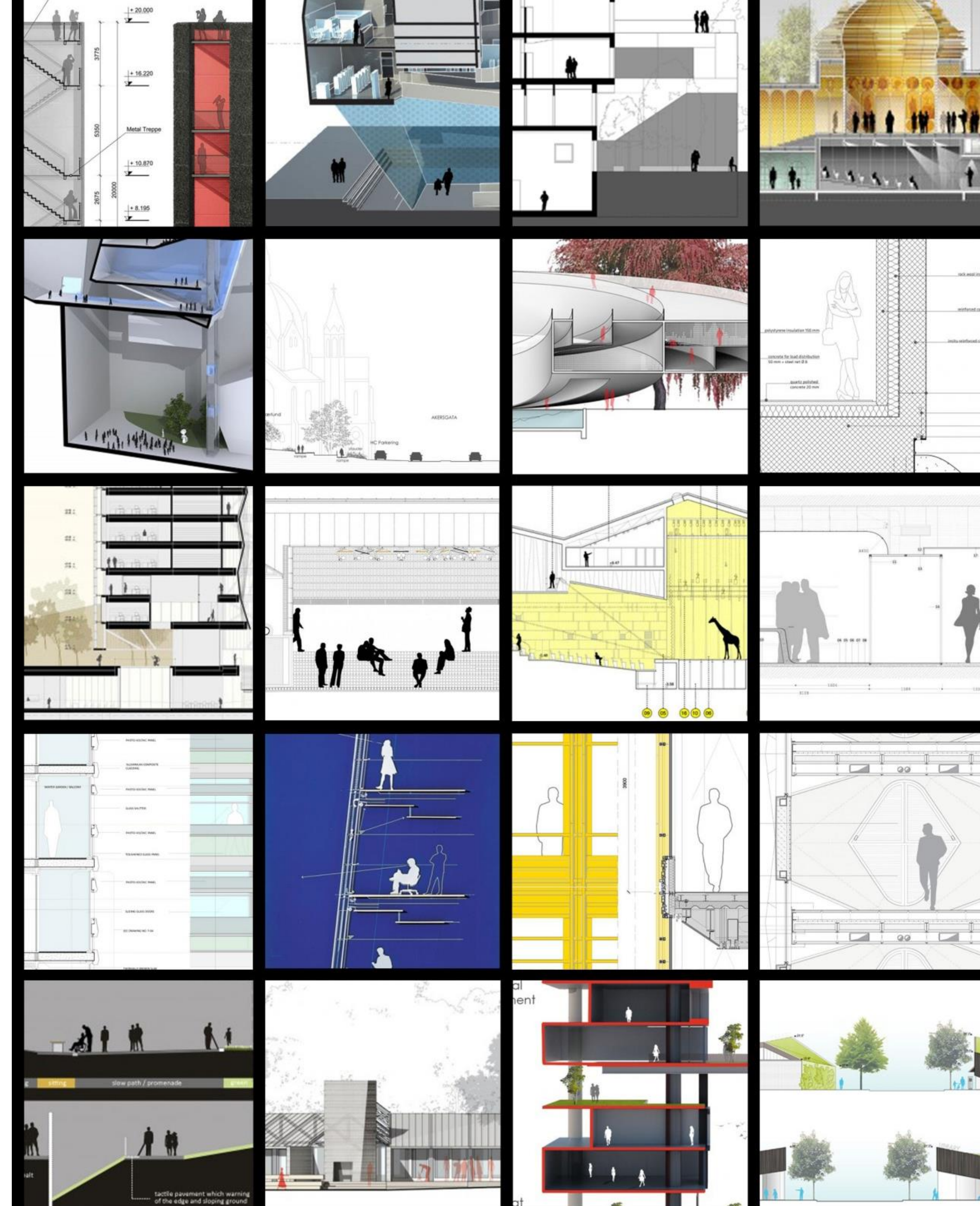






# Web Research

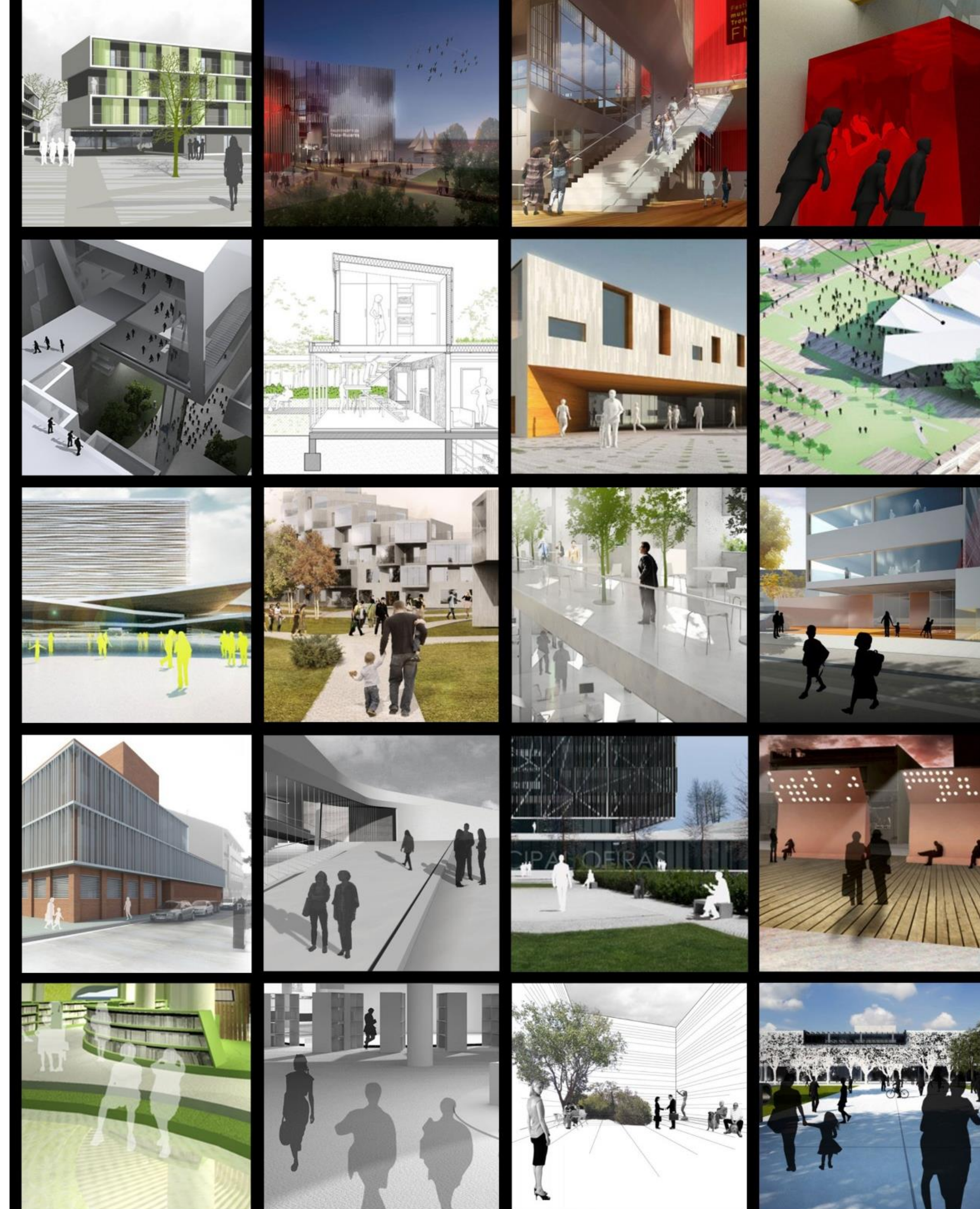
# PEOPLE - SECTIONS + ELEVATIONS





# Web Research

## PEOPLE IN PERSPECTIVE







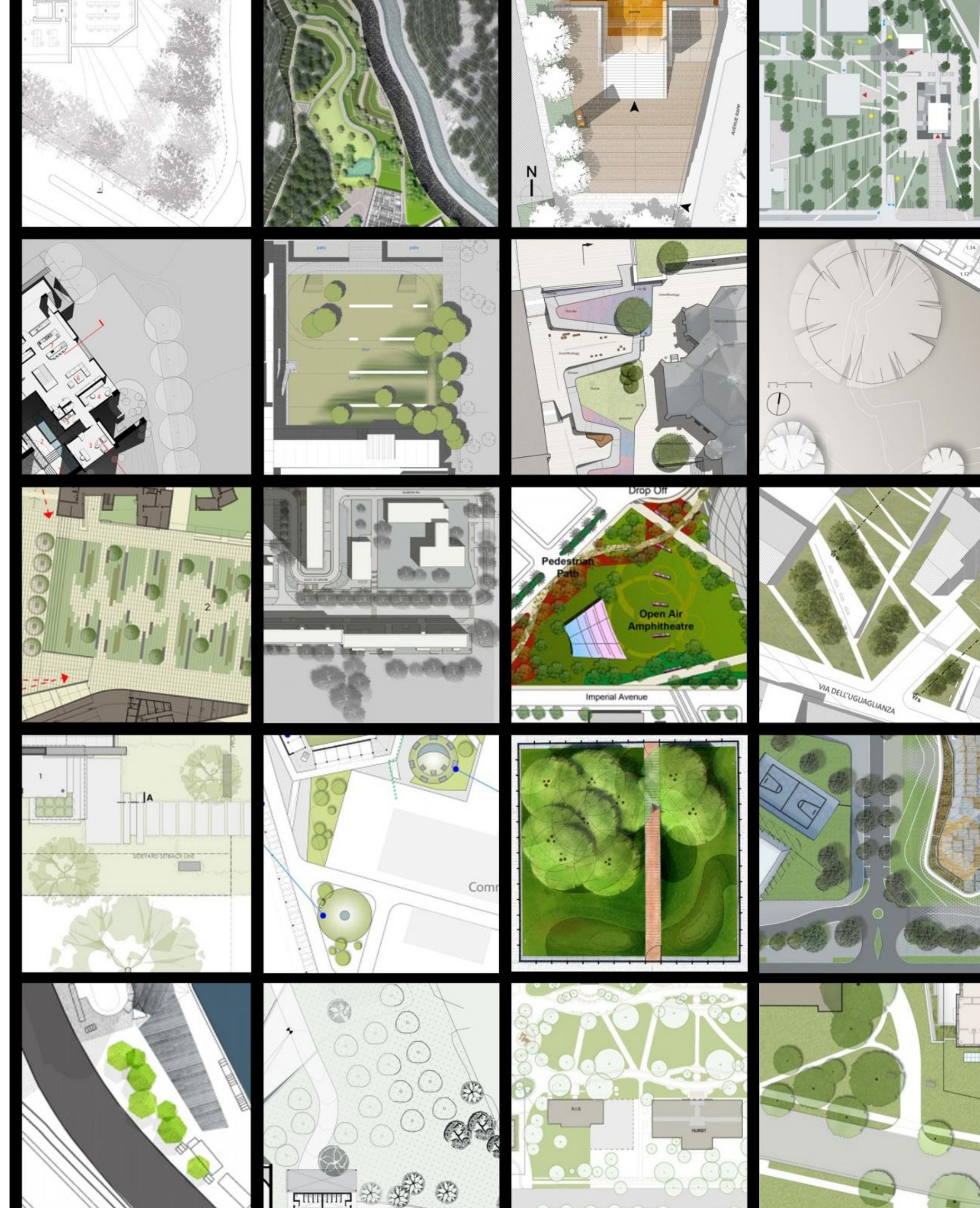






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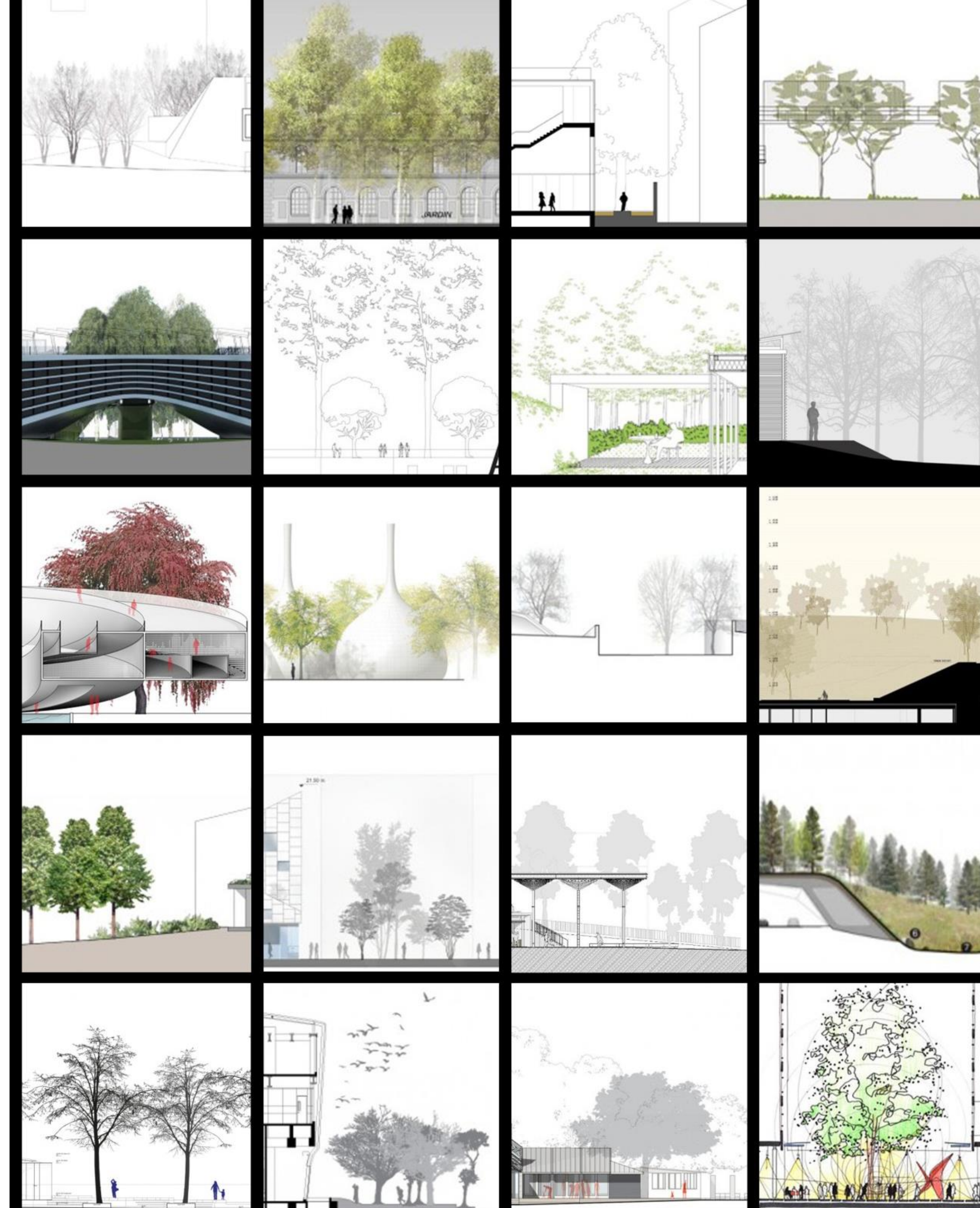
# TREES IN PLAN





# Web Research

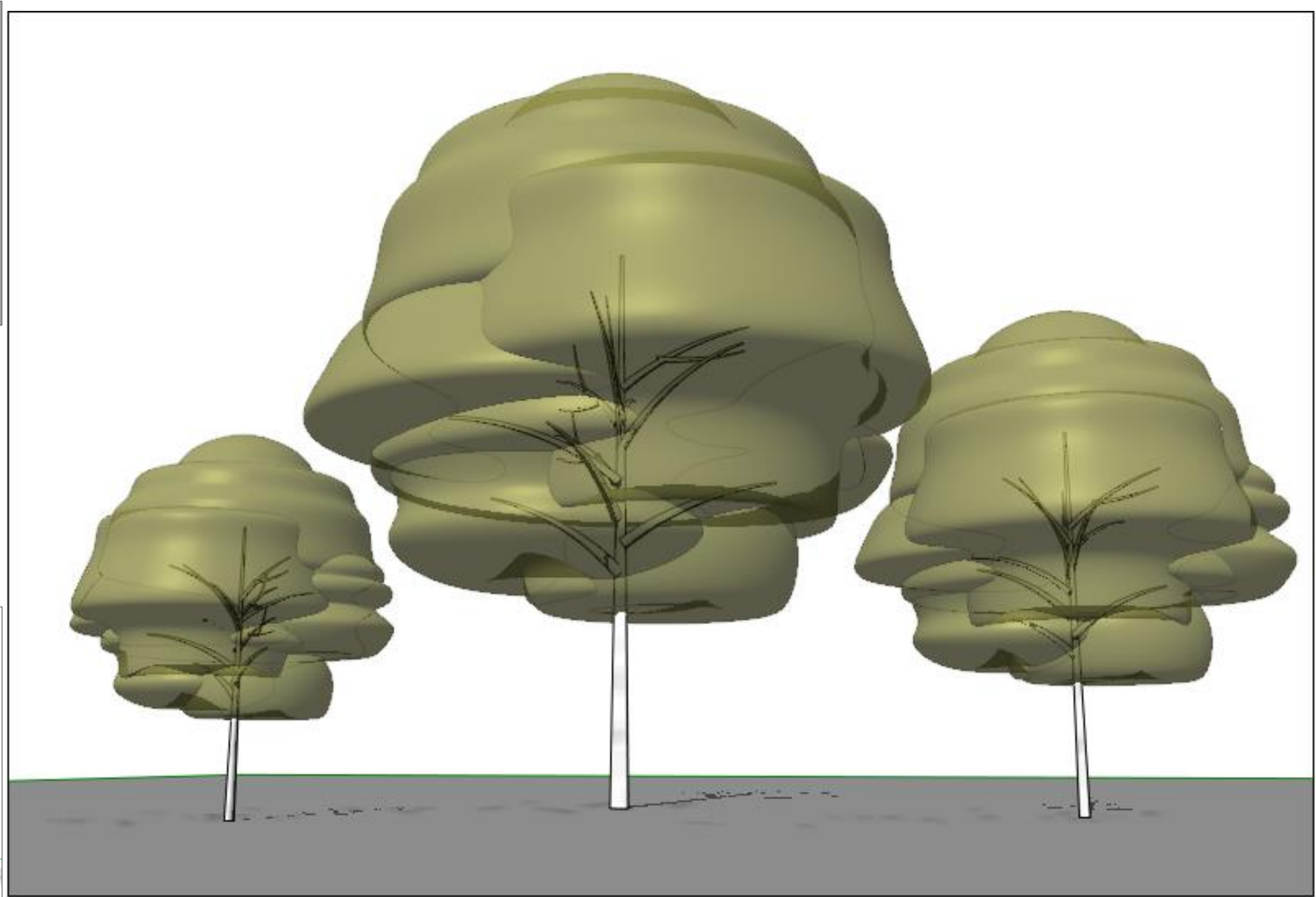
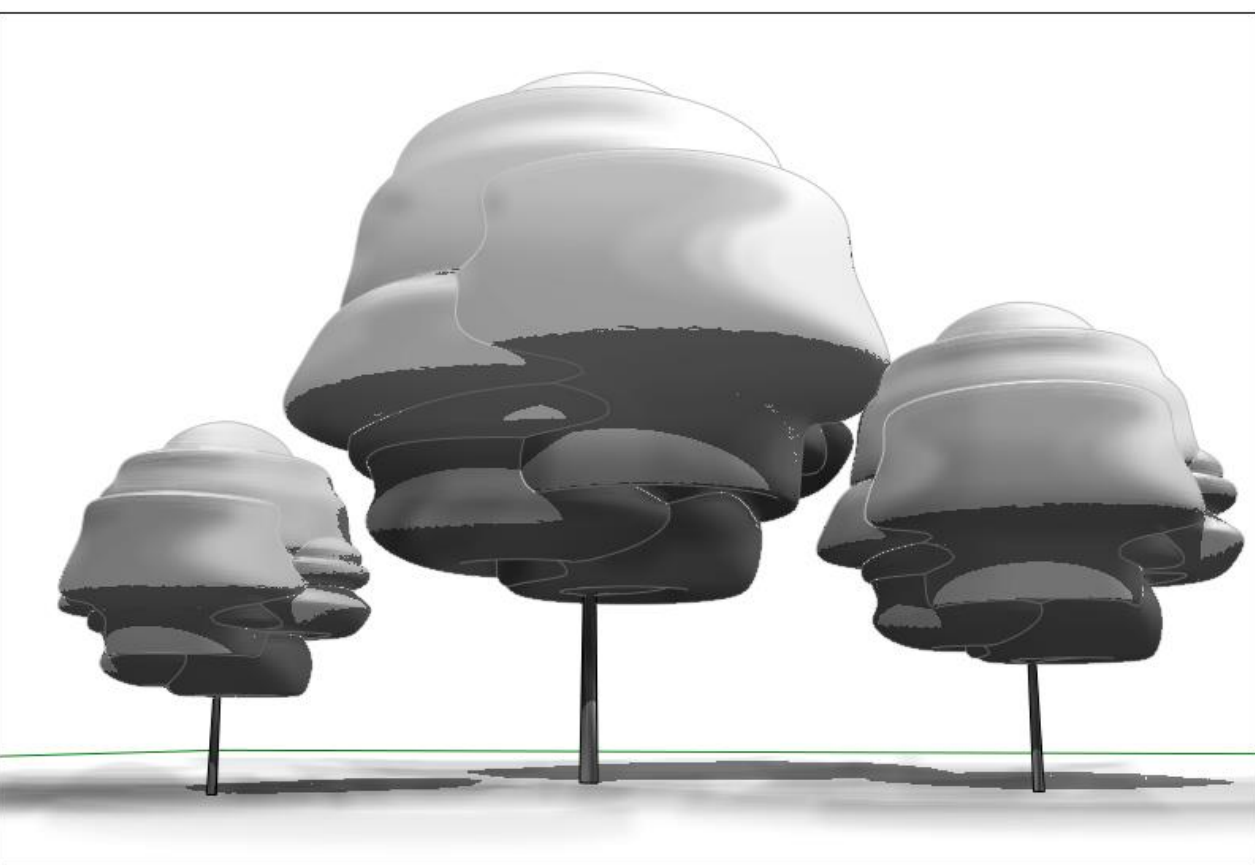
# TREES IN ELEVATION



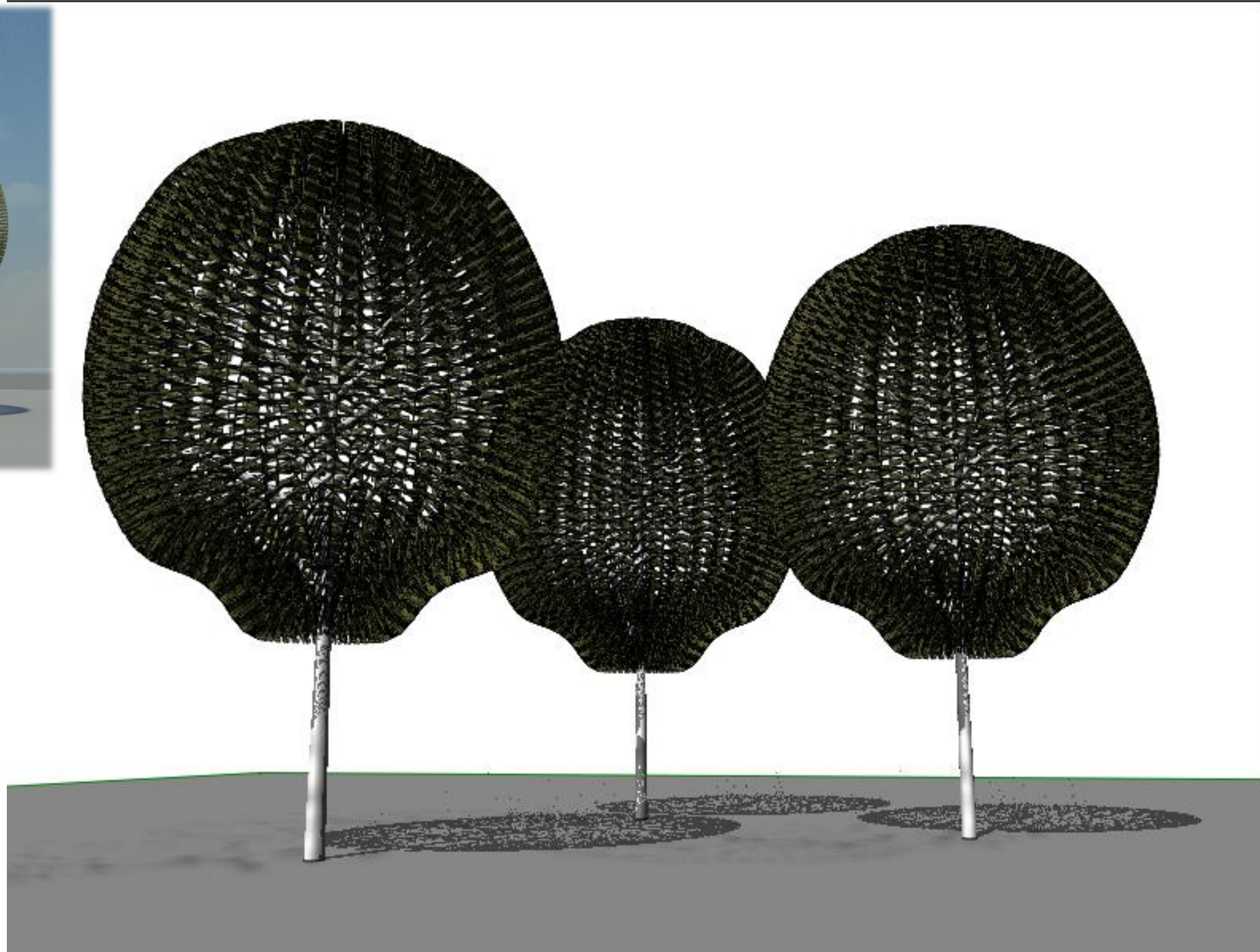
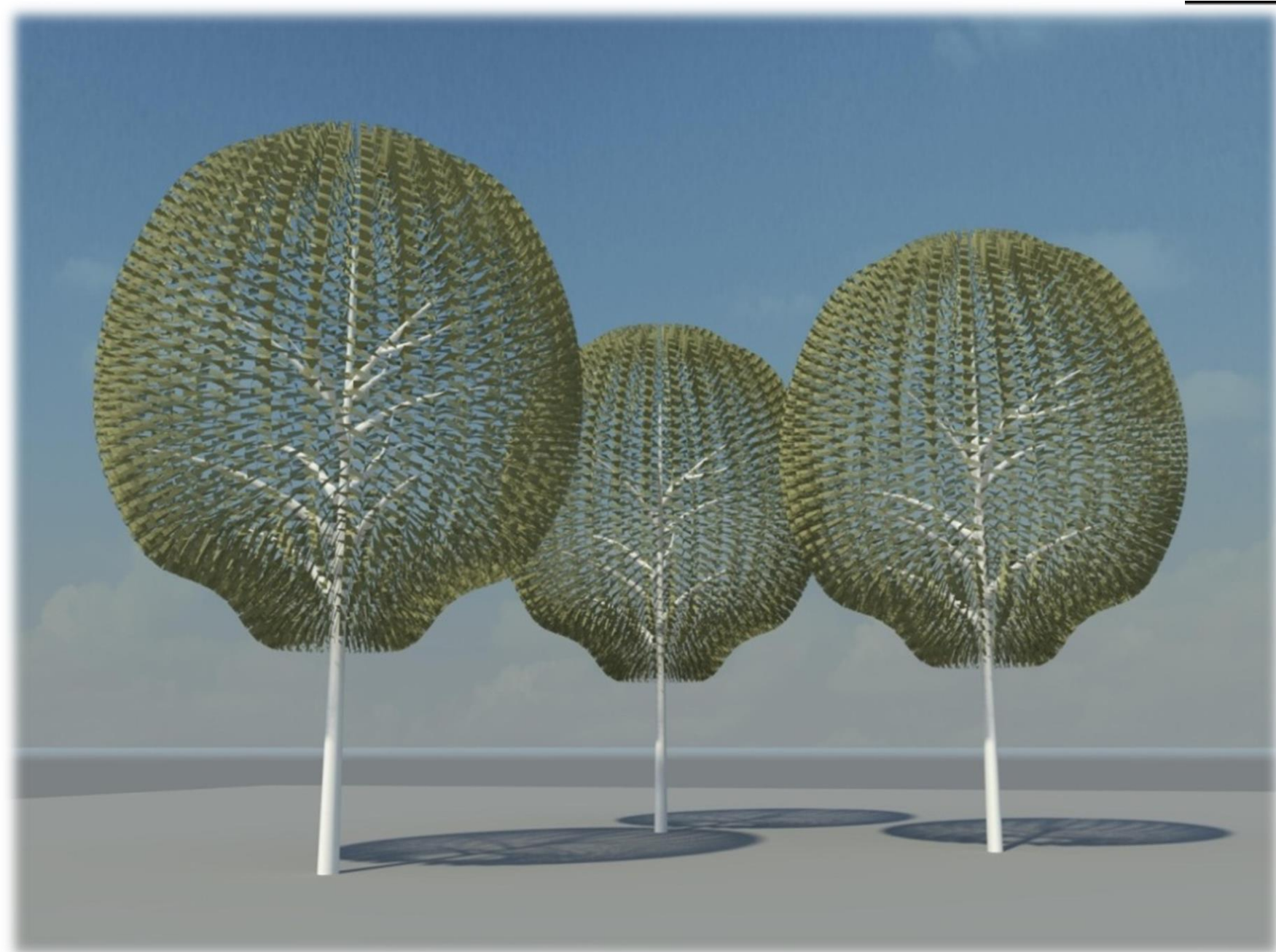




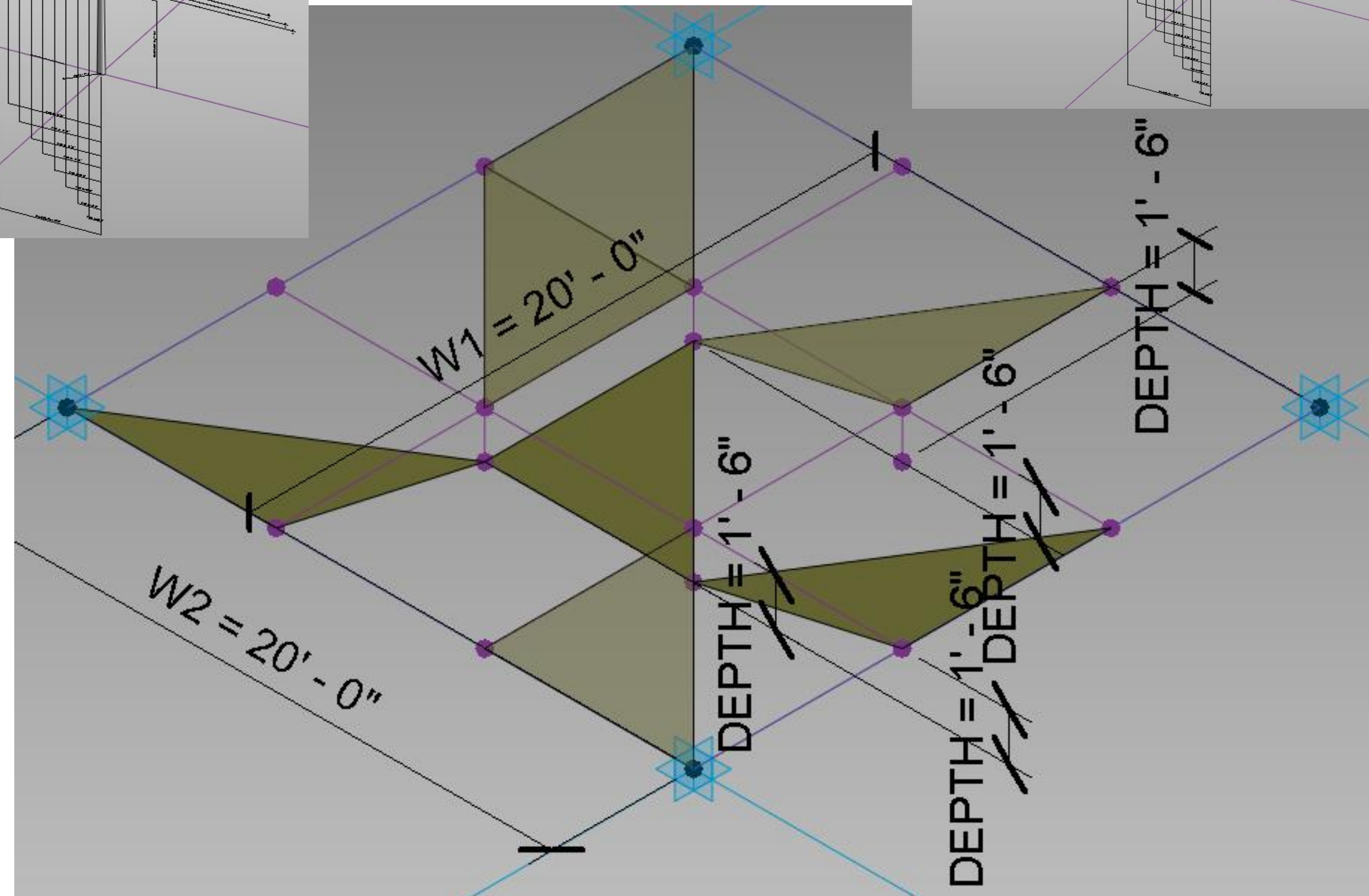
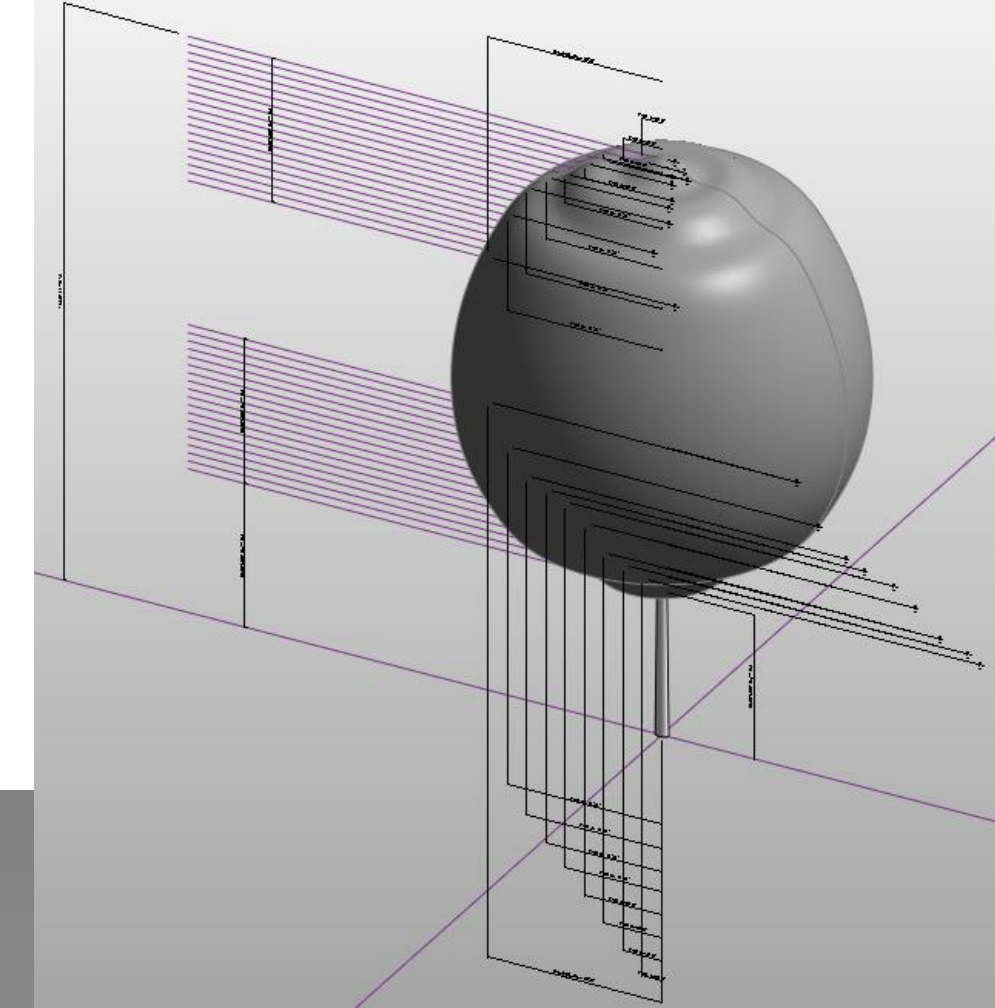
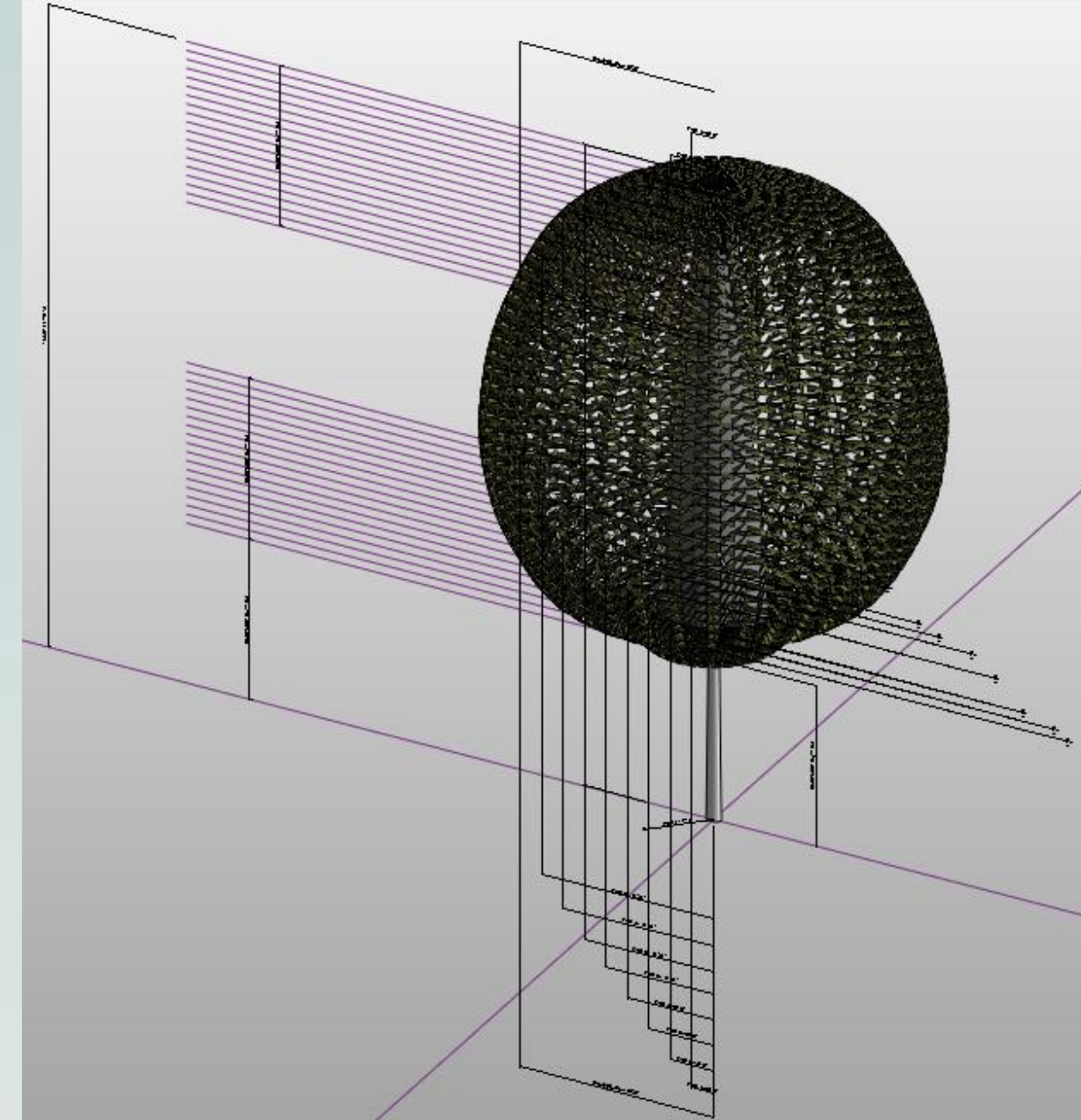
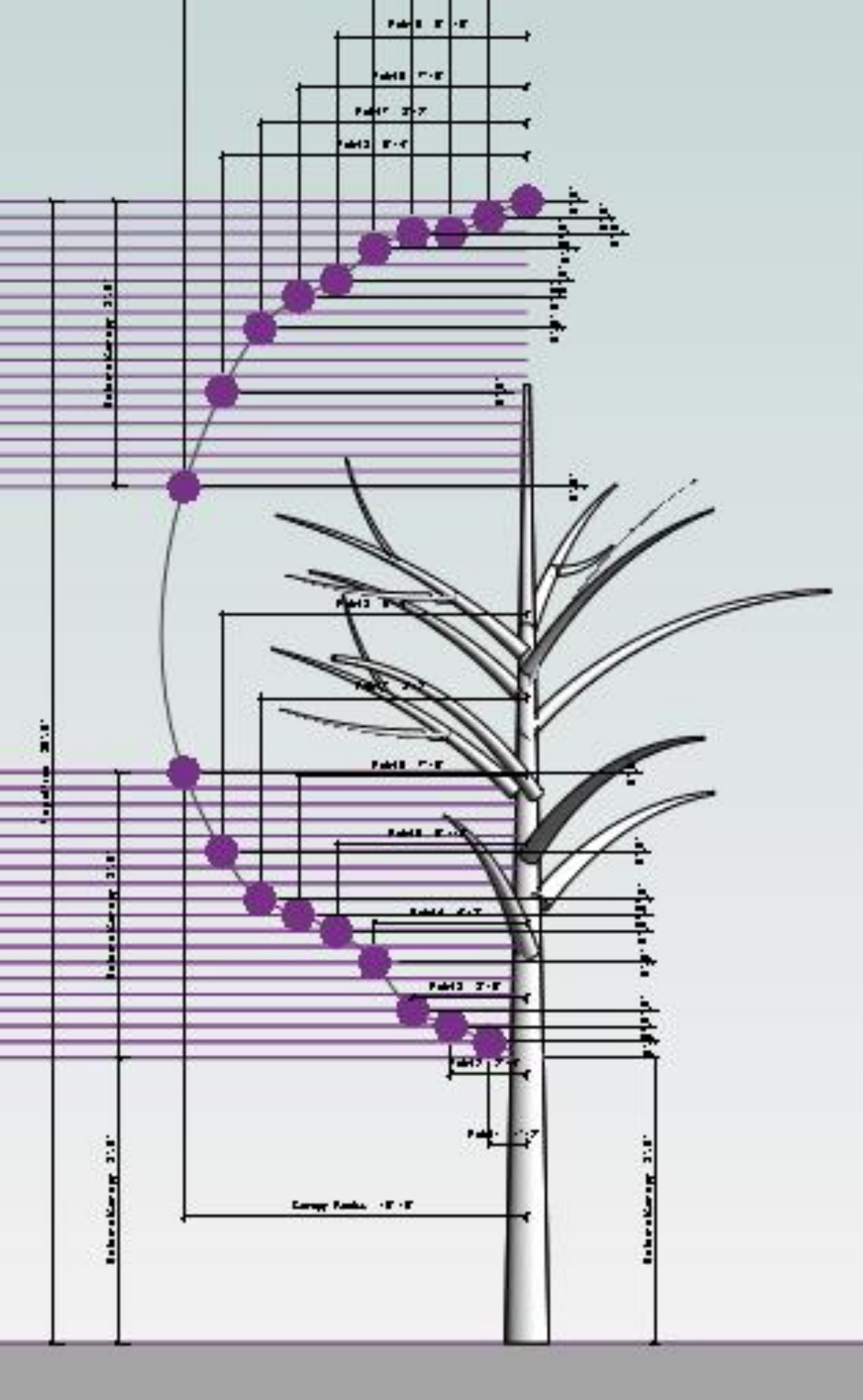






