

# Table of Contents

## Training Course 4. Communicating and sharing your ideas in a convincing way

<b>7.</b>	<b>How to work in interior spaces and present your work in different styles .....</b>	<b>11</b>
7.1	Styles Browser	11
7.2	Select tab. Pre-defined Styles	11
7.3	Edit tab	11
7.3.1	Edge Settings	12
7.3.2	Face Settings	13
7.3.3	Background settings	15
7.3.4	Watermark settings	15
<b>8.</b>	<b>How to manipulate your point of view .....</b>	<b>17</b>
8.1	Camera at eye level	17
8.2	Look Around	18
8.3	Positioning the Camera Using Specific Target Points	18
8.4	Walk tool	19
<b>9.</b>	<b>How to reach the inside of your model and create sections.....</b>	<b>20</b>
9.1	Basics of Section tool	20
9.2	Simultaneous section cuts	23
<b>10.</b>	<b>How to save particular views of your model .....</b>	<b>25</b>
10.	Scenes	25
10.1	Assigning styles to scenes and show different options through layers	25
10.2	Updating a scene from the tab	26
10.3	Changing a style assigned to a scene	27
<b>11.</b>	<b>How to insert dimensions, texts and get information of your model .....</b>	<b>29</b>
11.1	Model Info dialog box	29
11.2	Setting dimensions styles	29
11.2.1	Inserting Dimensions	29
11.3	Text tool	30
11.3.1	Creating and placing leader text	31
11.3.2	Creating and placing screen text	31
11.3.3	Editing Text	32
11.3.4	3D Text	32
<b>12.</b>	<b>How to incorporate shadows .....</b>	<b>34</b>
12.1	Doing a shadow study	35
12.2	How to work with light and shadows in an interior space.	38
<b>13.</b>	<b>How to create an animation .....</b>	<b>40</b>
13.1	Creating Animations	40
13.2	Exporting Animations	41
<b>Practice Chapter 7 to 13 .....</b>	<b>42</b>	
1. Create a floor plan using section planes	42	

	2. Create a cross section using section planes	44
	3. Create an interior perspective	44
	4. Allow shadows and sun light to come in through the window	45
	5. Create an animation	46
<b>14.</b>	<b>How to print your work and share it .....</b>	<b>48</b>
14.1	Basic steps to print on Microsoft Windows	48
14.2	Basic steps to print on Mac OS X	49
14.3	Printing to scale on Windows	51
14.4	Printing to scale on Mac	52
14.5	Tiled sheet print range	52
14.6	2-D section slice only	53
14.7	Use High Accuracy HLR	53
14.8	Exporting files to other programs	53
	14.8.1 Exporting animations	53
14.9	Exporting a PDF file	53
	14.9.1 Exporting a PDF file (Microsoft Windows)	53
	14.9.2. Exporting a PDF file (Mac OS X)	54
14.10	Exporting Image files (Microsoft Windows)	55
14.11	Exporting 2D DWG or DXF Files	55
14.12	Importing files	55
	14.12.1 Importing an Autocad® file	
	55	
<b>15.</b>	<b>Final Exercise. Two-story apartment .....</b>	<b>57</b>
1.	Create the first floor slab	57
2.	Create the first floor walls	57
3.	Create the second floor slab	57
4.	Create the second floor walls	58
5.	Create the stair	59
6.	Insert windows and doors on the first and second floors. Complete interior walls on the first floor.	61
7.	Create the ceiling and a roof	62
8.	Reaching the inside with a section	63