



ARTLANTIS™

Artlantis 2.0 for ArchiCAD Users

Artlantis product-line

Visit the Artlantis website at <http://www.artlantis.com> for product information and availability.

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Goal:

Modelize a project into ArchiCAD export it and edit it with Artlantis.

Return to ArchiCAD modify the geometry of the project, export a new Artlantis file and recover automatically the previous work done into Artlantis.

Step 1 : Modeling into ArchiCAD



Create the 3D data base

Step 2 : Export the model to Artlantis

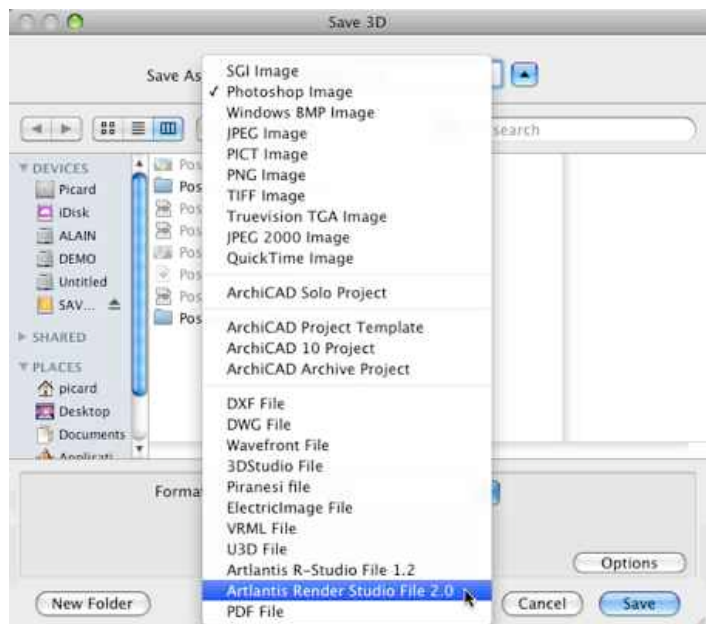
NB: The export can only be done in 3D View with the activation of the Perspective option. The camera and heliodon settings will be retrieved into Artlantis.

Display the 3D View

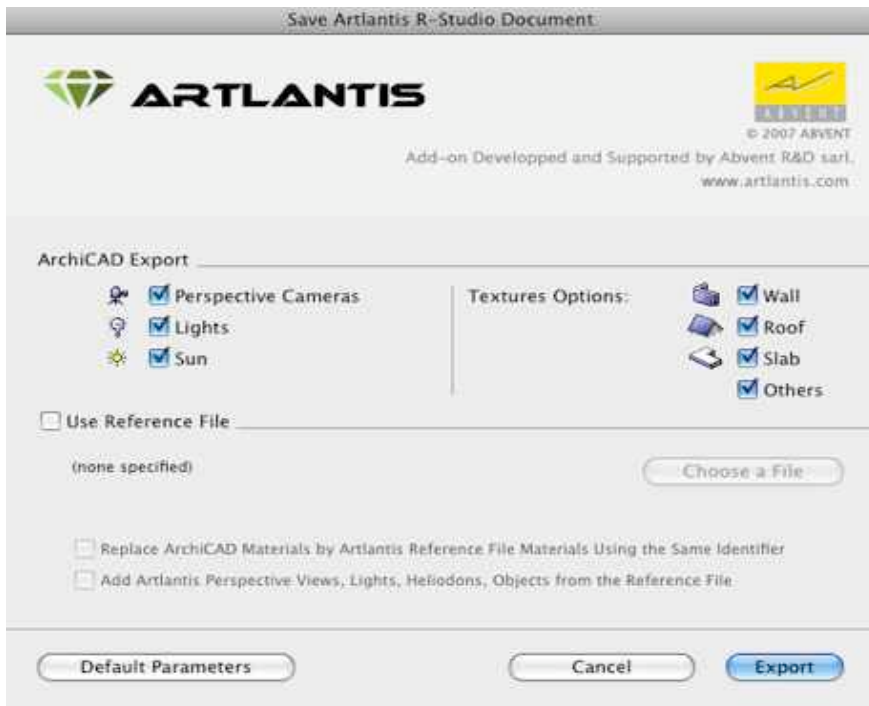
Menu View > 3D View Mode > Perspective

Then **File** menu > **Save as...**

Format: Choose **Artlantis Render Studio 2.0**
Name the file (e.g. A.atl) then Save it.
The saving is done in Artlantis file format, if they were dependent textures they will be saved into a folder created beside the .atl file.