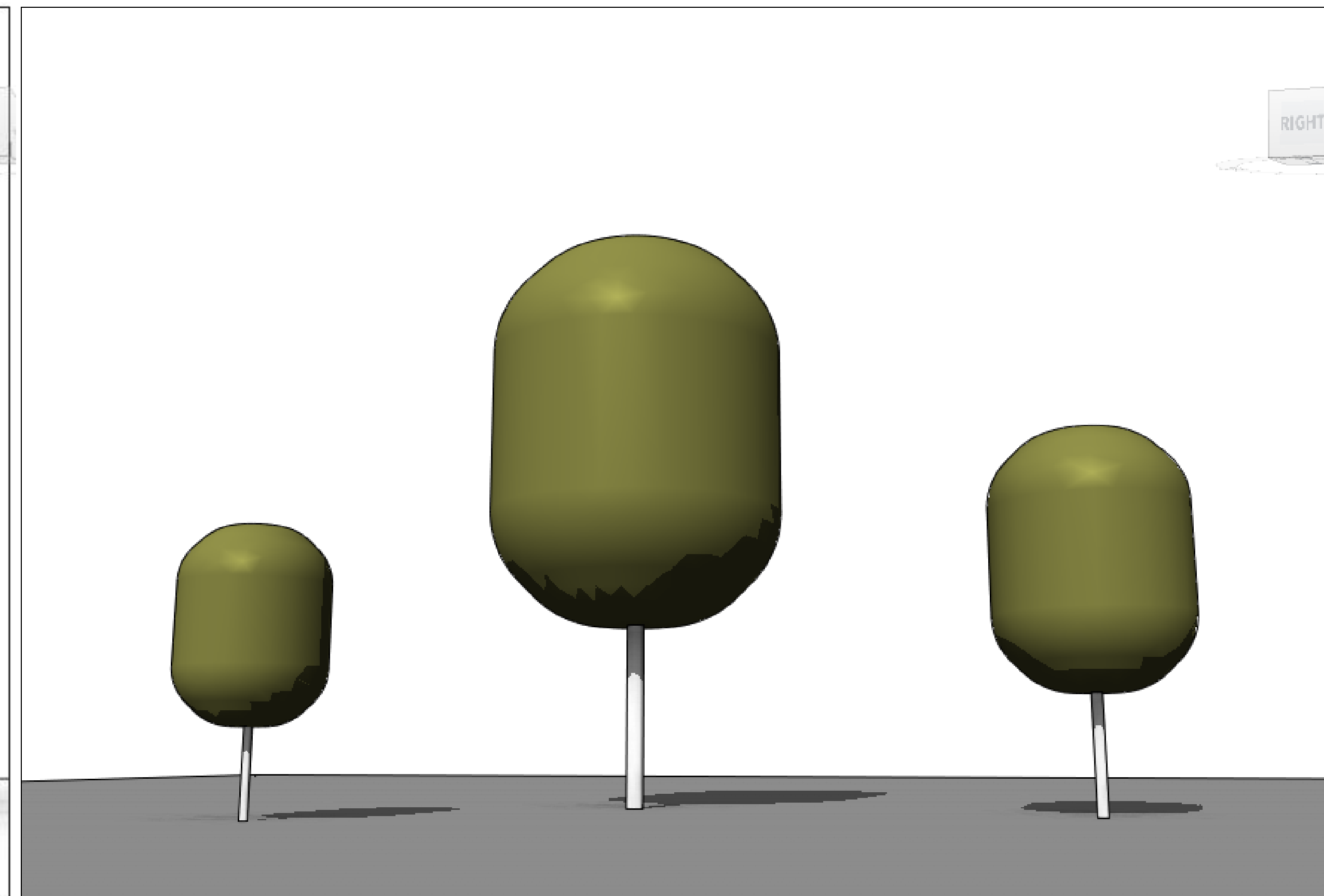
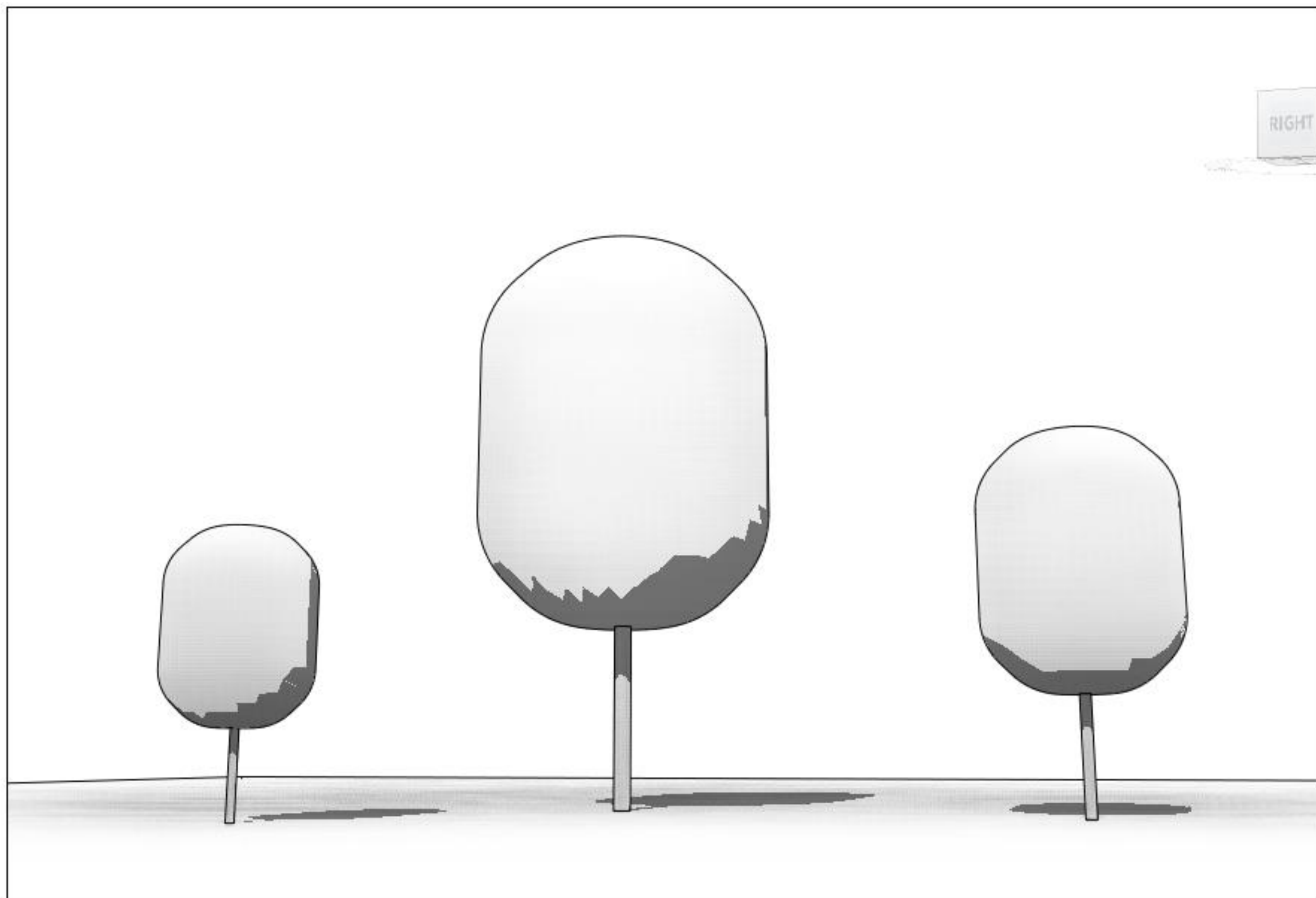
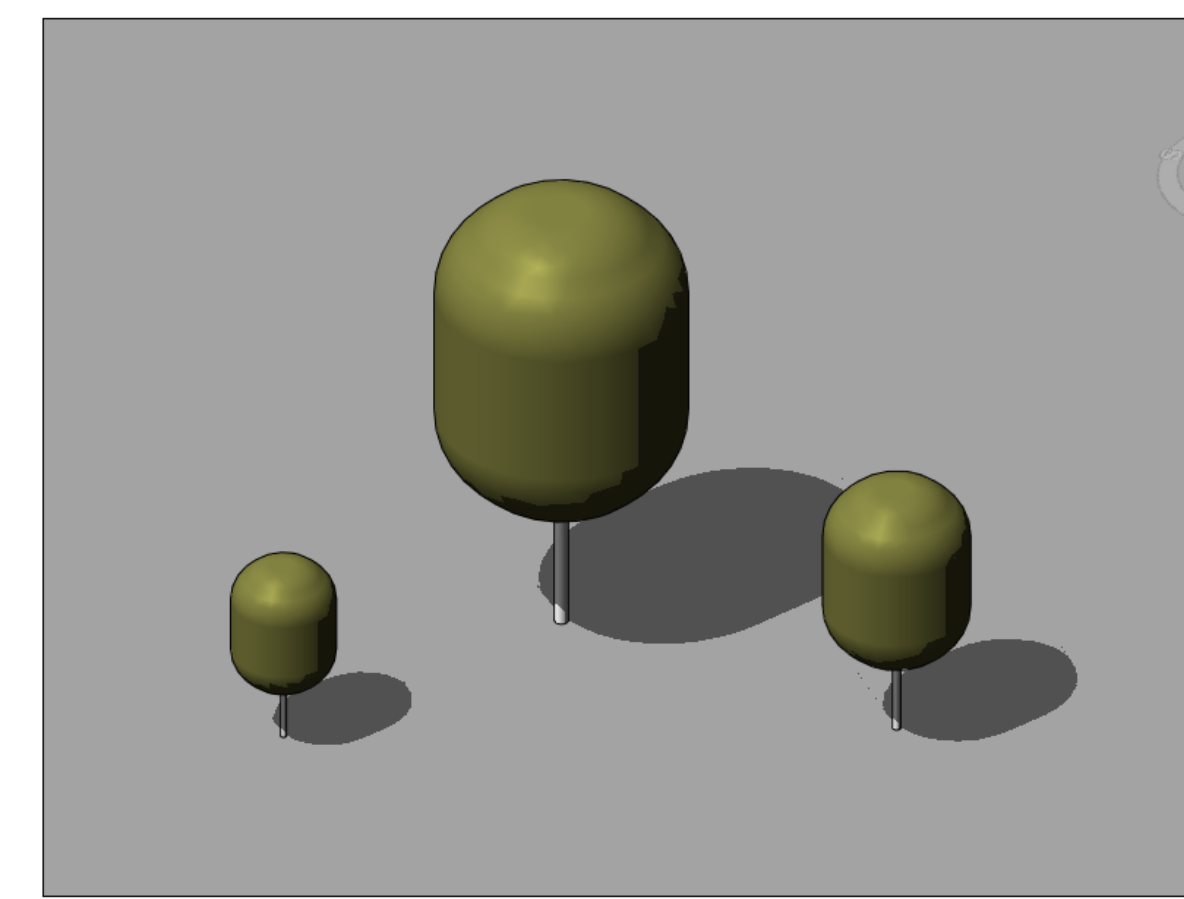






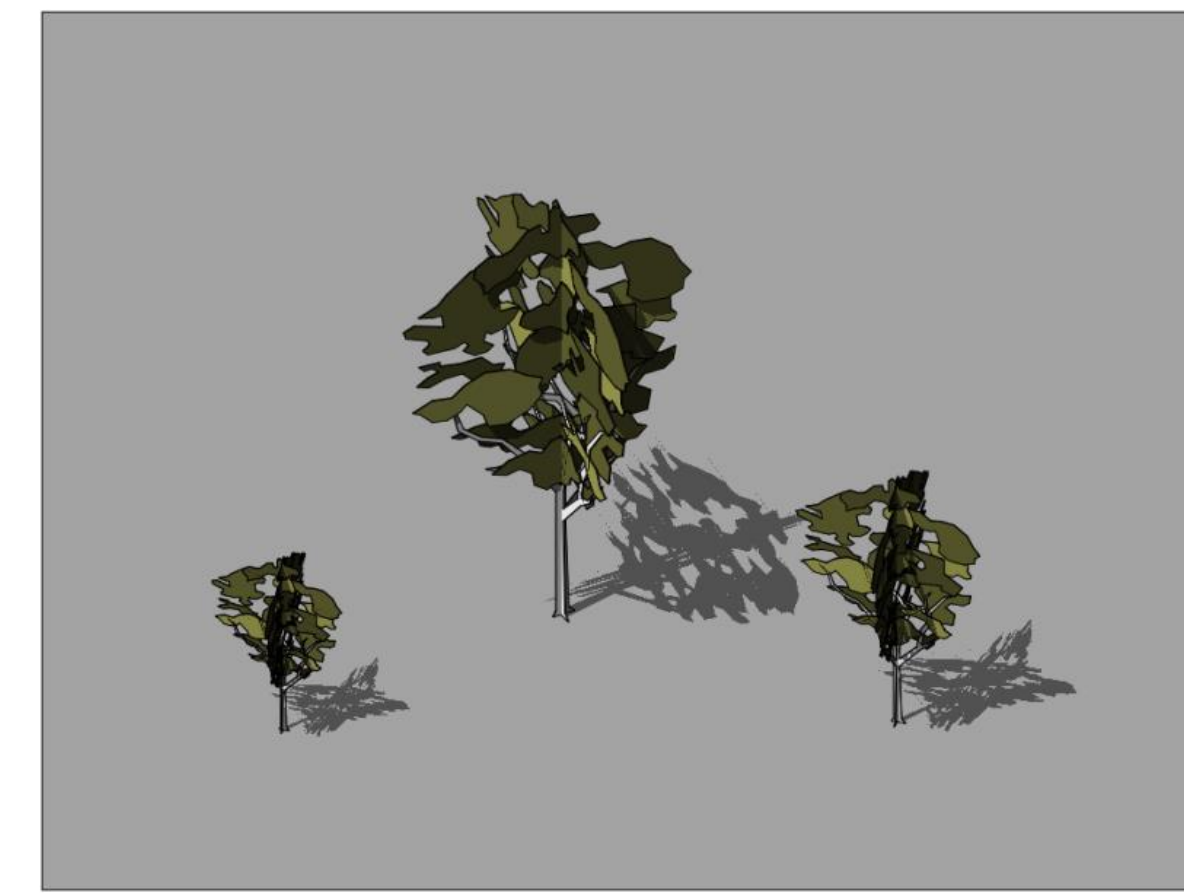


# Tree – Coarse Setting



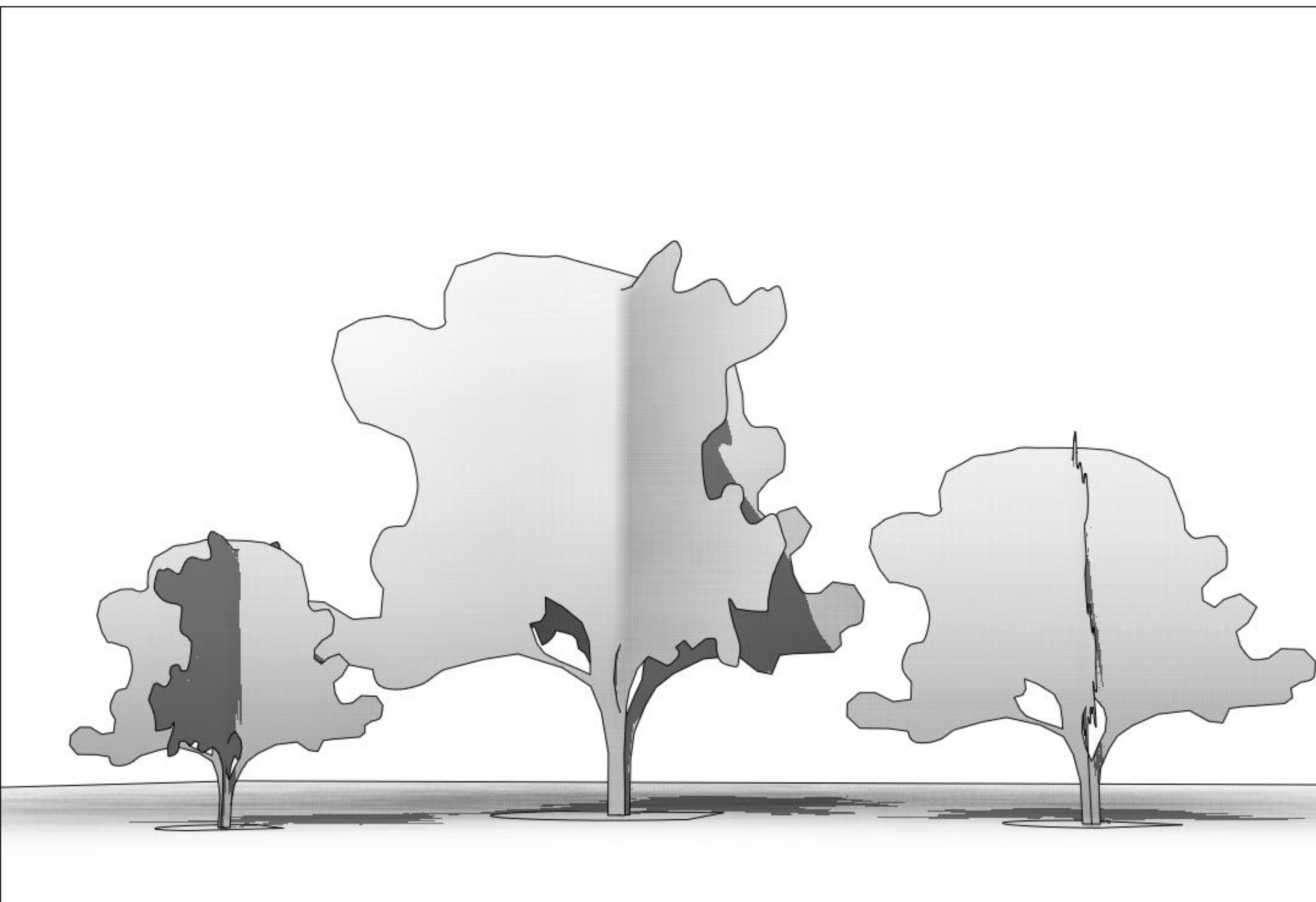
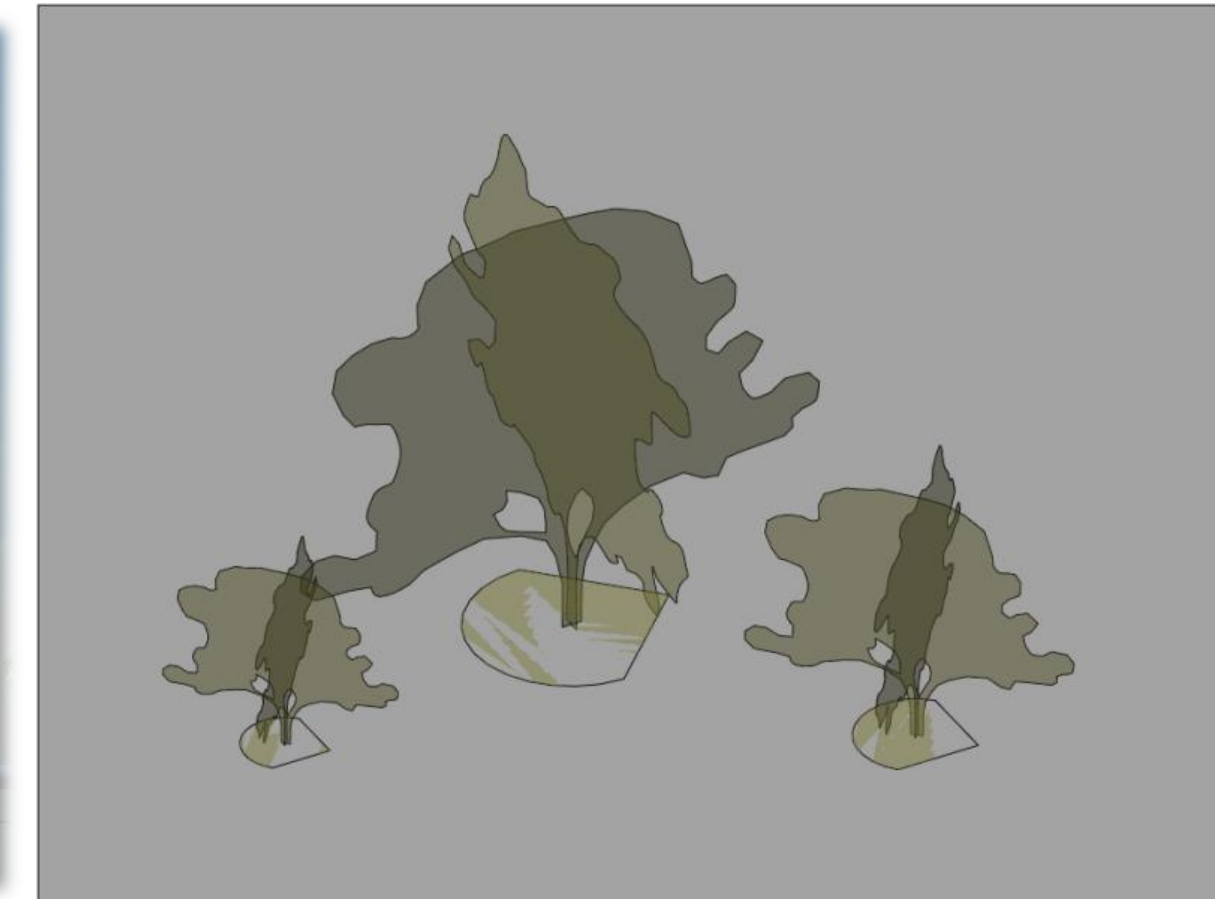
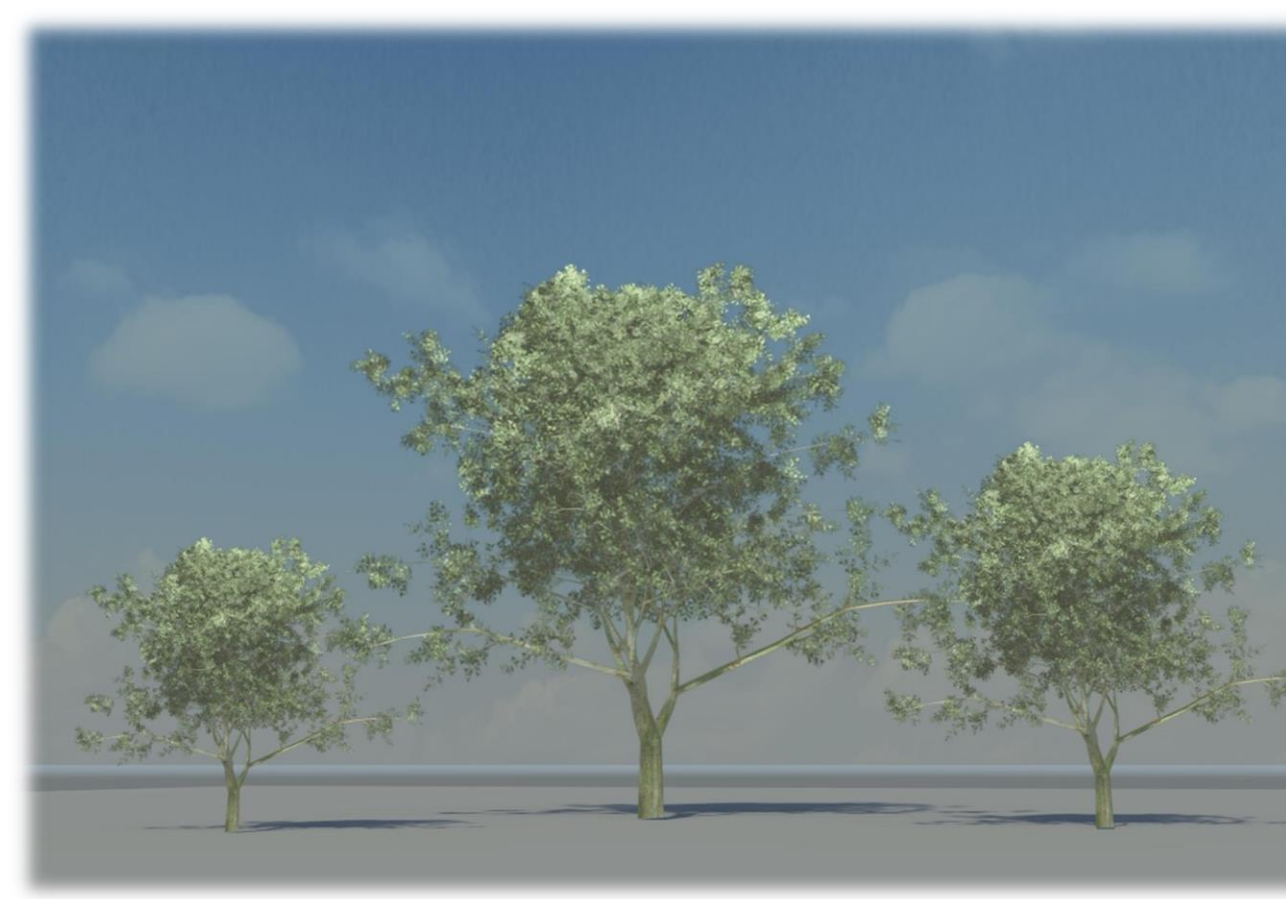


