

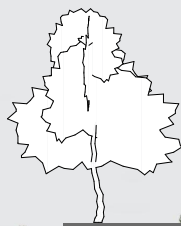
ArchiRADAR

libraries

2D-3D parametric plants
12

Symbolic Elevation

Real Growing Factor



Beech
Stone pine
Laurel
Oak



Beech

Stone pine

Laurel

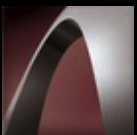
Oak

Trees

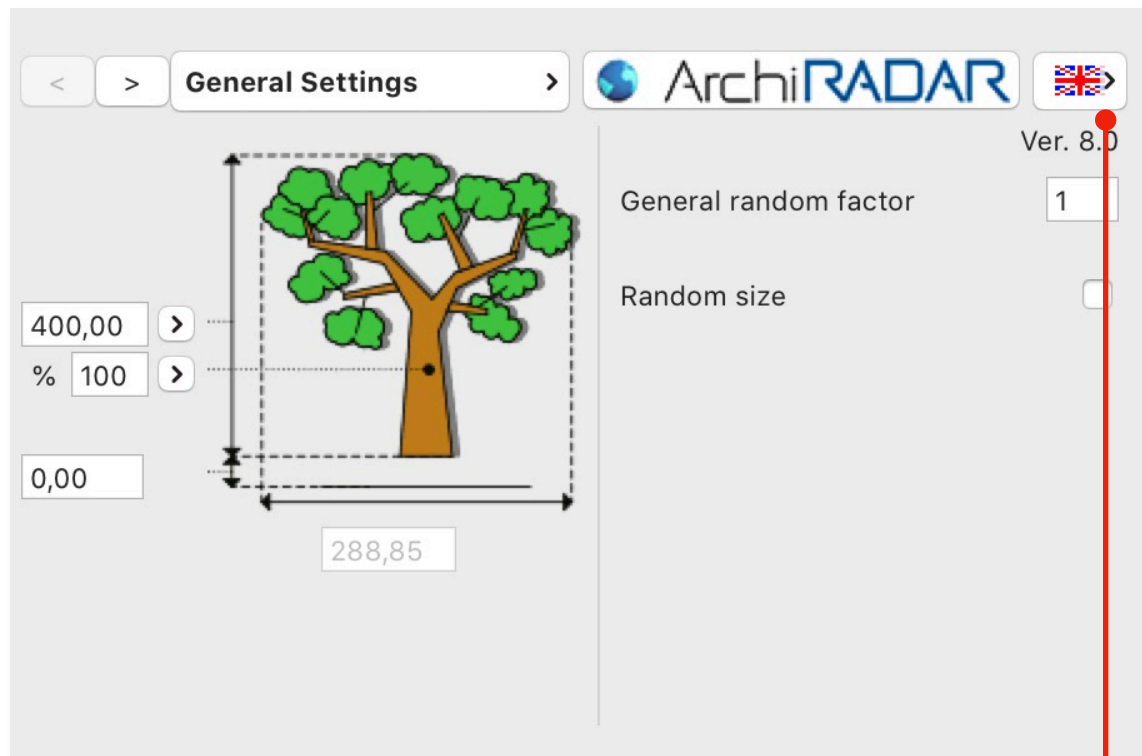