The following Export dialog box get displayed:



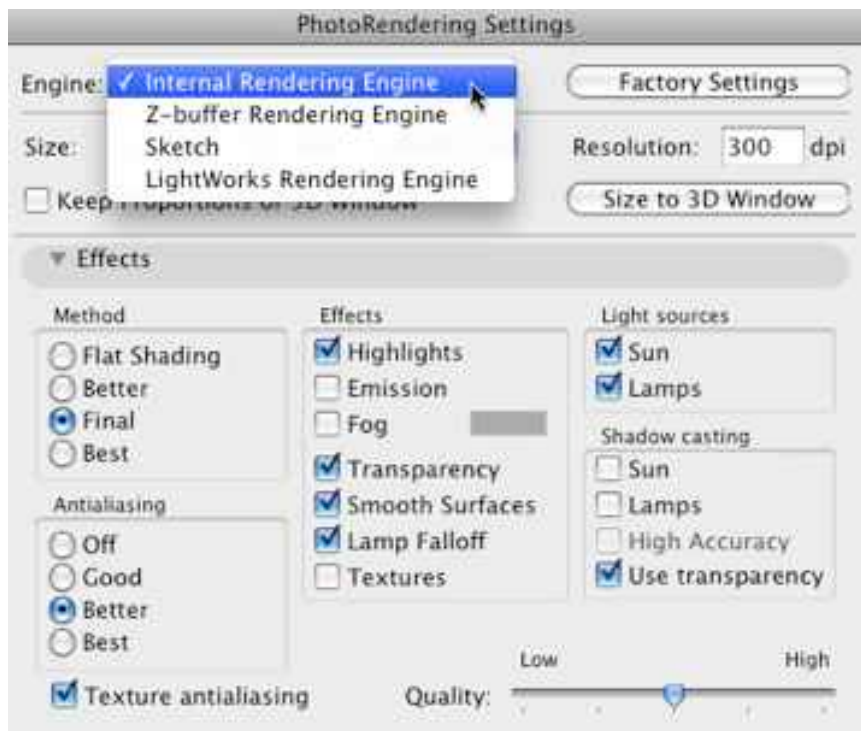
Check the needed export options you would like to retrieve into Artlantis.
Perspective Cameras, Lights, Sun and the textures associated to **Wall, Roof, Slab** and **Others**.
Others: Can be columns, beams, objects...

NB:

*When in the dialog box of the export the Lamps or Sun are still grey, this means you will have to activate them into the **Photorenderings Settings** dialog box of ArchiCAD.*

*Menu **Document > Creative Imaging > Photorenderings Settings** in the popup list choose **Internal Rendering Engine**.*