# Tree – Medium Setting

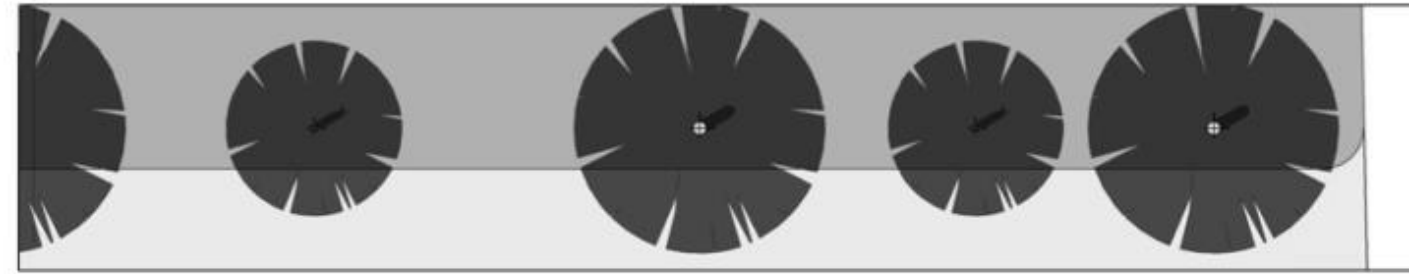
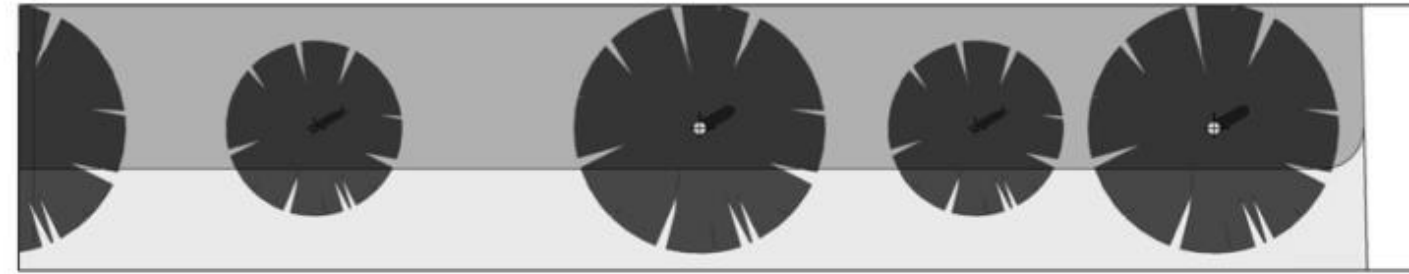
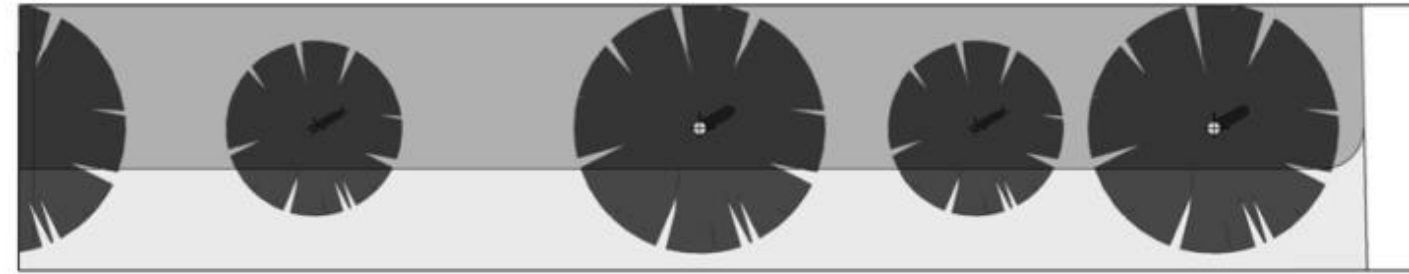
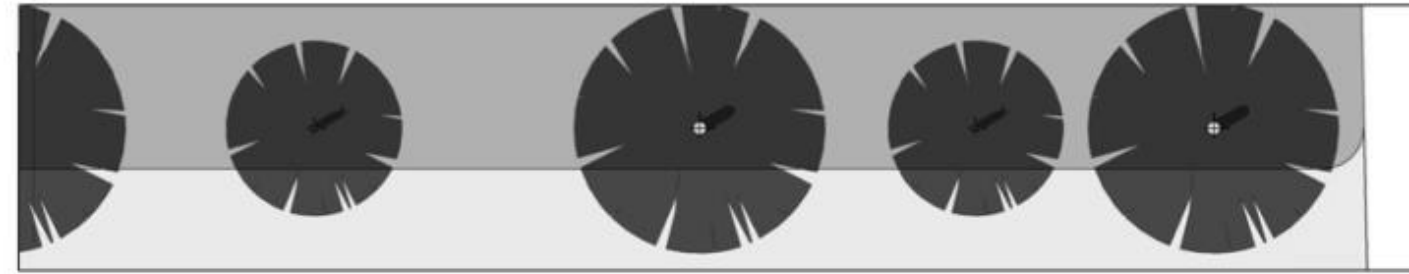
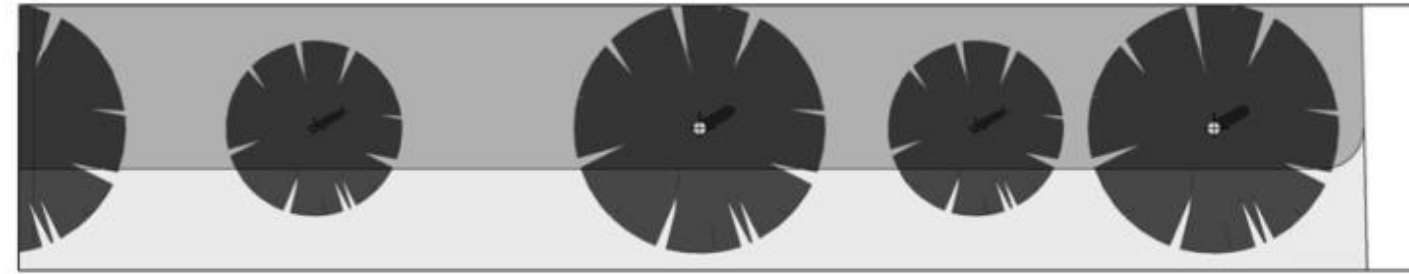
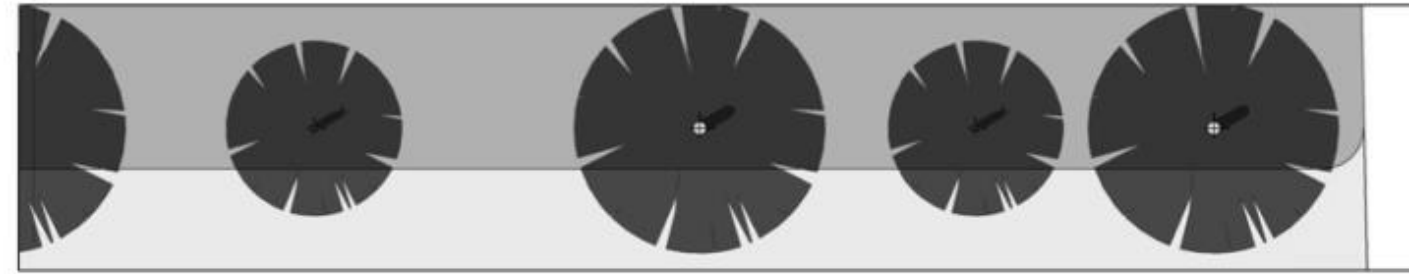
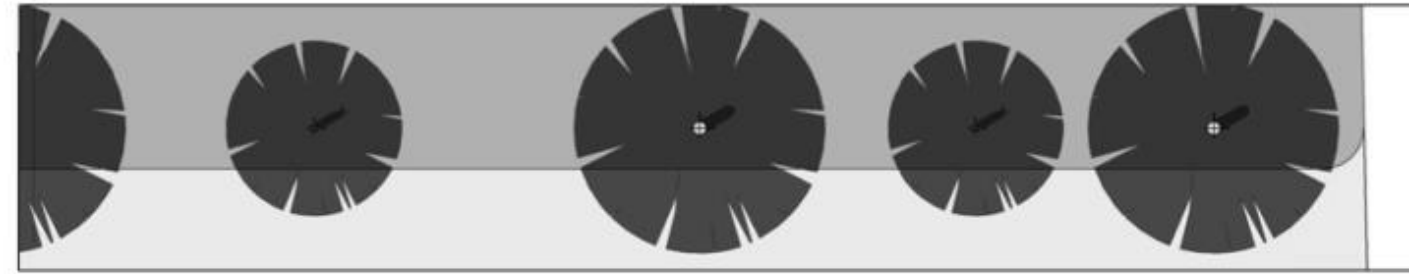
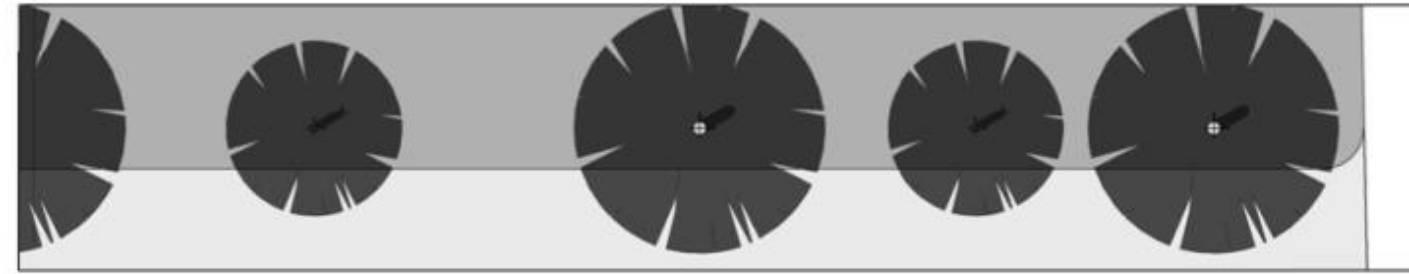
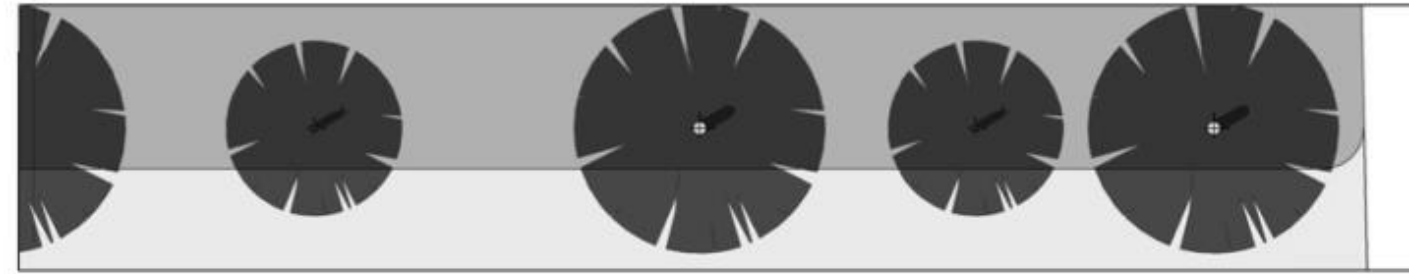
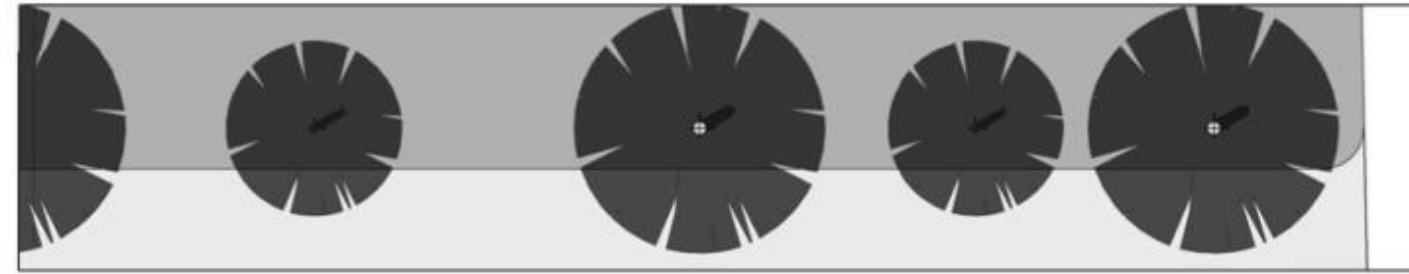
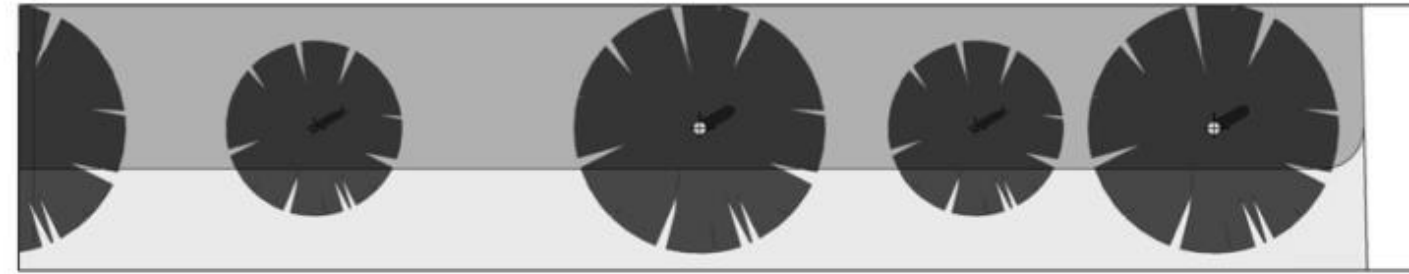
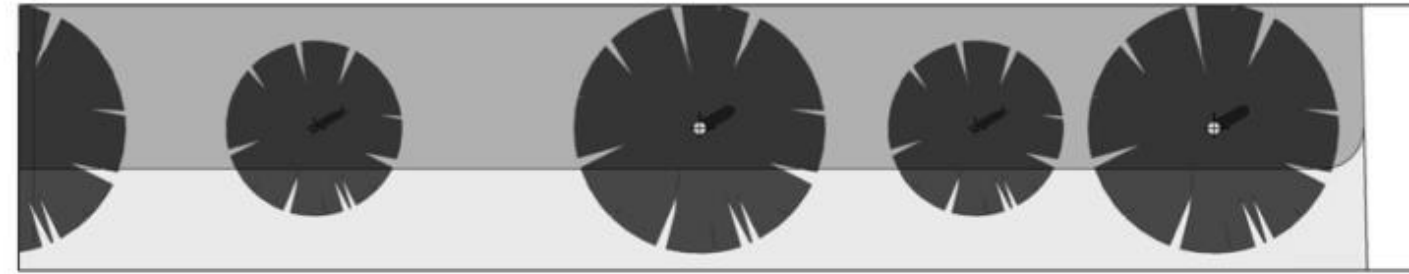
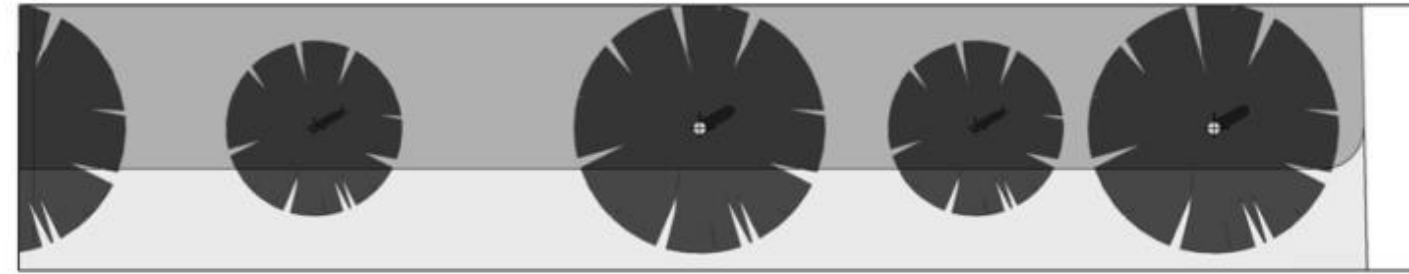
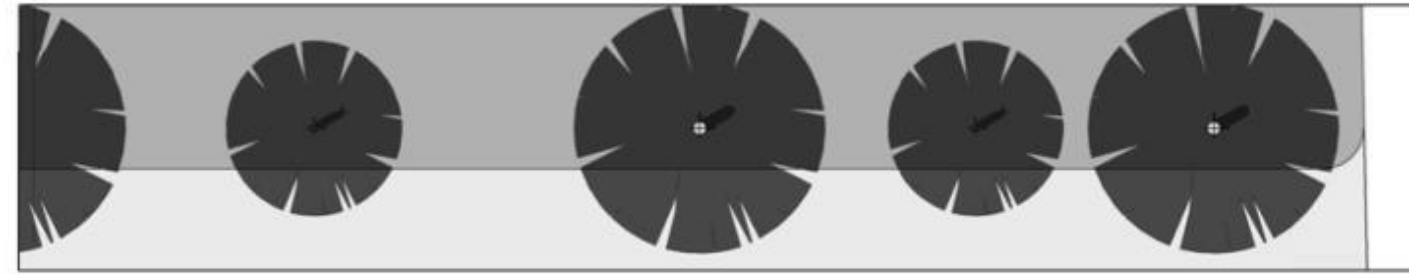
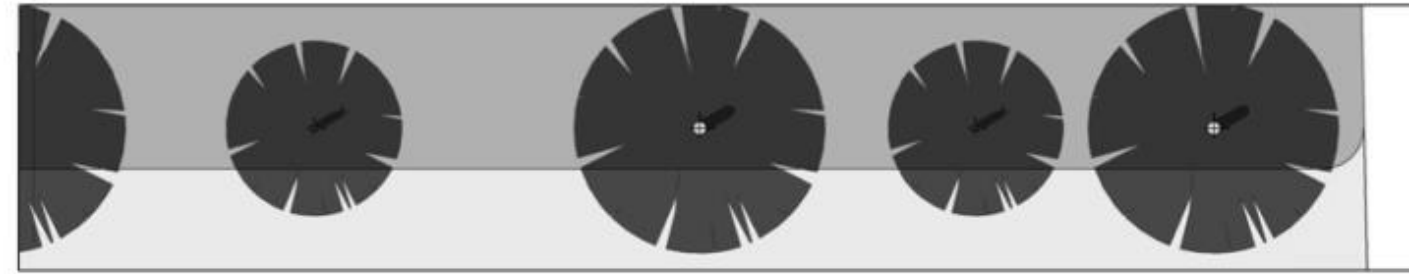
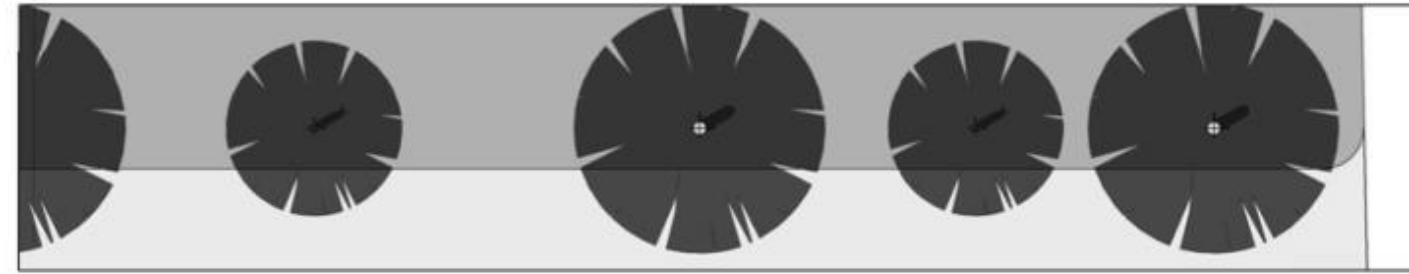
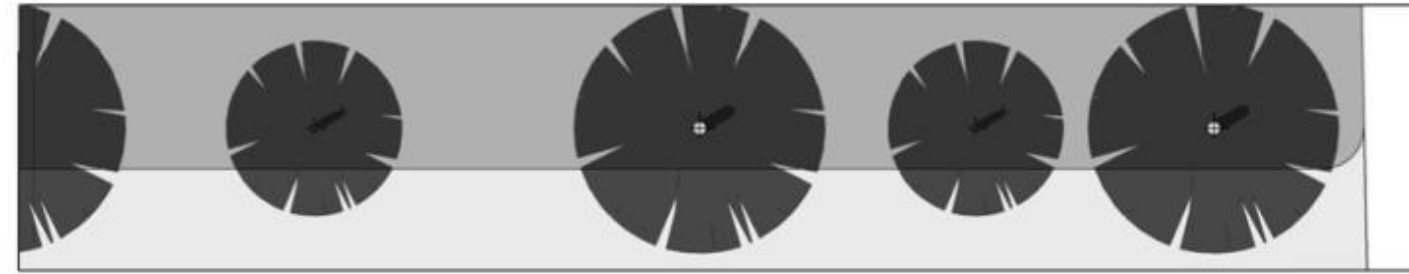
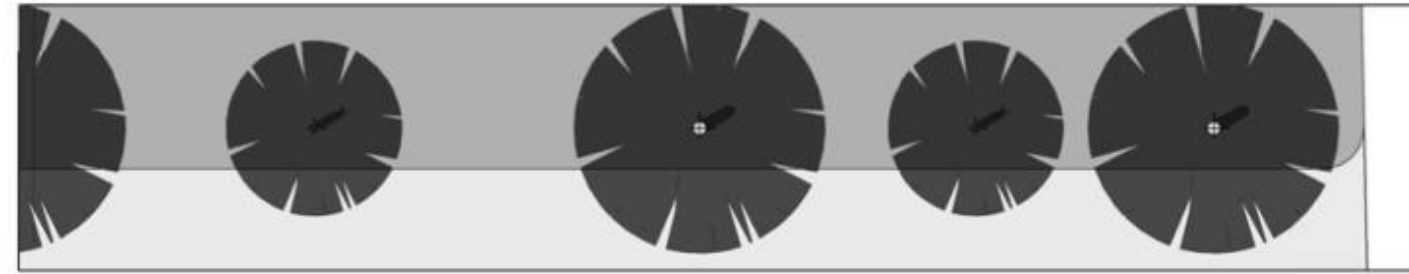
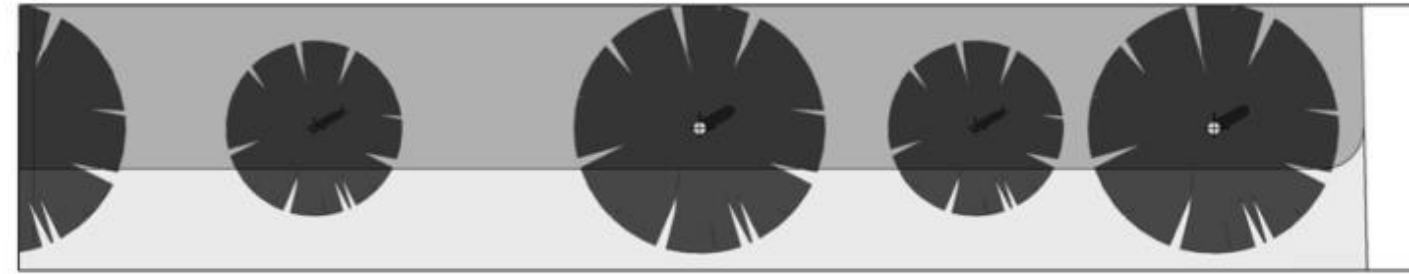
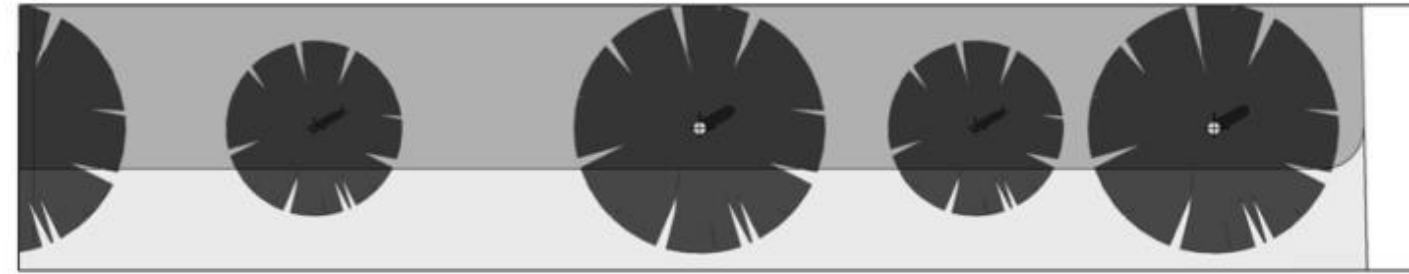
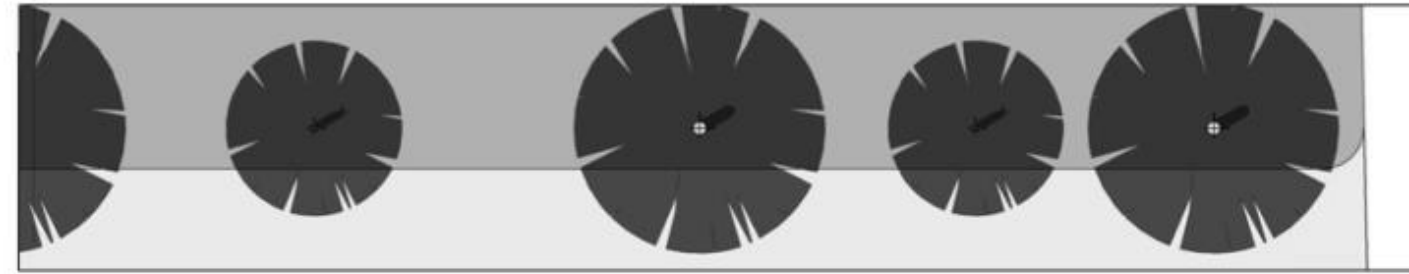
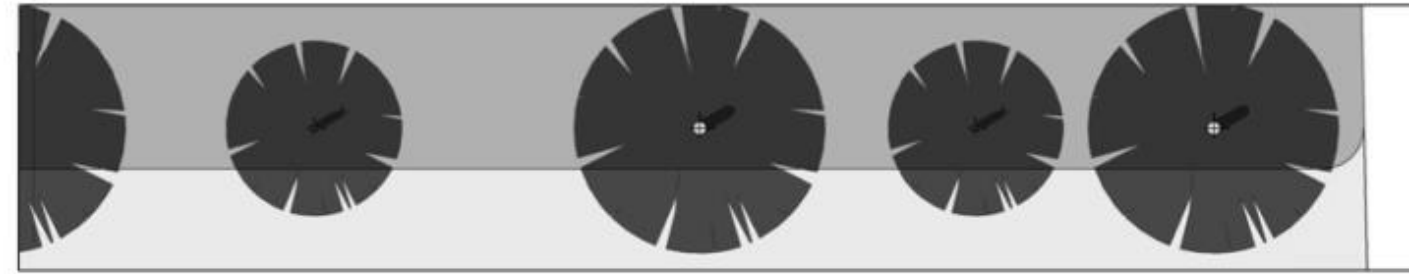
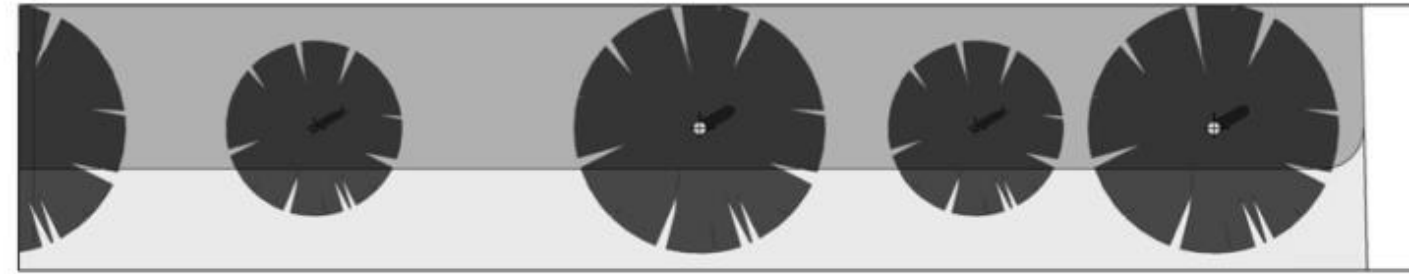
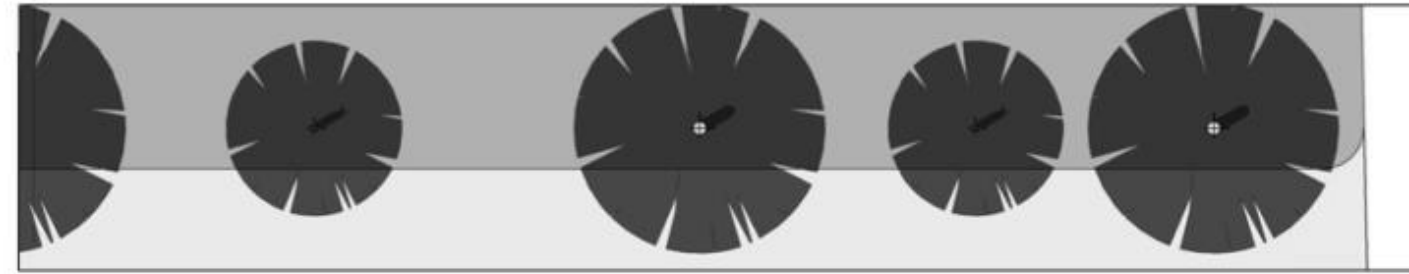
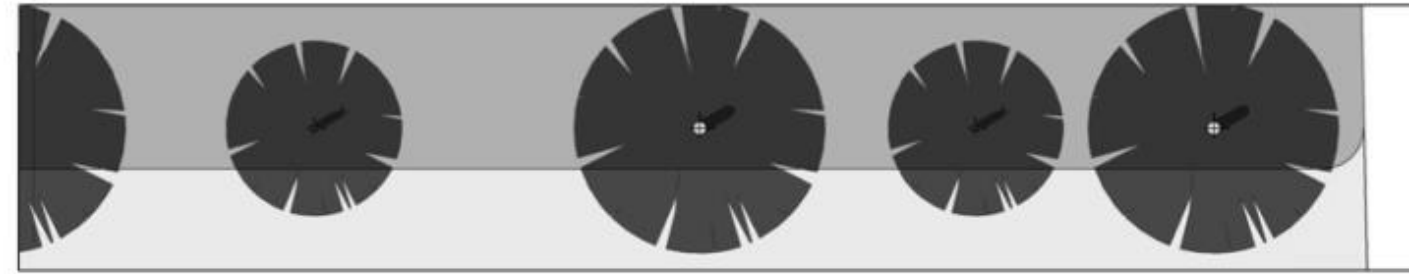
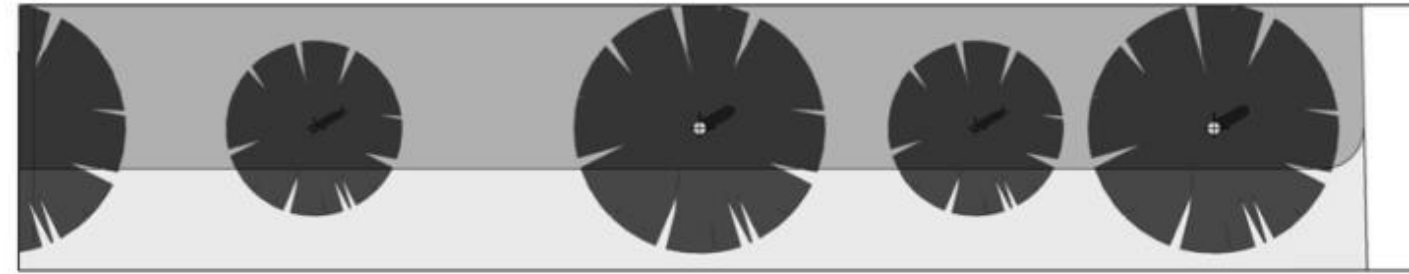
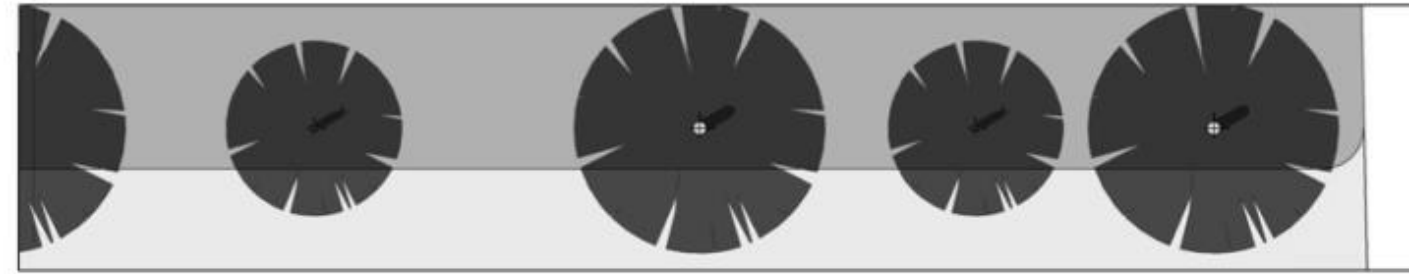
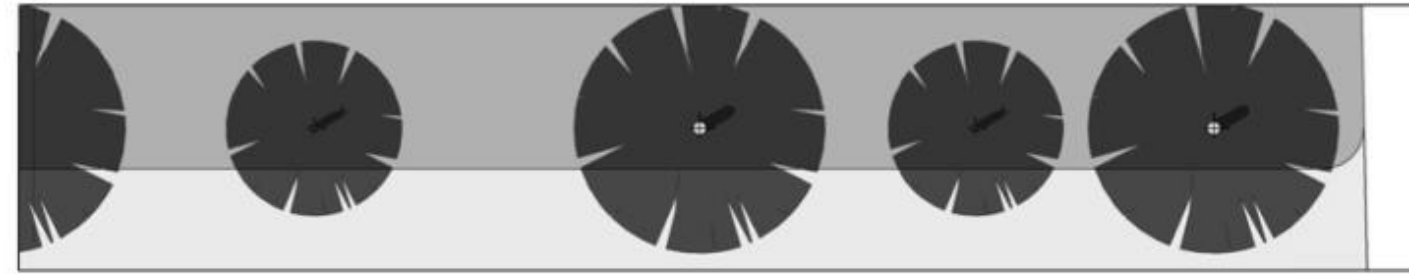
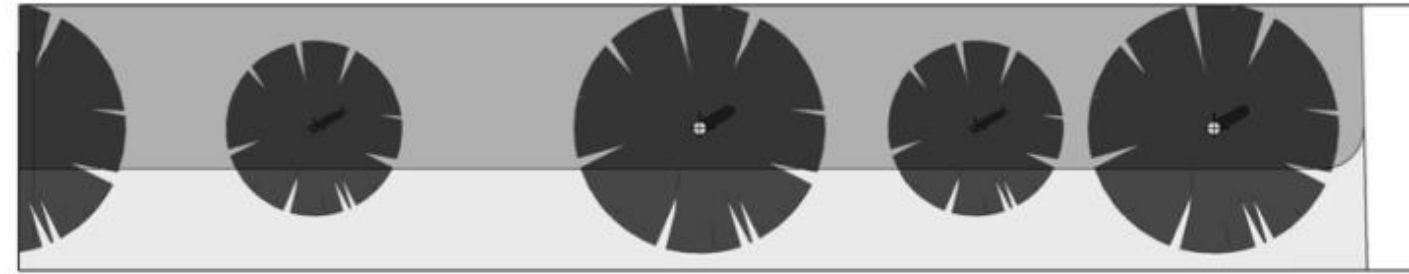
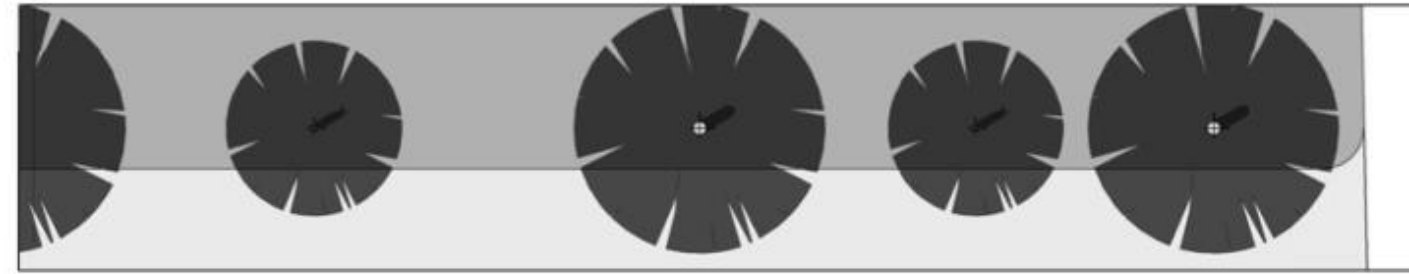
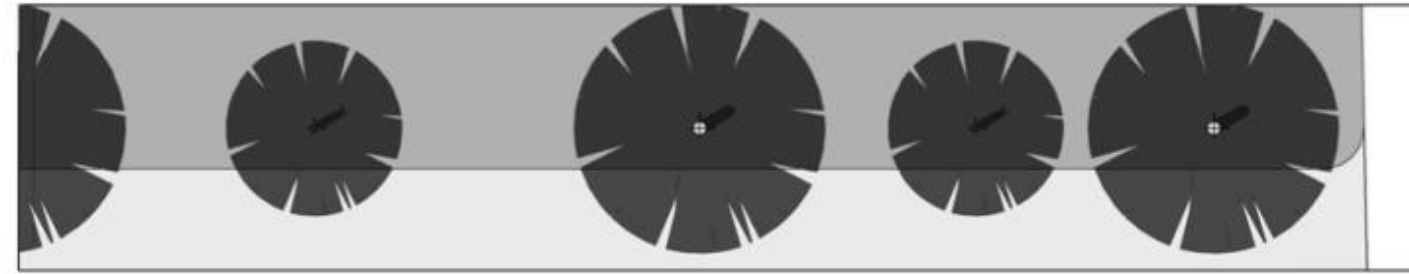
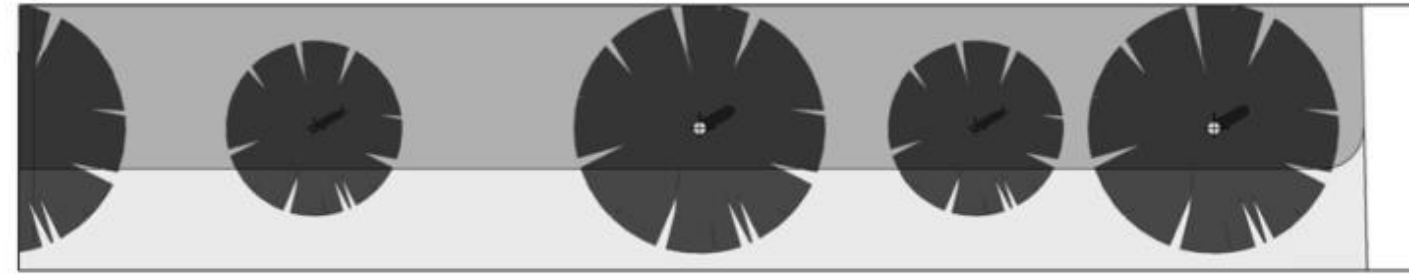
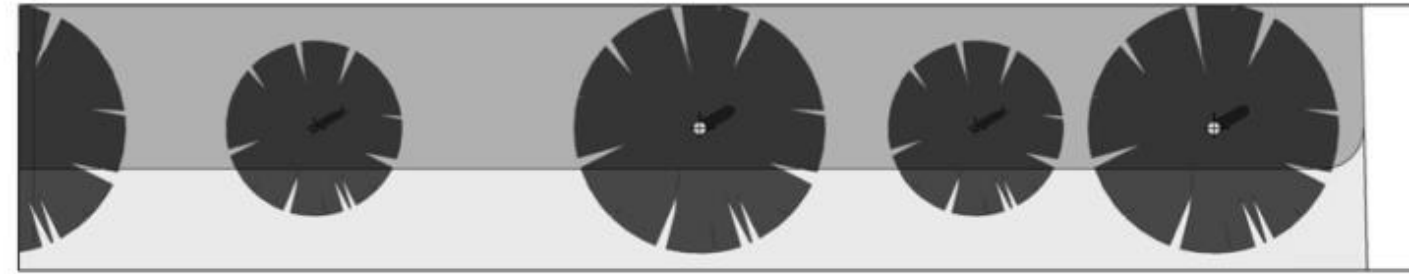
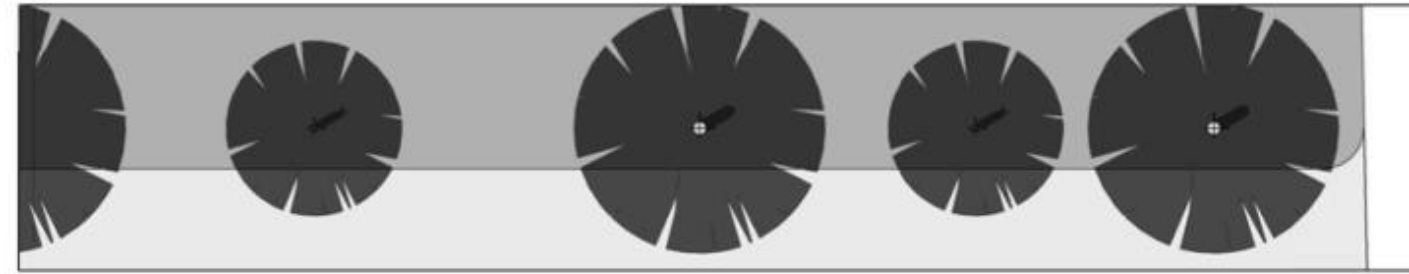
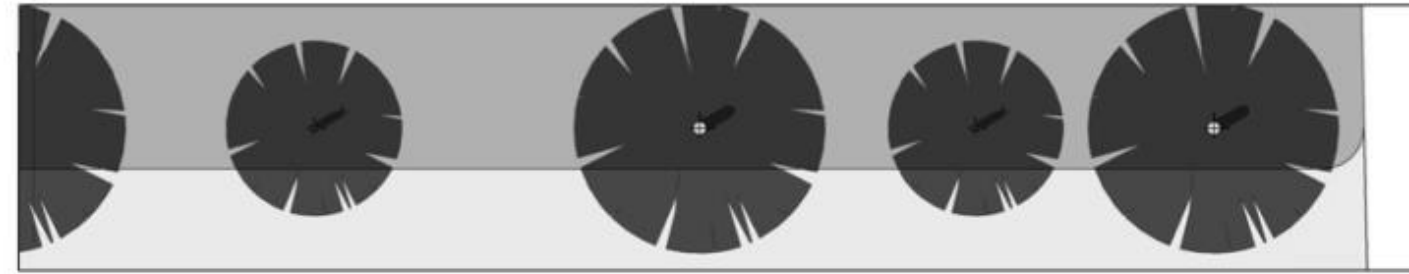
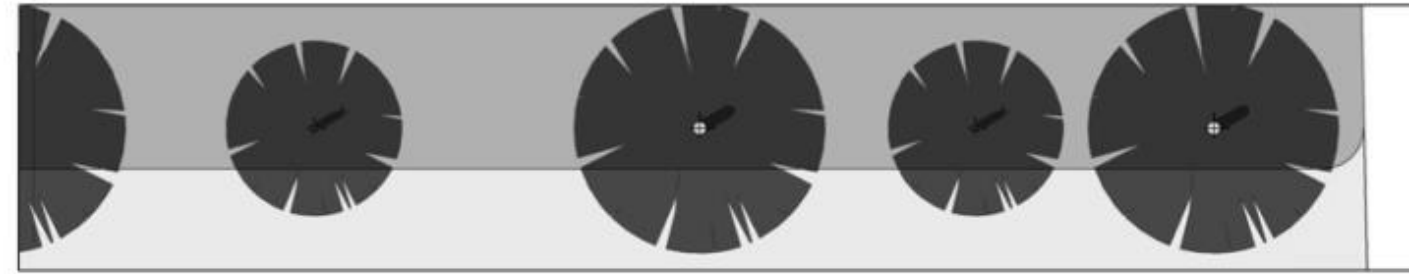
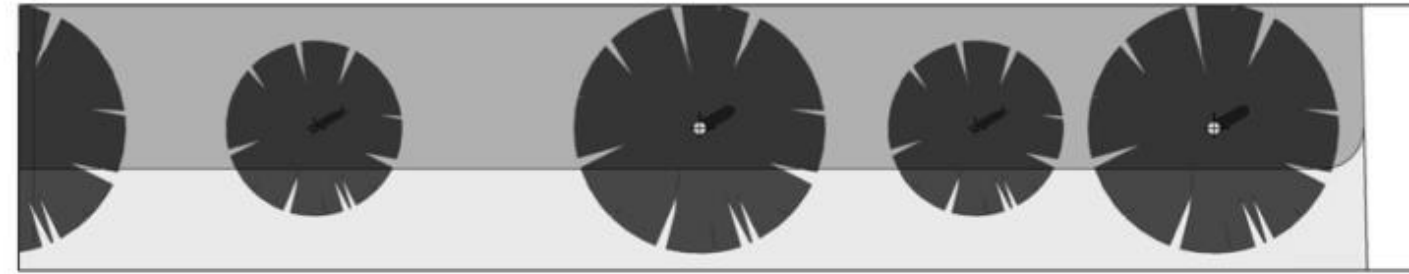
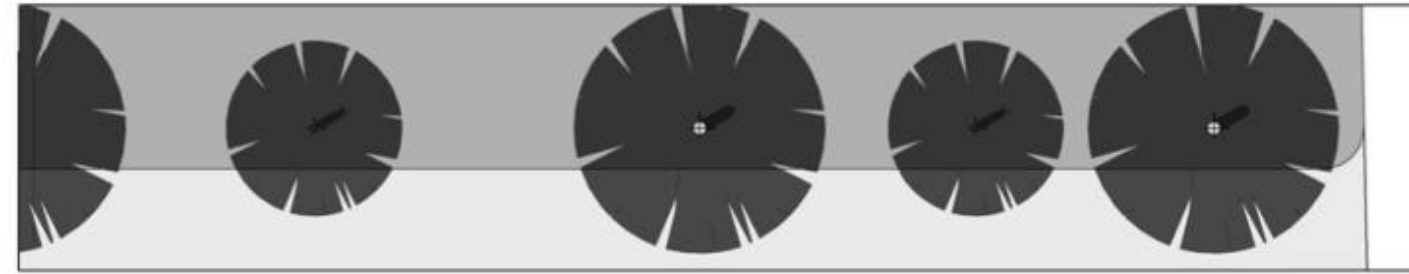
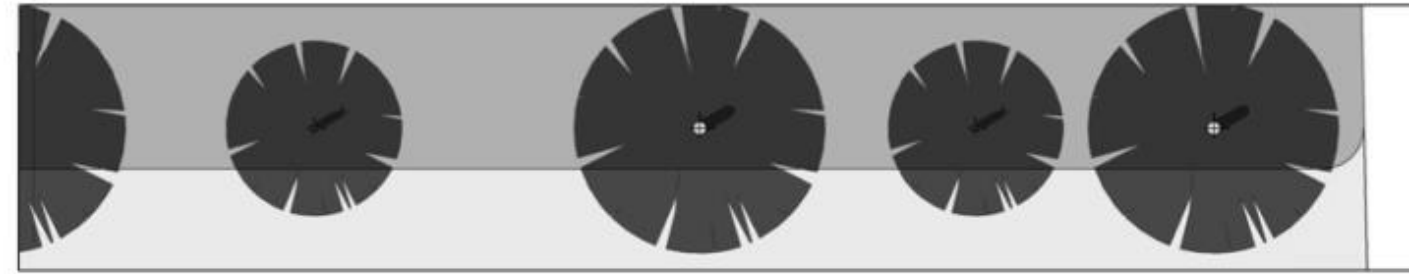
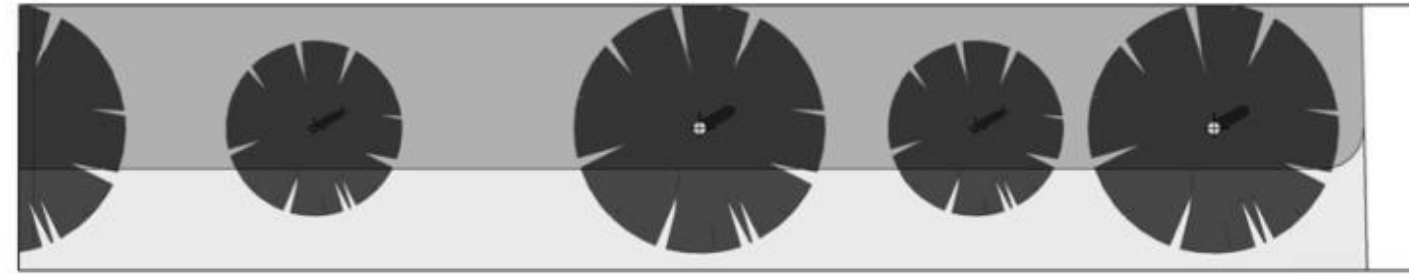
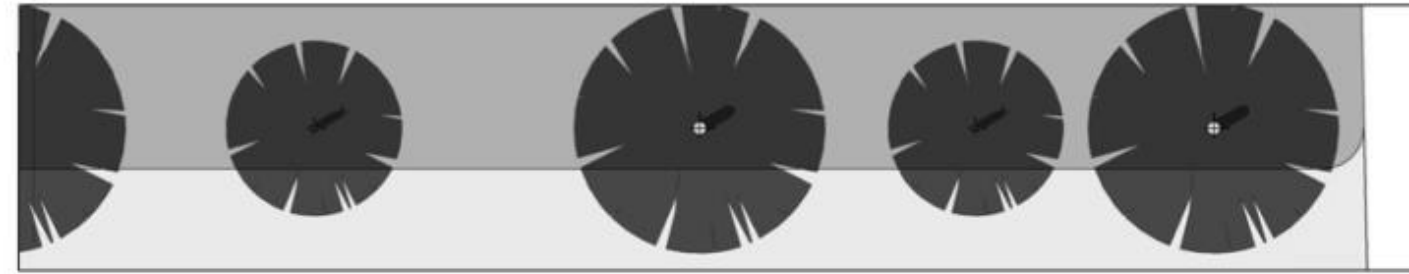
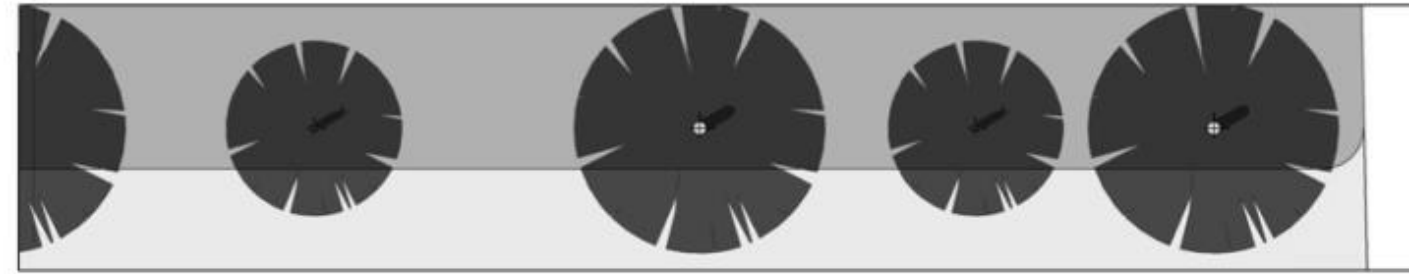
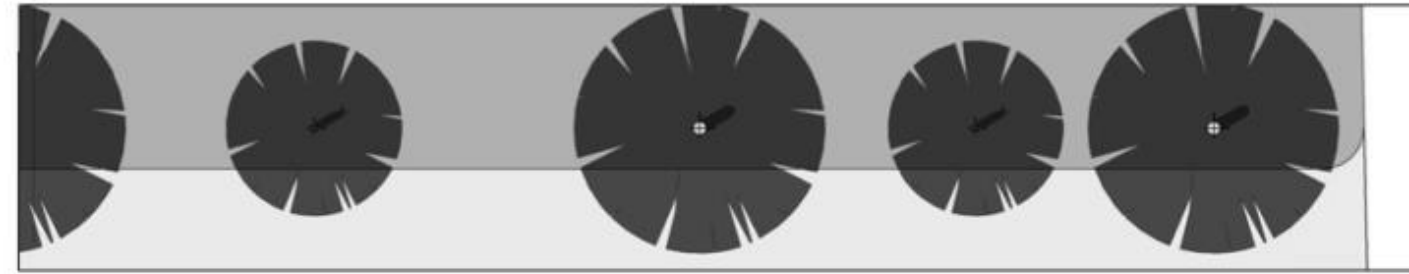
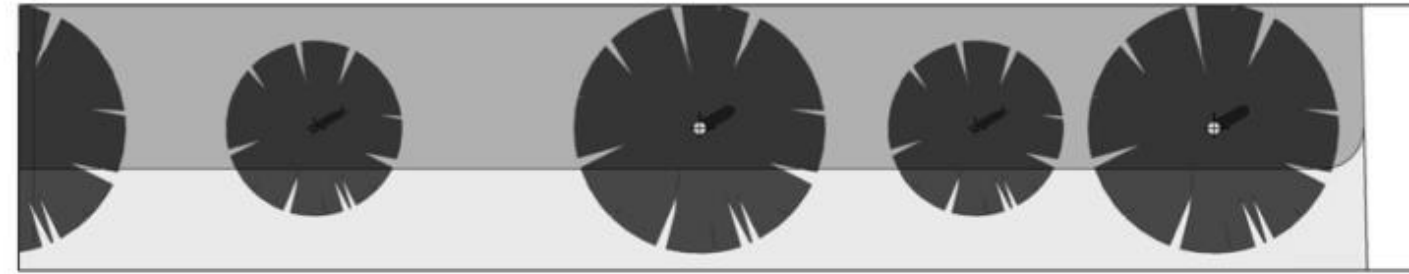
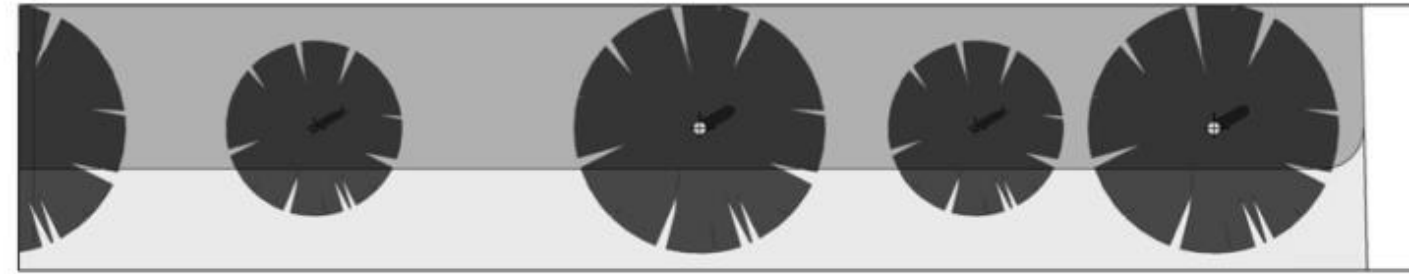
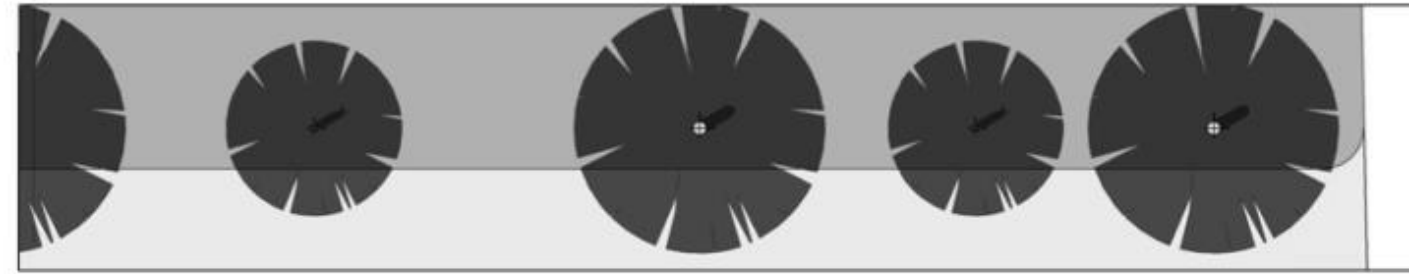