2D-3D PARAMETRIC PLANTS

VOLUME 04

ARCHICAD v16 and above + CineRender



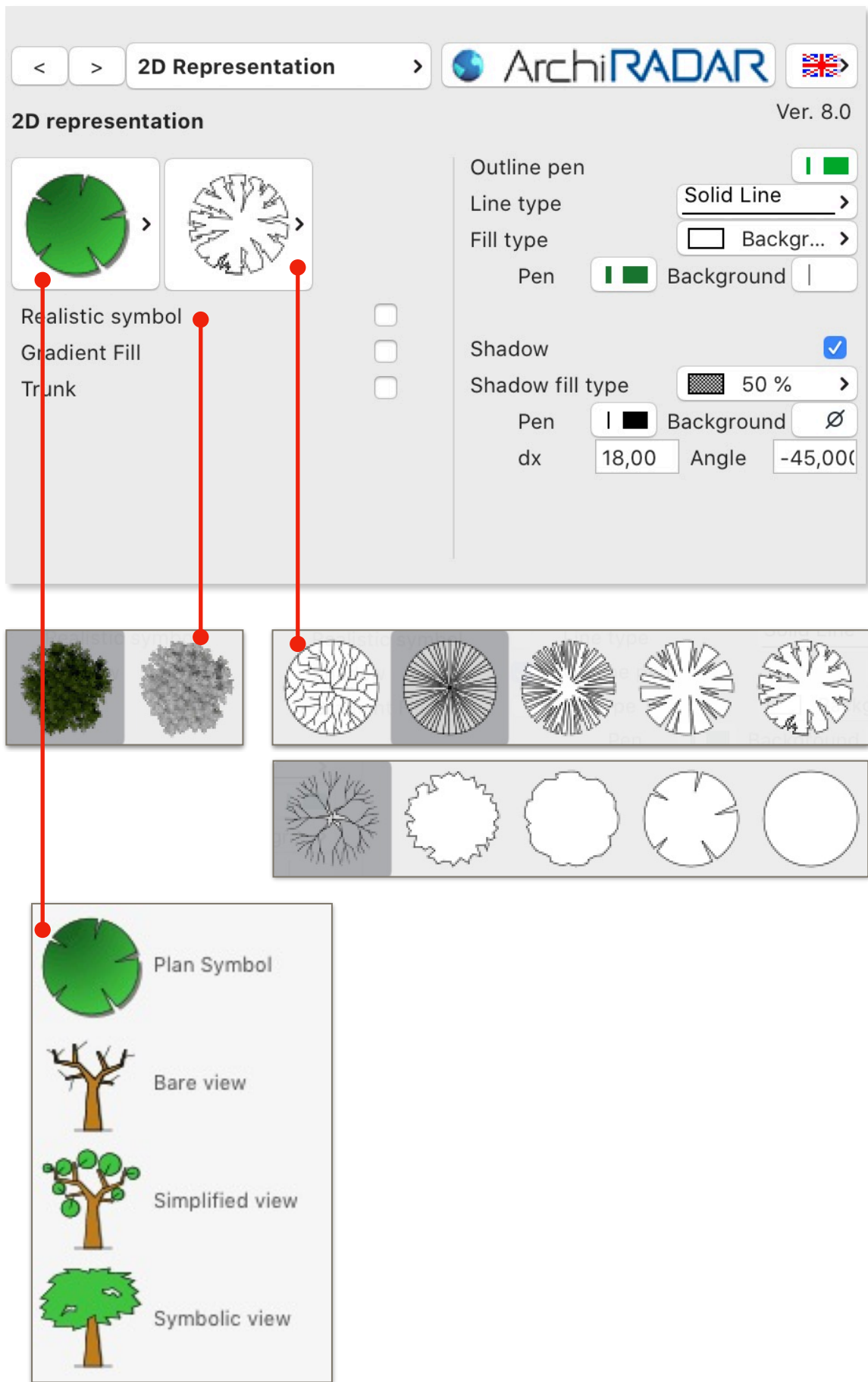
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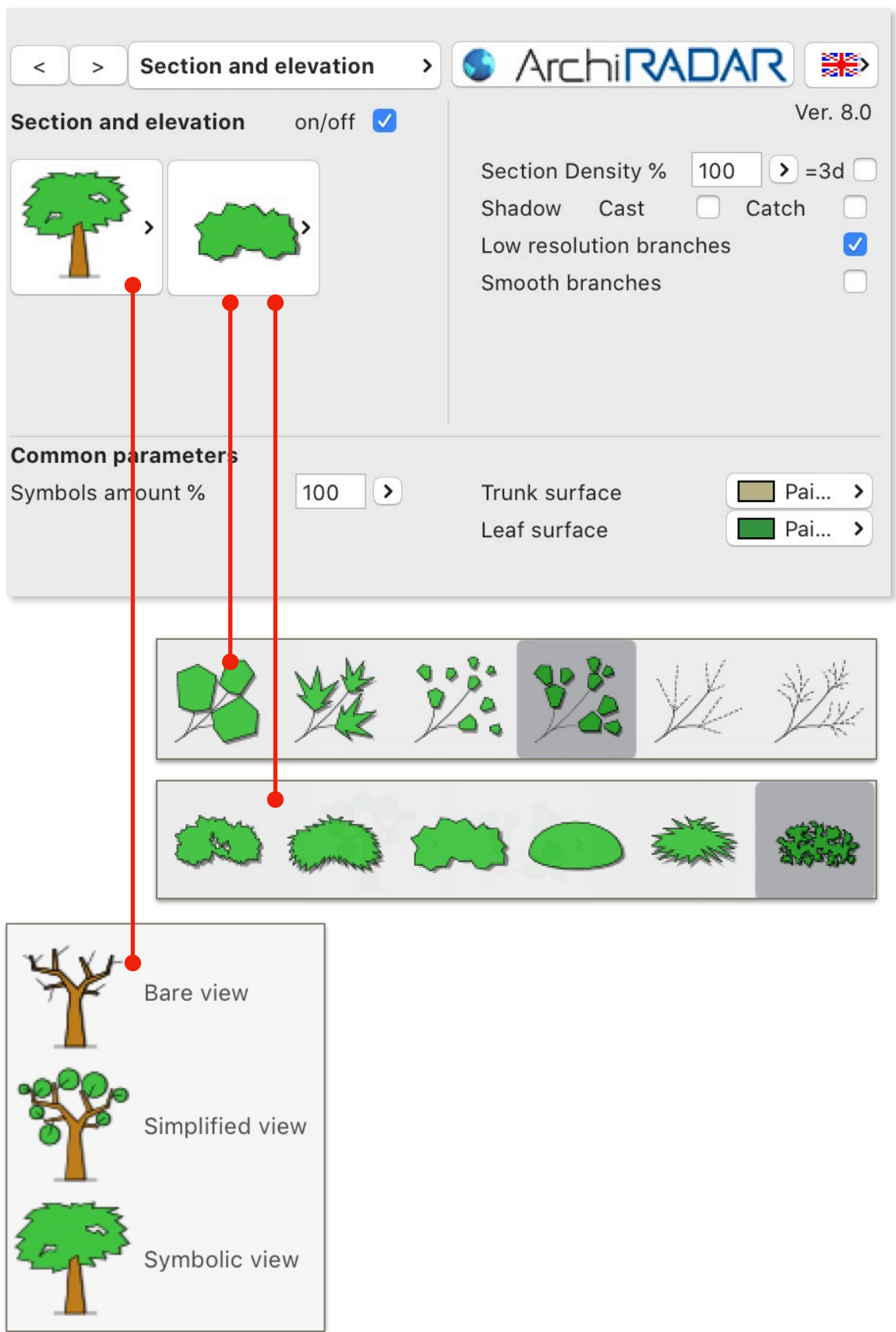
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-  Italiano - Italian
-  Français - French
-  Español - Spanish
-  Deutsch - German
-  Magyar - Hungarian
-  日本 - Japanese
-  Polskie - Polish
-  Português - Portuguese
-  Türk - Turkish
-  Arabic - عربي
-  Svenska - Swedish
-  Suomalainen - Finnish
-  Ελληνικά - Greek
-  Norsk - Norwegian
-  Dansk - Danish