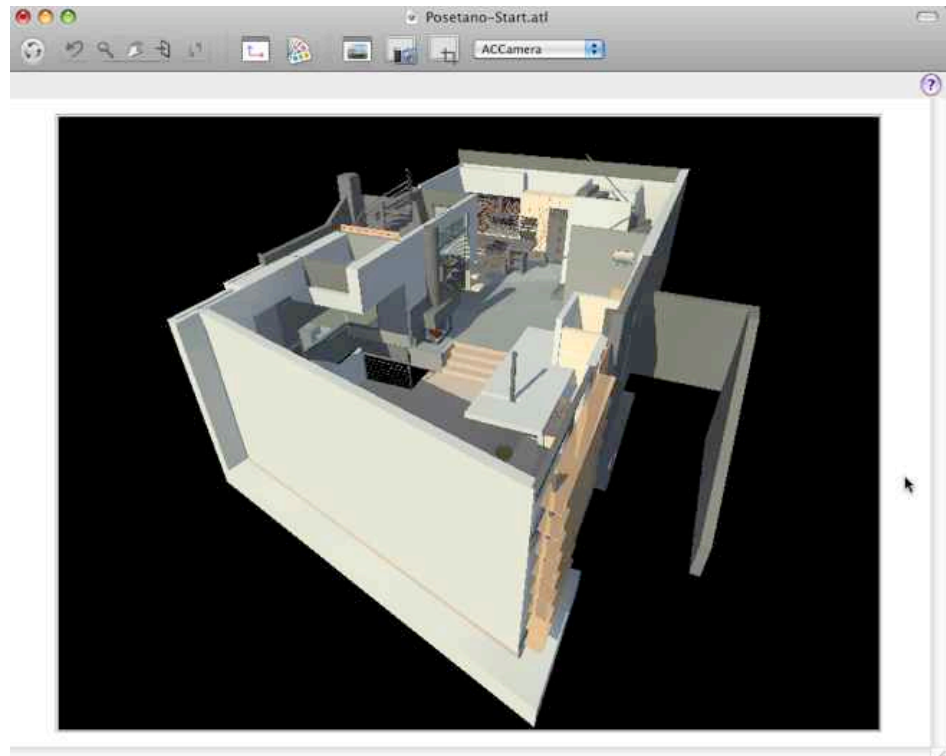
*Open the the **Effects** thumbnail in the **Light sources** check **Sun** and/or **Lamps***



Step 3 : Open the file into Artlantis and dress the model.

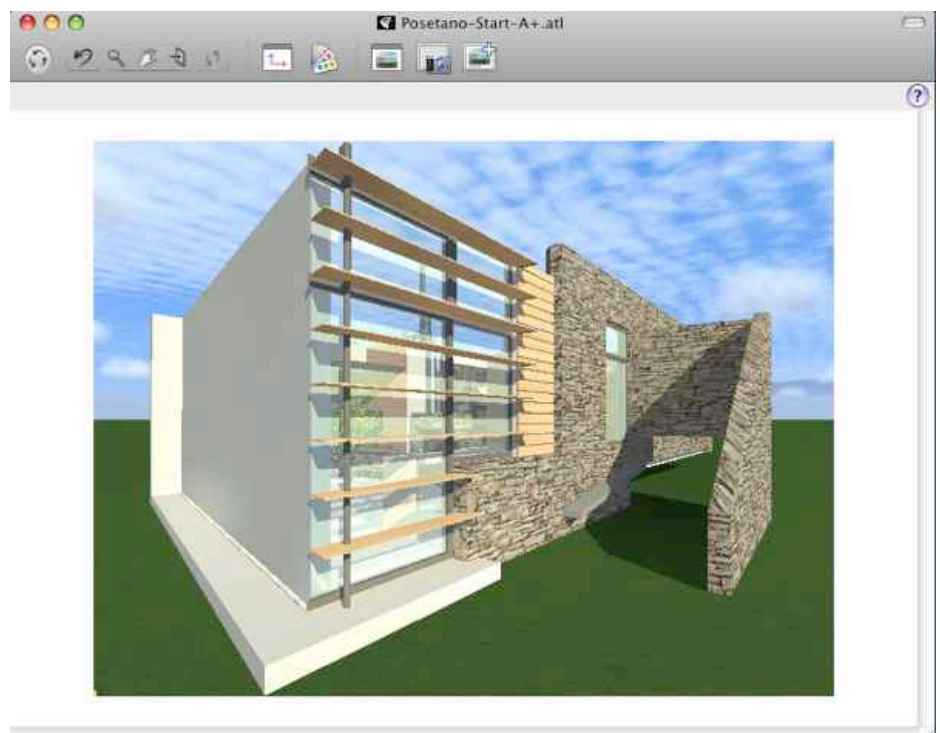
Once opened the ArchiCAD geometry get displayed, depending on chosen options when exporting, the textures, cameras and ArchiCAD lamps. You can keep on set these elements into Artlantis and also associate Shaders, other textures, objects as well as new lightings artificial or natural...