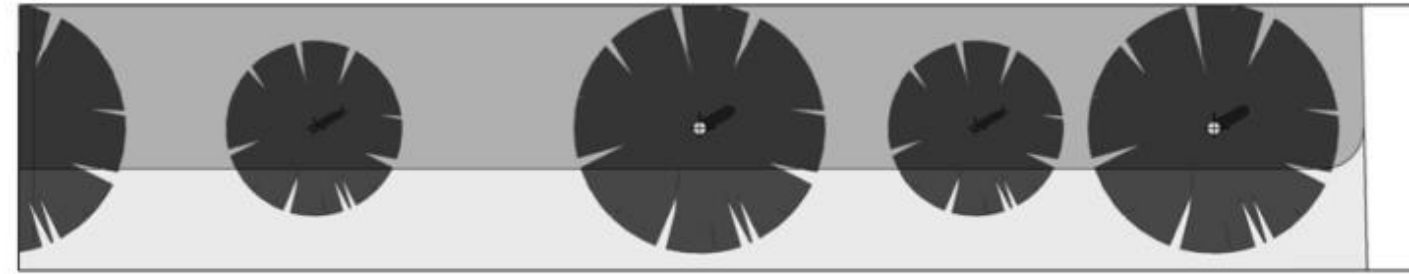
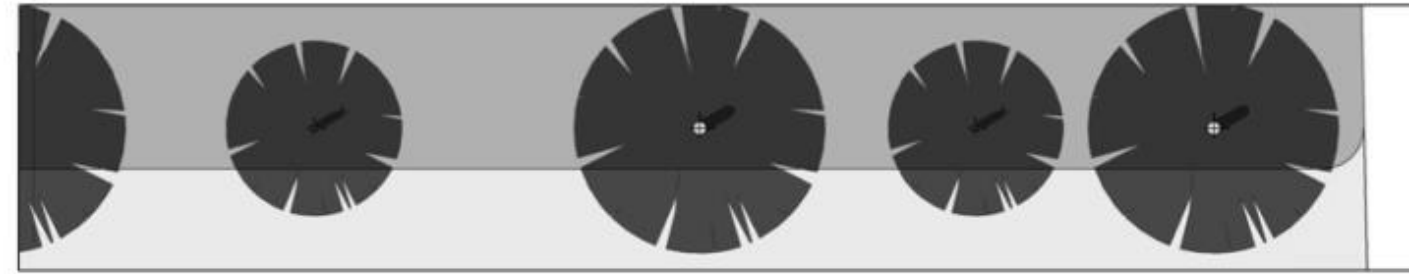
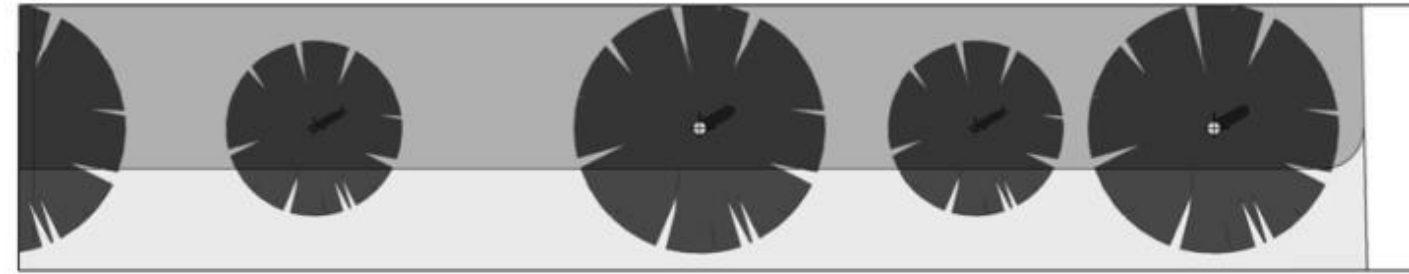
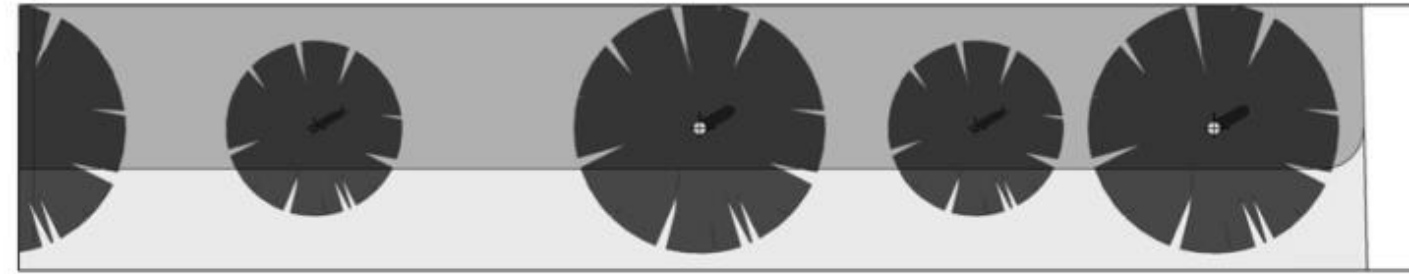
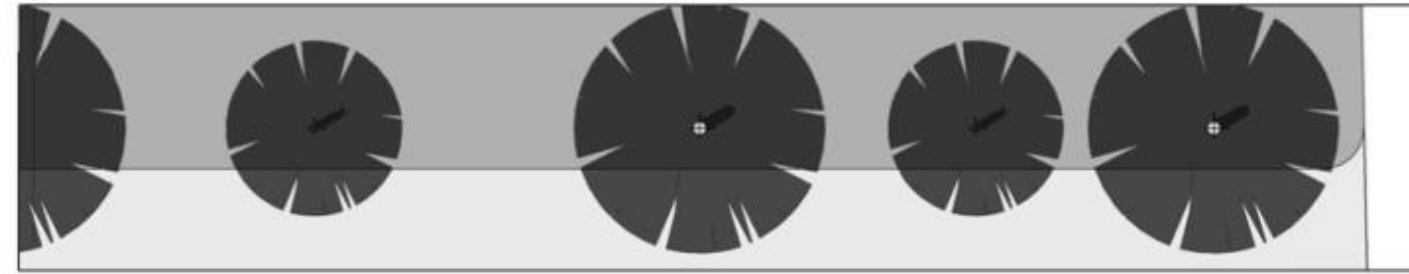
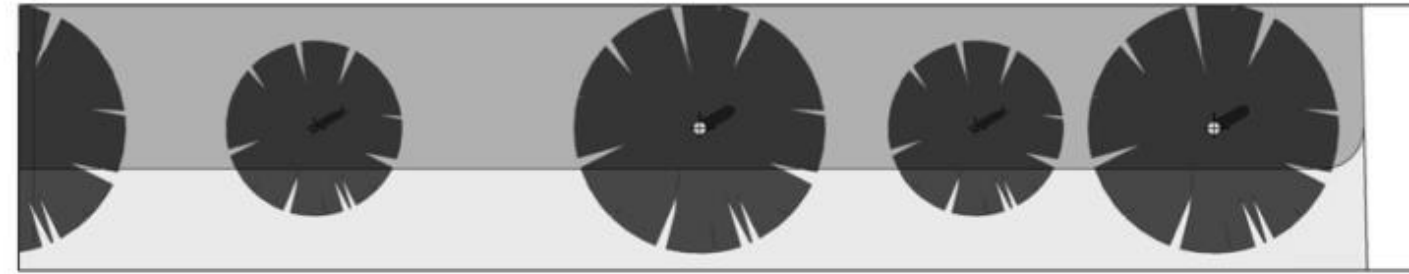
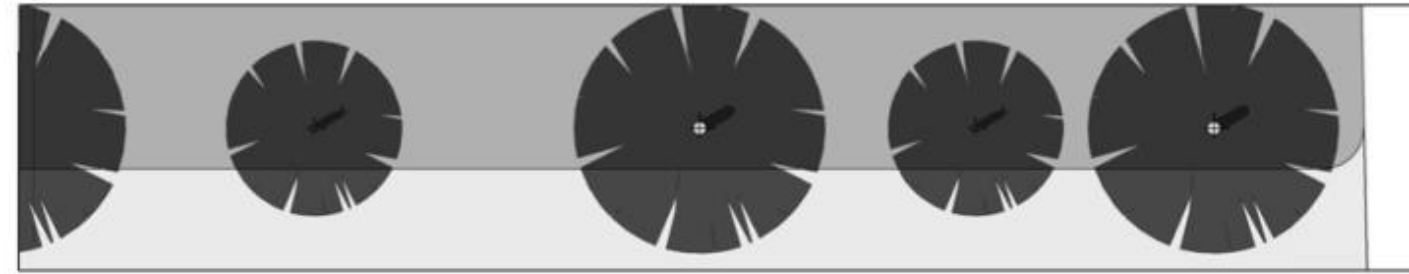
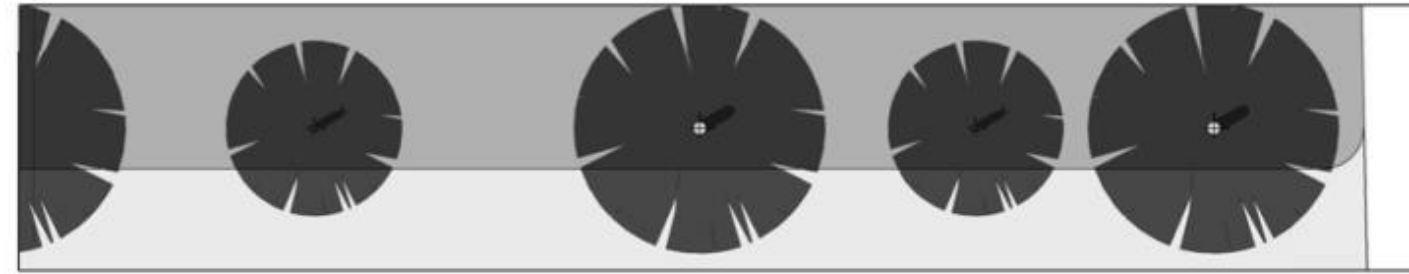
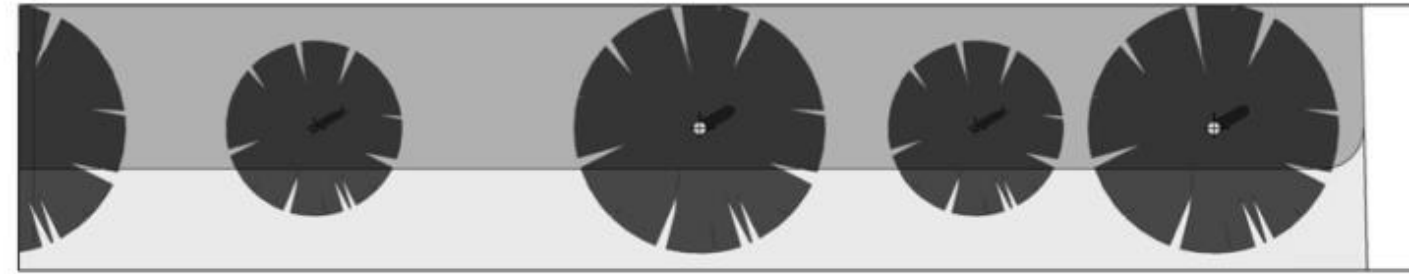
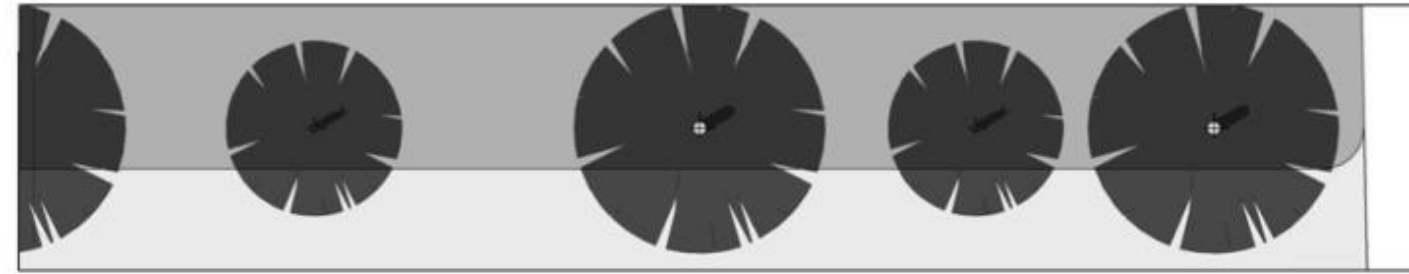
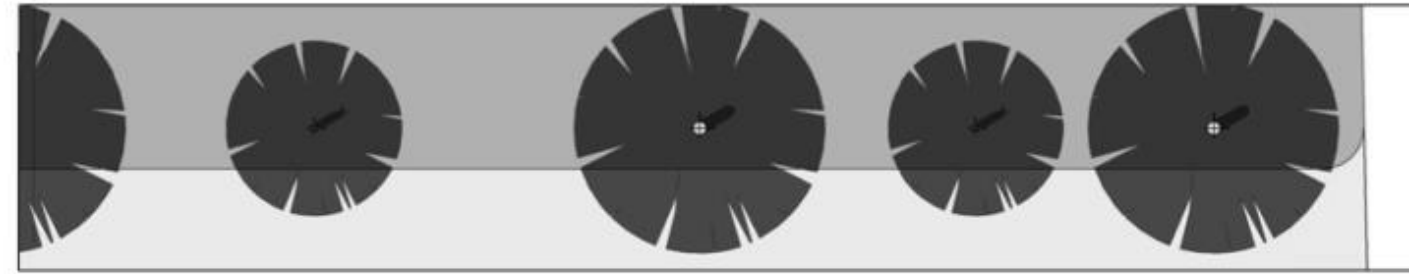
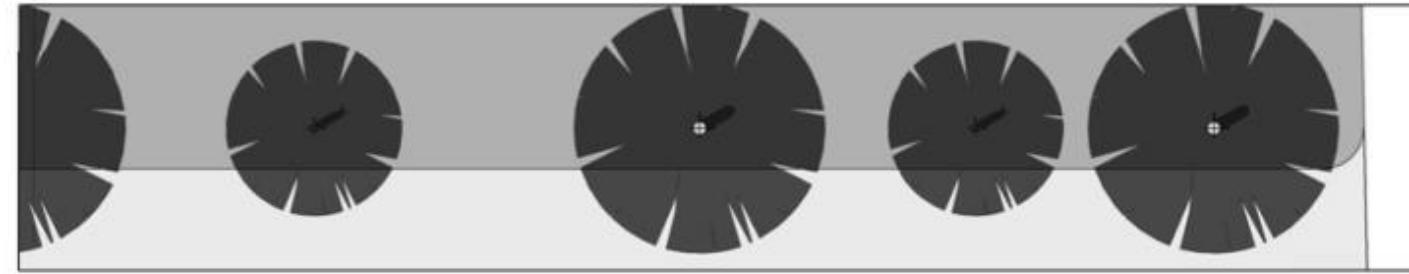
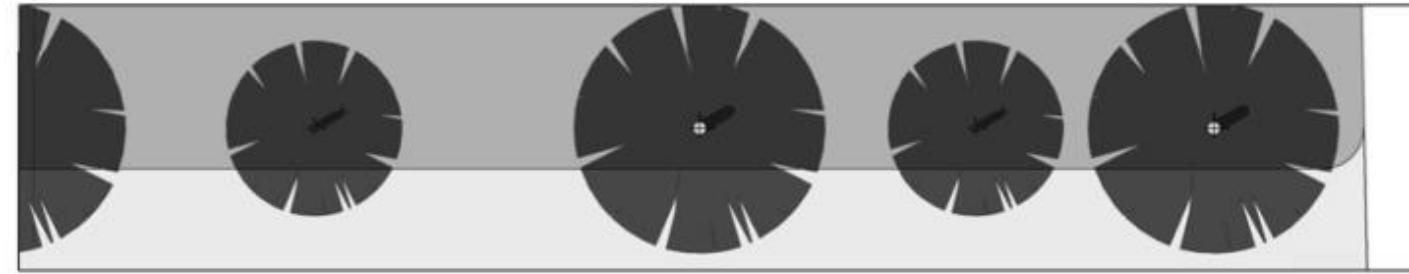
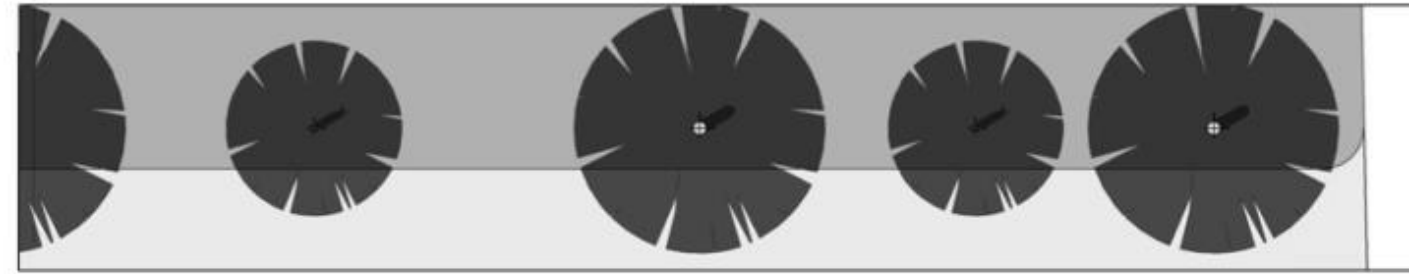
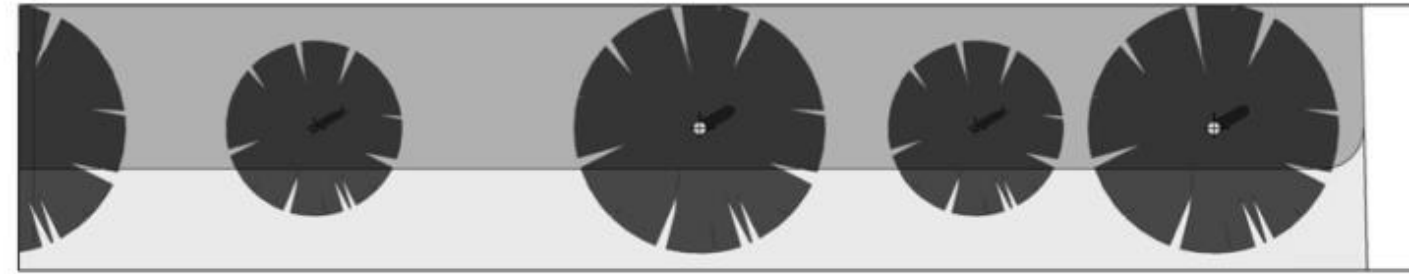
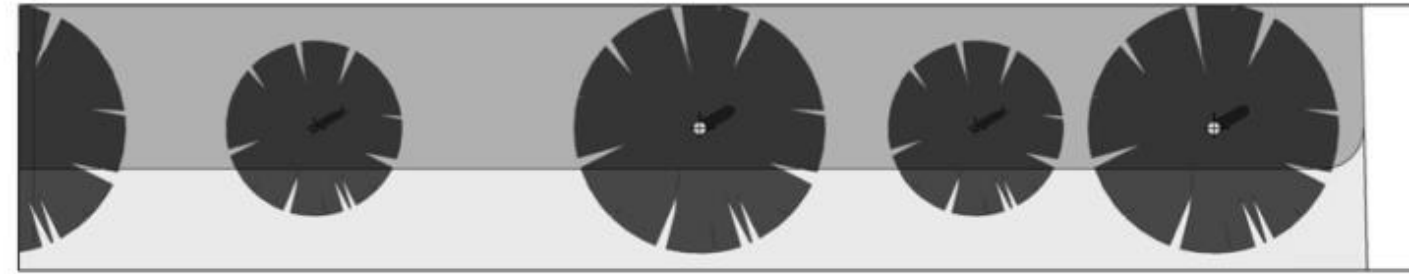
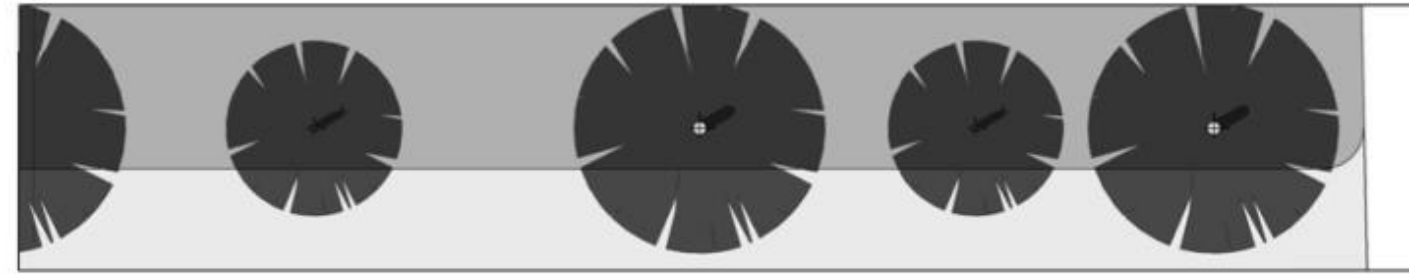
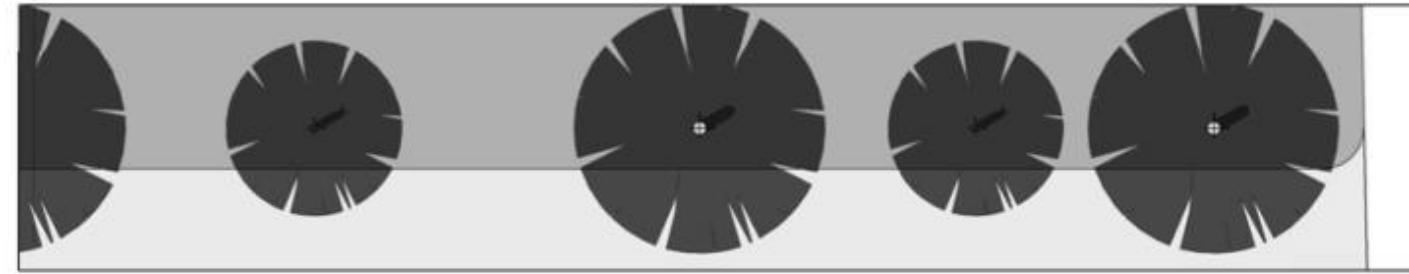
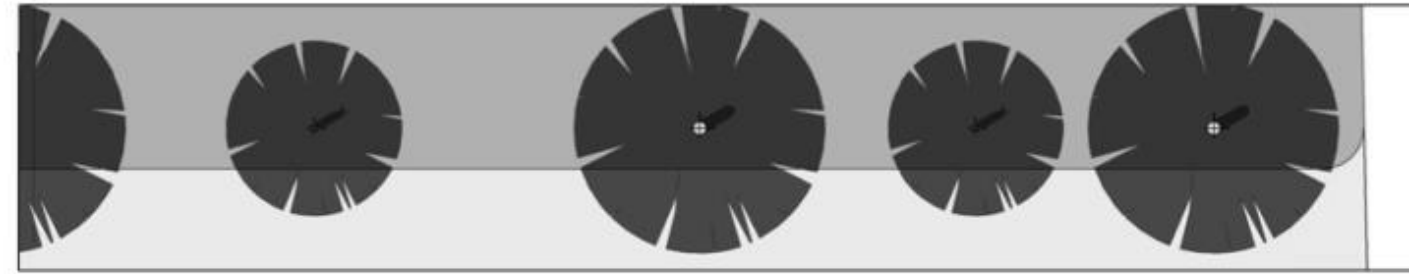
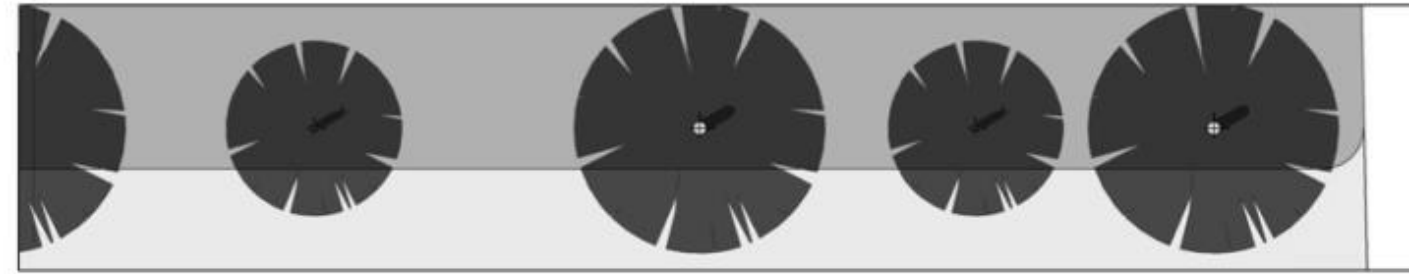
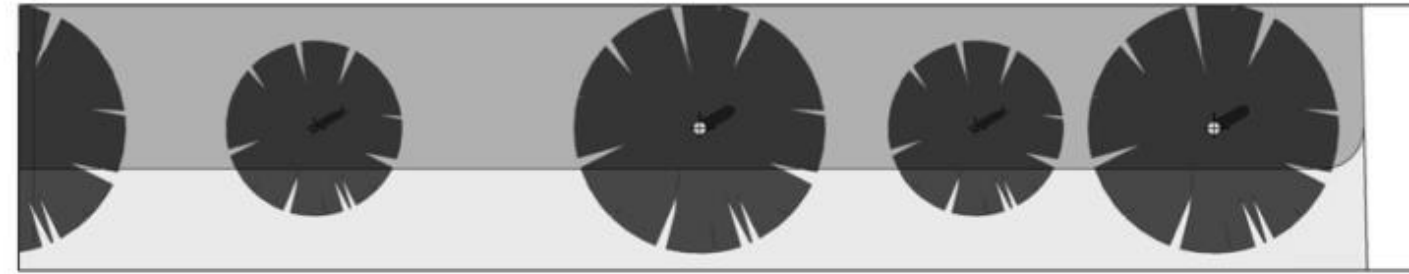
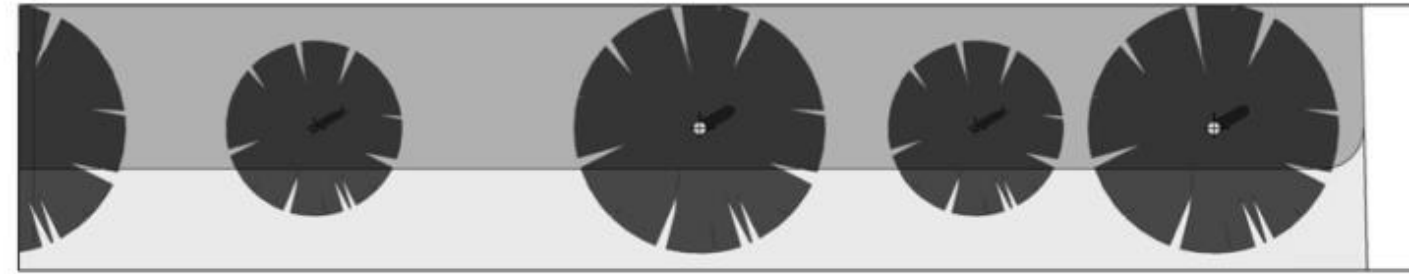
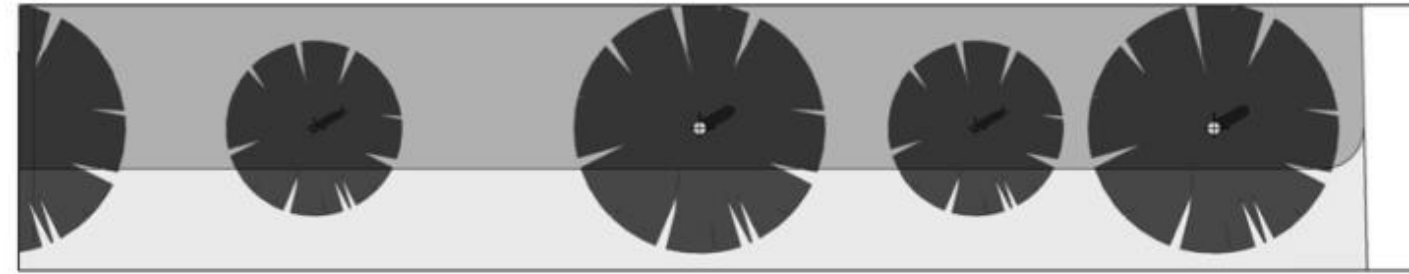
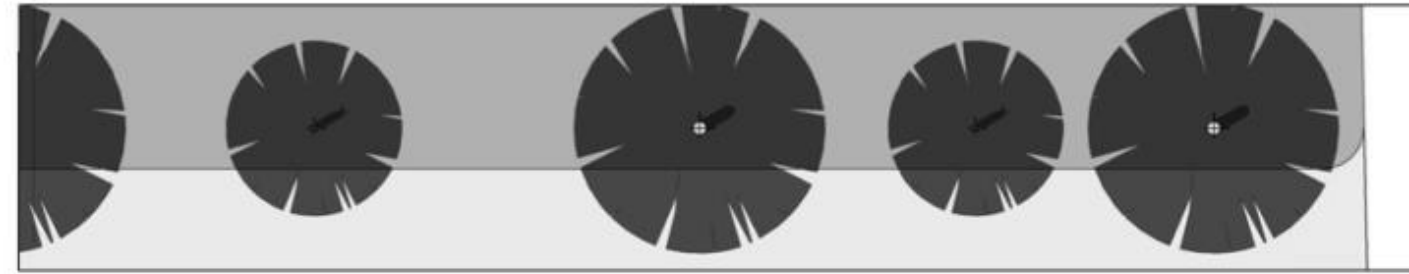
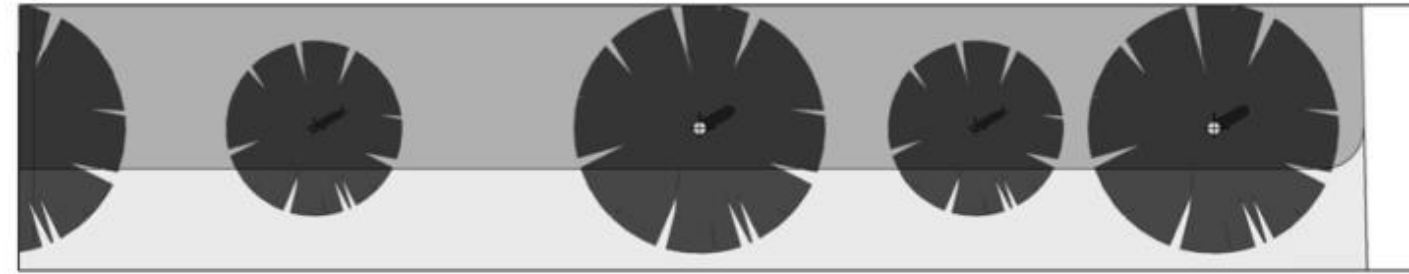
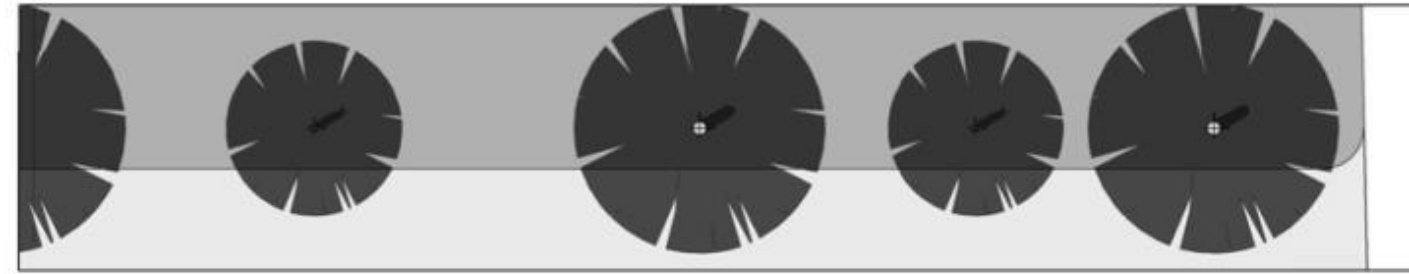
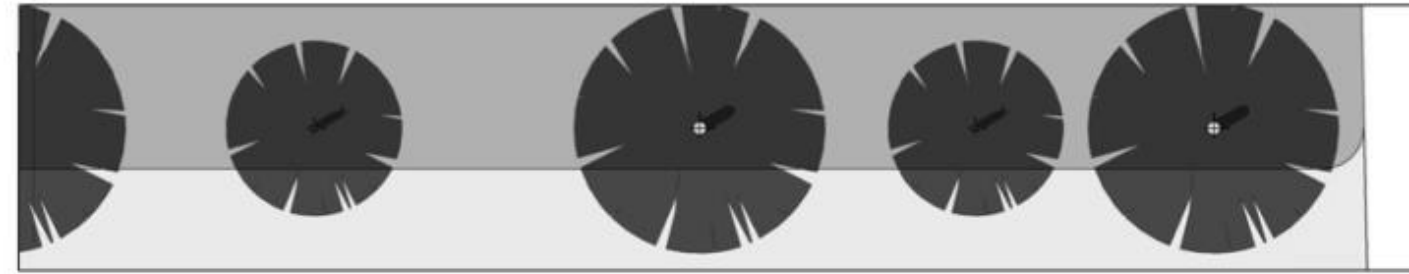
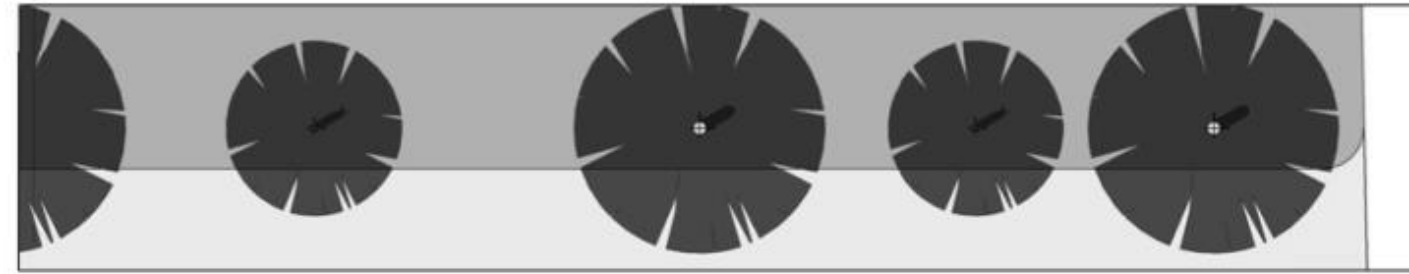
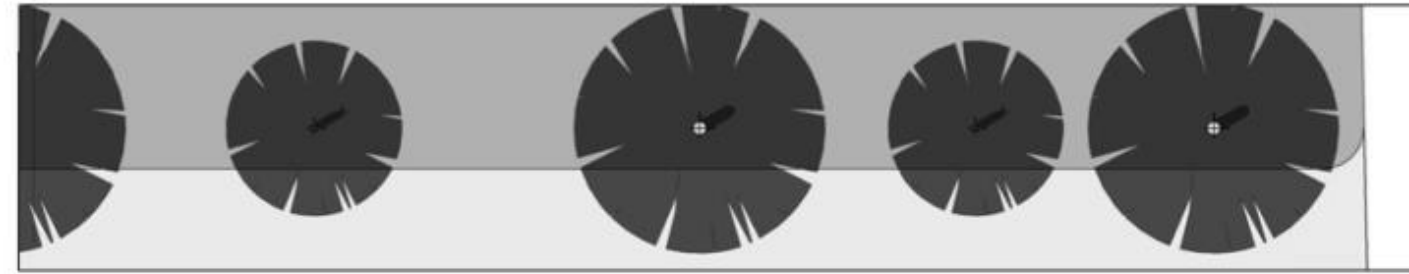
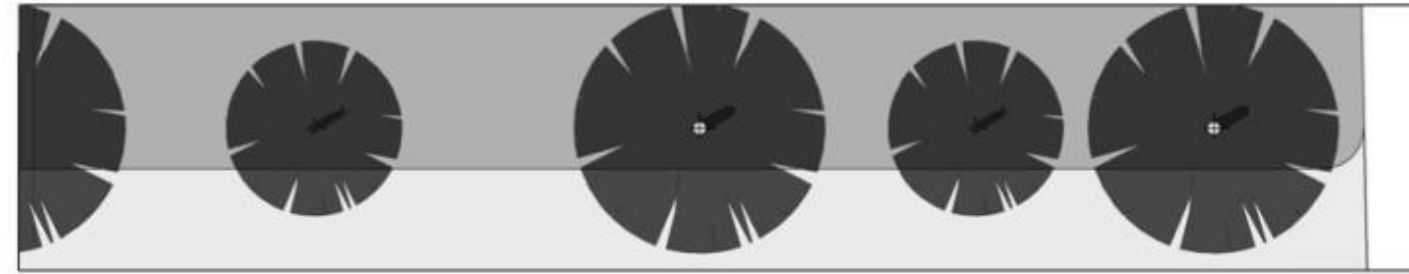
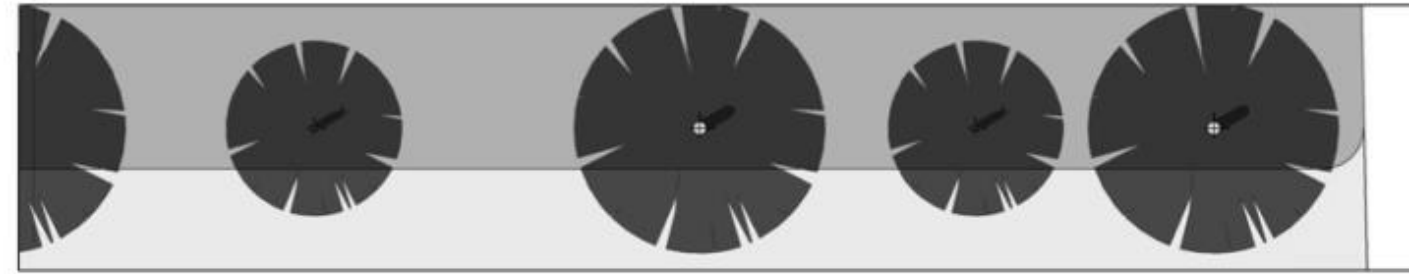
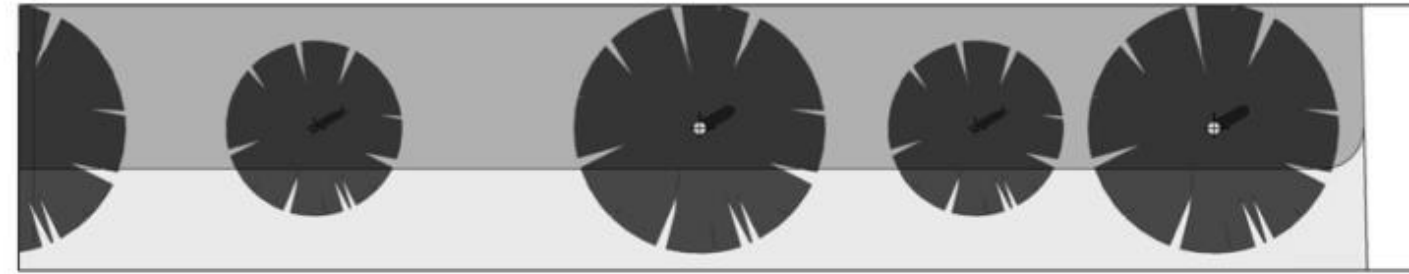
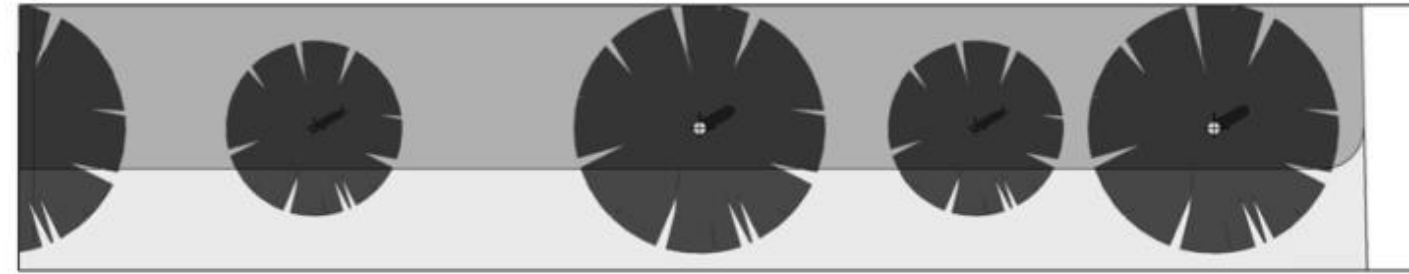
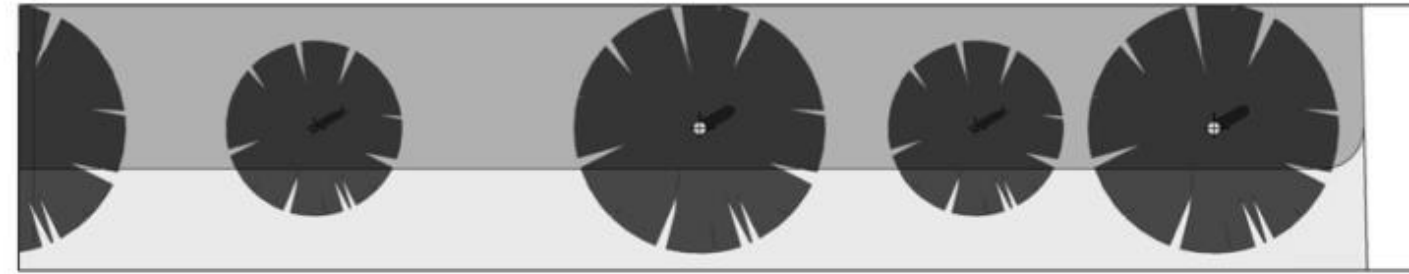
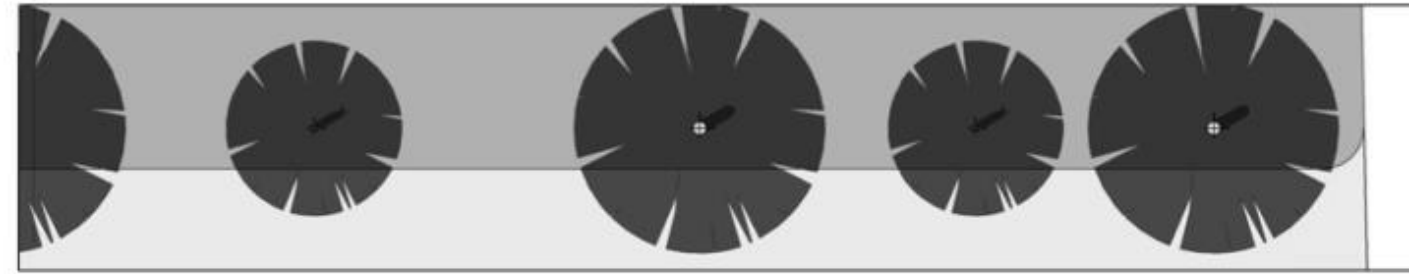
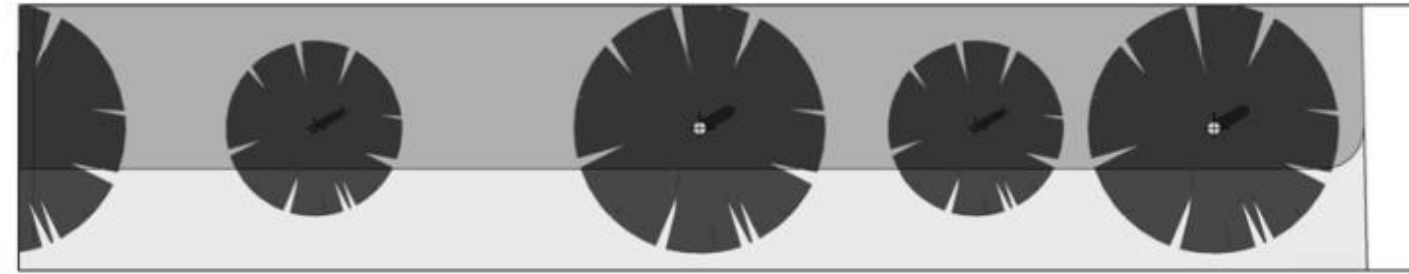
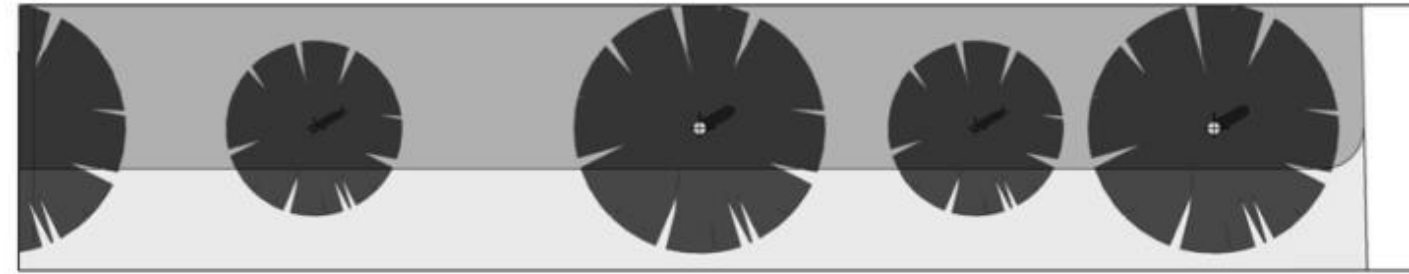
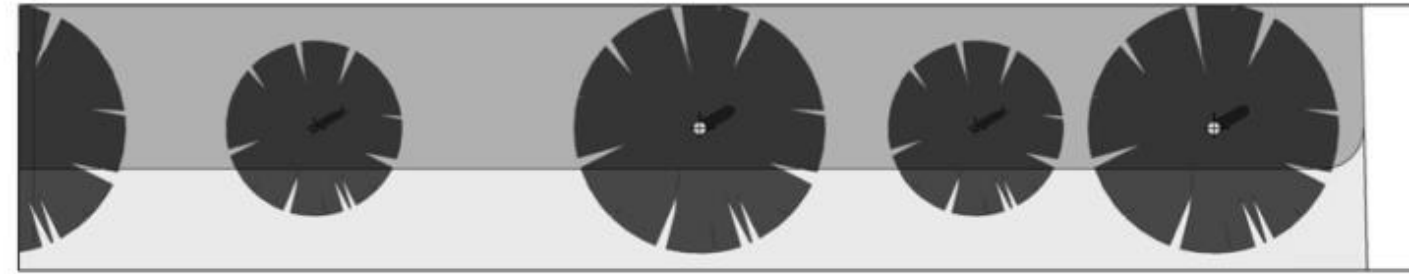
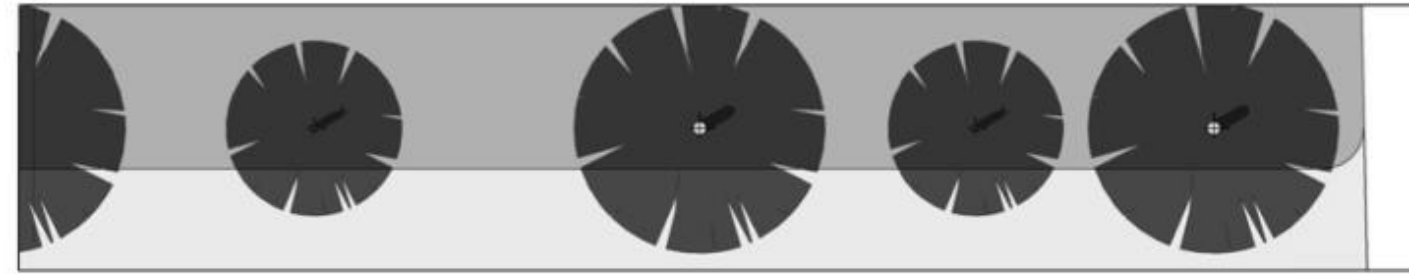
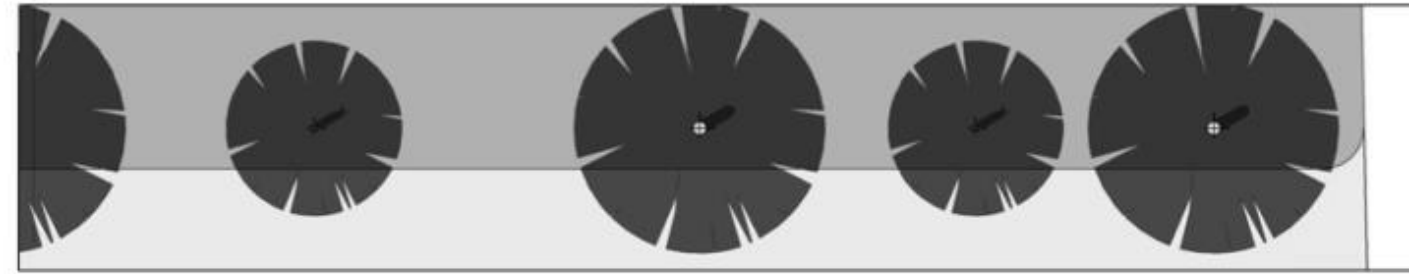
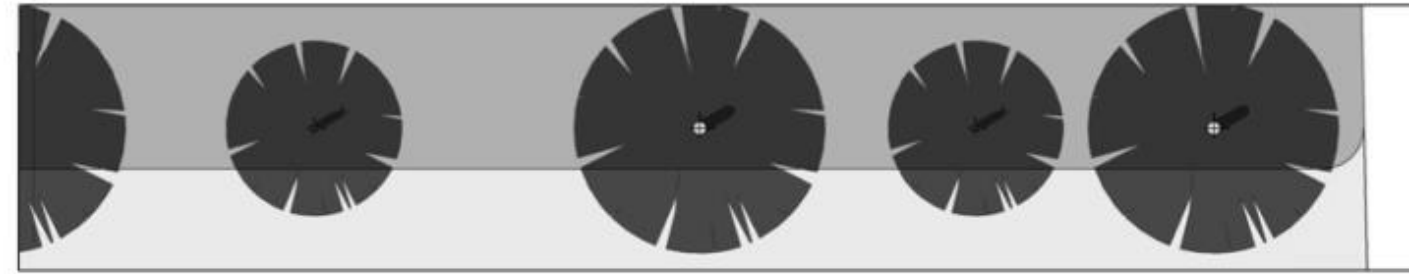
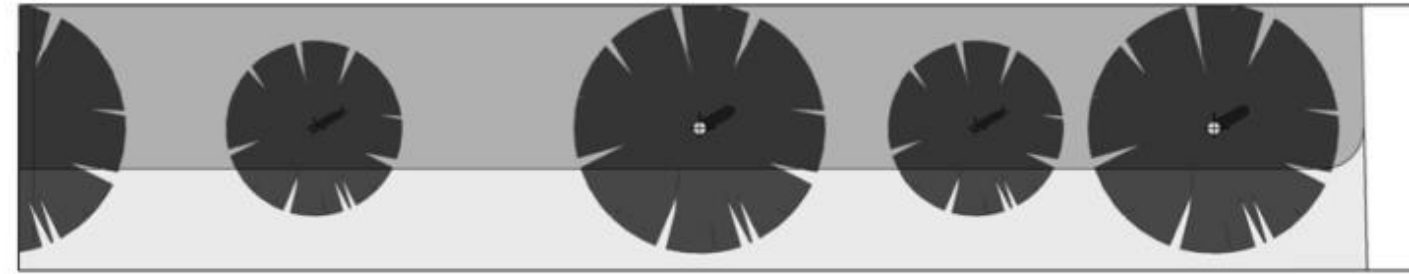
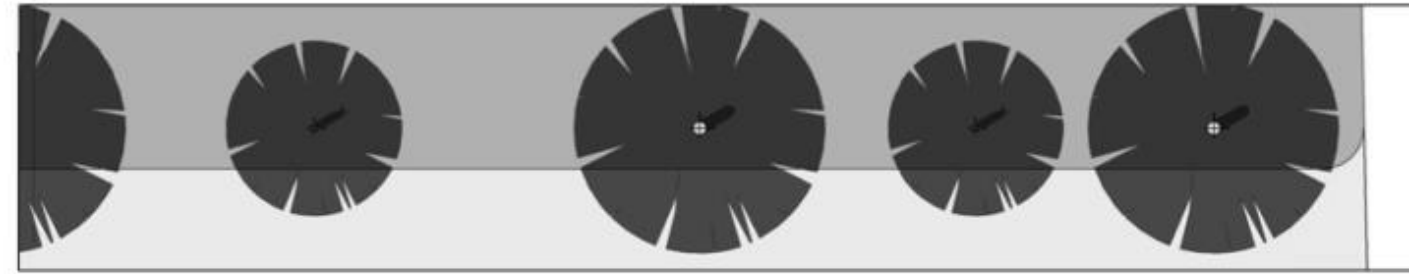
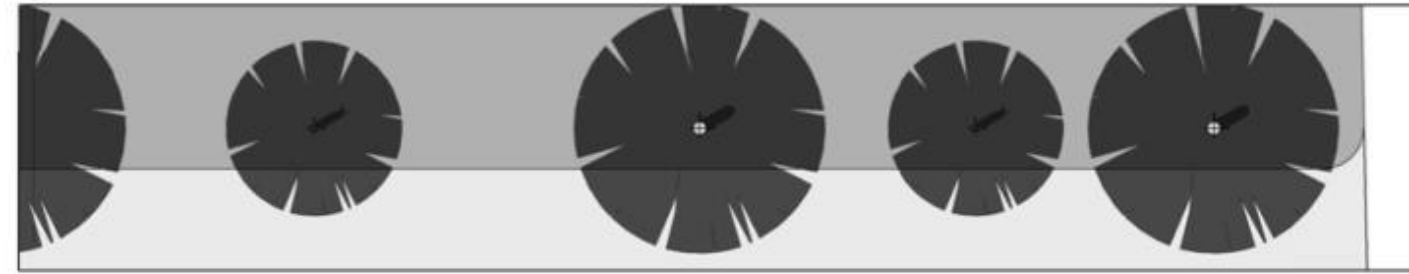
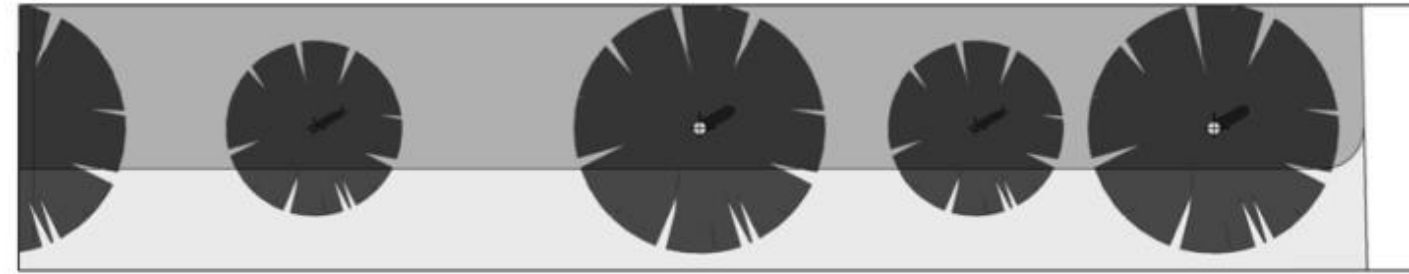
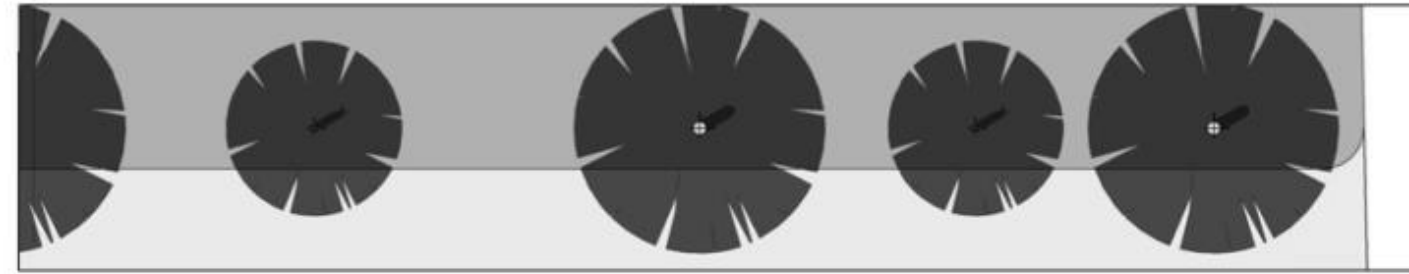