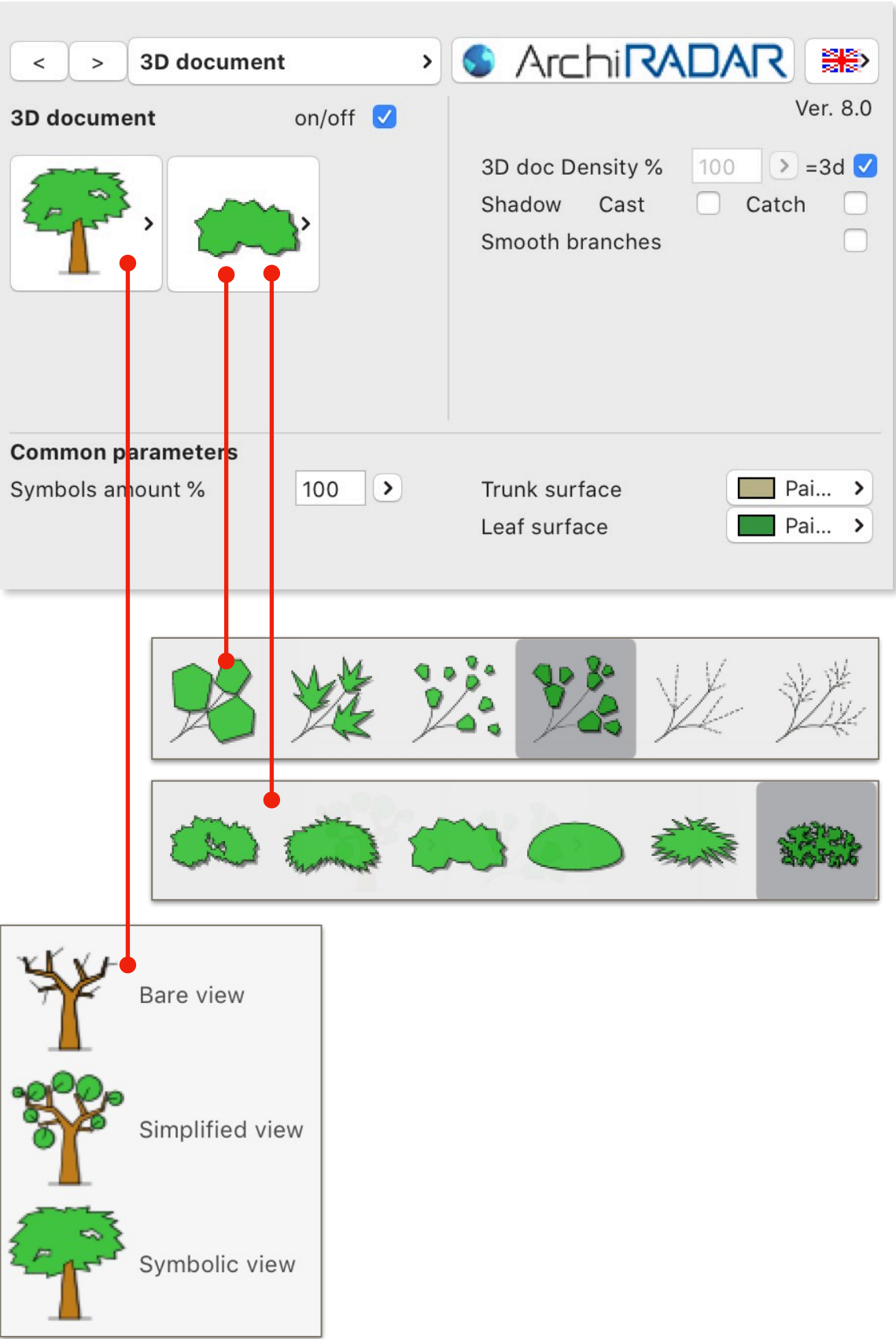
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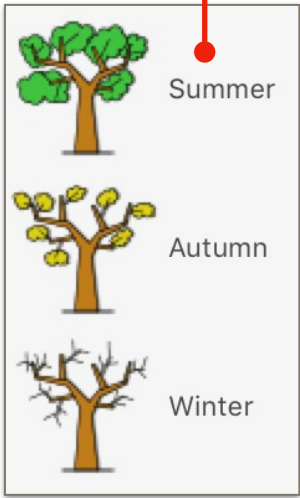
