

10 - Rendering the Building Model

In this exercise, you create an exterior scene, modify the settings, and then render a 3D view using that scene. After rendering, you capture the image and save it within the project.

This exercise requires the completion of the previous exercises in this tutorial. You must use the project you saved at the end of the last exercise.

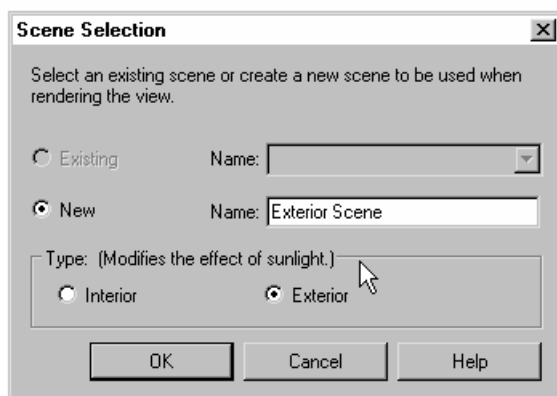
Create the Scene

1. On the View toolbar, click. 
2. On the Rendering tab of the Design Bar, click Settings.
3. In the Scene Selection dialog box, specify the scene parameters:

Select New.

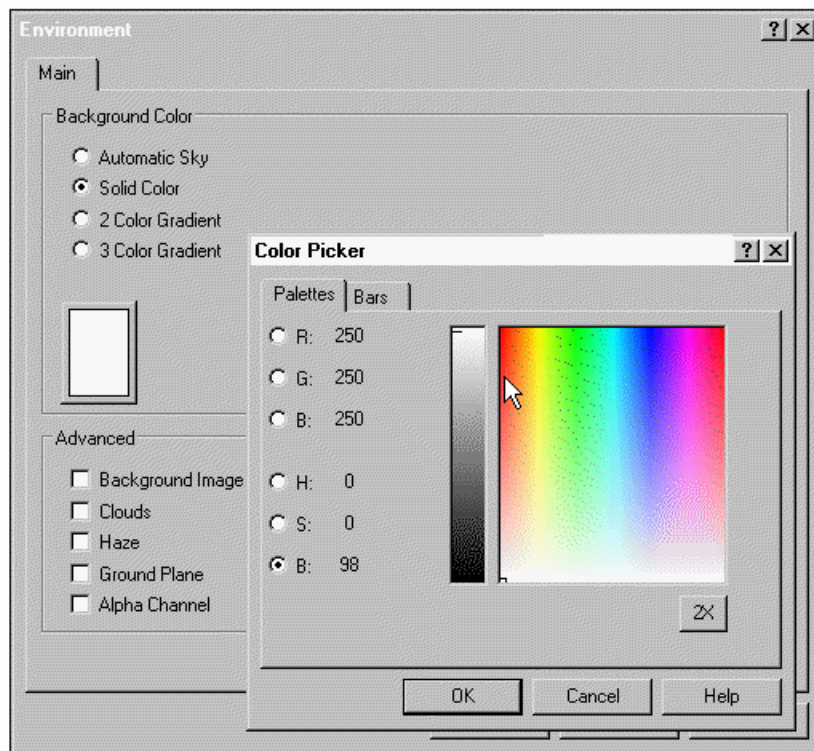
Enter Exterior Scene for Name.

Select Exterior for Type.



