



W3 - BIM WORKSHOP

jonas.wahlberg@bentley.com

Explore the possibilities with the AECOsim Building Designer on a simple project

The idea of this workshop is to give you a chance to try out some of the capabilities ABD can offer. If you are new to ABD or intermediate, I hope You will find something useful.

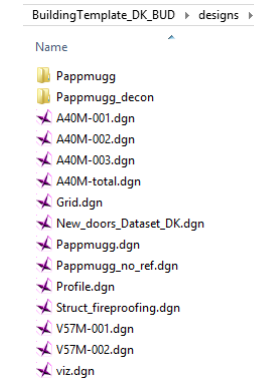
Let's begin!

Start out by opening a file to work with or create a new, empty model.

The **A40M-xx** series is a "normal", square building.

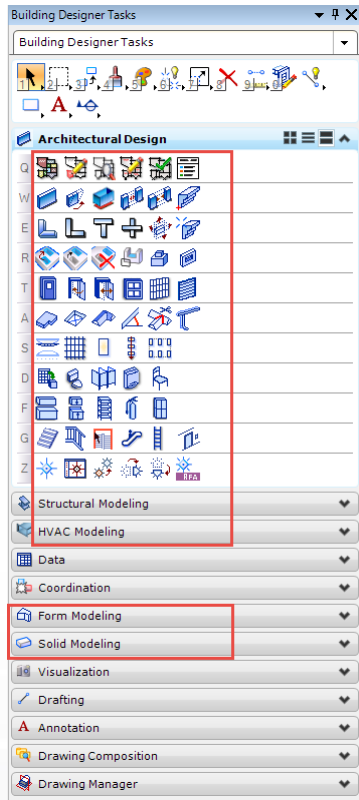
If you want more "crazy", start with **Pappmugg**

It has some reference from ContextCapture in form of a meshmodel

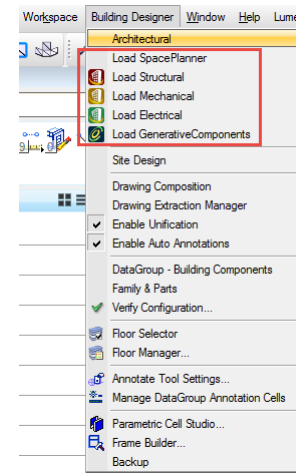


Modelling

The modelling tools like "Place xx" or "Modify xx" can be found here. Try out placing some walls with doors, windows for example. Place some content like furniture



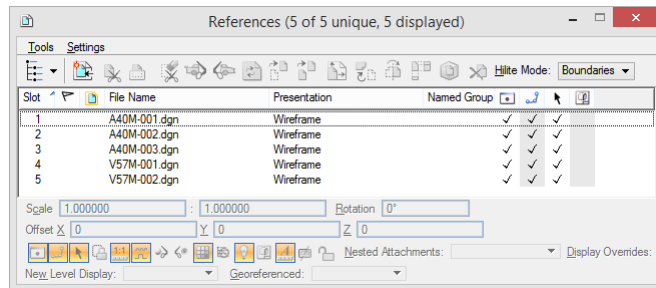
If you would like to have more tools from another discipline, it can be loaded from this menu:



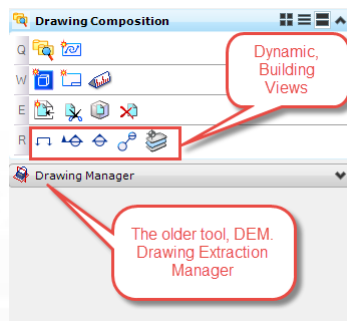
Drawings

To try out the Building View tools that will help you create plan-, section- or elevation drawings, open up **A40M-total.dgn**.

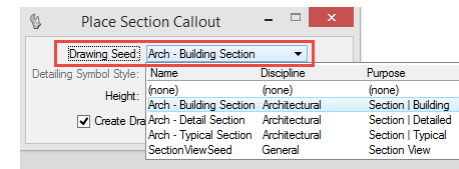
This is what we sometimes refer to as a composition model, it is an empty file with references to what ever you'd like to include in this drawing set



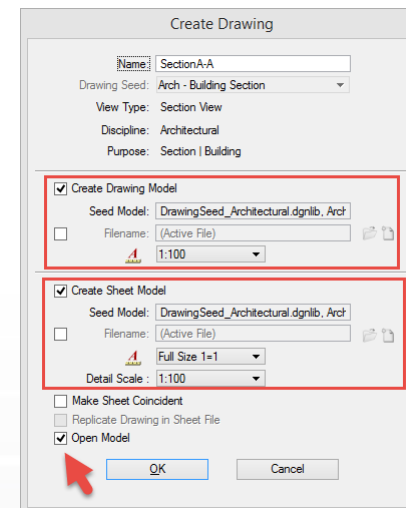
The Building View tools can be found here:



Create some plan, section and elevation
Be sure to use the predefined templates

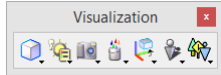


You can create them as new models in this dgn, even if the more correct procedure, at least in midsize or large projects would be to place them in separate dgn's



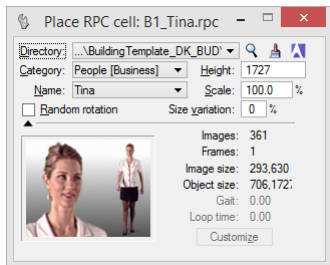
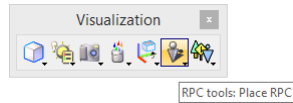
Visualization

To try out the visualization tools, find this menu after You have opened **Viz.dgn**

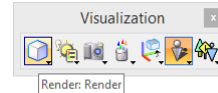


This is another composition model, think of it as your photo studio.

Place some RPC-content



Render



Some variables that are of interest:

Search path for RPC files

MS_RPCDIR = \$(_USTN_PROJECTDATA)rpc/

Use Render-by-Part features; 0=no, 1=yes

TFPART_RENDER : 1

User Render-by-Part features in cached views; 0=no, 1=yes

TFPART_CACHE_RENDER : 0