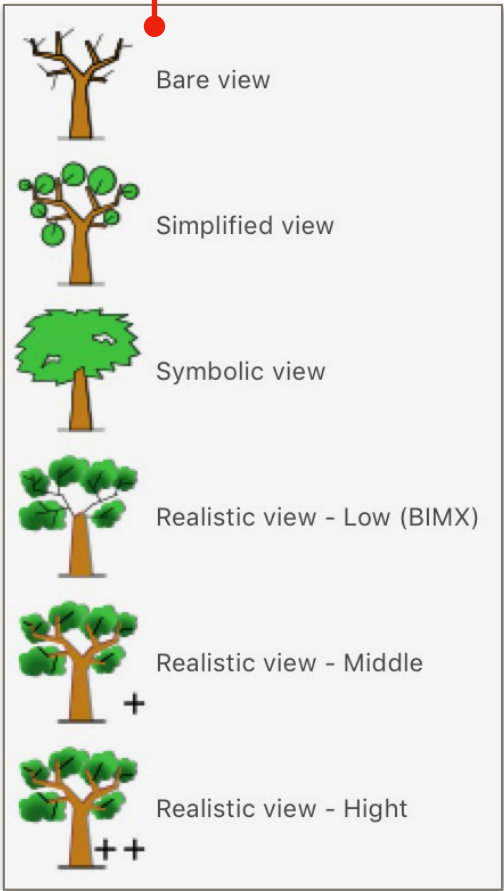
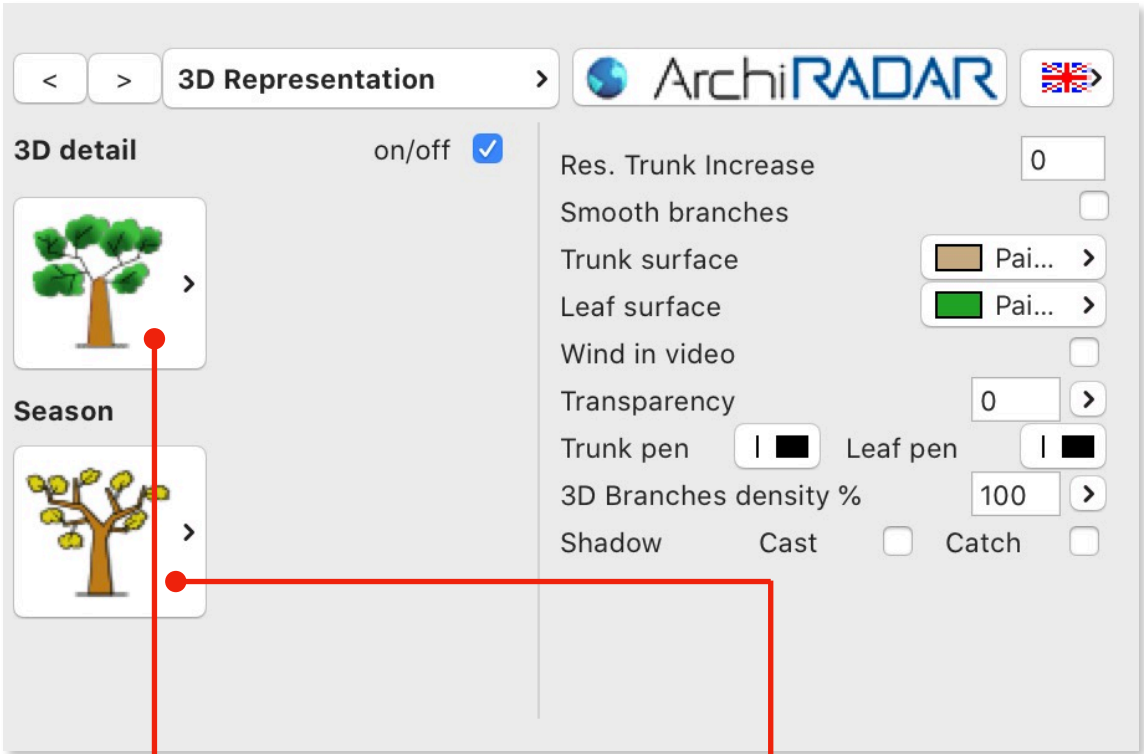
Object interface:



Object interface:



Object interface:



3d detail



2D-3D Parametric Plants - Volume 04

Trees

Contents:

12 3D Models in GSM format (compatibles with ArchiCAD 16 and higher + CineRender). The objects are made with a low polygon quantity; they have a real growing factor according to the size able to generate always different plants; they have also a corresponding symbolic view in elevation. Optimized for BIMX.

Species:

- Stone Pine / Pinus
- Laurel / Laurus nobilis
- Oak / Quercus
- Beech / Fagus

Objects:

- AR Beech Tree Group
- AR Beech Tree Medium
- AR Beech Tree Tall
- AR Laurel Tree Group
- AR Laurel Tree Medium
- AR Oak Tree Group
- AR Oak Tree Medium
- AR Oak Tree Tall
- AR Stone Pine Tree Complex A
- AR Stone Pine Tree Complex B
- AR Stone Pine Tree Irregular
- AR Stone Pine Tree Simple

Option available:

- Real growing factor
- Symbolic view in elevation
- 2d symbol shadow
- 2d realistic symbol
- 3d detail level
- Wind option in movies
- Season (when available)
- Transparent Textures

Copyright:

ArchiRADAR models and textures, are copyright:

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e-mail: info@archiradar.com

website: www.archiradar.com

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ArchiRADAR development:

Mario Sacco

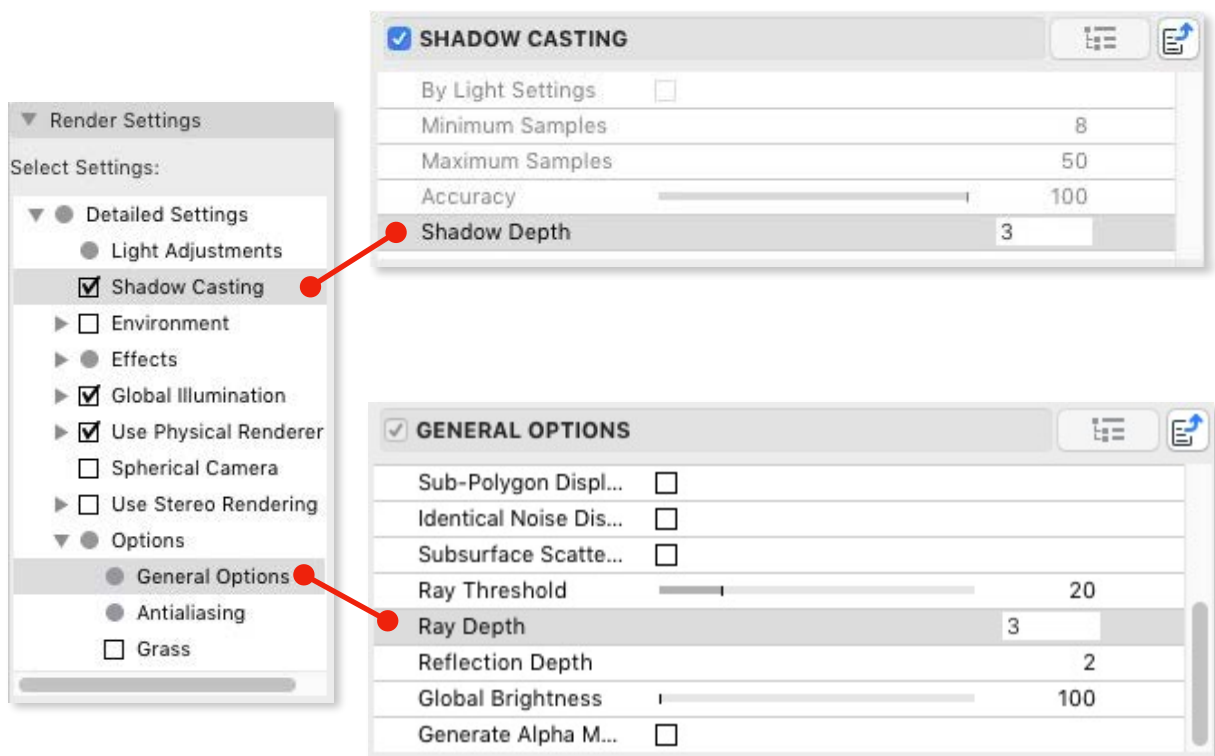
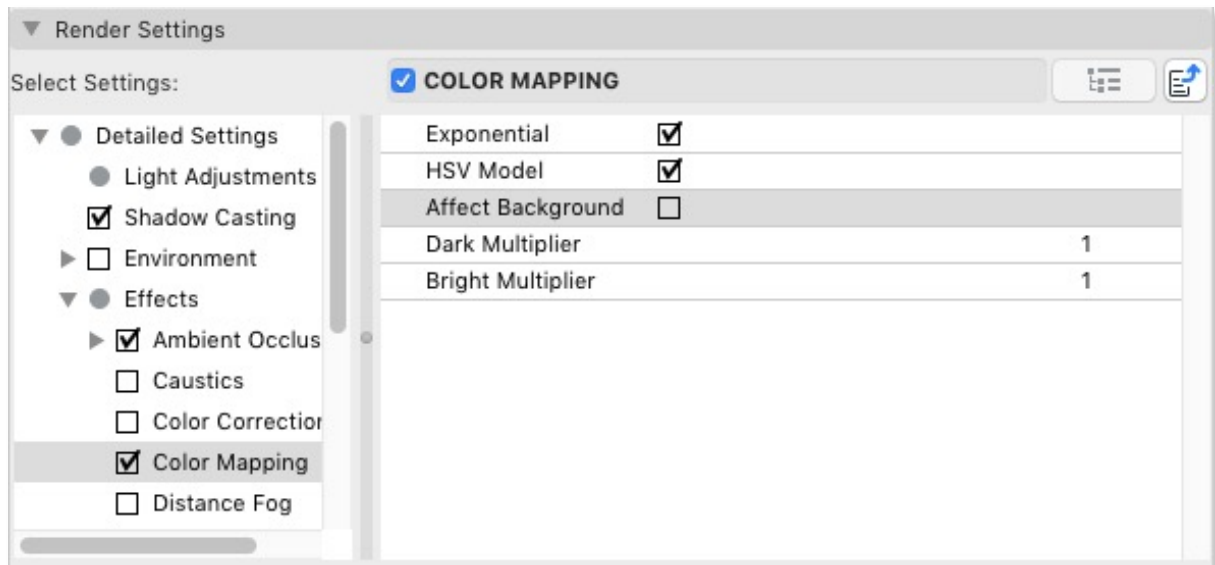
Roberta Cecchi