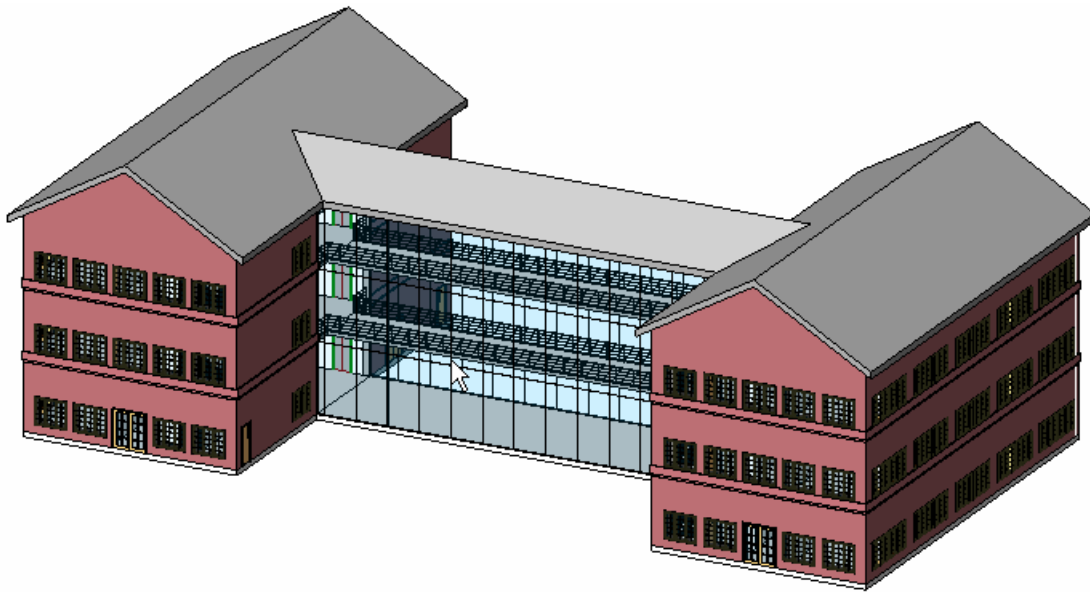
4. Click OK.
5. In the Render Scene Settings dialog box, click Environment for Scene Settings.
6. In the Environment dialog box, select Solid Colour for Background Colour, and click the colour bar.
7. In the Colour Picker dialog box, click the Palettes tab.

8. Select the lower B:, and click in the white portion of the colour bar.



9. Click OK twice.
10. In the Render Scene Settings dialog box, under Raytrace Settings, select Good for Quality, and select Blurry Reflections and Blurry Transparency.
11. Click OK.
12. On the View toolbar, click. 

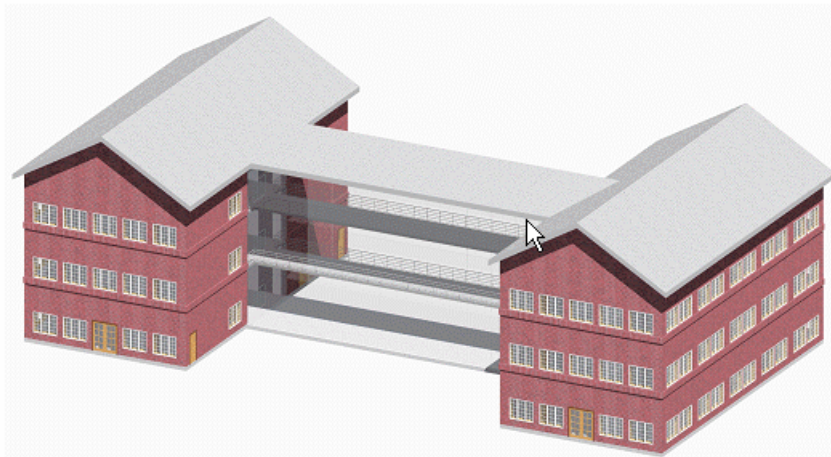
13. Spin the building model until it resembles the following illustration.



14. On the Rendering tab of the Design Bar, click Region Raytrace, and drag a box around the building model.

The raytrace process begins and a progress bar displays on the status bar. When the rendering process is complete, the building model should resemble the following illustration.

Note: The rendering time is dependent on computer processing speed and memory.



15. On the Design Bar, click Capture Rendering.

An expandable branch called Renderings is added to the Project Browser.

16. On the Design Bar, click Display Model.

17. In the Project Browser, under Views (all), expand Renderings and double-click {3D}.

18. On the File menu, click Save.

This drawing is required for the final exercise, Documenting the Building Model.

In this exercise, you created and modified an exterior scene. You then rendered a region of a 3D view and saved the image within the project.