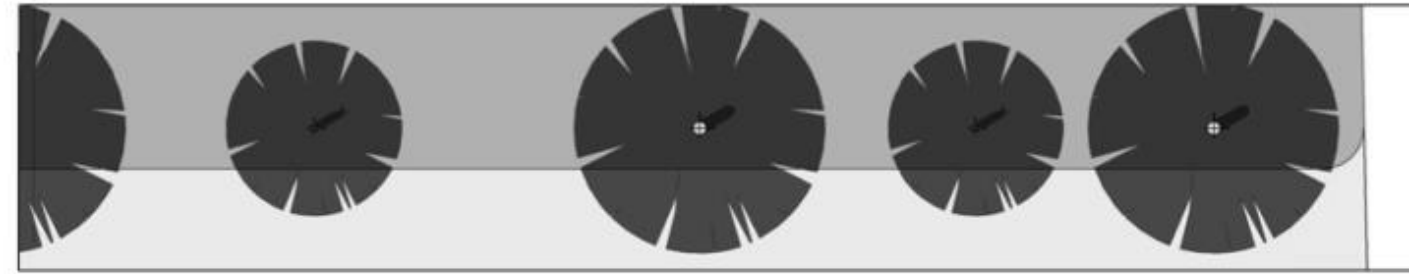
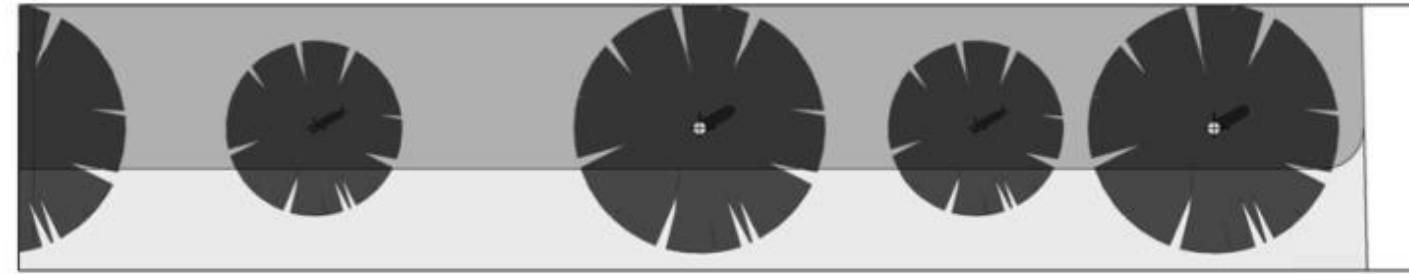
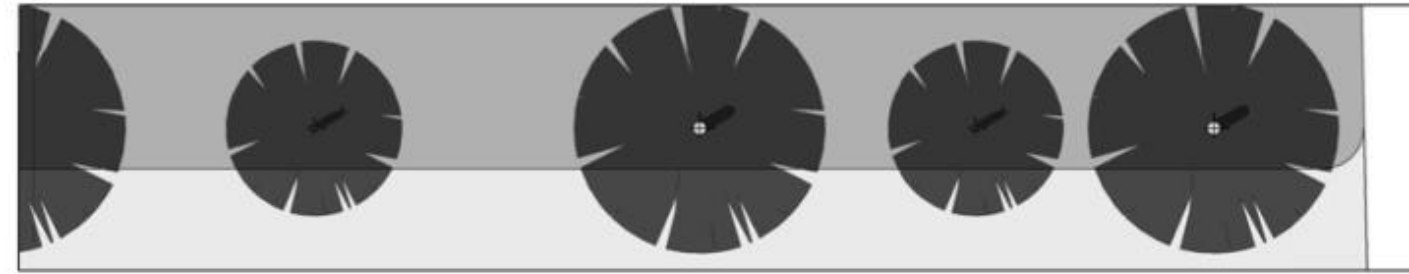
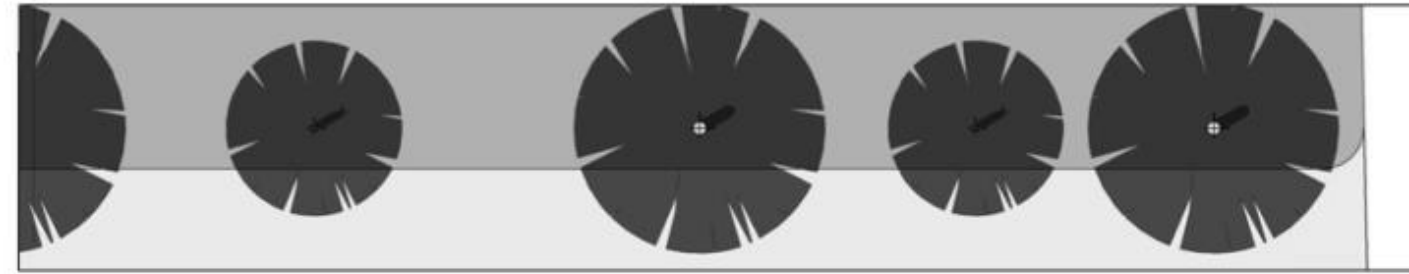
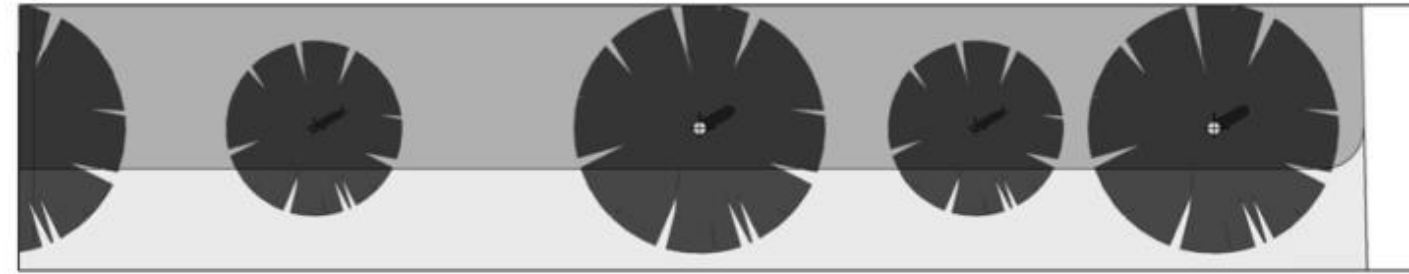
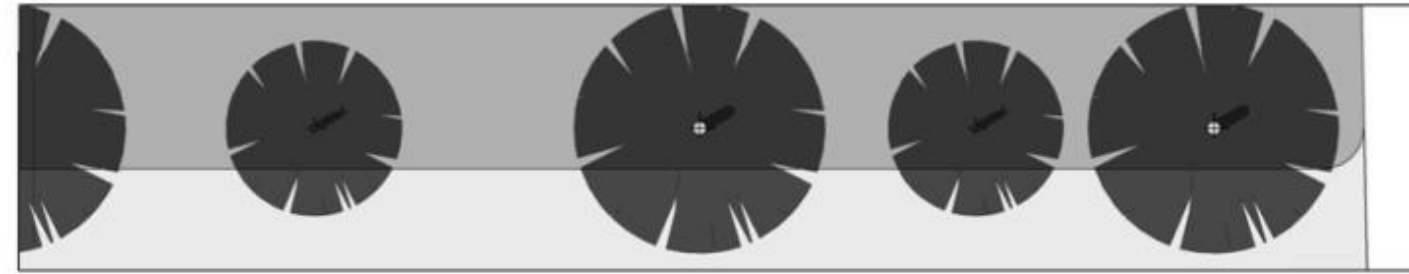
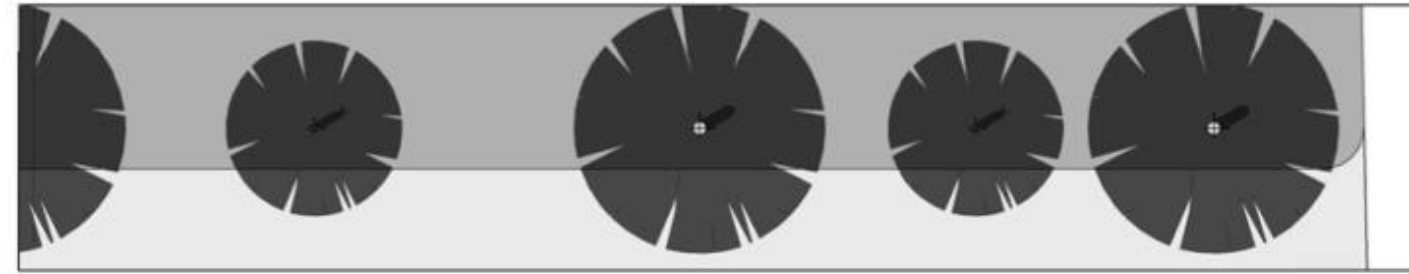
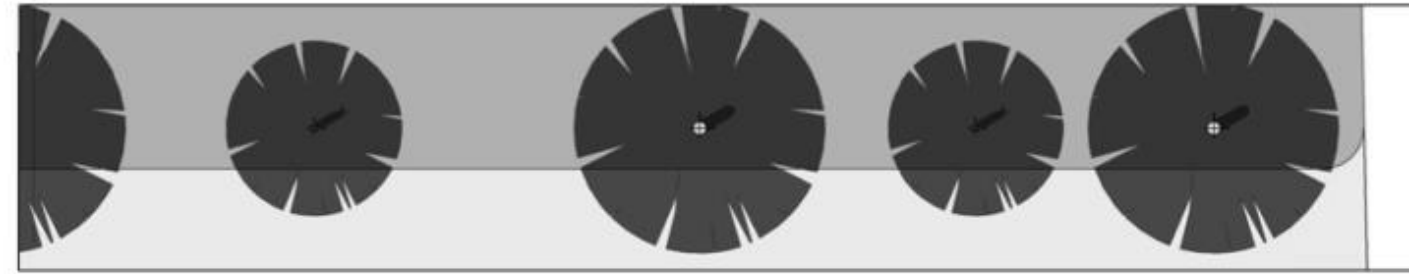
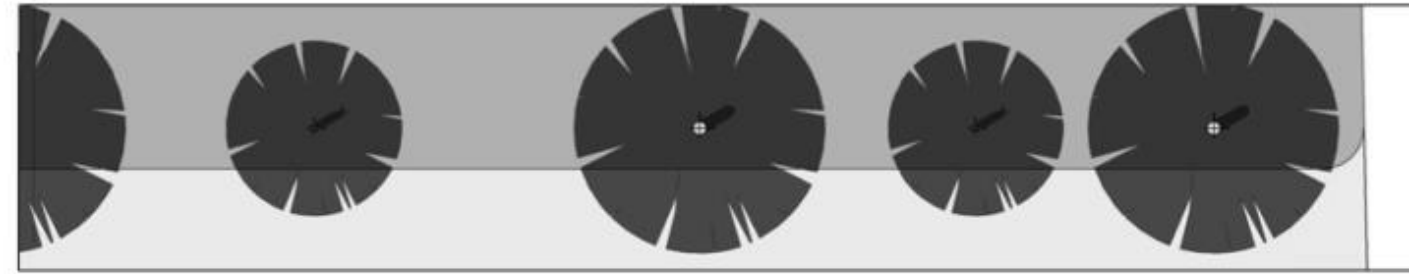
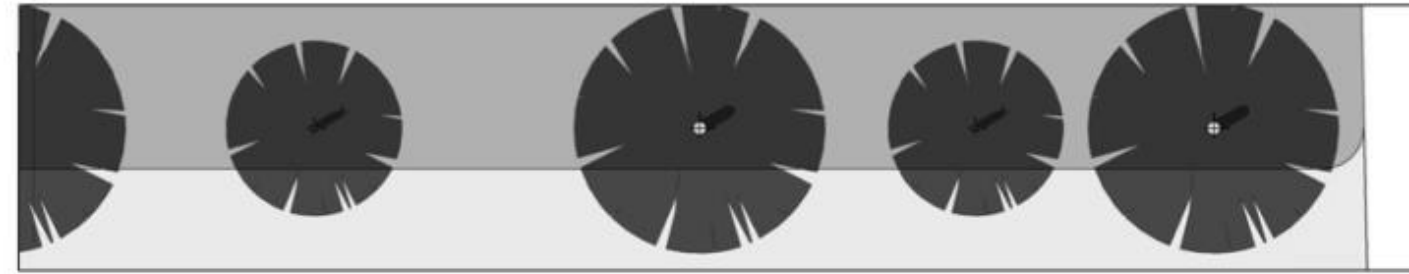
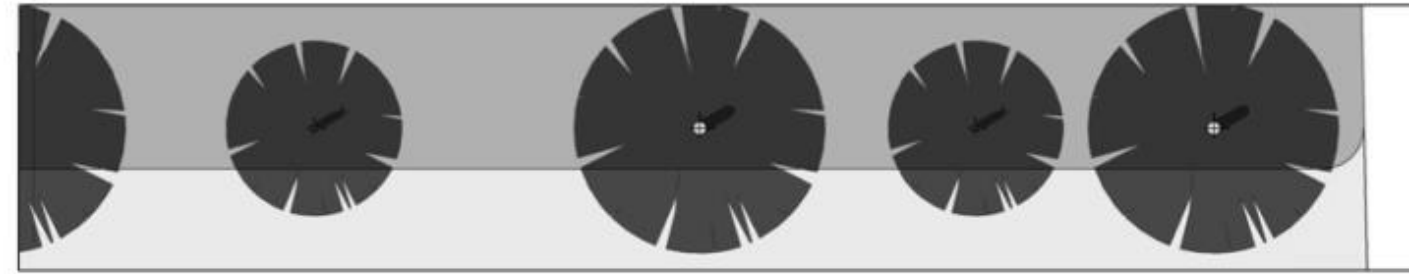
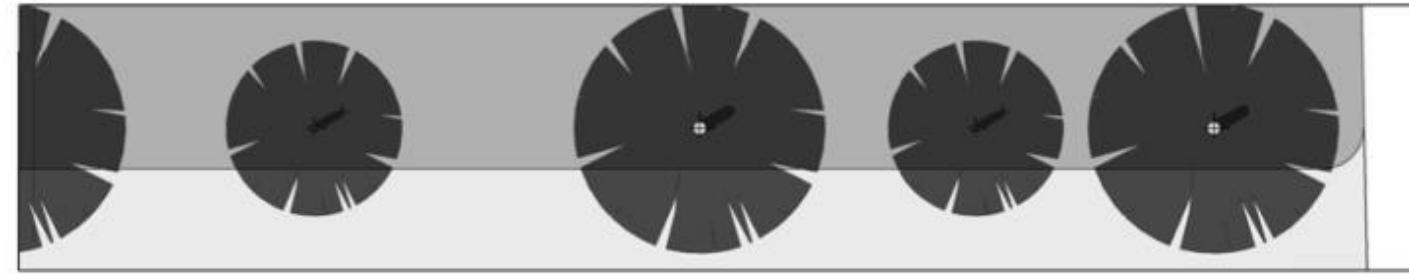
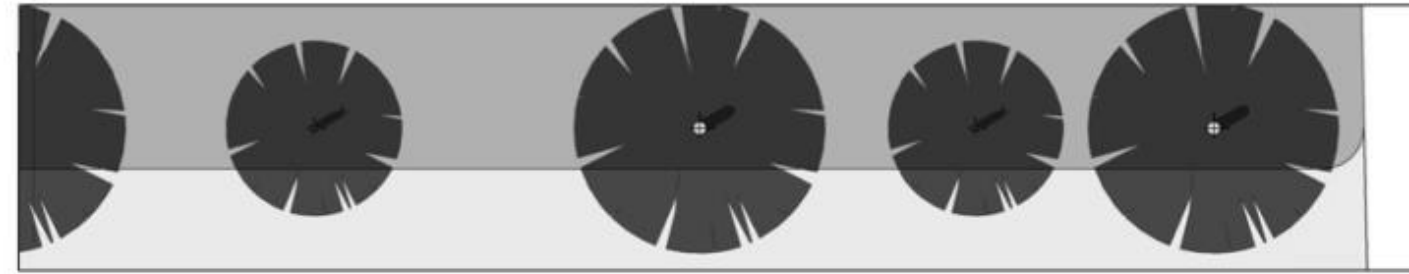
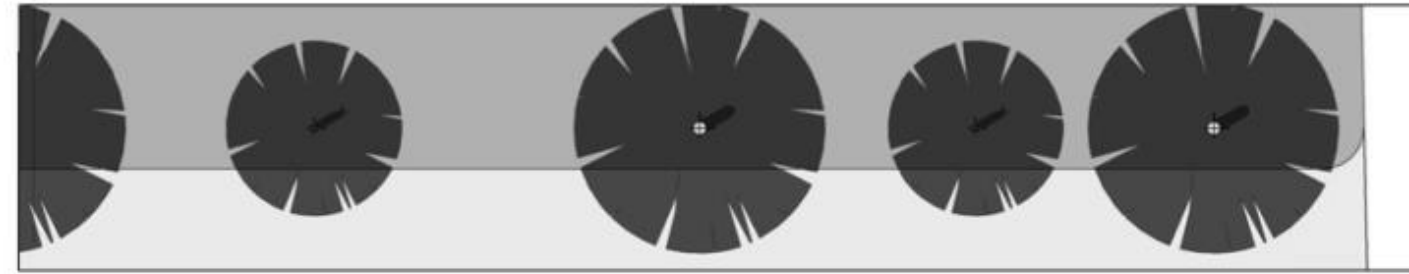
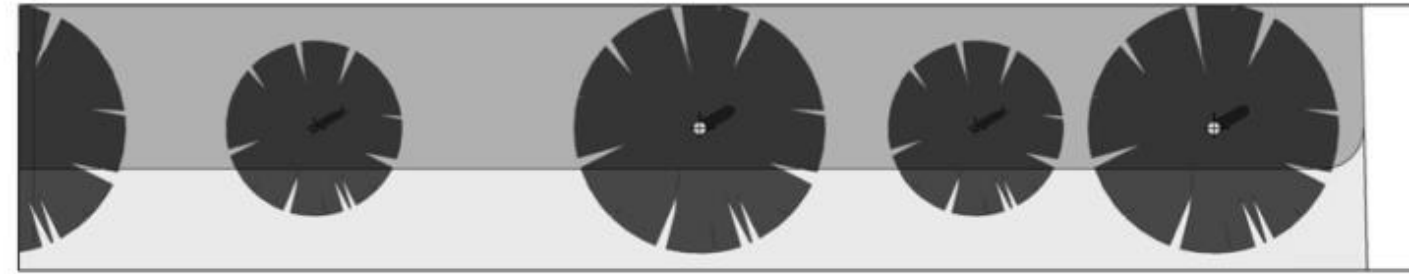
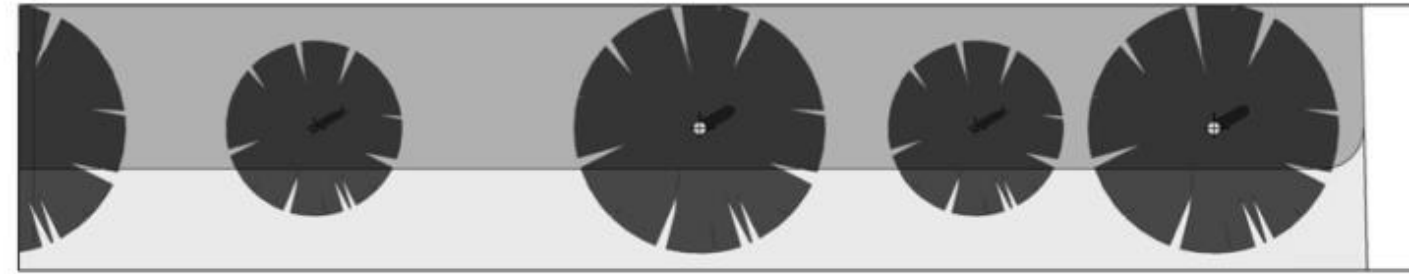
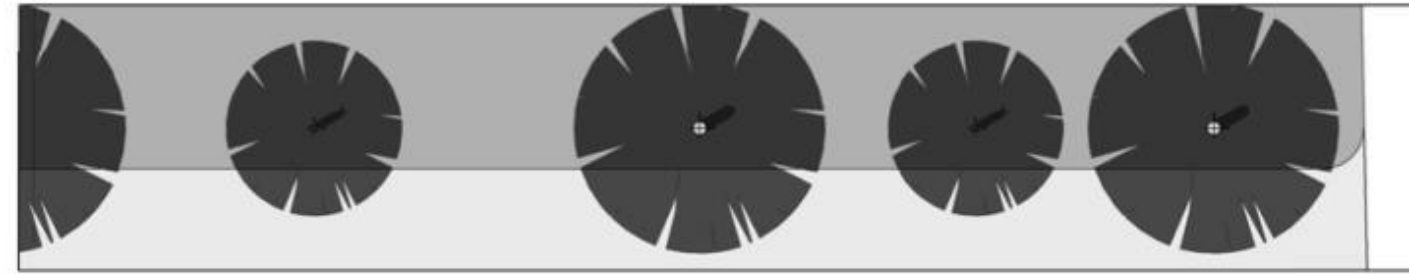
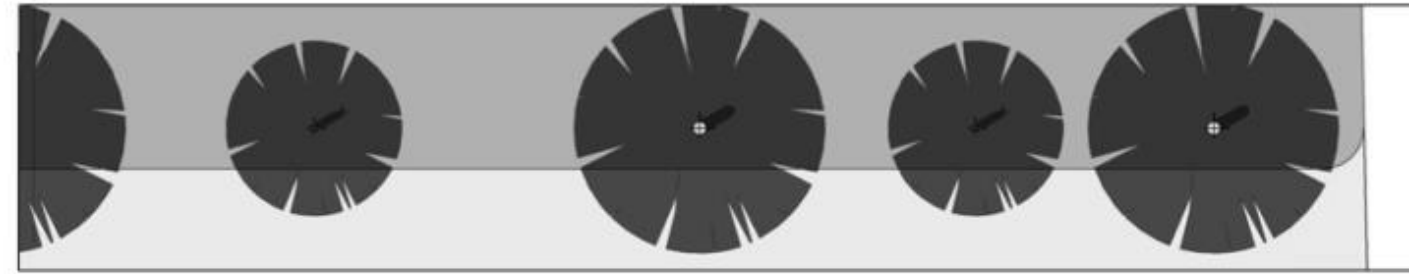
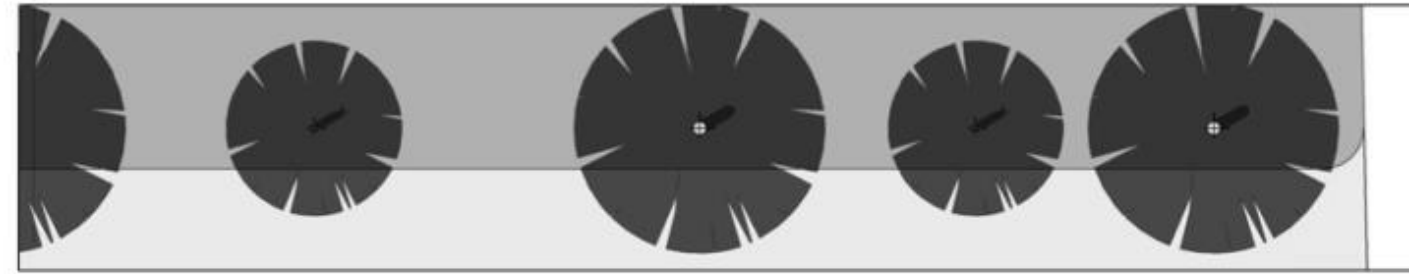
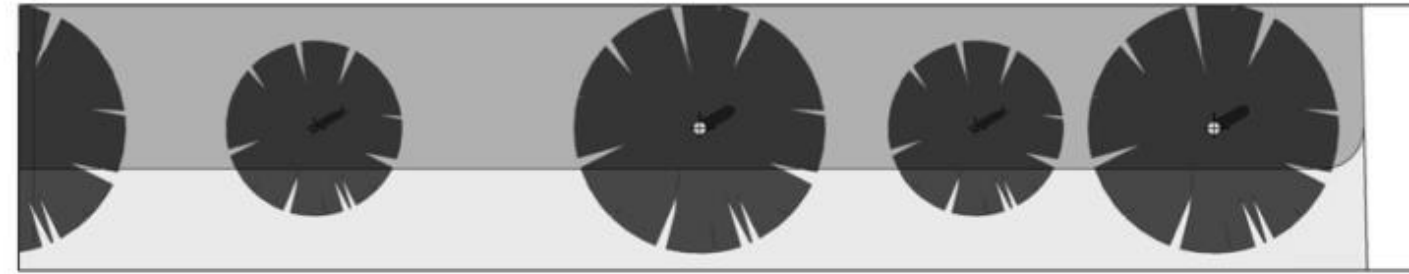
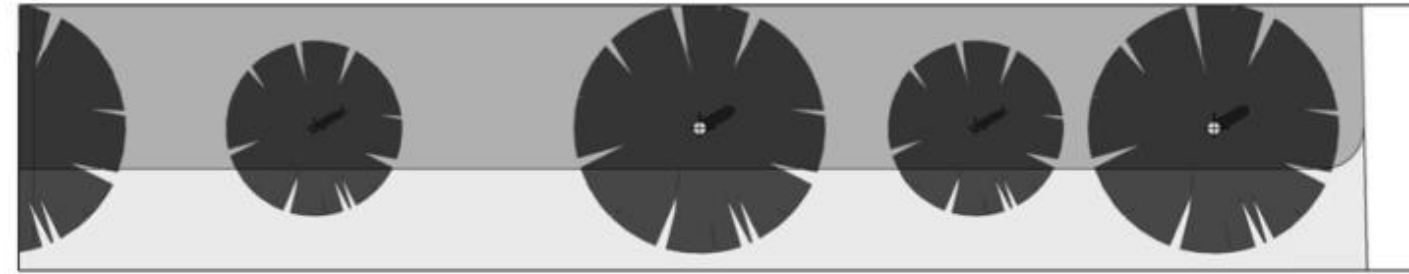
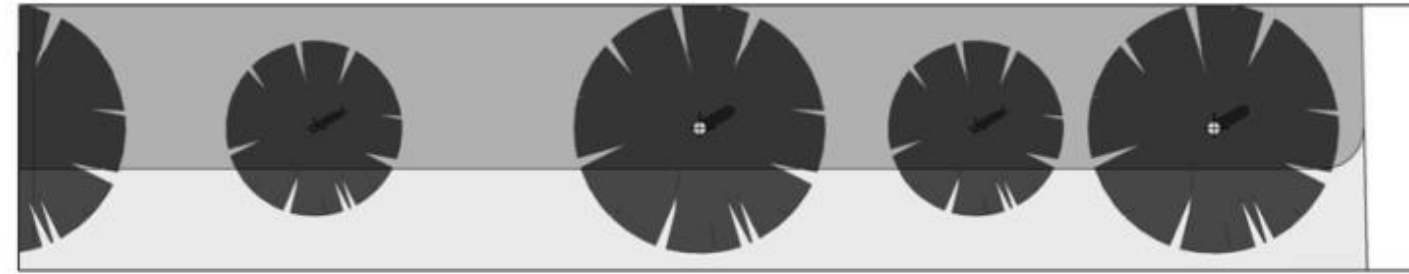
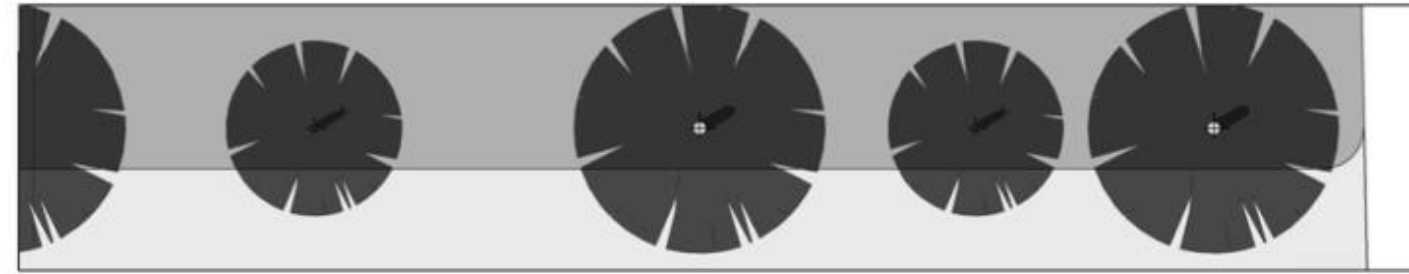
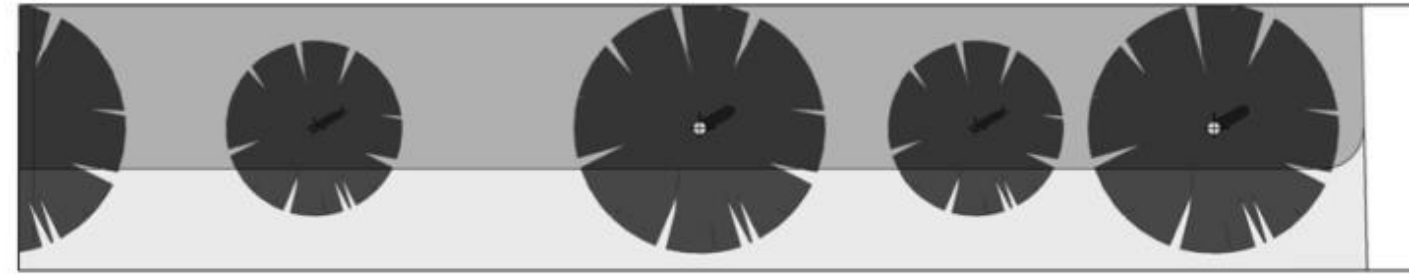
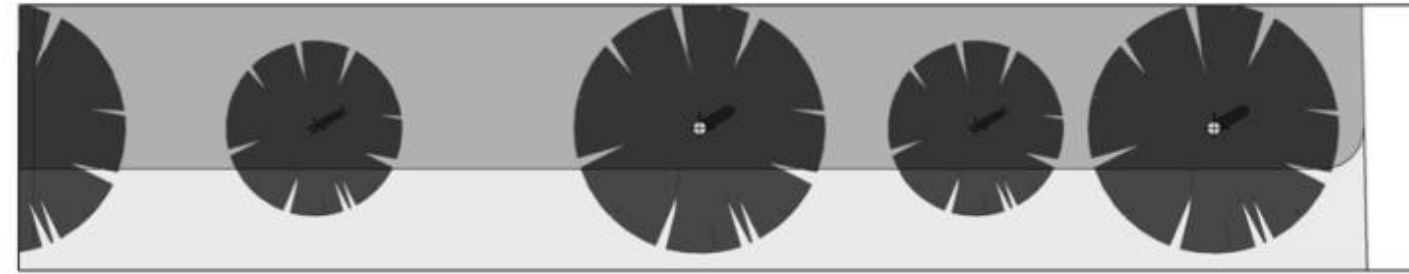
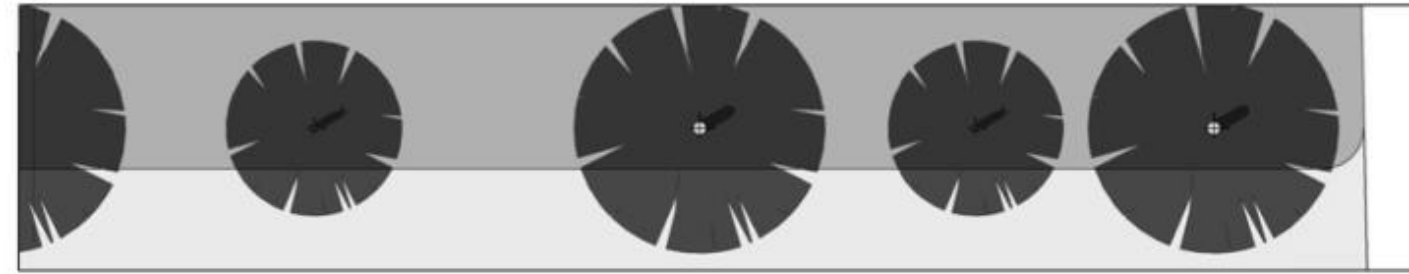
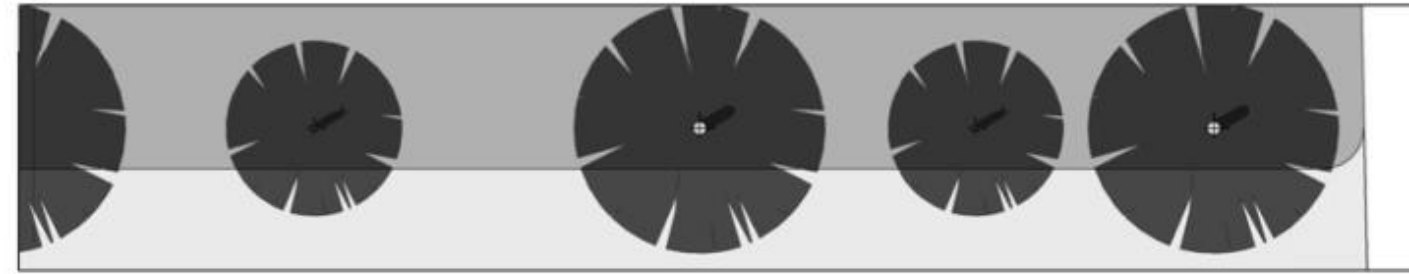
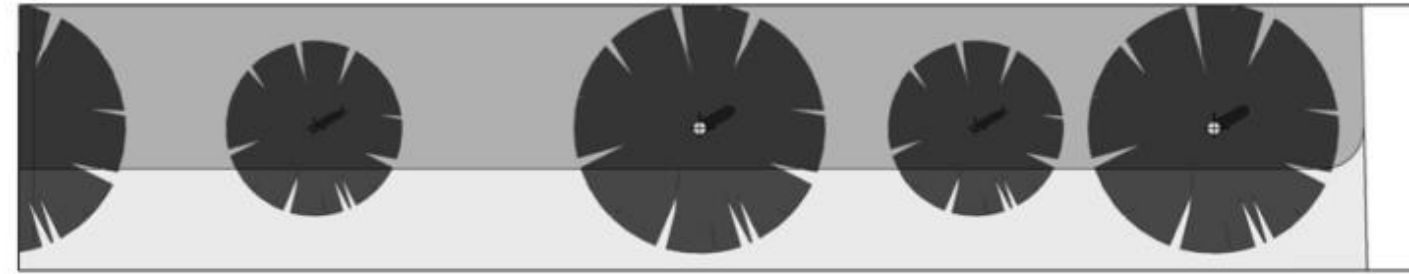
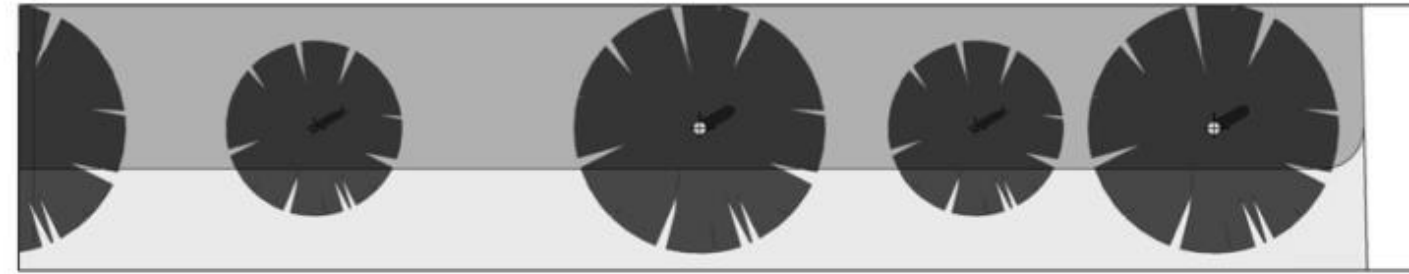
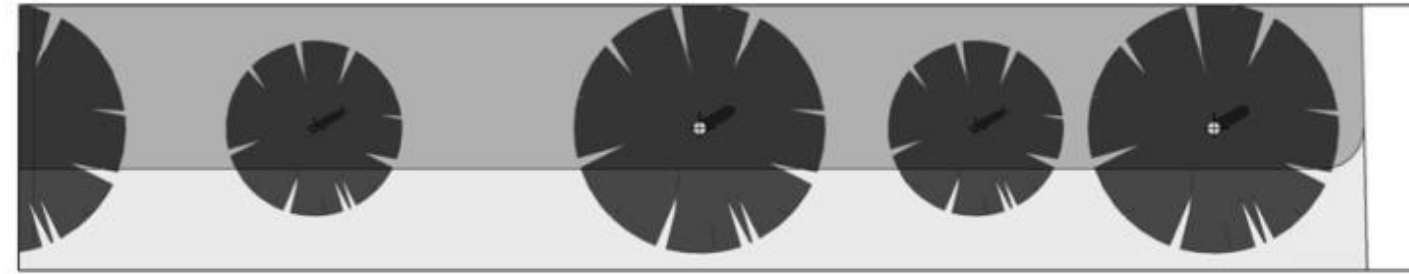
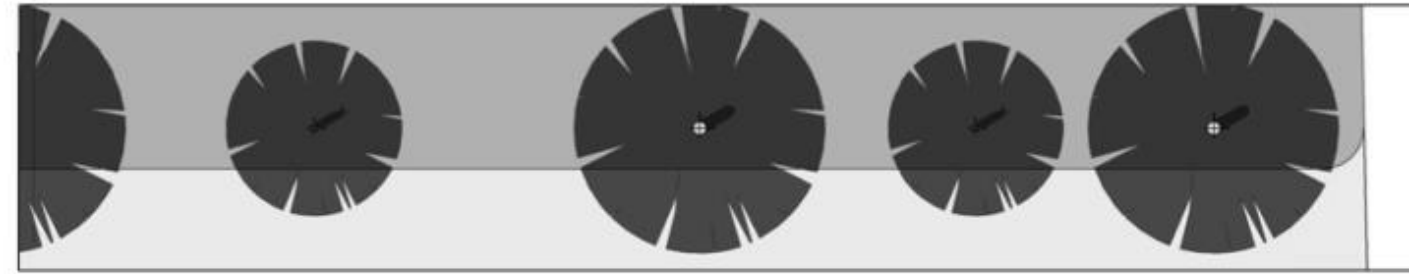
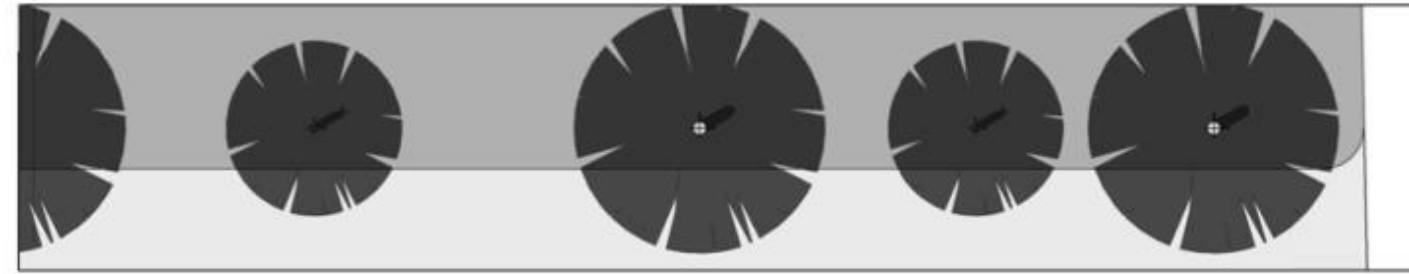
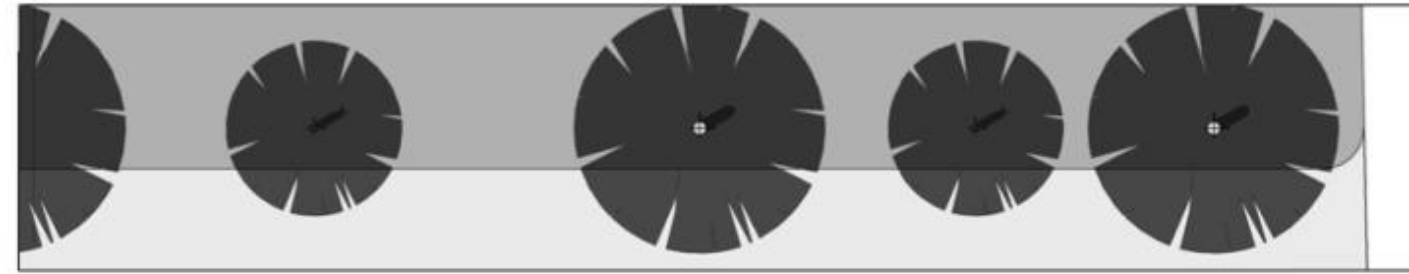
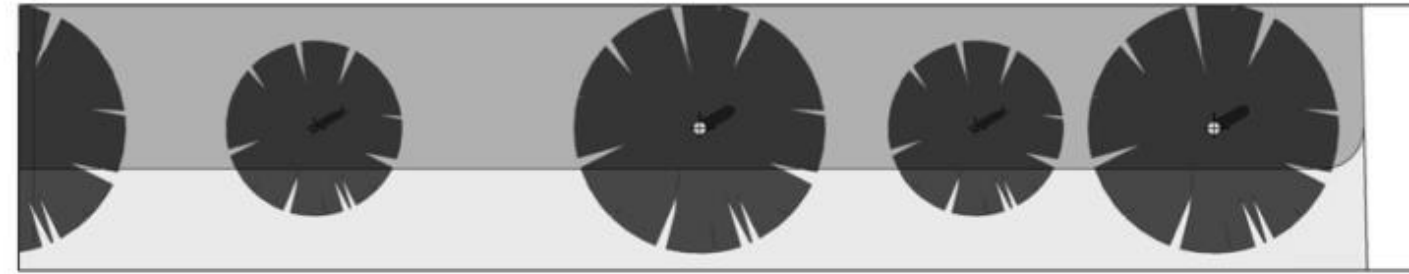
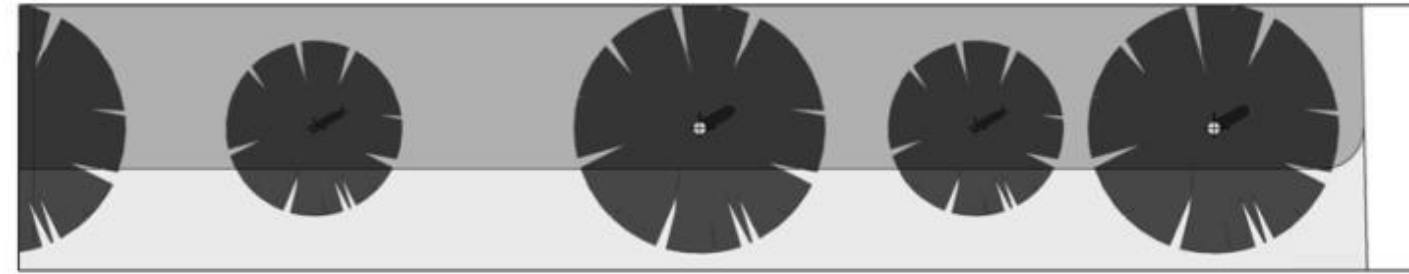
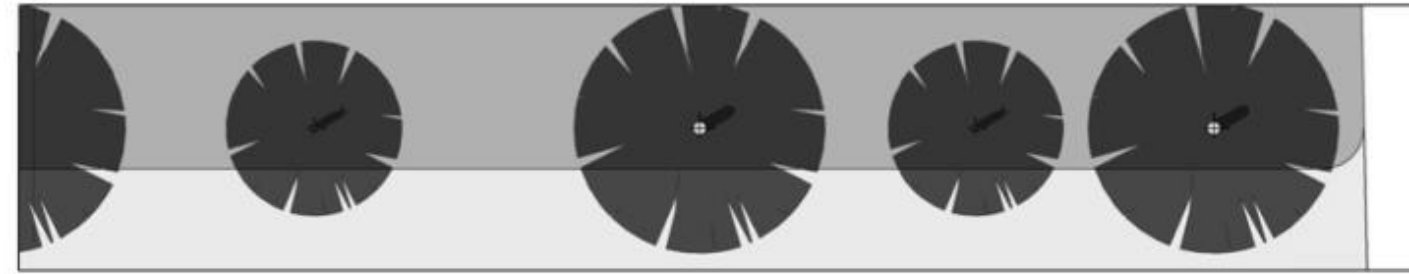
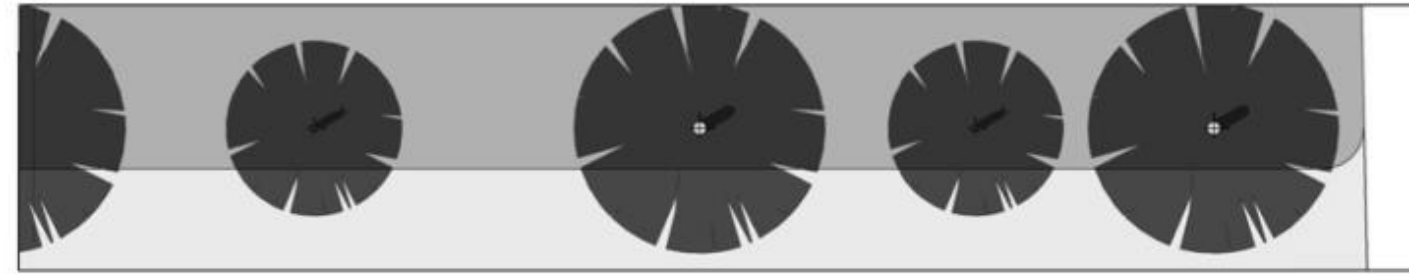
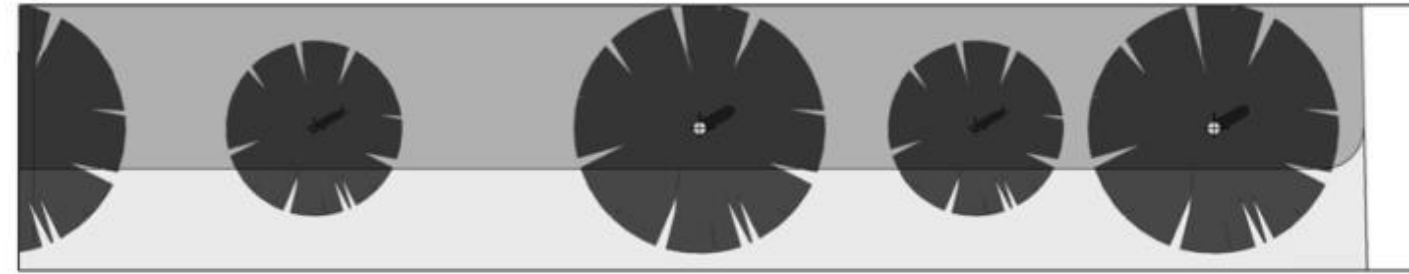
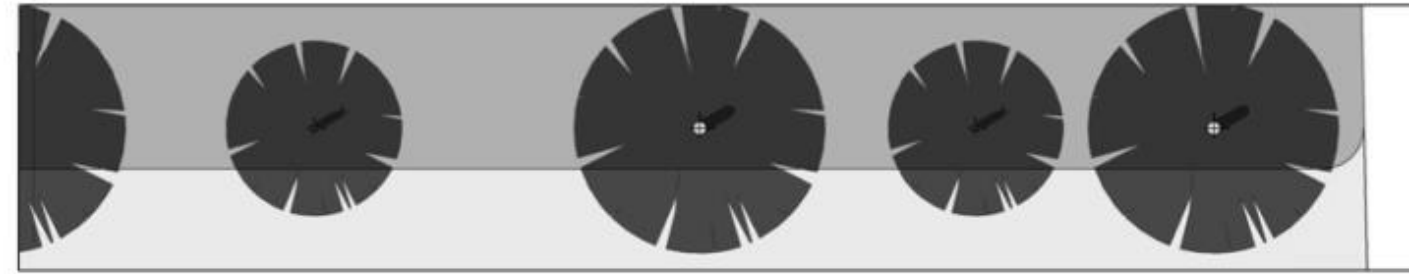
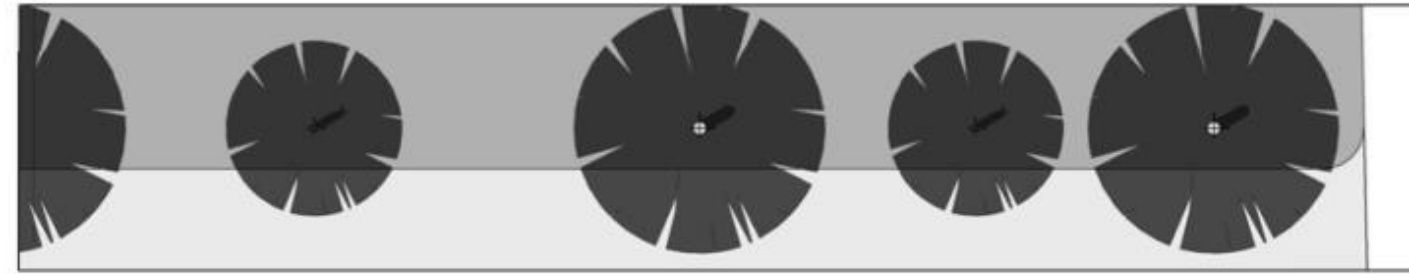
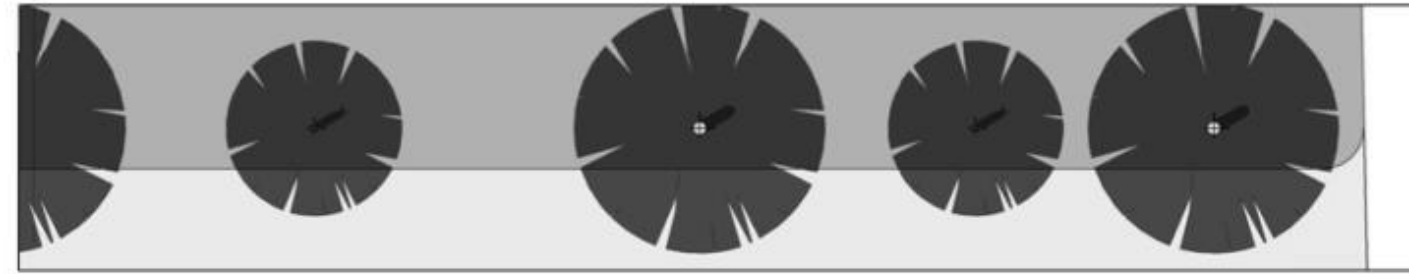
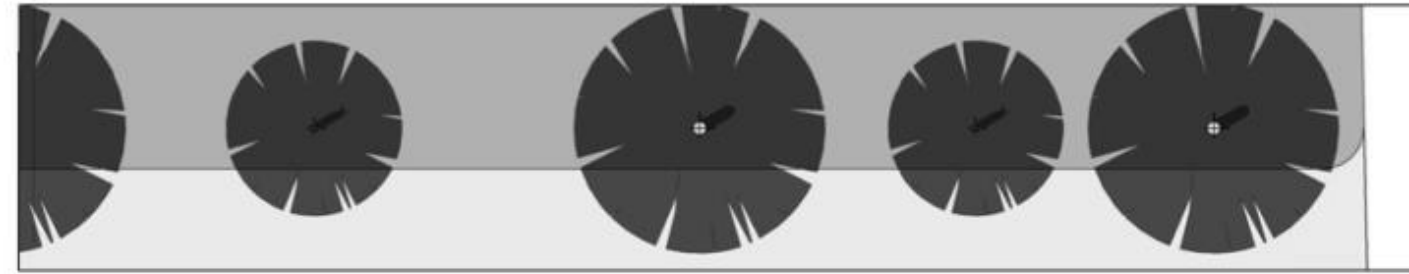
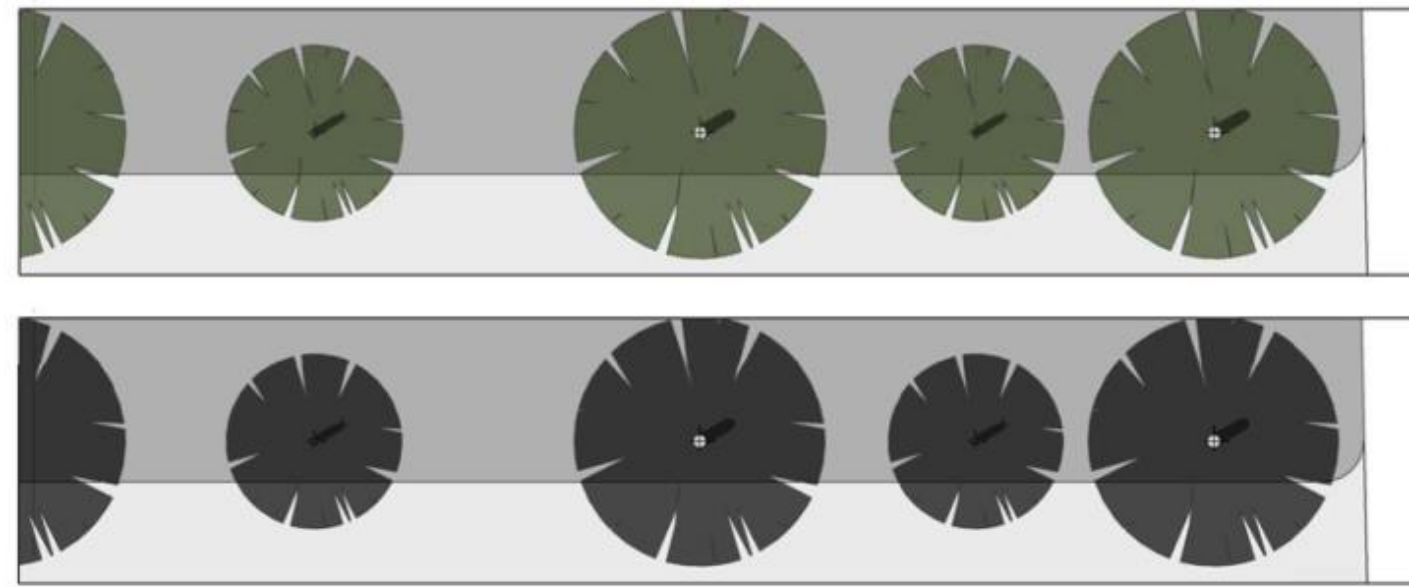
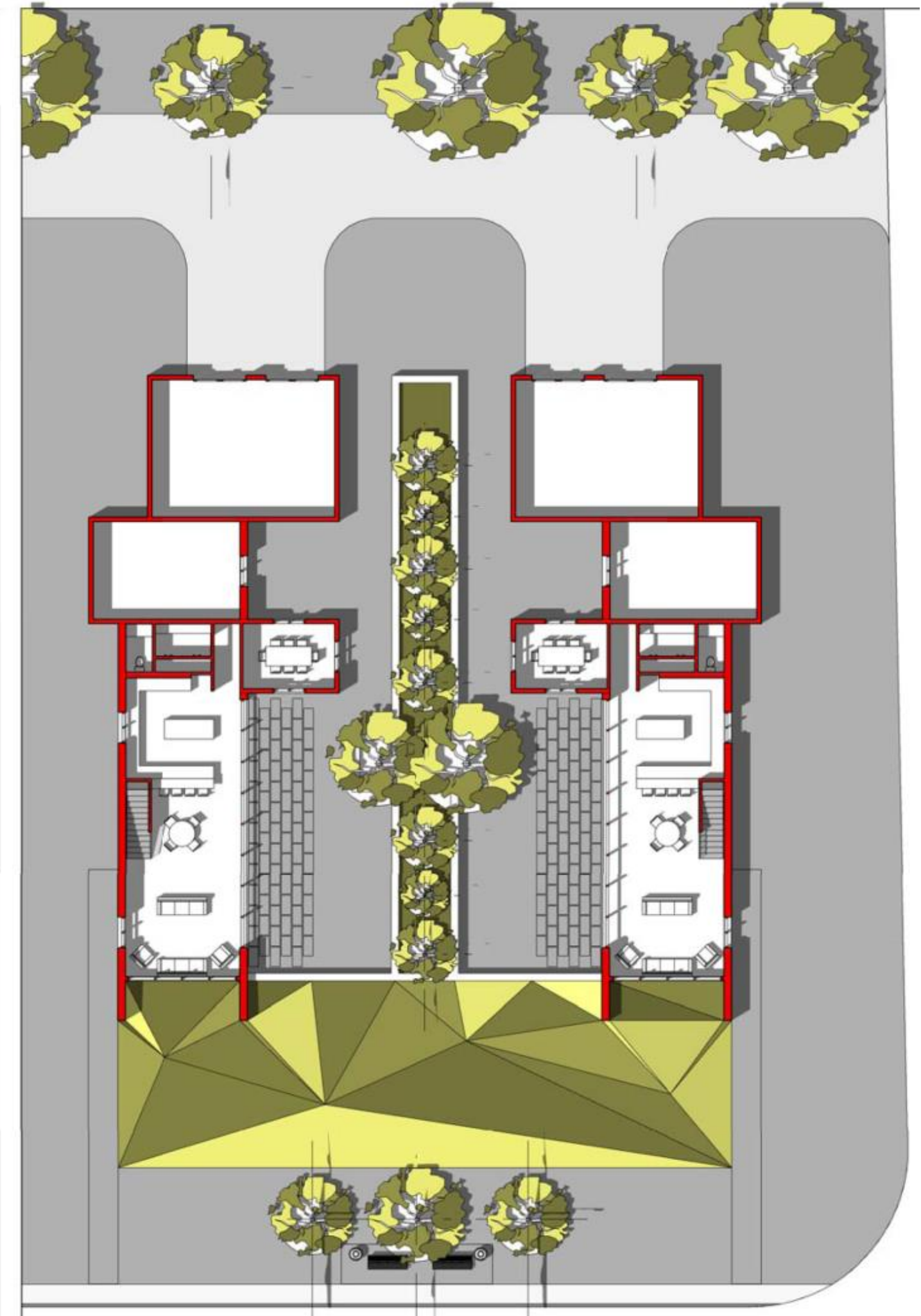
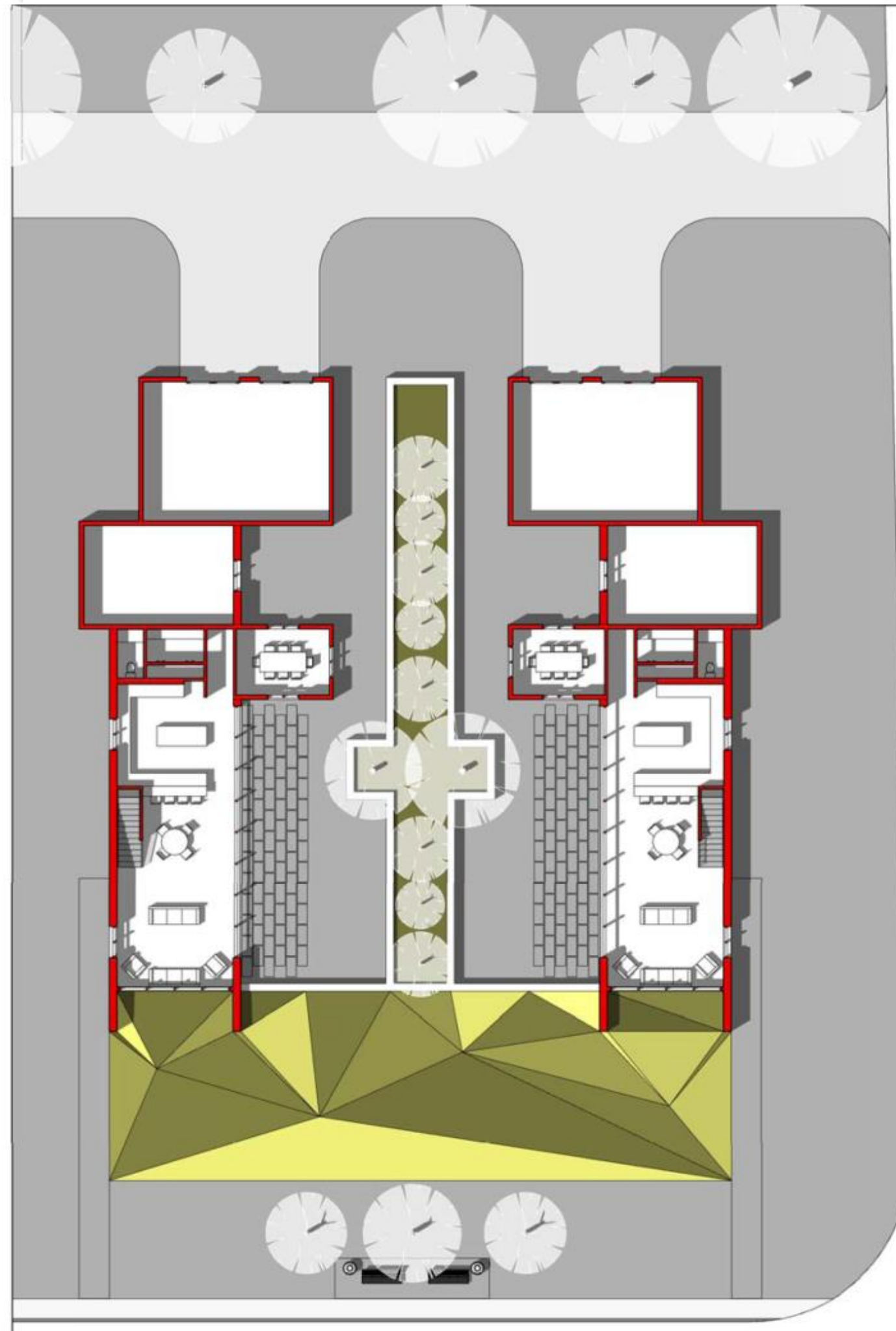
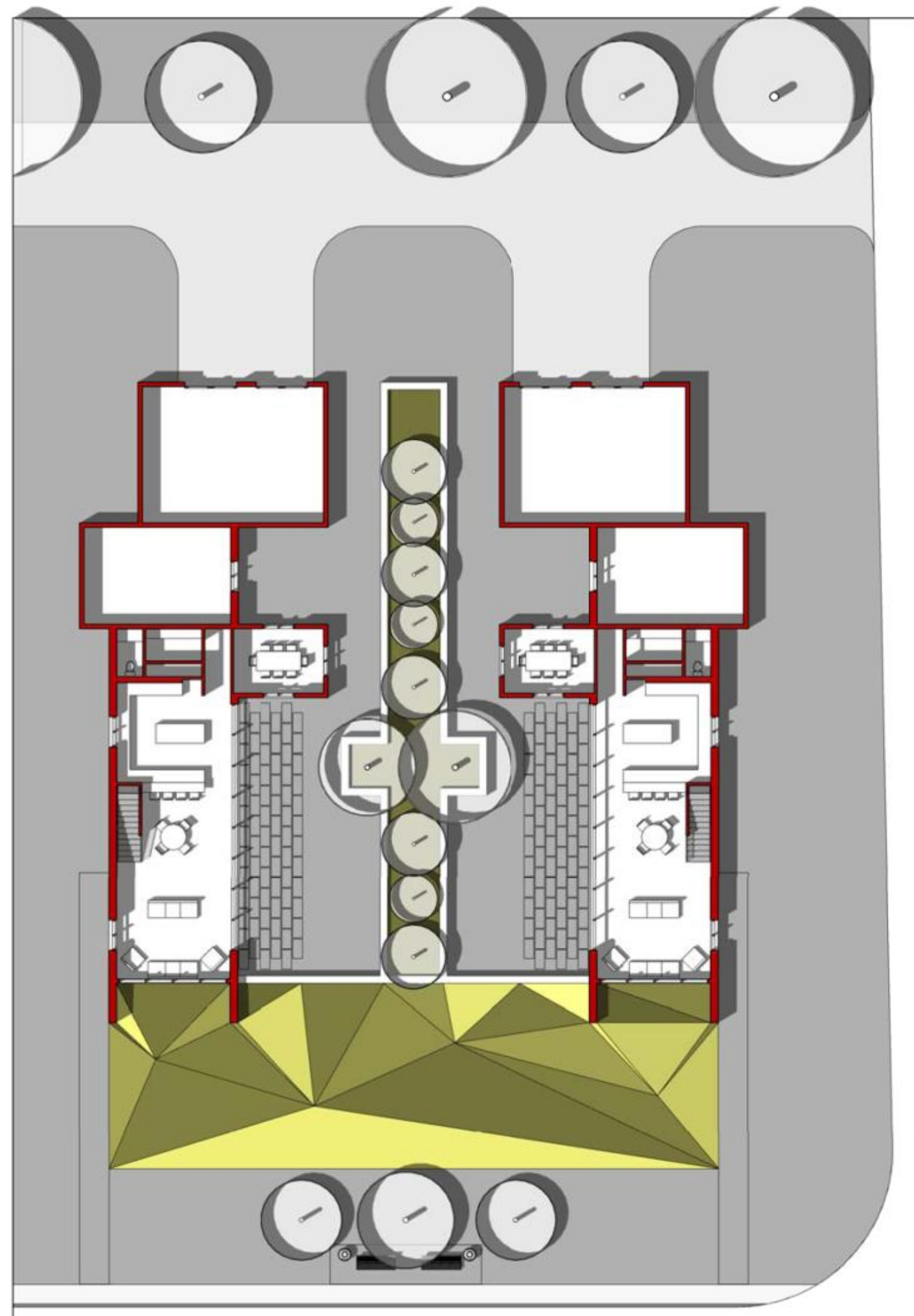