ArchiCAD model read into Artlantis.



Model dressed into Artlantis.
We have added an infinite ground with a Shader grass we applied stones on walls and set a 3D sky.

Save the file (e.g. A+.atl)



Step 4 : Update the model in ArchiCAD

Modification: In the foreground the wall has been replaced by a wide window.



Step 5 : Open the updated file in Artlantis.

Display the 3D View

Menu View > 3D View Mode > Perspective

Menu File > Save as...

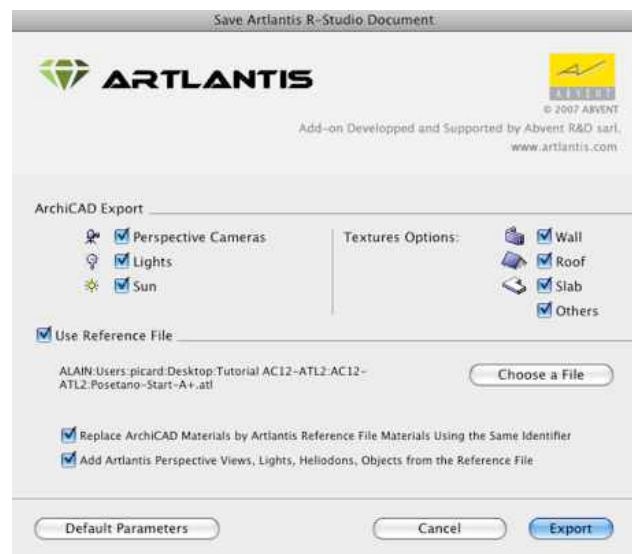
Name the file (e.g. B.atl)

Update the B.atl file with the A+.atl file.

Check the box: Use Reference File

Click on Choose a file

This is the reference file A+.atl



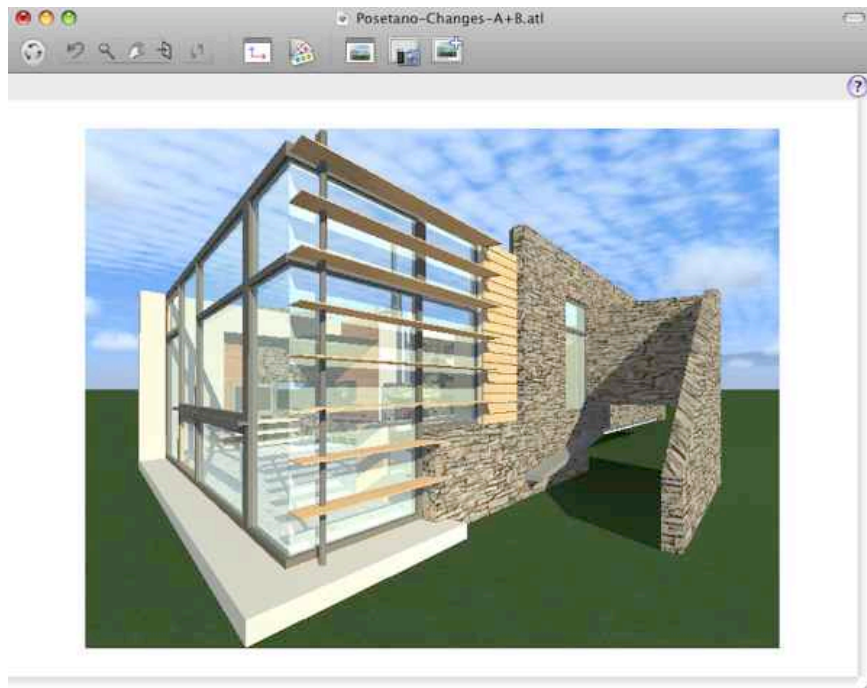
Step 6 : Open the updated file into Artlantis.

Open the B.atl file.

Look at the ArchiCAD modified geometry it is retrieved into Artlantis as well as all the work previously done into Artlantis.

The infinite ground, the 3D Sky the Shaders...

Here is the result:



The new wide window is retrieved as well as the infinite ground, the set Shaders and the 3D sky.

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