ASIGNATURA / SUBJECT	WORKSHOP – ARCHITECTURAL MODELING WITH RHINO AND VISUALARQ

DOCENTE / TEACHER	Francesc Salla www.visualarq.com

HORARIOS / TIME SCHEDULE	FEBRUARY 2013 - 3 Days x 4 hours

OBJETIVO GENERAL / GENERAL OBJECTIVE

The workshop will cover the main features of Rhino and VisualARQ and will provide the attendees the knowledge to create a project of architecture in 3D, generate the 2D graphic documentation, and create 3d render views for a full project information.

CONTENIDOS / CONTENTS

Classes will be held in Spanish / English.

- Rhino and VisualARQ tools for architectural 3D modeling.
- 2D drafting tools of Rhino and VisualARQ for project documentation and drawings production.
- 3D visualization tools: VisualARQ dynamic display, and introduction to Rhino render plugins: vray and flamingo nXt
- Link between VisualARQ and Revit with the IFC export.
- Page layout setting and printing options.

METODOLOGÍA / METODOLOGY

Day one:
- Introduction to Rhino: Interface, basic tools and general workflow for architectural modelling.
- VisualARQ features: designing and modelling with 3d architectural parametric objects. Creating your own custom architectural objects.
- Start modelling a project of architecture.

Day two:
- VisualARQ and Rhino tools for 2D drafting and project documentation:
  o VisualARQ documentation tools: schedule tables for object information, section tools, plan views.
  o Rhino drafting tools.
  o Page layout

- 3D modelling visualization:
  o VisualARQ dynamic section tool
  o Introduction to Rhino render, V-Ray and Flamingo nXt
  o Assigning materials to VisualARQ and Rhino objects

Day three:

- Finishing the project. Doubts, questions, suggestions.

- Link between VisualARQ and Revit with the IFC file export.
- Preparing the project layout presentation. Printing options.

(Tools: Rhino 4.0 or preferably Rhino 5, VisualARQ)
(Optional tools: V-Ray, Flamingo nXt, Photoshop or similar)

PRESENTACION FINAL / **FINAL PRESENTATION**

Project presentation in two or three sheets. The project must be explained combining 3d views (renders), and the basic 2d drawings and annotations to understand the project (floor plans, sections and elevations).