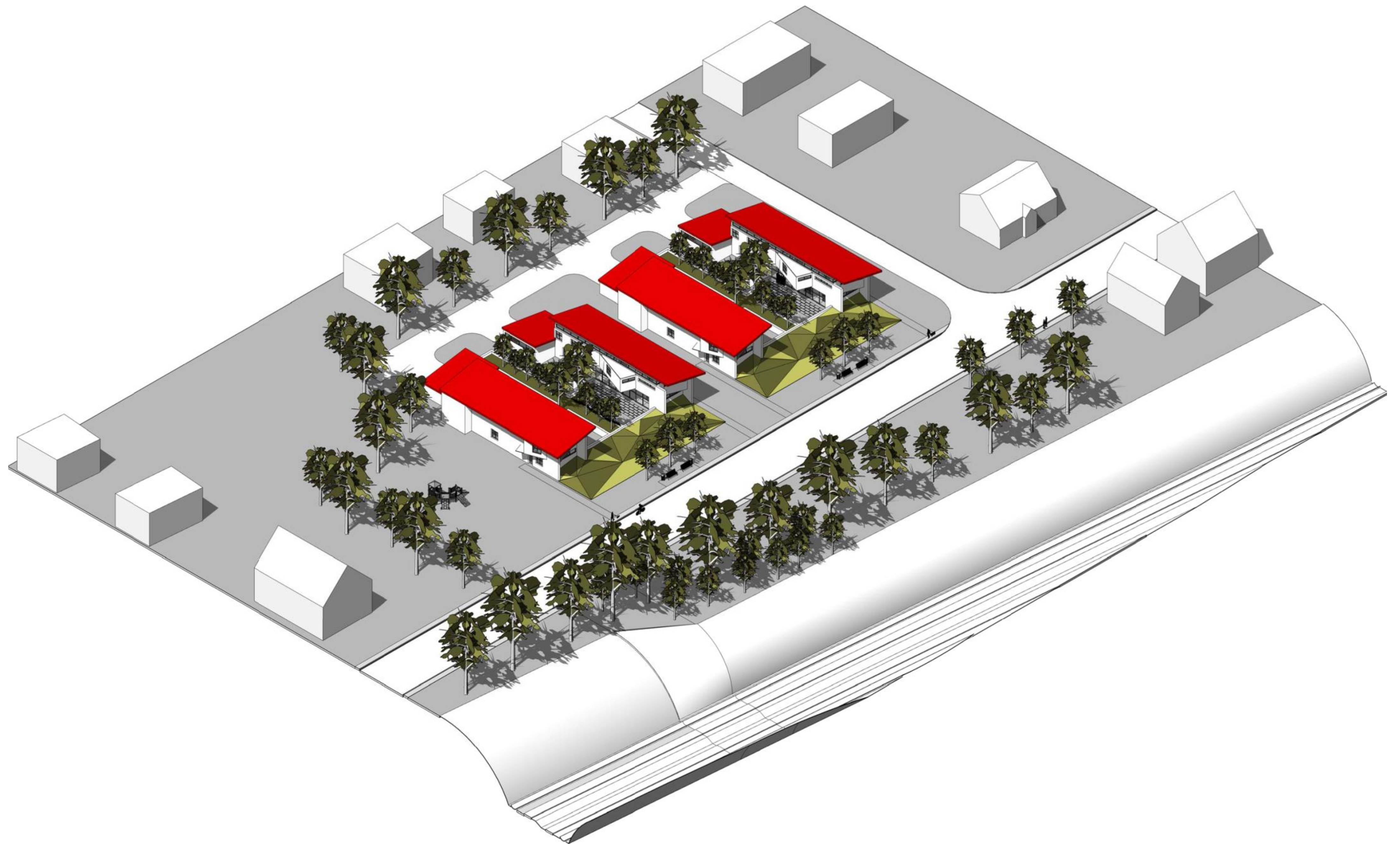
# Tree – Fine Setting



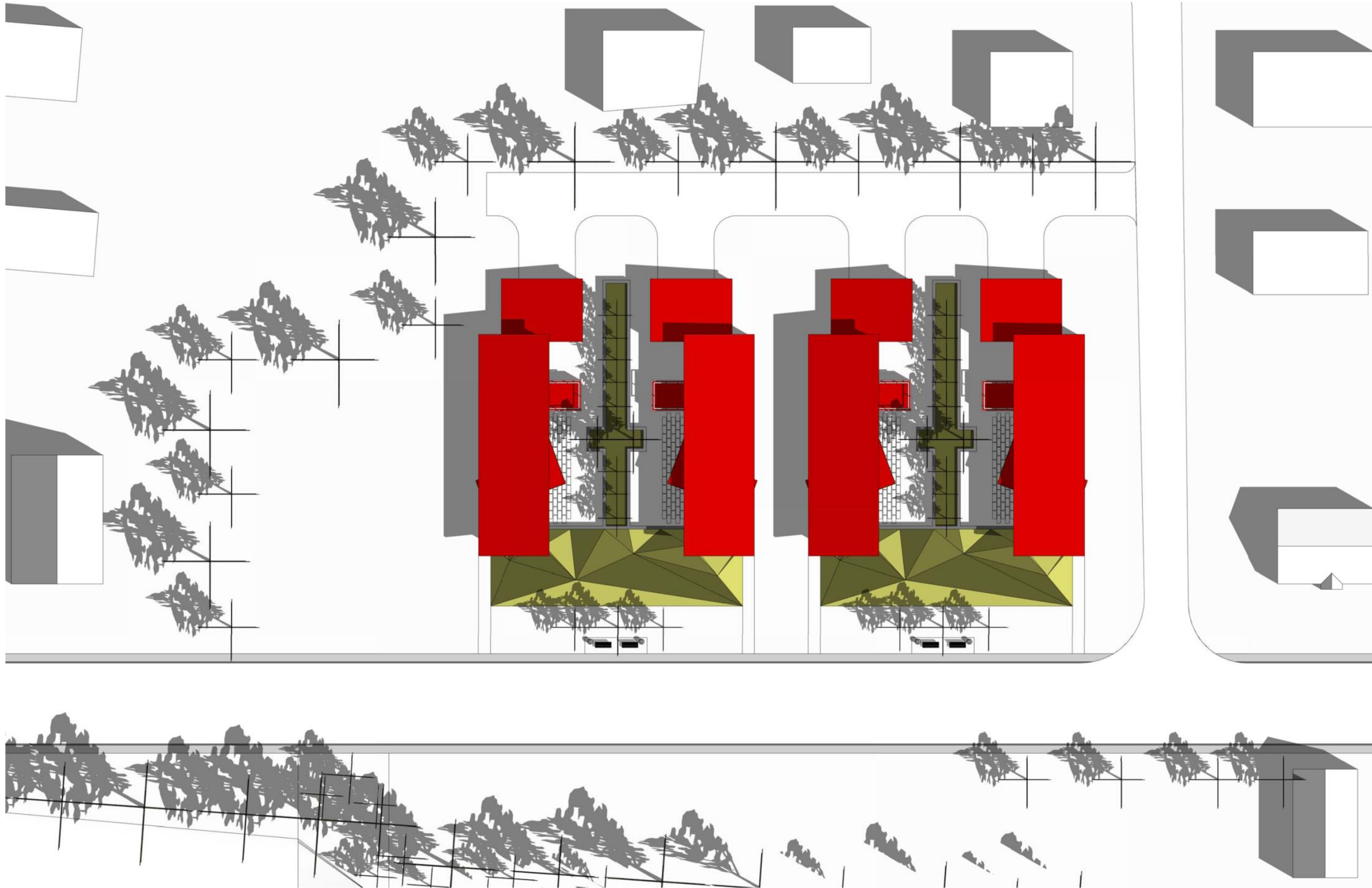




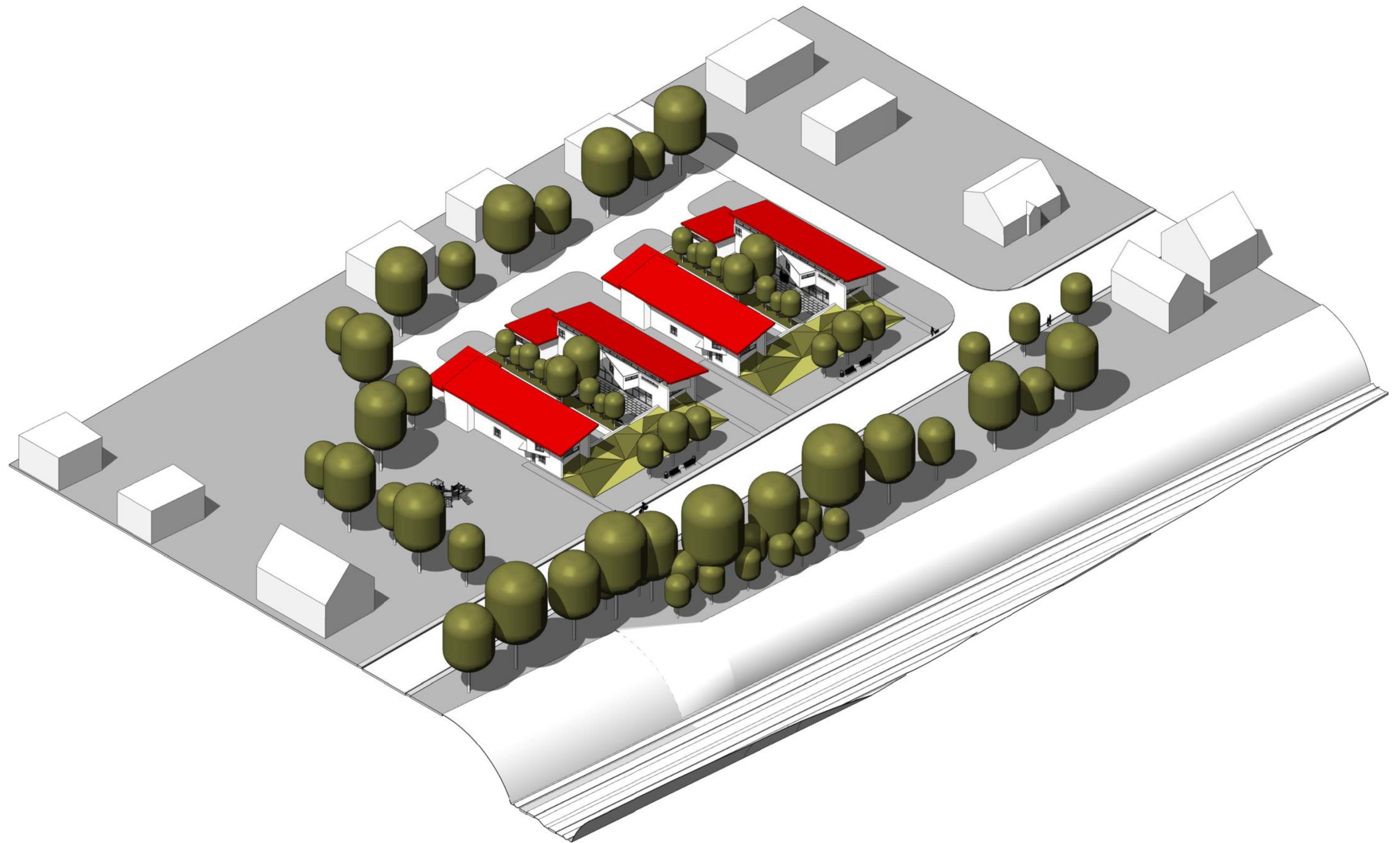




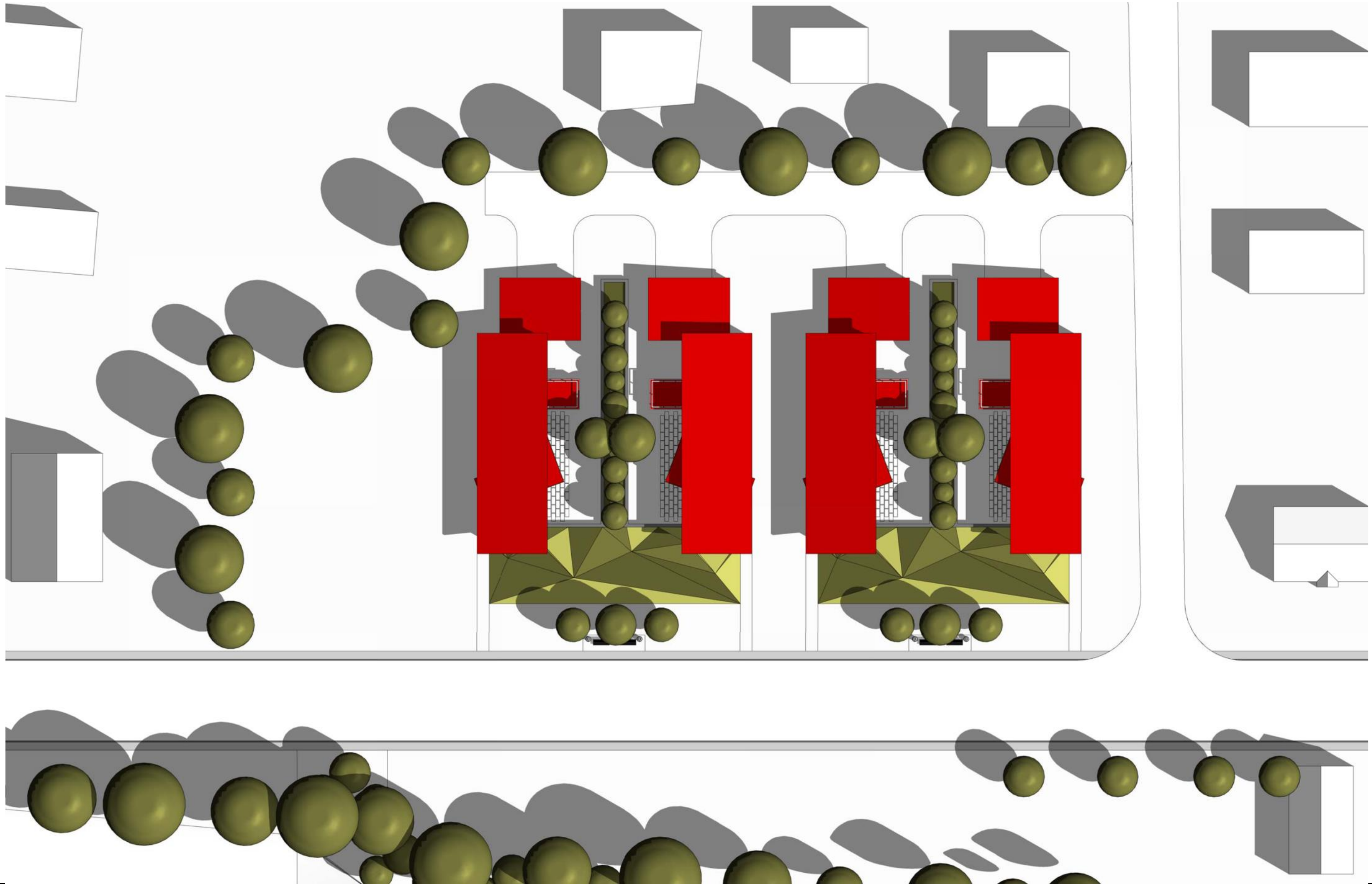
















GREEN OPEN SPACE WALK

DRIVE

WALK

REST

GREEN BUFFER

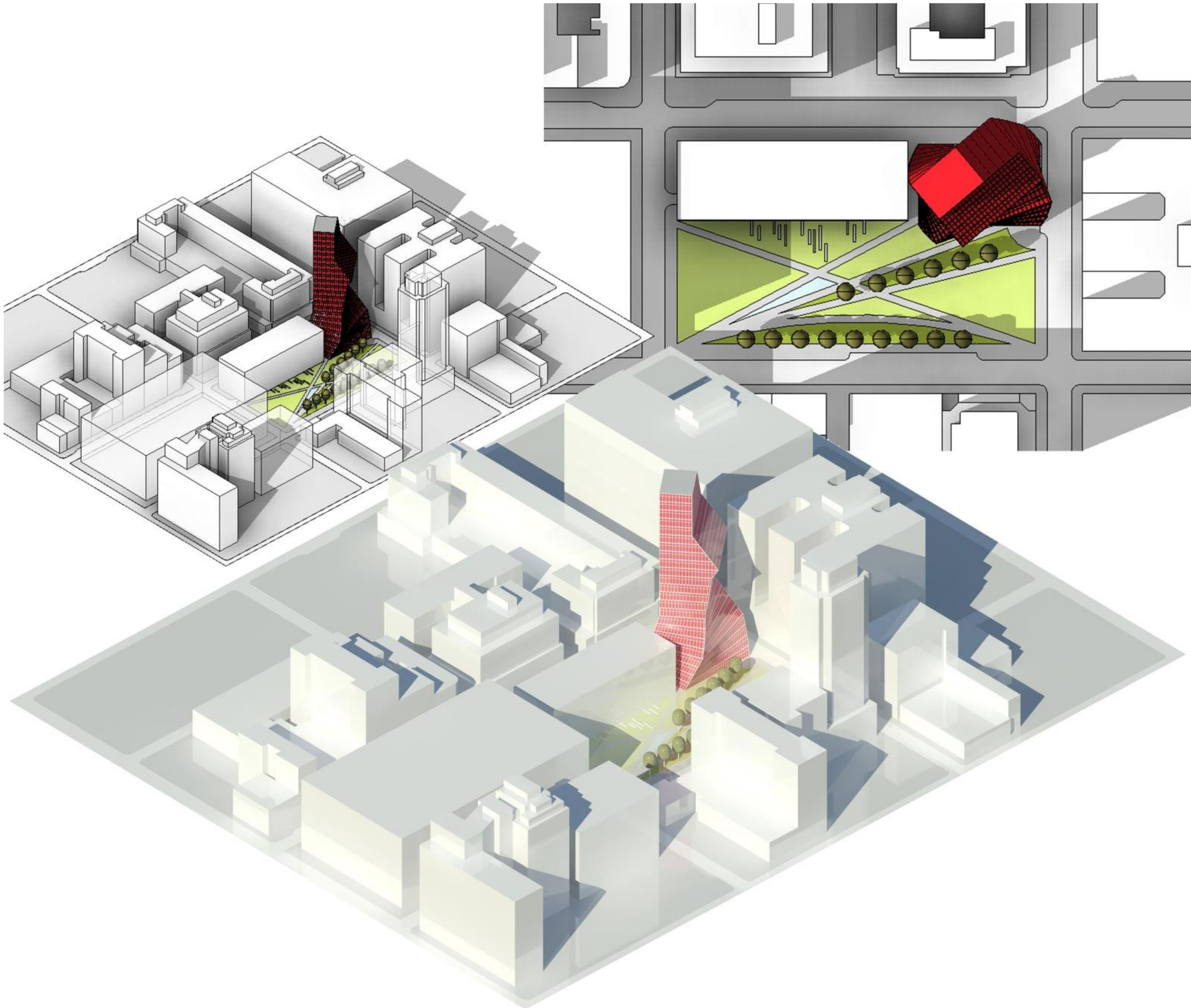
PROPERTY

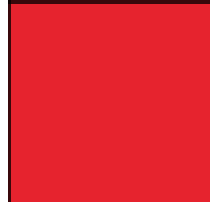
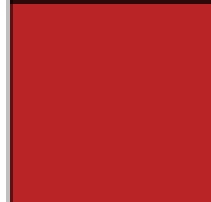
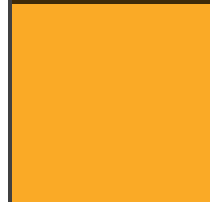
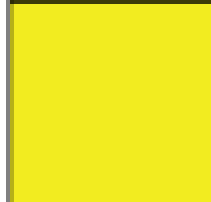
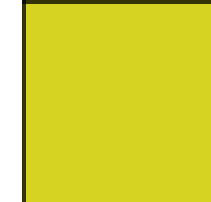



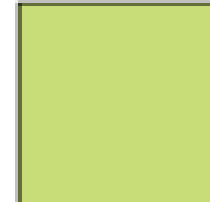

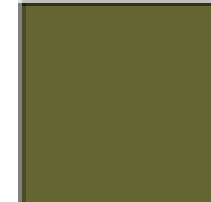




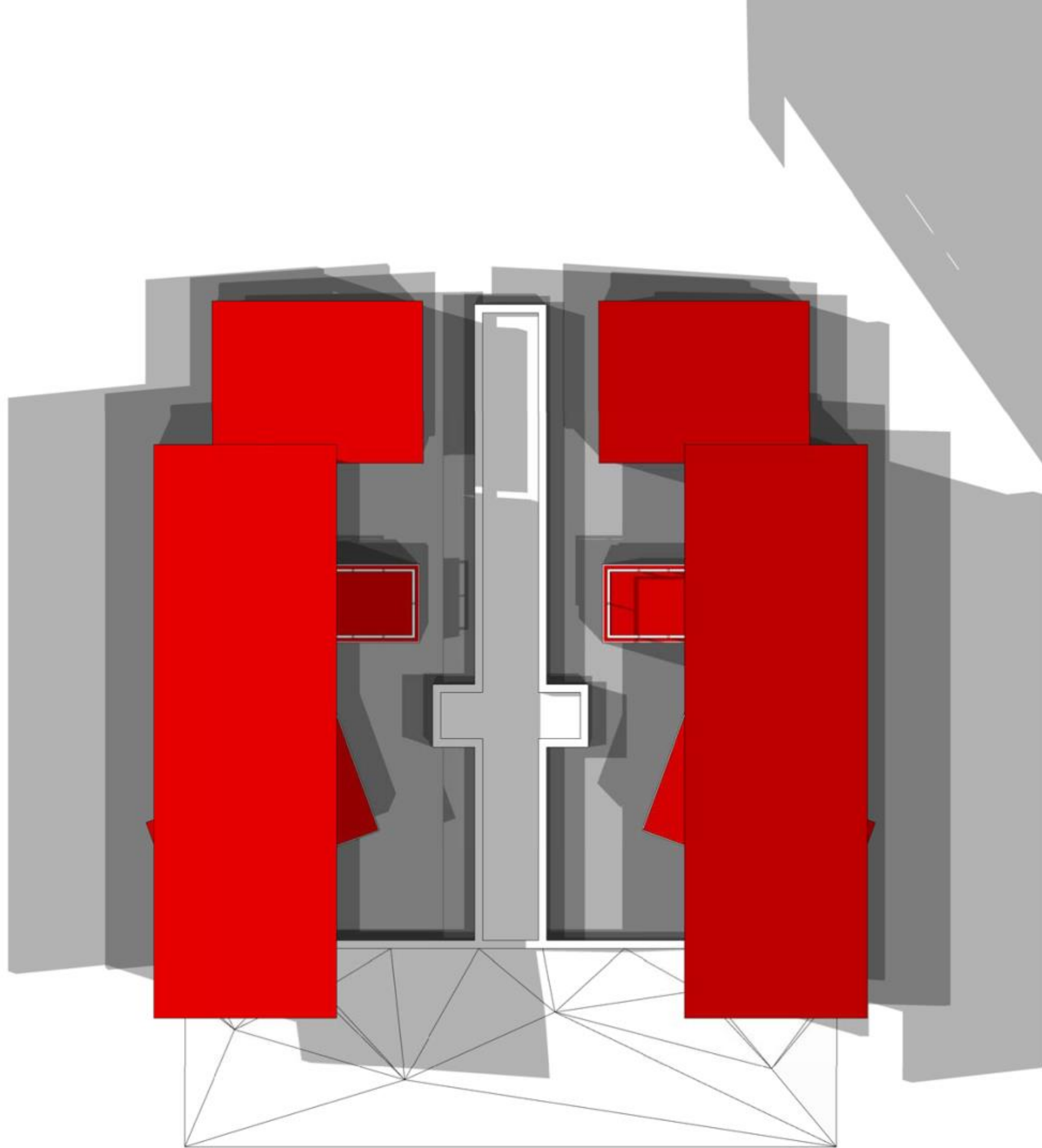


# Web Research – MOST POPULAR COLORS

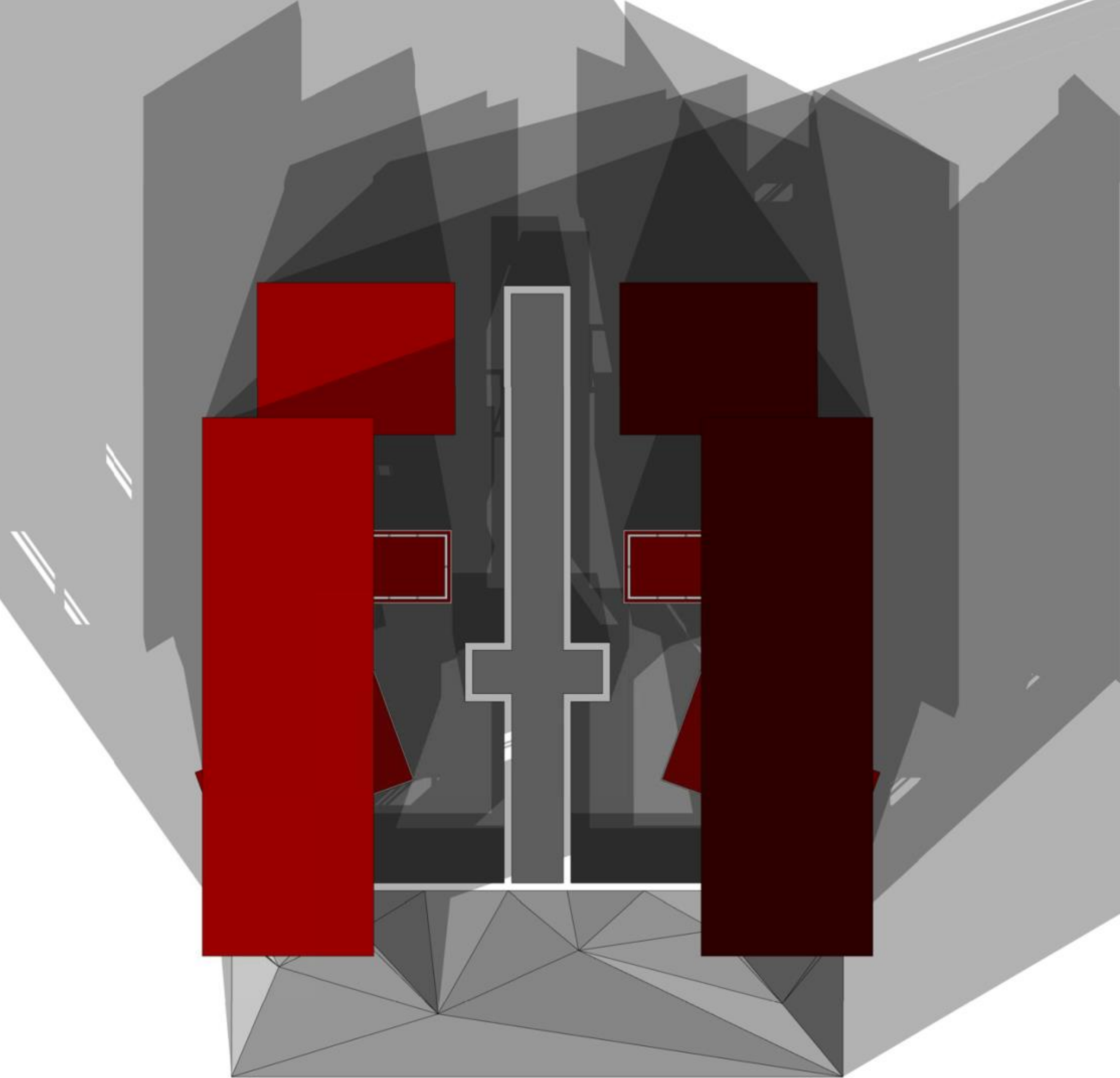


HIGHLIGHT						Most Popular					
											
						R:230 G:35 B:45	R:185 G:35 B:35	R:250 G:70 B:40	R:245 G:235 B:35	R:215 G:210 B:35	R:190 G:210 B:50
BUILDINGS & ROADS											PARCELS 
						R:255 G:255 B:255					R:200 G:200 B:200
GRASS						General 		Accent 		TREES 	
						R:200 G:220 B:120	R:160 G:180 B:60			R:100 G:100 B:50	





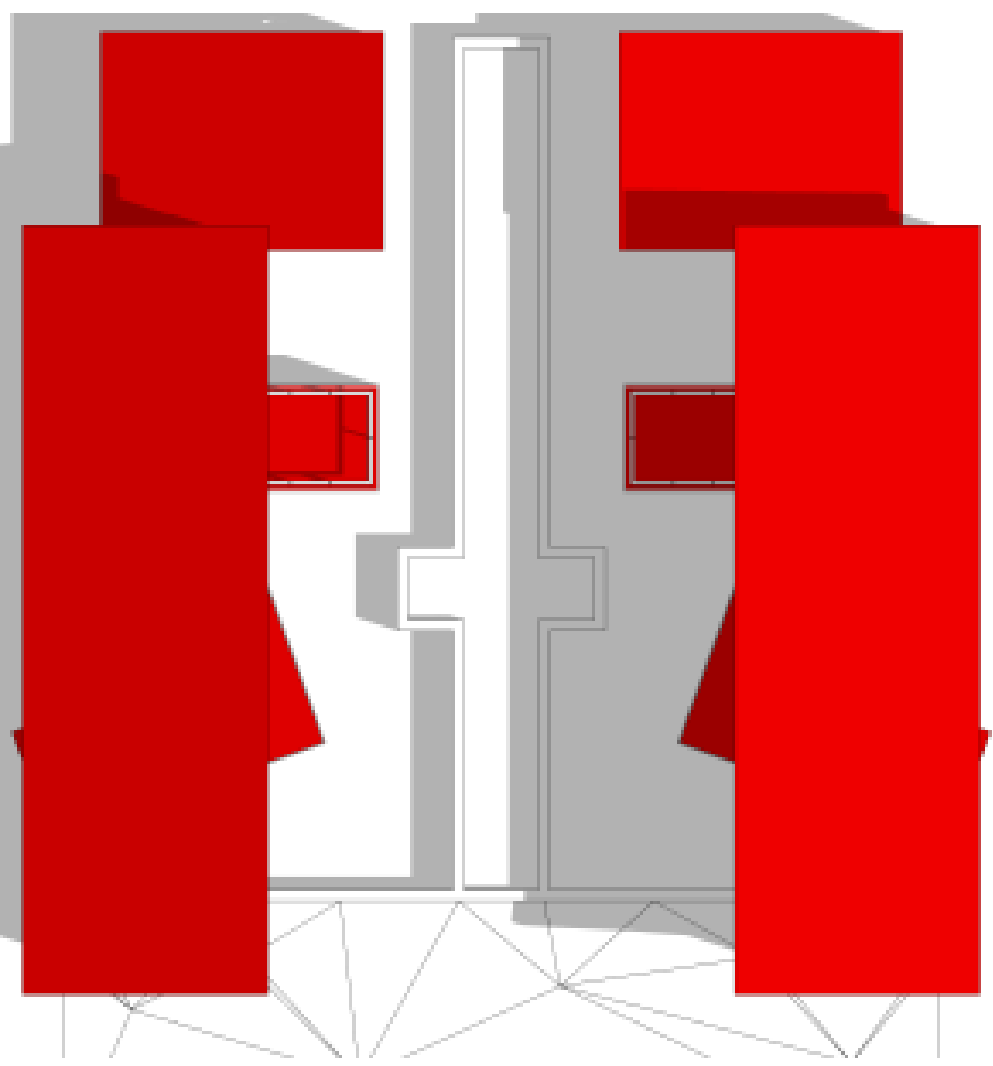
**SUMMER**



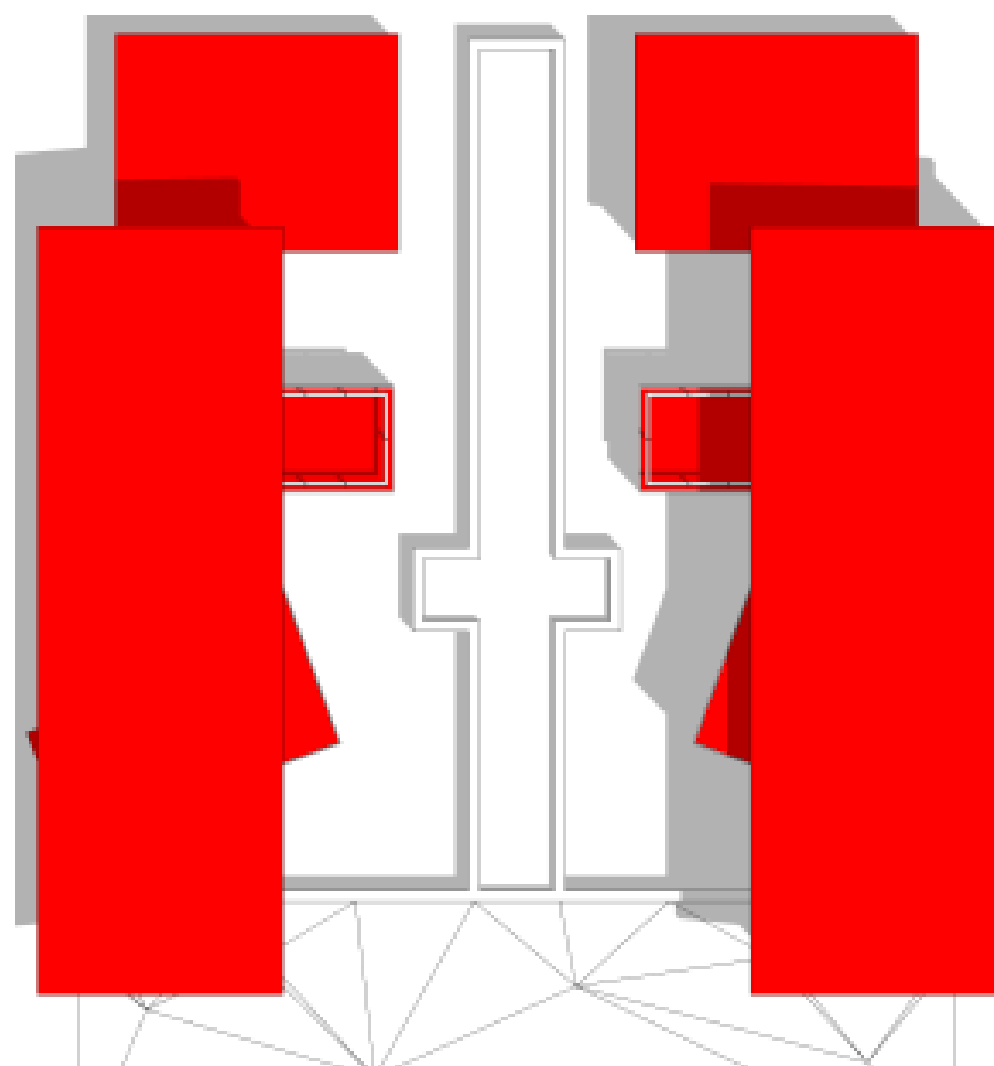
**WINTER**



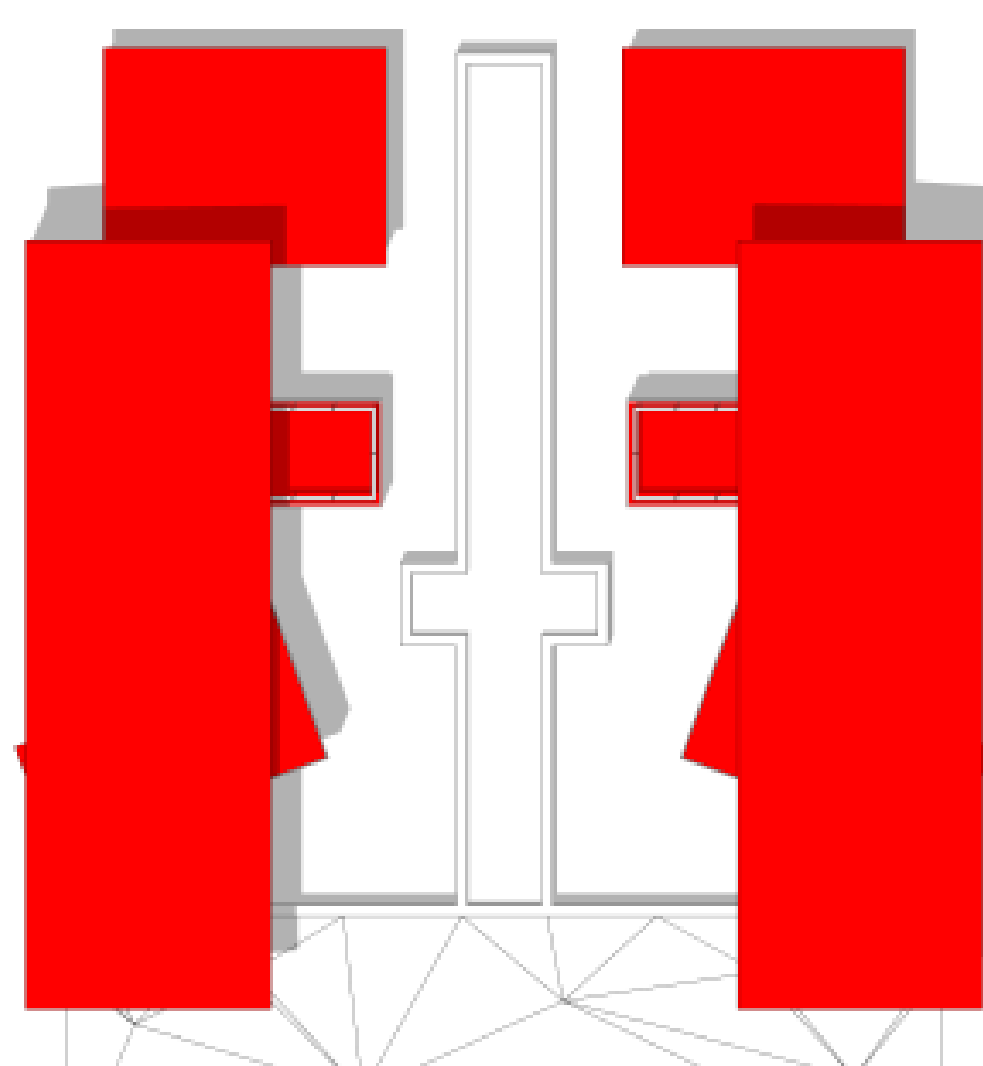
# S U M M E R



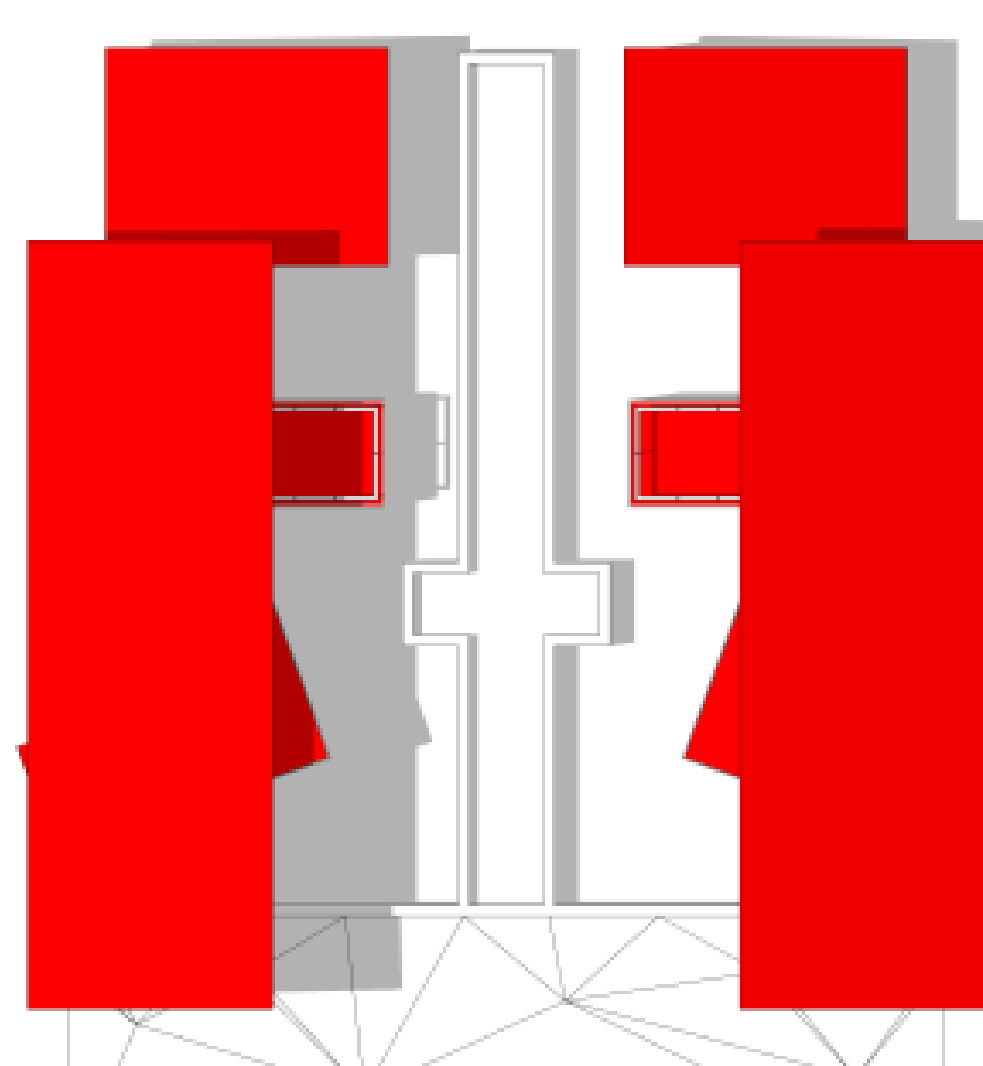
8 AM



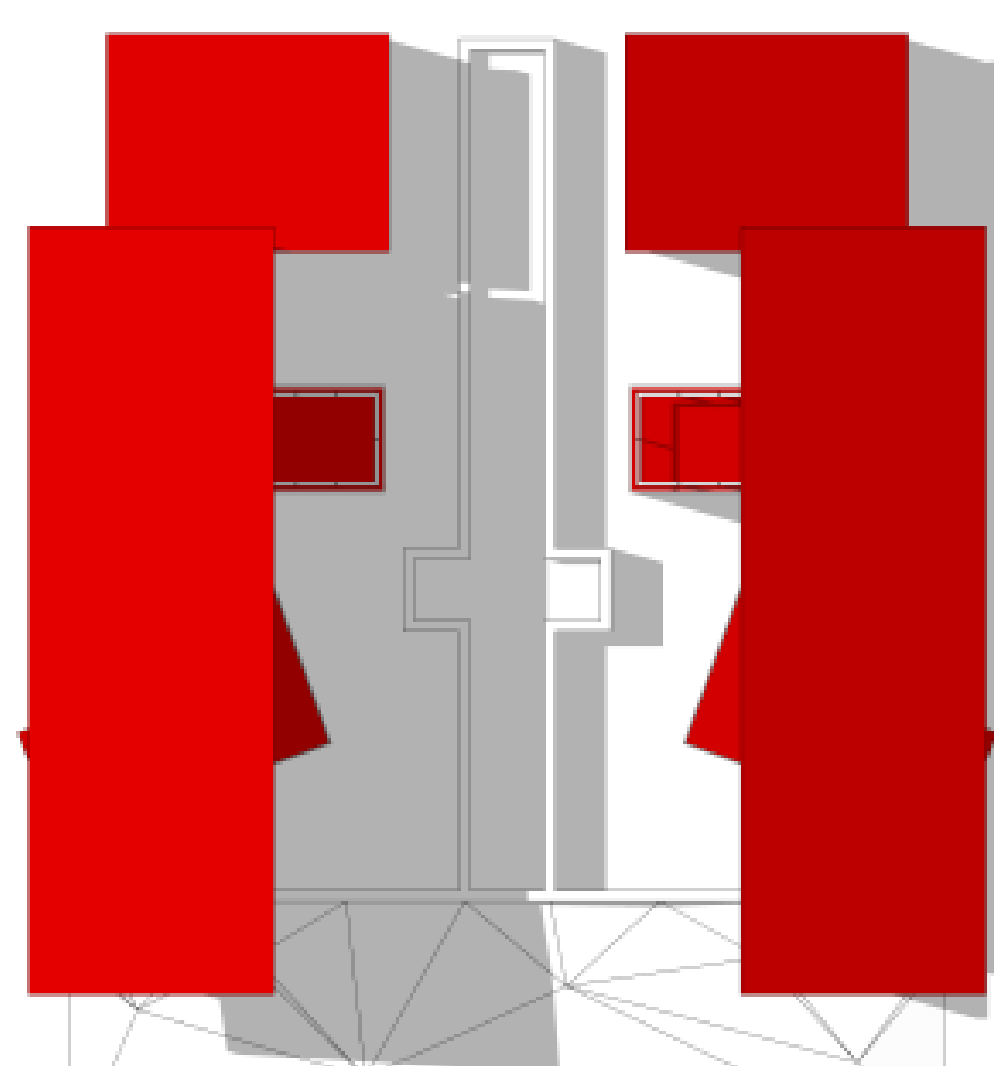
10 AM



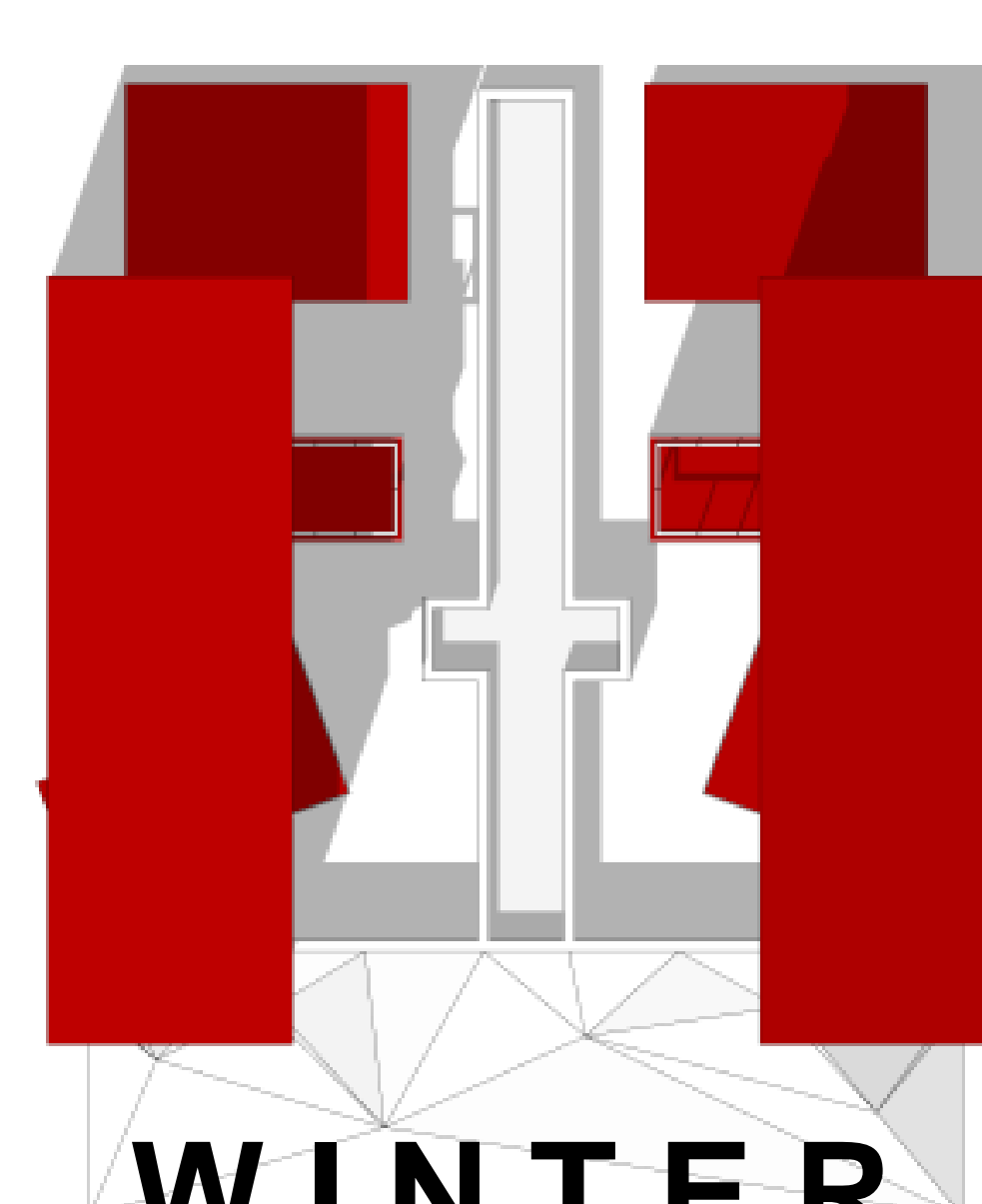
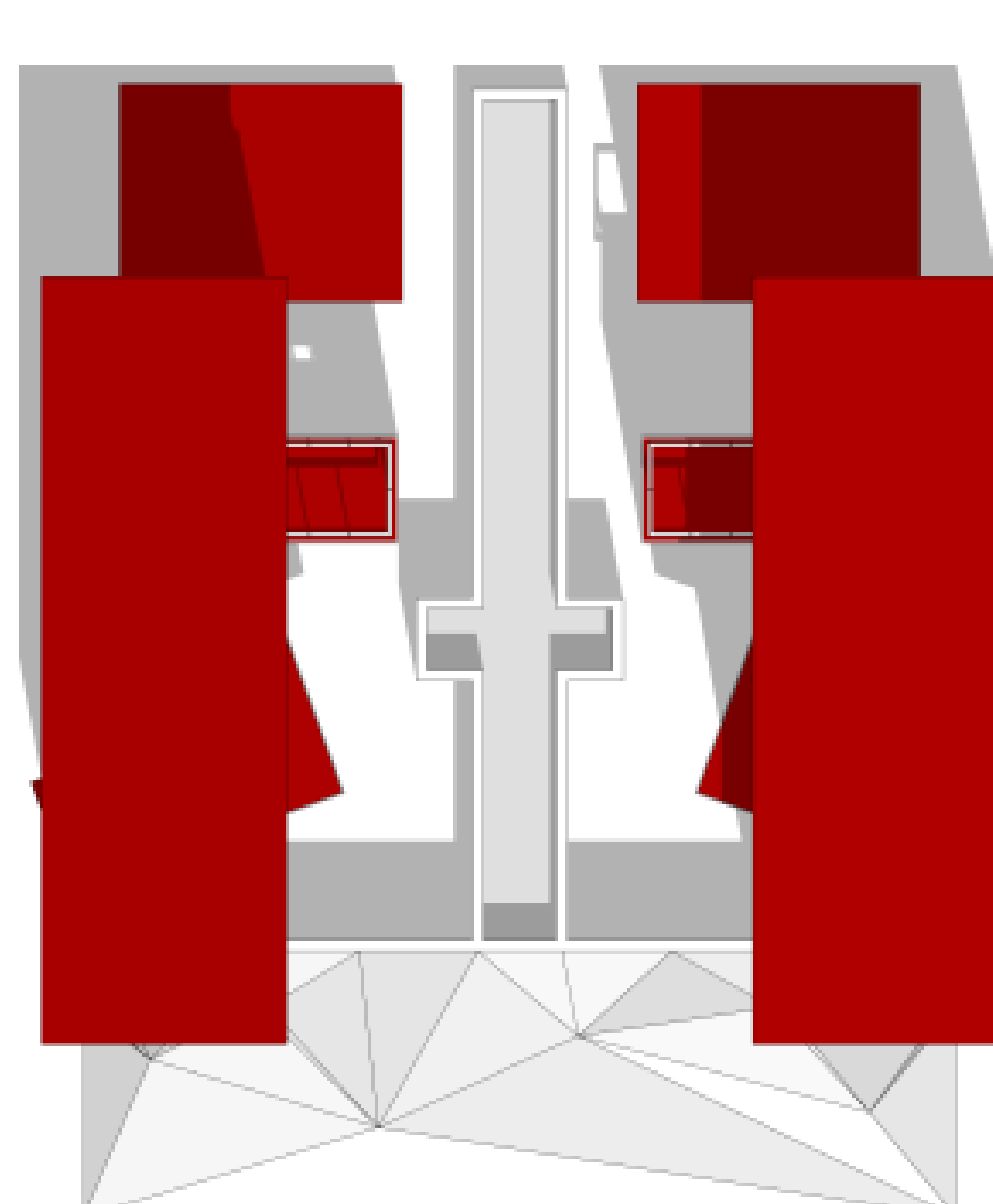
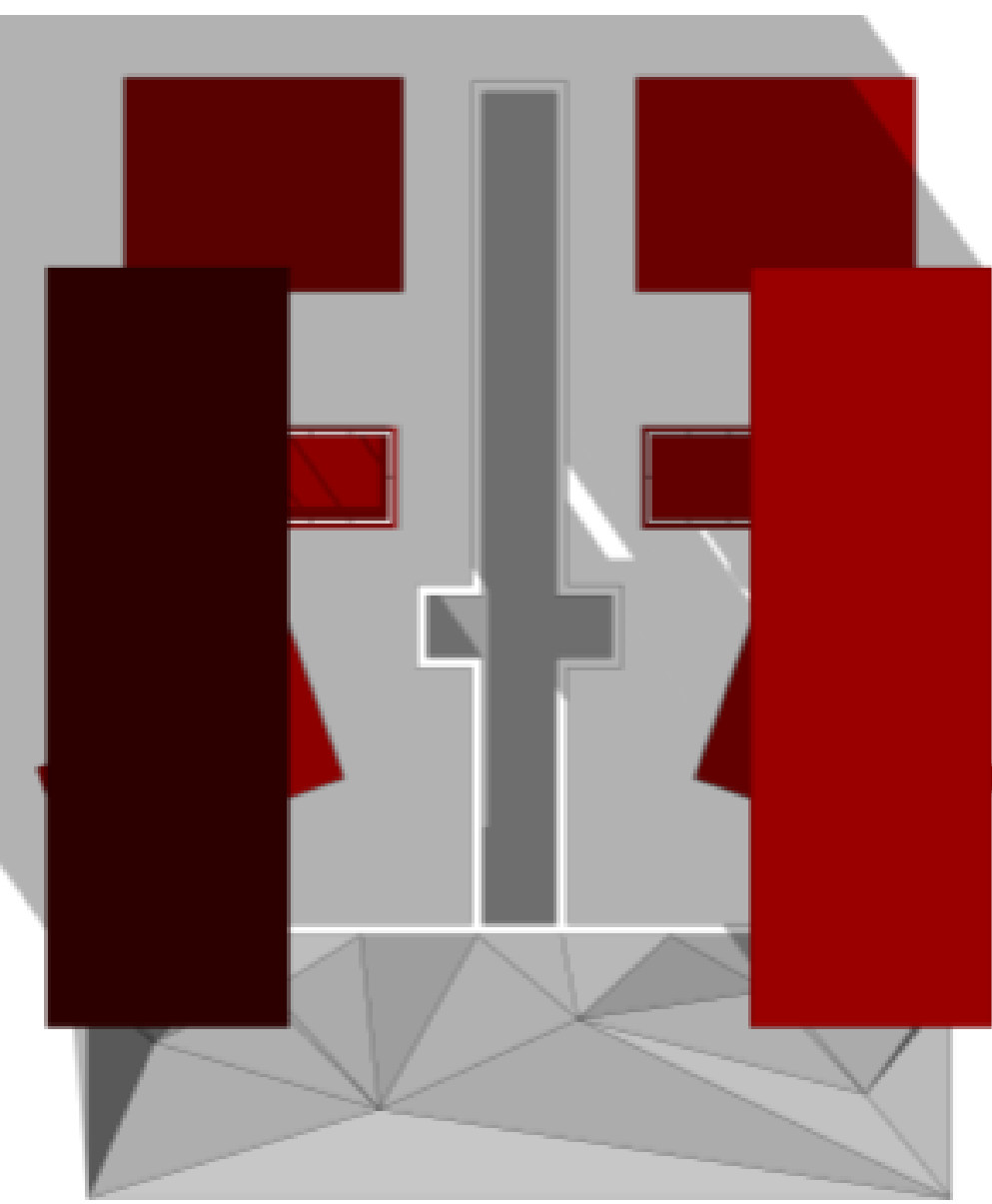
12 PM



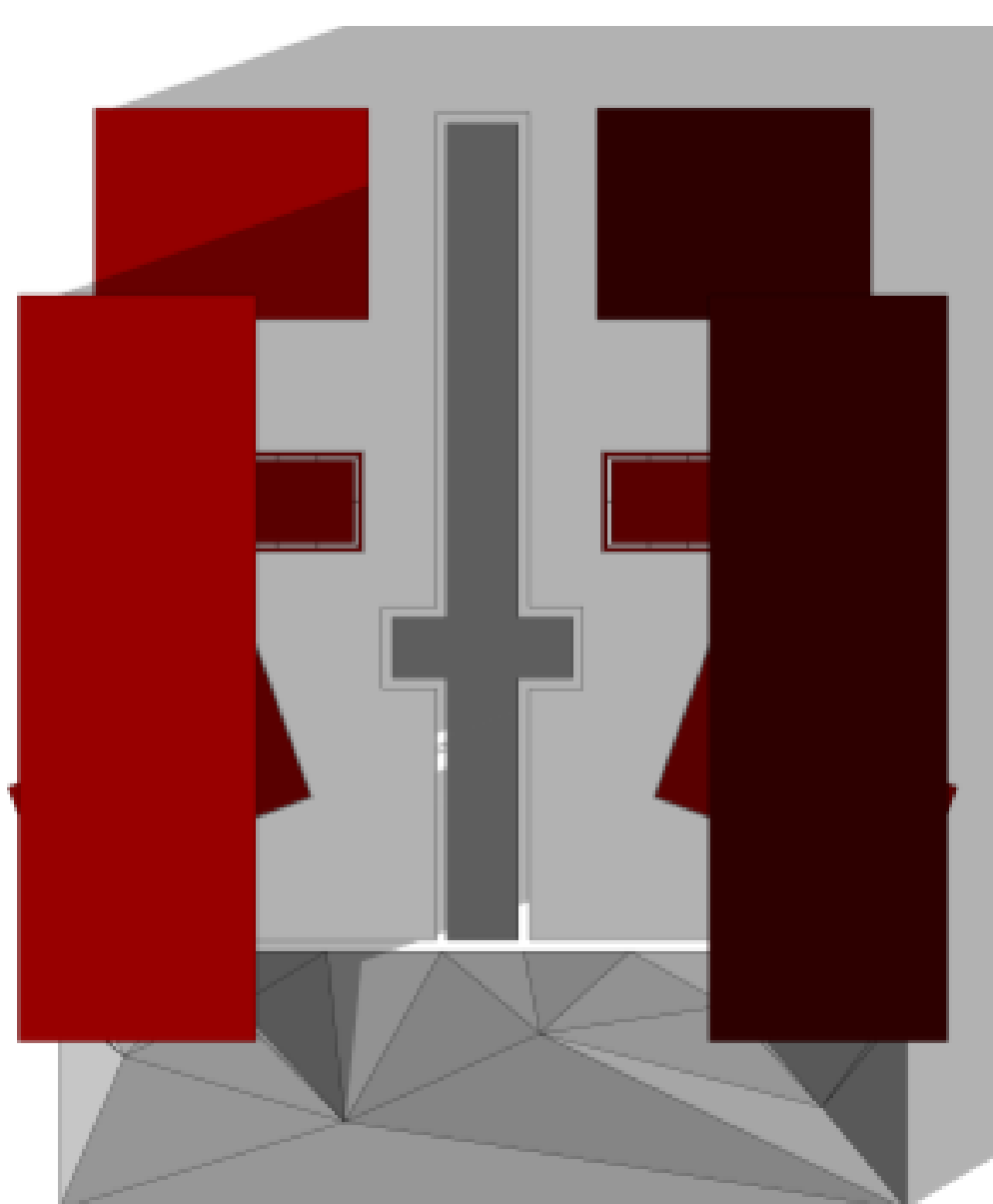
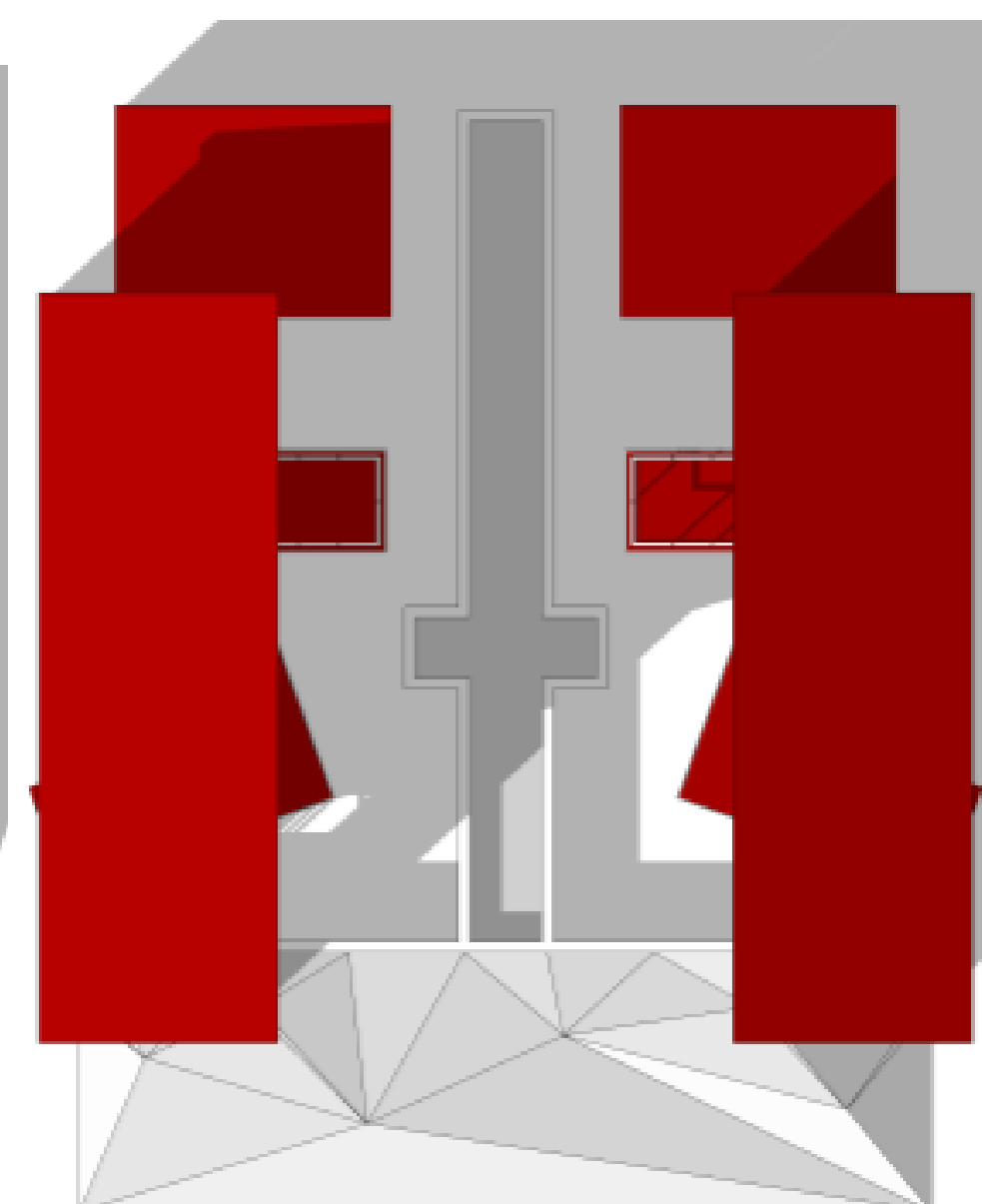
2 PM



4 PM



# W I N T E R





### Sun Settings

**Solar Study**

☒ Still

☐ Single Day

☐ Multi-Day

☐ Lighting

**Presets**

Fall Equinox

Summer Morning

Summer Afternoon

Summer 8AM

Summer 10AM

Summer 12PM

Summer 2PM

Summer 4PM

**Winter 12PM**

📄 🖨️ ✖️

**Settings**

Location : 55 North Ave, Natick, MA 017 ...

Date : 12/21/2011 📅

Time : 12:00 PM ⬆️ ⬆️

☒ Ground Plane at Level : LEVEL 1 ▾

OK Cancel Apply

### Graphic Display Options

**Model Display**

Surfaces: Shaded ▾

☒ Show Edges

☐ Ghost Surfaces

Silhouettes: <none> ▾

**Shadows**

☒ Cast Shadows

☐ Show Ambient Shadows

**Lighting**

Sun Setting: Winter 12PM

**Sun and Shadow Intensity**

Sun: 30

Ambient Light: 30

Shadows: 30

**Background**

Background: None ▾

Sky Color: RGB 189-209-208

Horizon Color: RGB 242-242-242

Ground Color: RGB 165-165-165

Save as View Template...

OK Cancel Apply

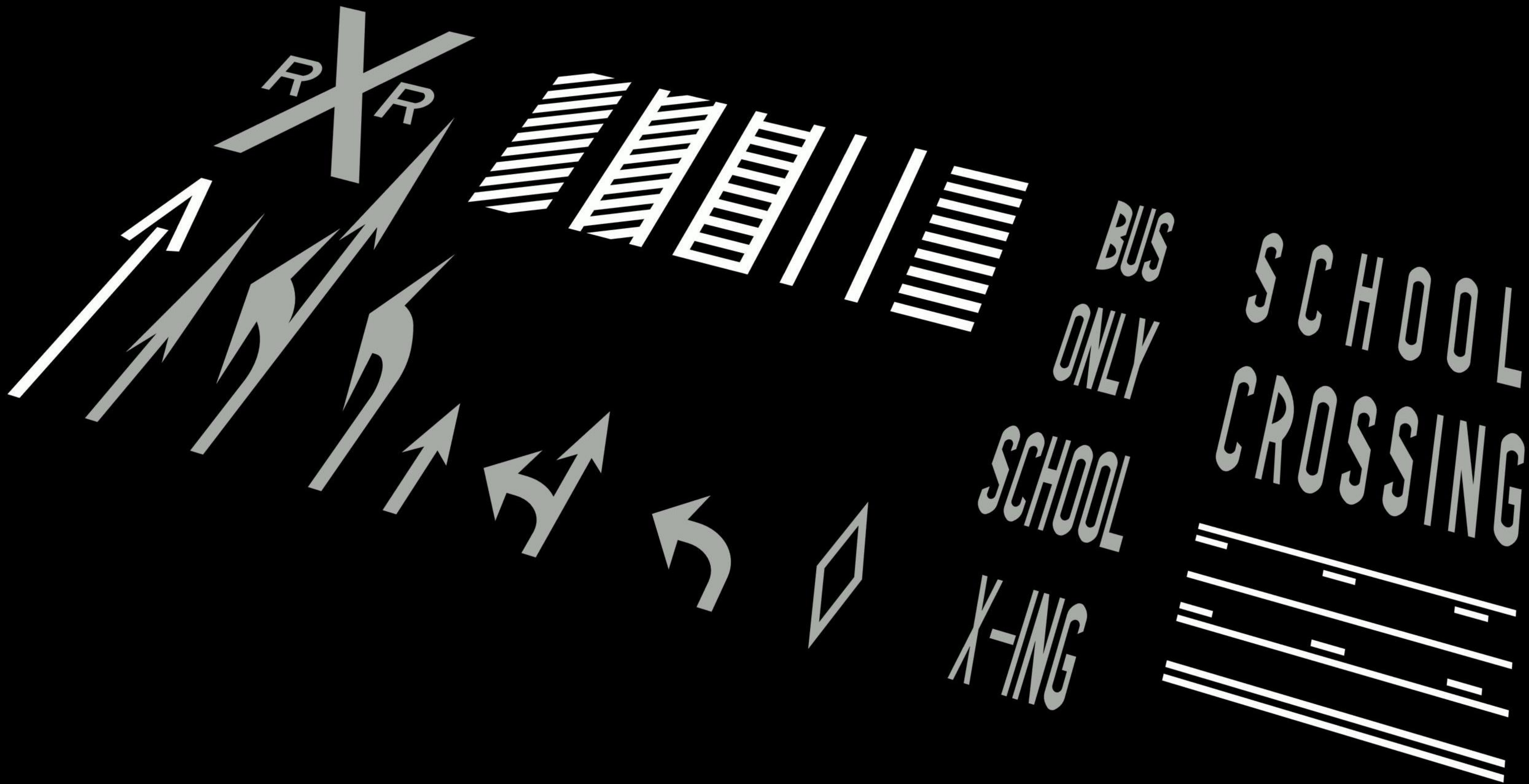
### Visibility/Graphic Overrides for 3D View: Shadow Study Winter 12PM

Model Categories   Annotation Categories   Analytical Model Categories   Imported Categories   Filters								
Name	Visibility	Projection/Surface		Cut		Halftone	Ghost Surfaces	Transparent
		Lines	Patterns	Lines	Patterns			
Mass Bldgs Business	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mass Bldgs Housing Multi	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mass Bldgs Housing Single	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mass Bldgs Public	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mass Bldgs Religious	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mass Zoning Area	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Site Section	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Entourage People	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Roof	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Floor BLDG	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Walls	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Grass Floor	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

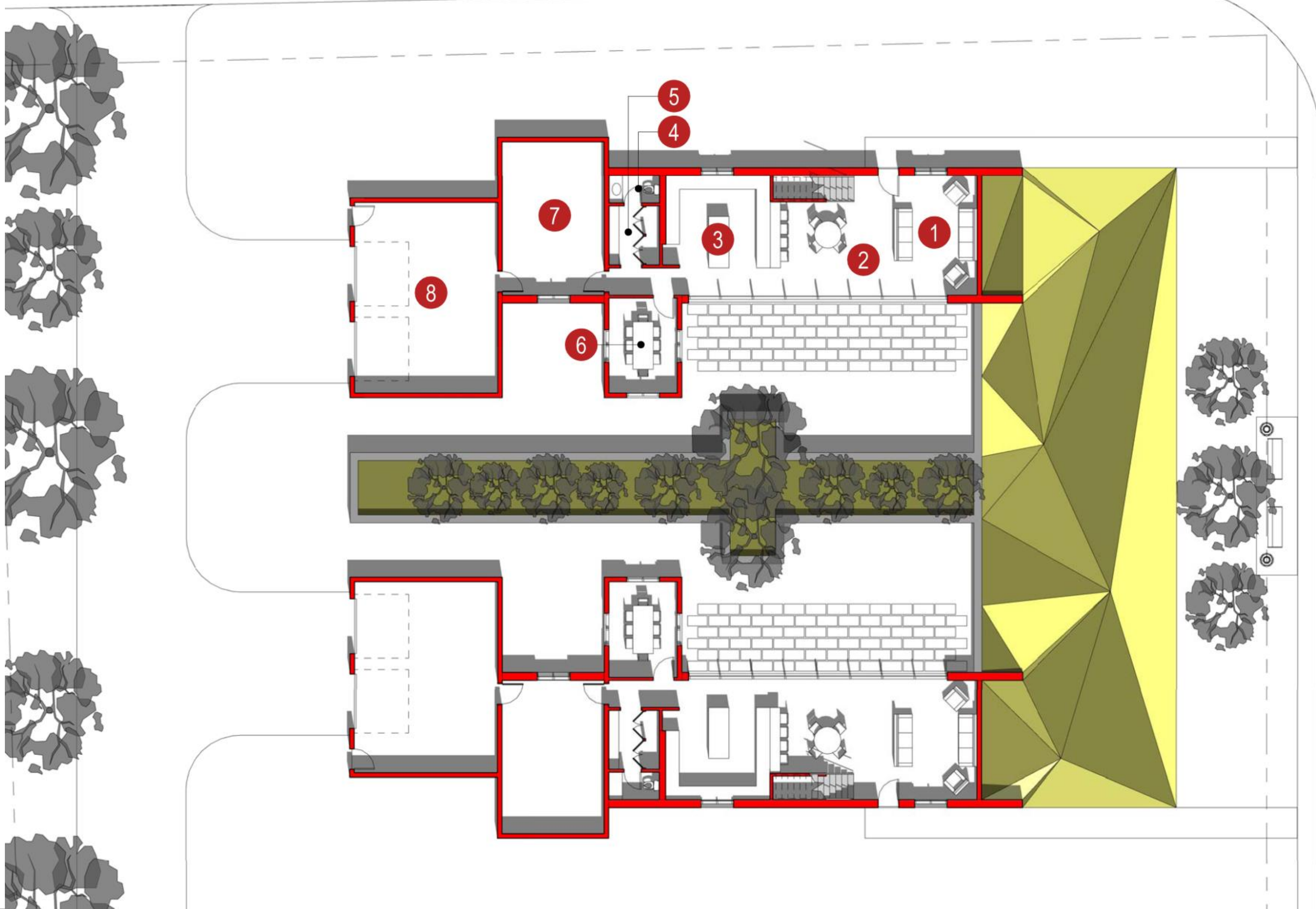






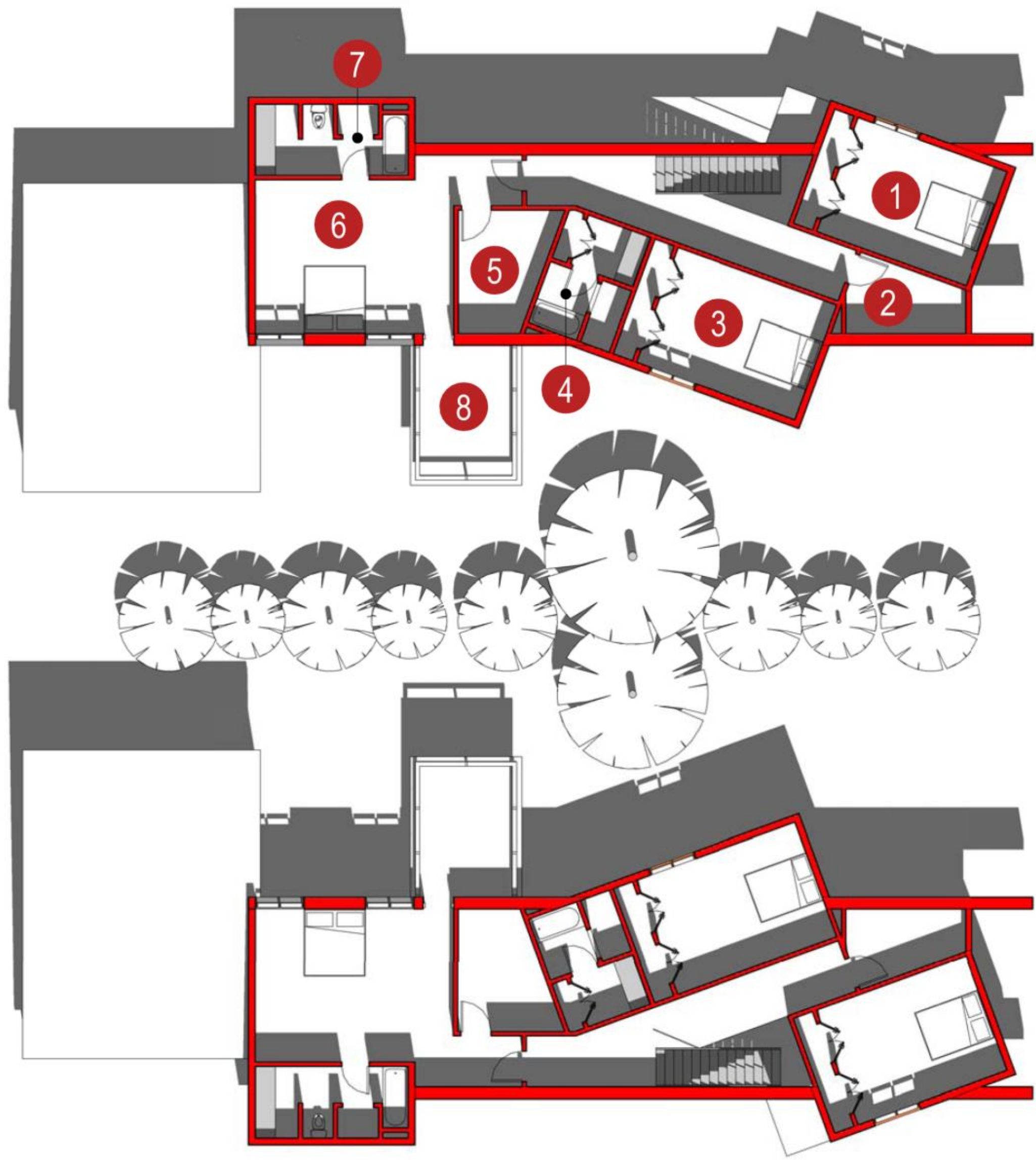






- 1 LIVING ROOM
- 2 BREAKFAST AREA
- 3 KITCHEN
- 4 HALF BATH
- 5 MUDROOM
- 6 DINING ROOM
- 7 OFFICE / FAMILY ROOM / MEDIA ROOM
- 8 GARAGE

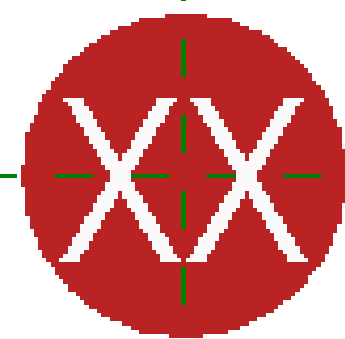
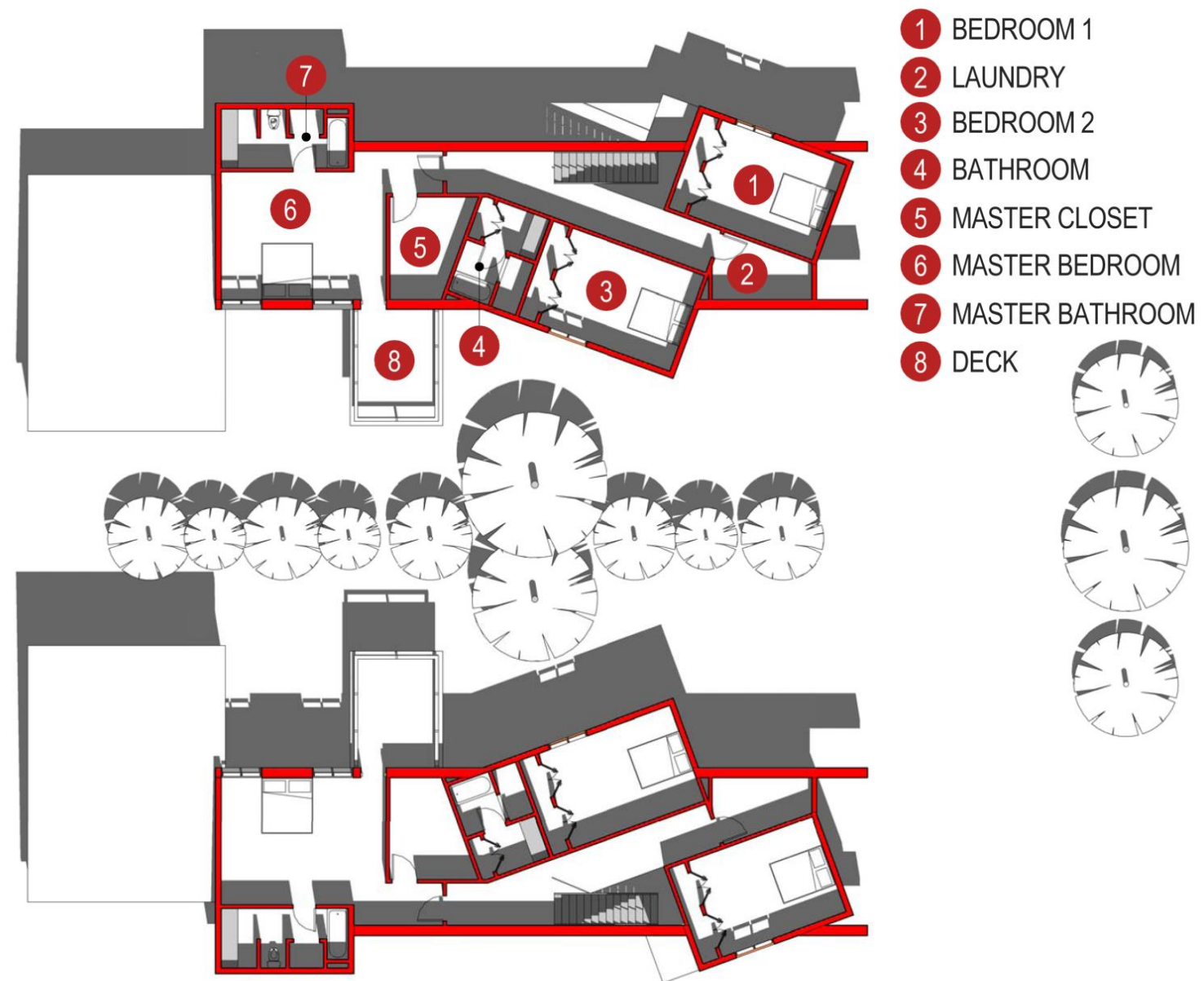




- 1 BEDROOM 1
- 2 LAUNDRY
- 3 BEDROOM 2
- 4 BATHROOM
- 5 MASTER CLOSET
- 6 MASTER BEDROOM
- 7 MASTER BATHROOM
- 8 DECK







# DESCRIPTION

Family Types

Name: **Number and Description**

Parameters

Text	Value	Units
NUM (default)		=
DESCRIPTION (default)		=
<b>Other</b>		
Description OnOff	<input checked="" type="checkbox"/>	=

Family Types

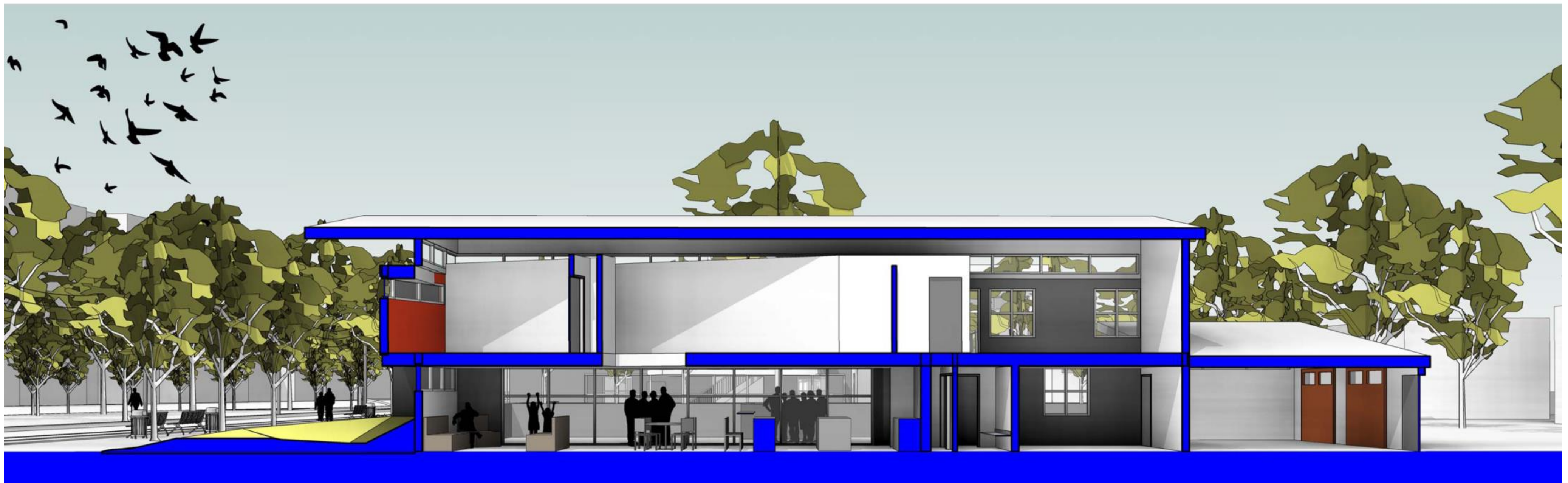
New...  
 Rename...  
 Delete

Parameters

Add...  
 Modify...  
 Remove

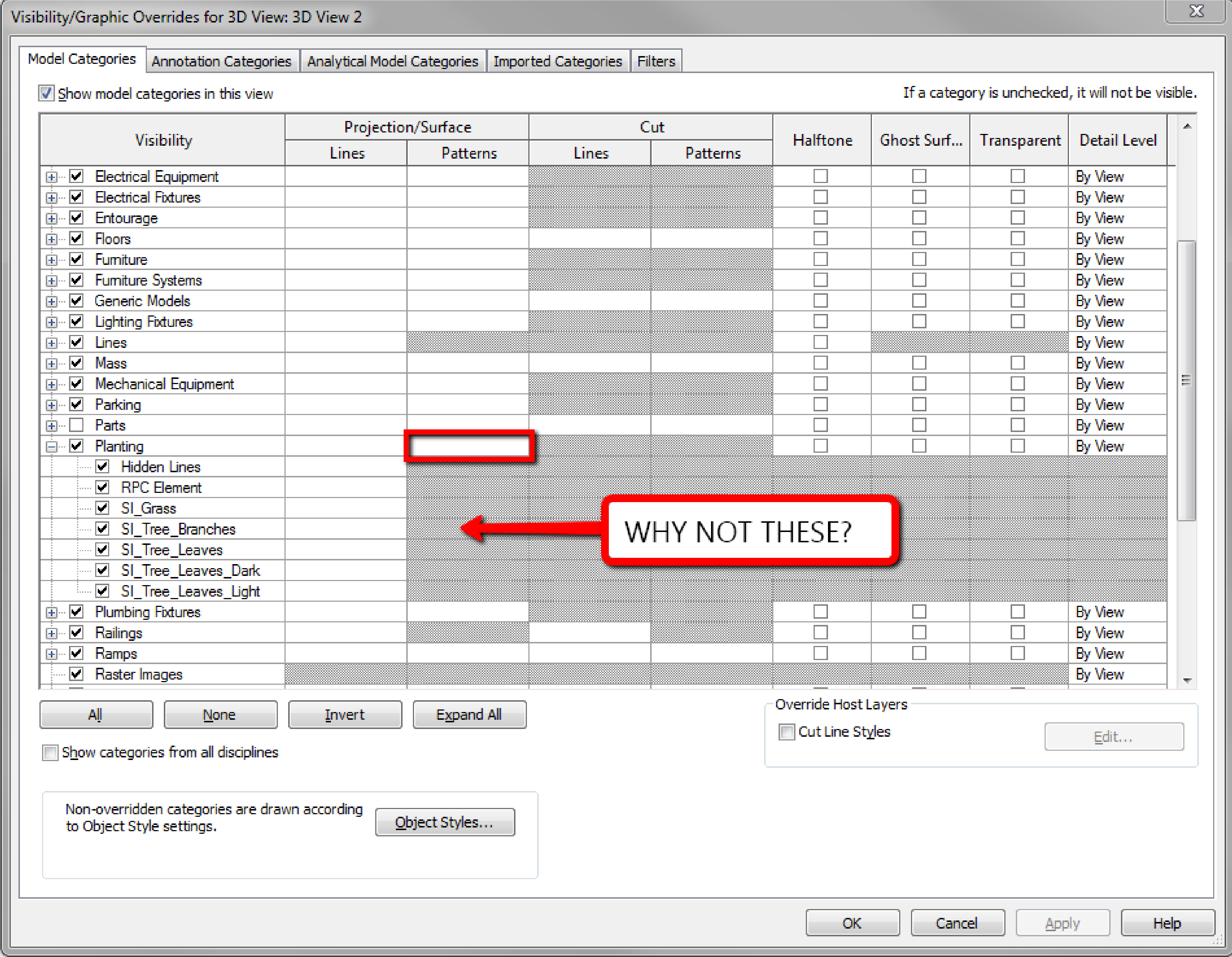
OK Cancel Apply Help







# Filter Hack





# Filter Hack

Visibility/Graphic Overrides for 3D View: 3D View 2

Model Categories

Annotation Categories

Analytical Model Categories

Imported Categories

Filters

Name	Visibility	Projection/Surface		Cut		Halftone	Ghost S...	Transpa...
		Lines	Patterns	Lines	Patterns			
Site Section	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Grass Floor	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tree Filters								<input type="checkbox"/>

Filters

Categories

Filter Rules

Analysis Line Wavy

Site Section

Grass Floor

Trees

Site Street Markings

Walls

Casework

Doors

Select one or more categories to be included in the filter. Parameters common to these categories will be available for defining filter rules.

☒ Generic Models

☒ Planting

Filter by: Family Name

equals

SI\_Tree\_MultiView

And: (none)

Visibility/Graphic Overrides for 3D View: 3D View 2

Model Categories

Annotation Categories

Analytical Model Categories

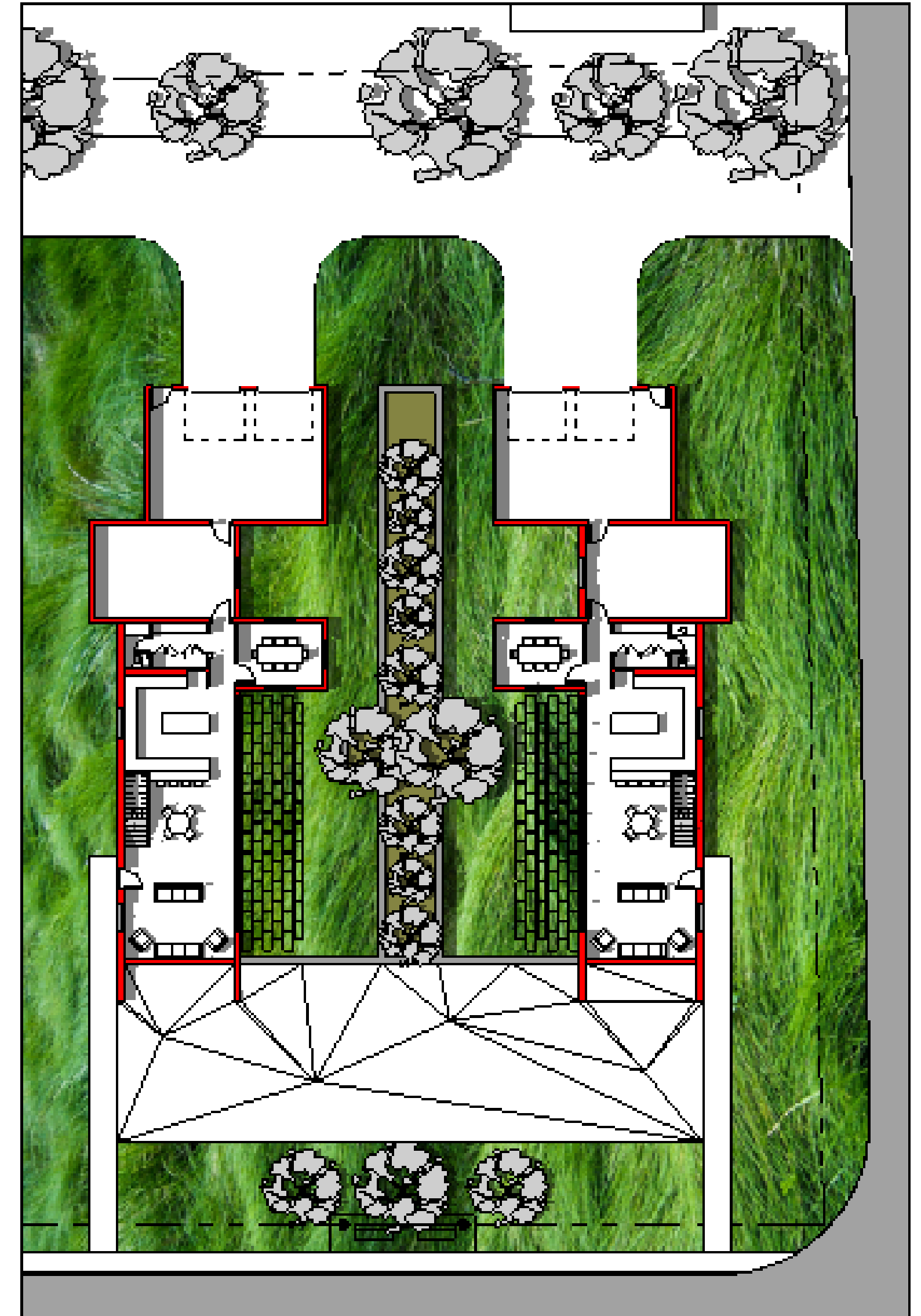
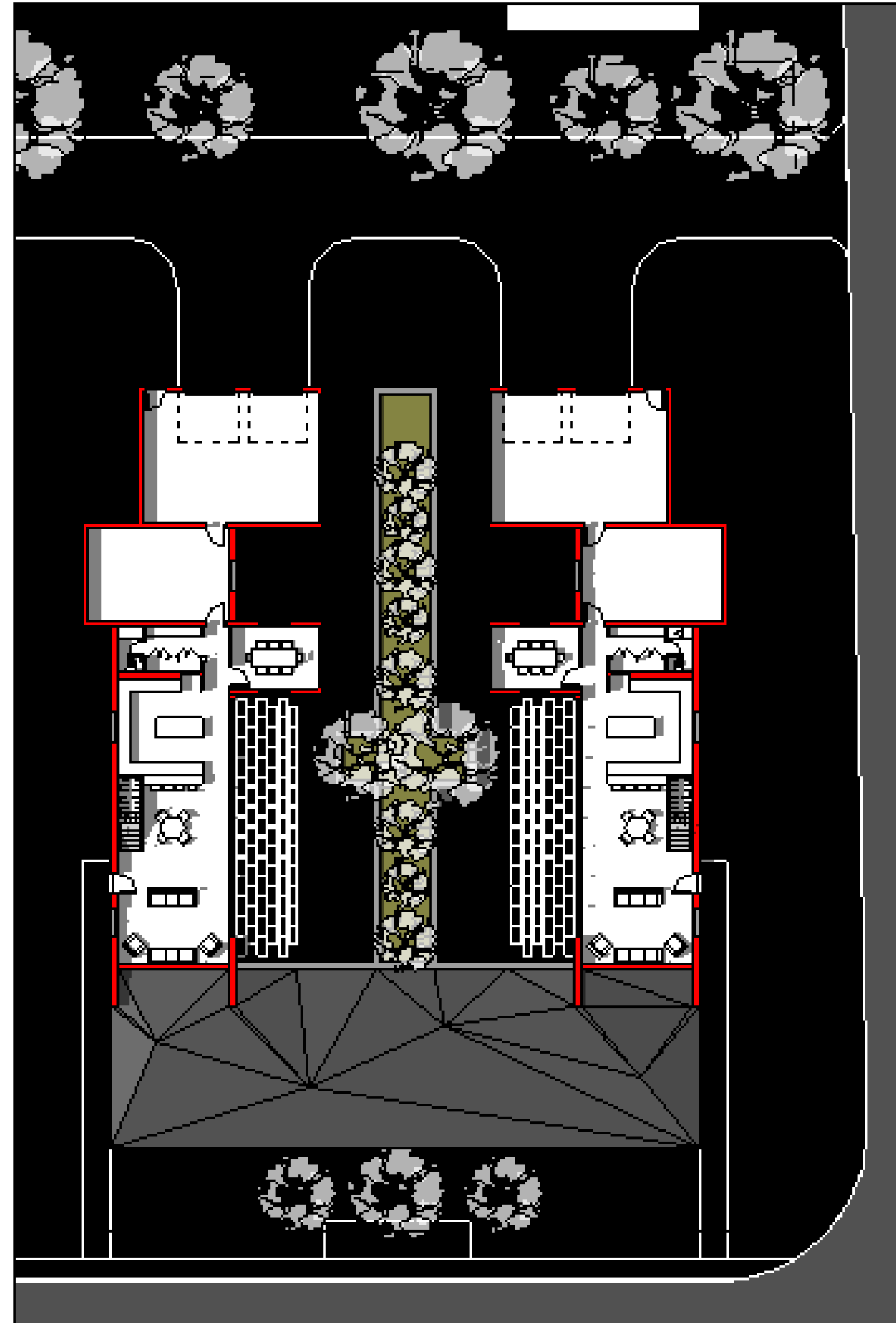
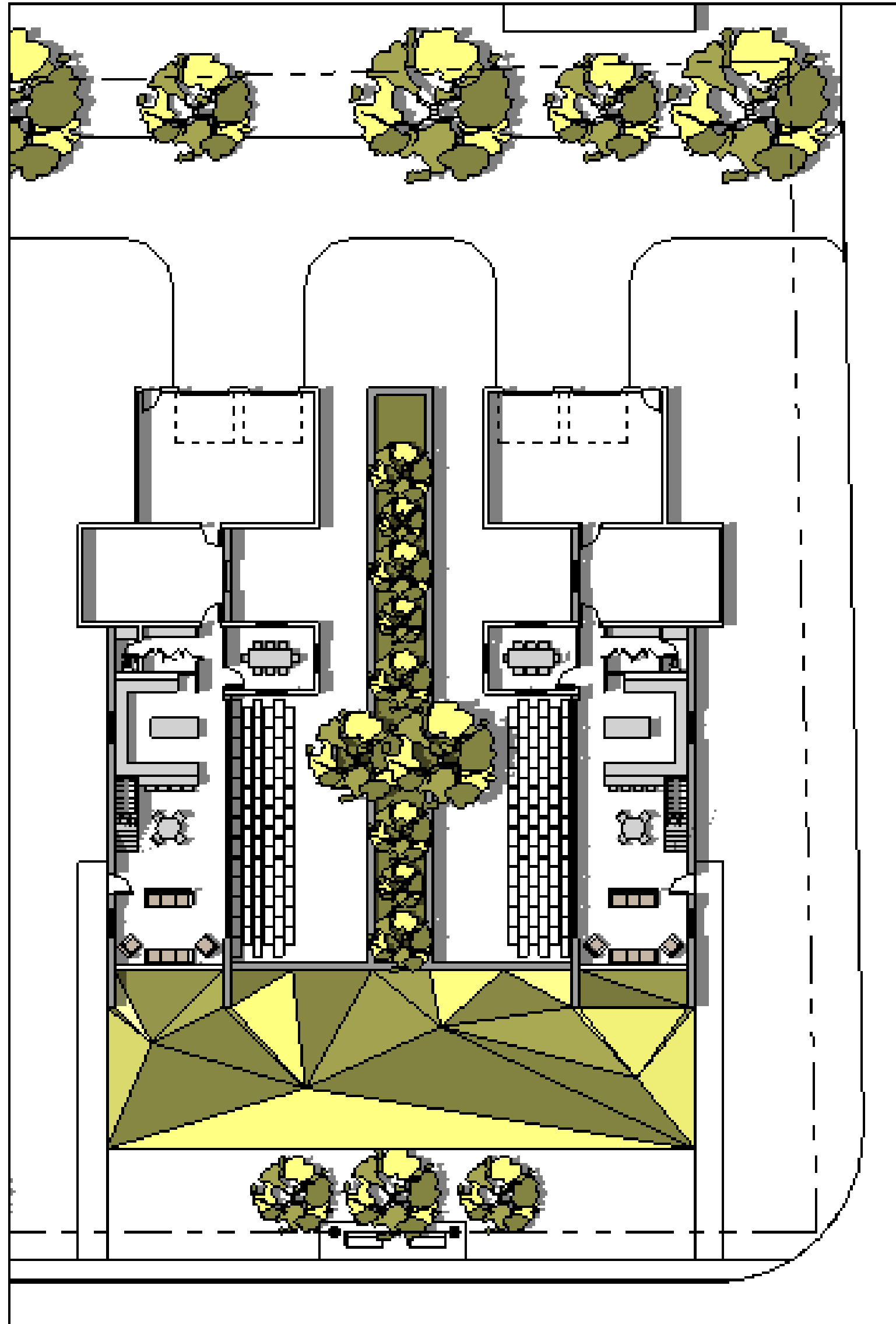
Imported Categories

Filters

Name	Visibility	Projection/Surface		Cut		Halftone	Ghost S...	Transpar...
		Lines	Patterns	Lines	Patterns			
Site Section	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Grass Floor	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Trees	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Now Editable









Visibility/Graphic Overrides for 3D View: Aerial

Model Categories Annotation Categories Analytical Model Categories Imported Categories Filters

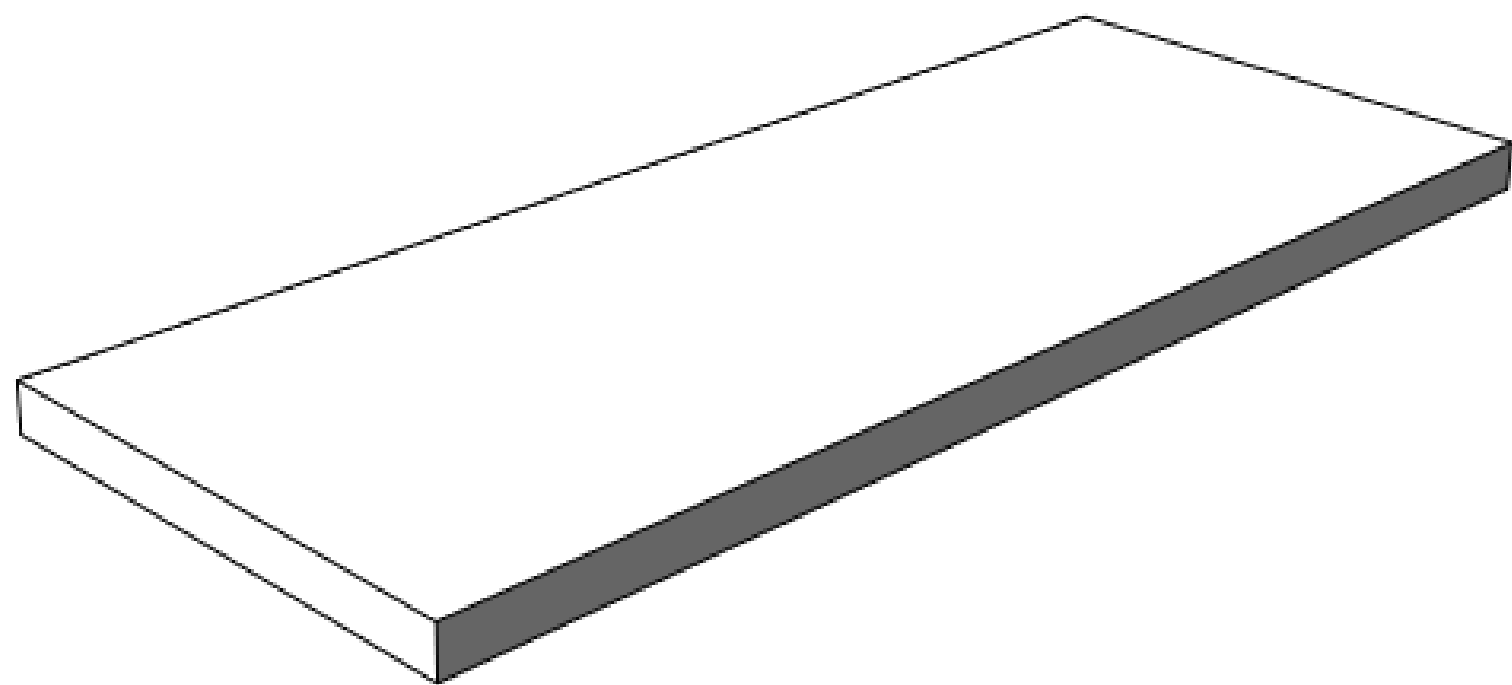
Name	Visibility	Projection/Surface		Cut		Halftone	Ghost S...	Transpar...
		Lines	Patterns	Lines	Patterns			
Mullions	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wall - Exterior	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wall - Interior	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wall - Fireplace	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Structure - All	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Roof - All	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Roof - Main	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Roof - Canopy	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Floor - All	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wall - Foundation	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stair and Railing	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Interior Elements	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Door and Window	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Glass	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Topography	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Add Remove Up Down

All document filters are defined and modified here Edit/New...

OK Cancel Apply Help





Visibility/Graphic Overrides for 3D View: Aerial

Model Categories Annotation Categories Analytical Model Categories Imported Categories Filters

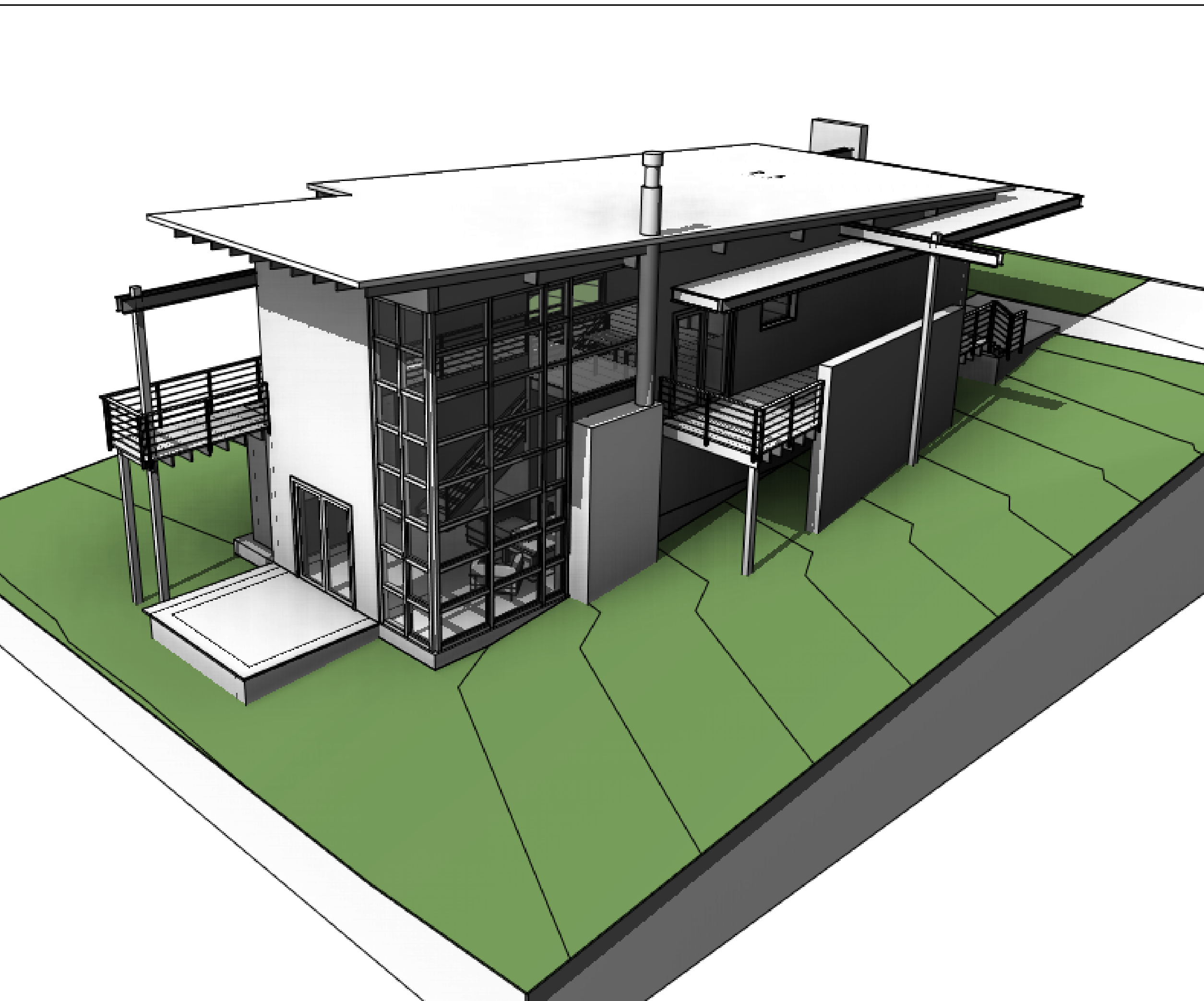
Name	Visibility	Projection/Surface		Cut		Halftone	Ghost S...	Transpar...	
		Lines	Patterns	Lines	Patterns				
Mullions	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Wall - Exterior	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Wall - Interior	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Wall - Fireplace	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Structure - All	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Roof - All	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Roof - Main	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Roof - Canopy	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Floor - All	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Wall - Foundation	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Stair and Railing	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Interior Elements	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Door and Window	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Glass	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Topography	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Add Remove Up Down

All document filters are defined and modified here Edit/New...

OK Cancel Apply Help





Visibility/Graphic Overrides for 3D View: Aerial

Model Categories Annotation Categories Analytical Model Categories Imported Categories Filters

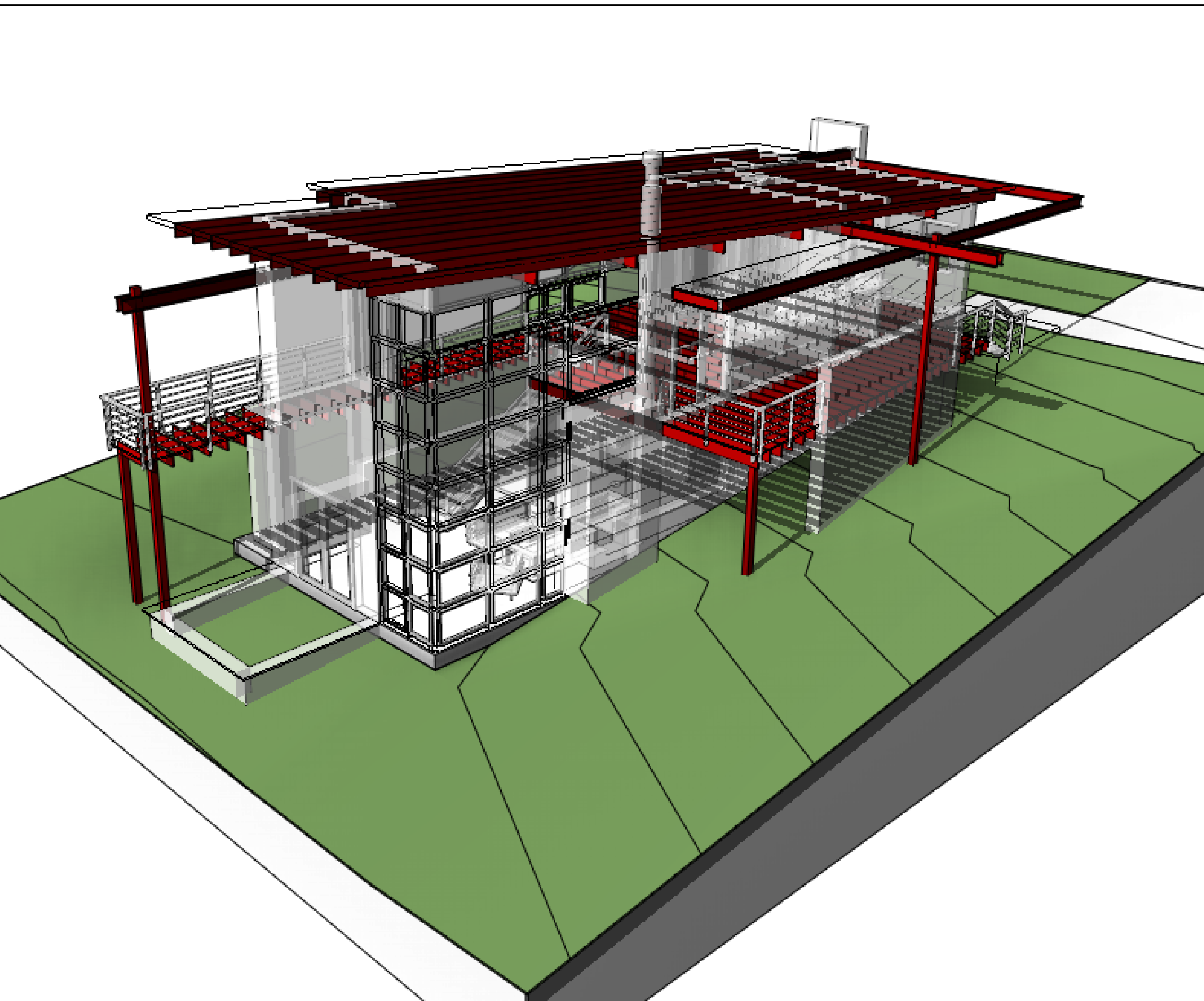
Name	Visibility	Projection/Surface		Cut		Halftone	Ghost S...	Transpar...
		Lines	Patterns	Lines	Patterns			
Mullions	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wall - Exterior	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wall - Interior	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wall - Fireplace	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Structure - All	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Roof - All	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Roof - Main	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Roof - Canopy	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Floor - All	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wall - Foundation	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stair and Railing	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Interior Elements	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Door and Window	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Glass	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Topography	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Add Remove Up Down

All document filters are defined and modified here Edit/New...

OK Cancel Apply Help





Visibility/Graphic Overrides for 3D View: Aerial

Model Categories Annotation Categories Analytical Model Categories Imported Categories Filters

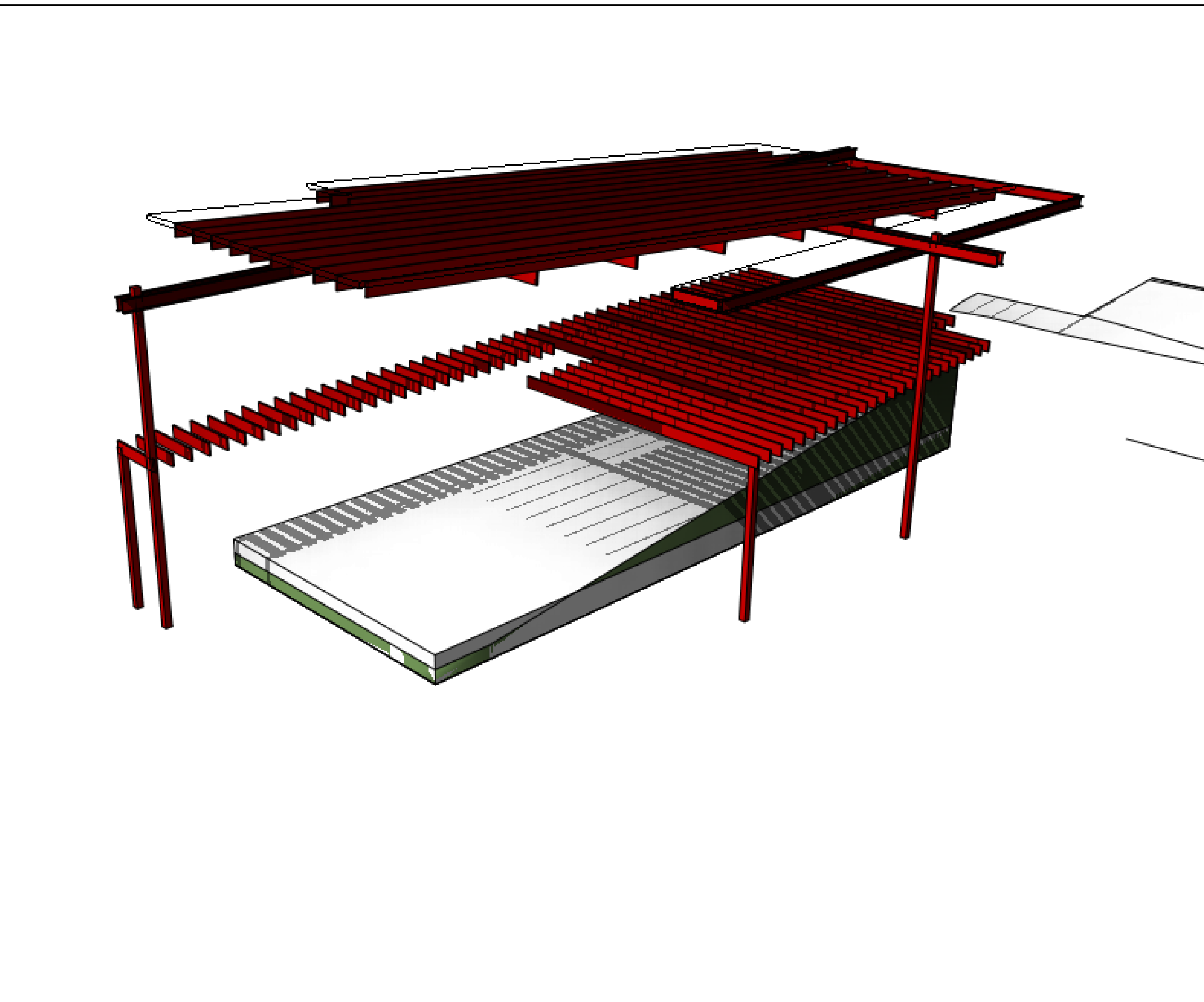
Name	Visibility	Projection/Surface		Cut		Halftone	Ghost S...	Transpar...
		Lines	Patterns	Lines	Patterns			
Mullions	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Wall - Exterior	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Wall - Interior	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Wall - Fireplace	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Structure - All	<input checked="" type="checkbox"/>	Override...		Override...	Override...	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Roof - All	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Roof - Main	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Roof - Canopy	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Floor - All	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Wall - Foundation	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Stair and Railing	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Interior Elements	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Door and Window	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Glass	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Topography	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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Visibility/Graphic Overrides for 3D View: Aerial

Model Categories Annotation Categories Analytical Model Categories Imported Categories Filters

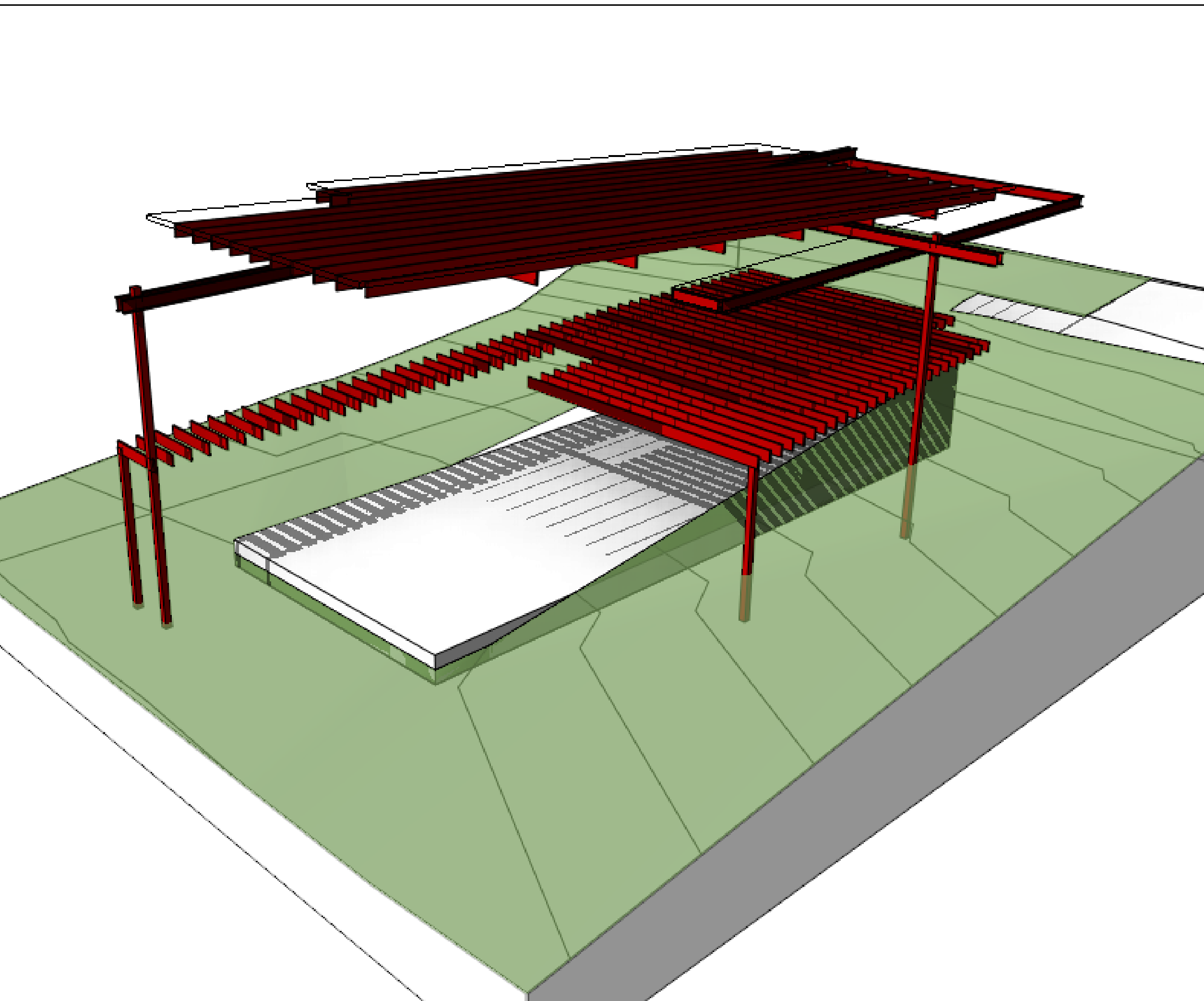
Name	Visibility	Projection/Surface		Cut		Halftone	Ghost S...	Transpar...
		Lines	Patterns	Lines	Patterns			
Mullions	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wall - Exterior	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wall - Interior	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wall - Fireplace	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Structure - All	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Roof - All	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Roof - Main	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Roof - Canopy	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Floor - All	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wall - Foundation	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stair and Railing	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Interior Elements	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Door and Window	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Glass	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Topography	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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Visibility/Graphic Overrides for 3D View: Aerial

Model Categories Annotation Categories Analytical Model Categories Imported Categories Filters

Name	Visibility	Projection/Surface		Cut		Halftone	Ghost S...	Transpar...
		Lines	Patterns	Lines	Patterns			
Mullions	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wall - Exterior	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wall - Interior	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wall - Fireplace	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Structure - All	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Roof - All	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Roof - Main	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Roof - Canopy	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Floor - All	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wall - Foundation	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stair and Railing	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Interior Elements	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Door and Window	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Glass	<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Topography	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

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Visibility/Graphic Overrides for 3D View: Aerial

Model Categories Annotation Categories Analytical Model Categories Imported Categories Filters

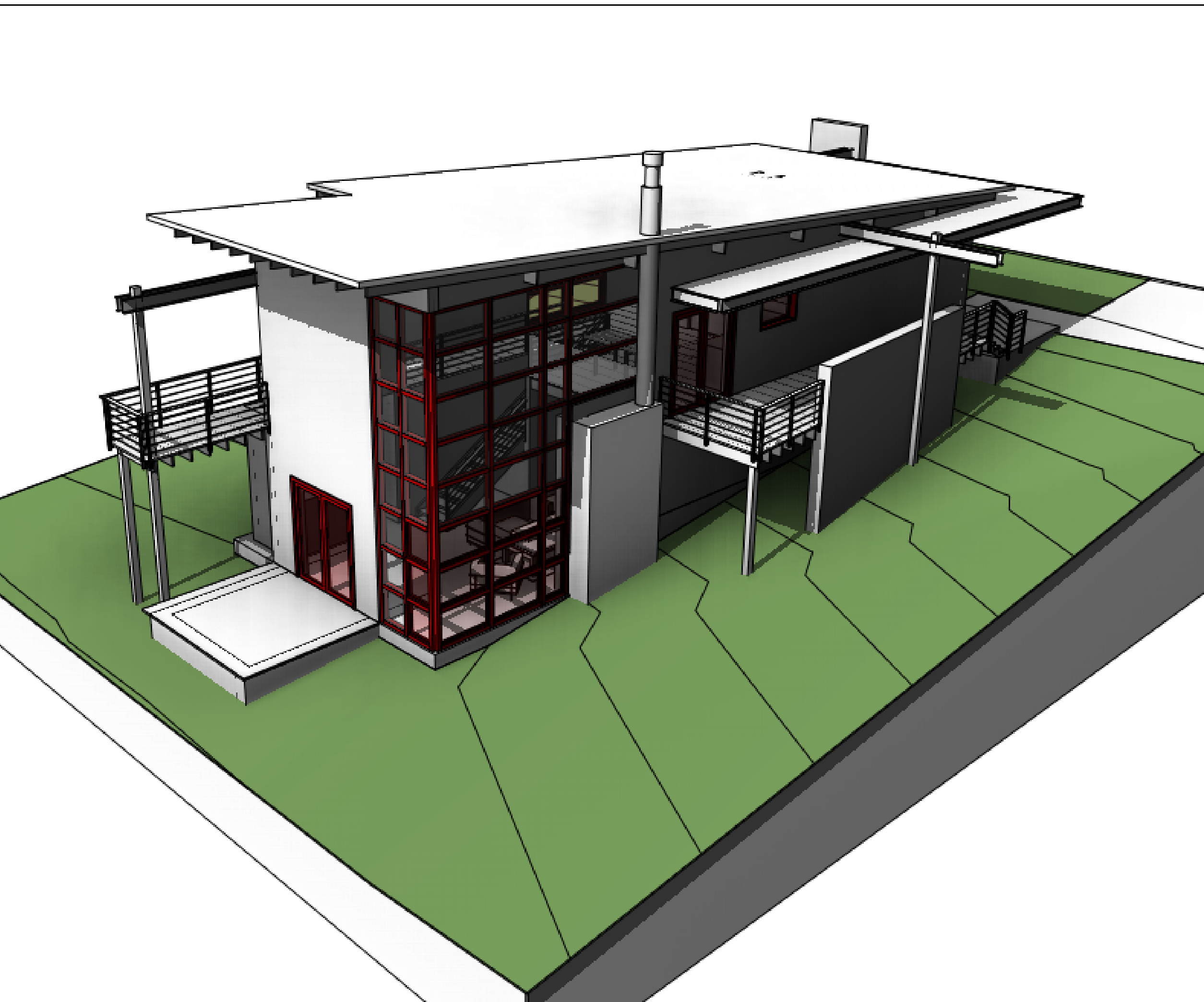
Name	Visibility	Projection/Surface		Cut		Halftone	Ghost S...	Transpar...
		Lines	Patterns	Lines	Patterns			
Mullions	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wall - Exterior	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wall - Interior	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wall - Fireplace	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Structure - All	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Roof - All	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Roof - Main	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Roof - Canopy	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Floor - All	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Stair and Railing	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Interior Elements	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Door and Window	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Glass	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Topography	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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Visibility/Graphic Overrides for 3D View: Aerial

Model Categories Annotation Categories Analytical Model Categories Imported Categories Filters

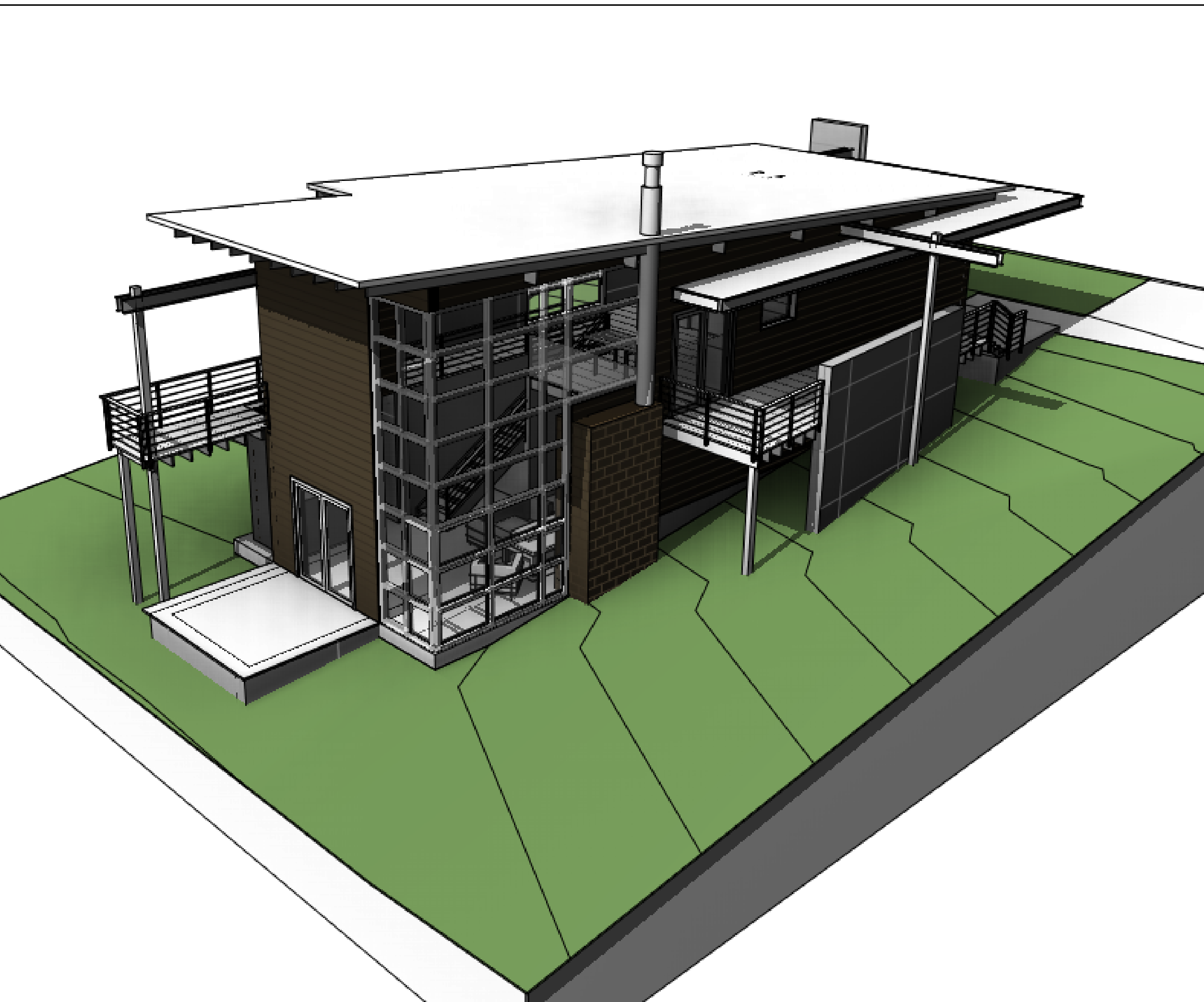
Name	Visibility	Projection/Surface		Cut		Halftone	Ghost S...	Transpar...
		Lines	Patterns	Lines	Patterns			
Mullions	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wall - Exterior	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wall - Interior	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wall - Fireplace	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Structure - All	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Roof - All	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Roof - Main	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Roof - Canopy	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Floor - All	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Stair and Railing	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Interior Elements	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Door and Window	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Glass	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Visibility/Graphic Overrides for 3D View: Aerial

Model Categories Annotation Categories Analytical Model Categories Imported Categories Filters

Name	Visibility	Projection/Surface		Cut		Halftone	Ghost S...	Transpar...
		Lines	Patterns	Lines	Patterns			
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Wall - Exterior	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wall - Interior	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wall - Fireplace	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Structure - All	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Roof - All	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Roof - Main	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Roof - Canopy	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Floor - All	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Stair and Railing	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Door and Window	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Topography	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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Visibility/Graphic Overrides for 3D View: Aerial

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Name	Visibility	Projection/Surface		Cut		Halftone	Ghost S...	Transpar...
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Wall - Exterior	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Wall - Fireplace	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Structure - All	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Roof - All	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Roof - Main	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Floor - All	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Stair and Railing	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Door and Window	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Glass	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
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Model Categories Annotation Categories Analytical Model Categories Imported Categories Filters

Name	Visibility	Projection/Surface		Cut		Halftone	Ghost S...	Transpar...
		Lines	Patterns	Lines	Patterns			
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Wall - Exterior	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wall - Interior	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wall - Fireplace	<input checked="" type="checkbox"/>	Override...	Override...	Override...	Override...	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Structure - All	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Roof - All	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Stair and Railing	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Door and Window	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Glass	<input checked="" type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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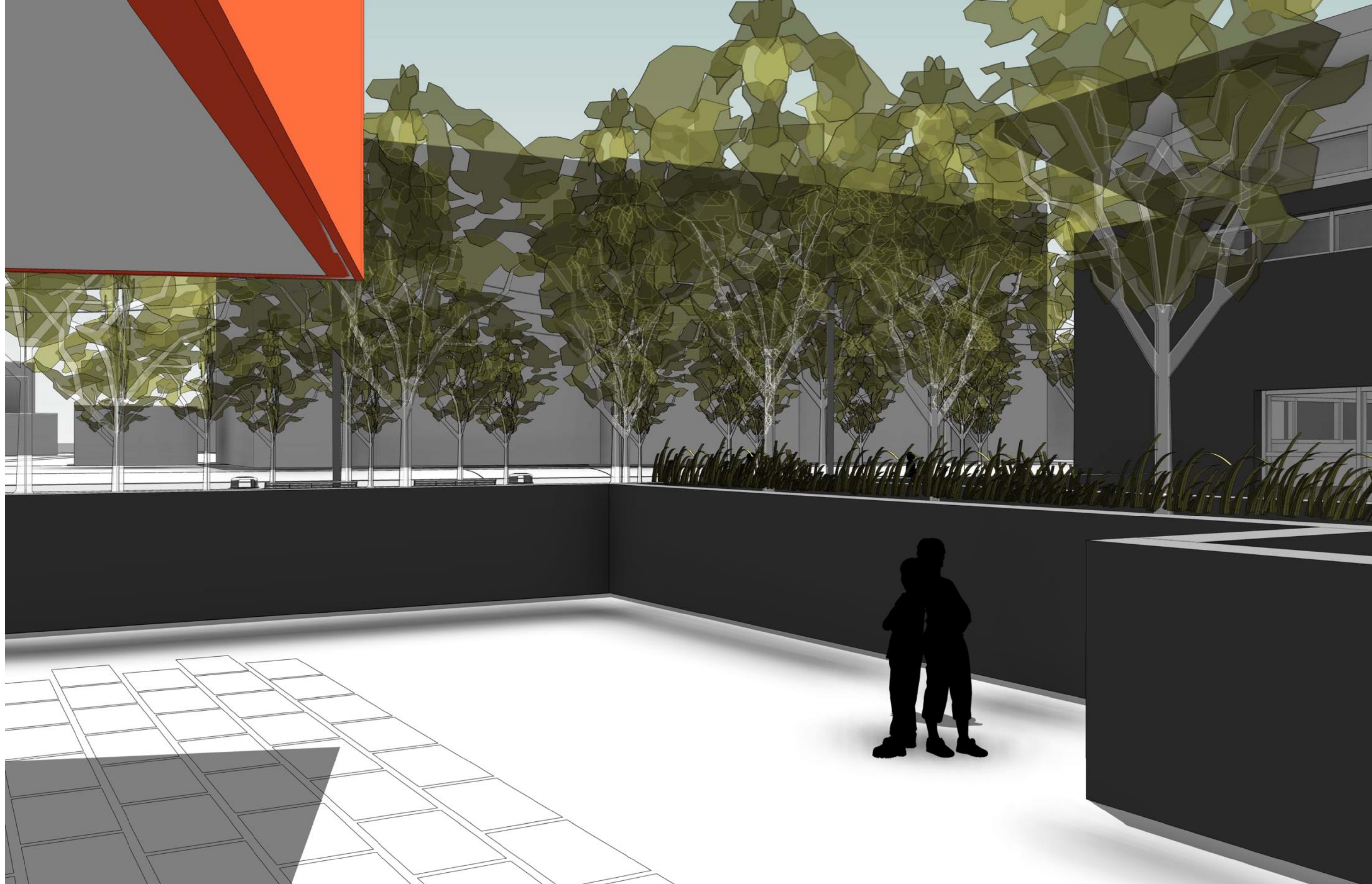
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<http://dl.dropbox.com/u/6543805/AB4564-Dataset.zip>