Roberto Corona

Gianluca Savino

CineRender settings:

In order to obtain a correct 3D visualization of the trees, with transparency and details, you need to tick the **“Affect Background”** checkbox in the CineRender settings. So, you have to call the “PhotoRenderings Settings” palette, from the Window/Palette menu. Now, as you see in the two figures, from the “Render Settings” panel, check the “Affect Background” option and set to a **higher value** the “Shadow Depth” and “Ray Depth” options (3 is the default value).





2D-3D Parametric Plants - Volume 04

Alberi

Contenuto:

12 Modelli 3D in formato GSM (compatibili con ArchiCAD 16 o superiore + CineRender). Gli oggetti sono realizzati con un basso numero di poligoni; hanno un fattore di crescita reale in base alla dimensione che genera alberi sempre diversi; hanno inoltre una corrispondente vista simbolica semplificata in prospettiva. Ottimizzati per BIMX.

Specie:

- Stone Pine / Pino / Pinus
- Laurel / Alloro / Laurus nobilis
- Oak / Quercia / Quercus
- Beech / Faggio / Fagus

Oggetti:

- AR Beech Tree Group
- AR Beech Tree Medium
- AR Beech Tree Tall s
- AR Laurel Tree Group
- AR Laurel Tree Medium
- AR Oak Tree Group
- AR Oak Tree Medium
- AR Oak Tree Tall
- AR Stone Pine Tree Complex A
- AR Stone Pine Tree Complex B
- AR Stone Pine Tree Irregular
- AR Stone Pine Tree Simple

Opzioni disponibili:

- Fattore di crescita reale
- Vista simbolica in prospettiva
- Simbolo 2d con ombre e gradiente
- Simbolo 2d realistico con ombra
- Livelli di dettaglio 3d
- Opzione vento nei filmati
- Stagioni (quando disponibili)
- Texture trasparenti

Copyright:

I modelli e le textures ArchiRADAR sono protette da copyright:

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e-mail: info@archiradar.com

website: www.archiradar.com

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Se volete diffondere ulteriormente il contenuto delle librerie, come ad esempio le texture, i modelli o parti di essi, oppure utilizzare la libreria in qualsiasi ambito multi-utente, contattateci per ottenere le licenze di distribuzione.

Sviluppatori ArchiRADAR:

Mario Sacco

Roberta Cecchi

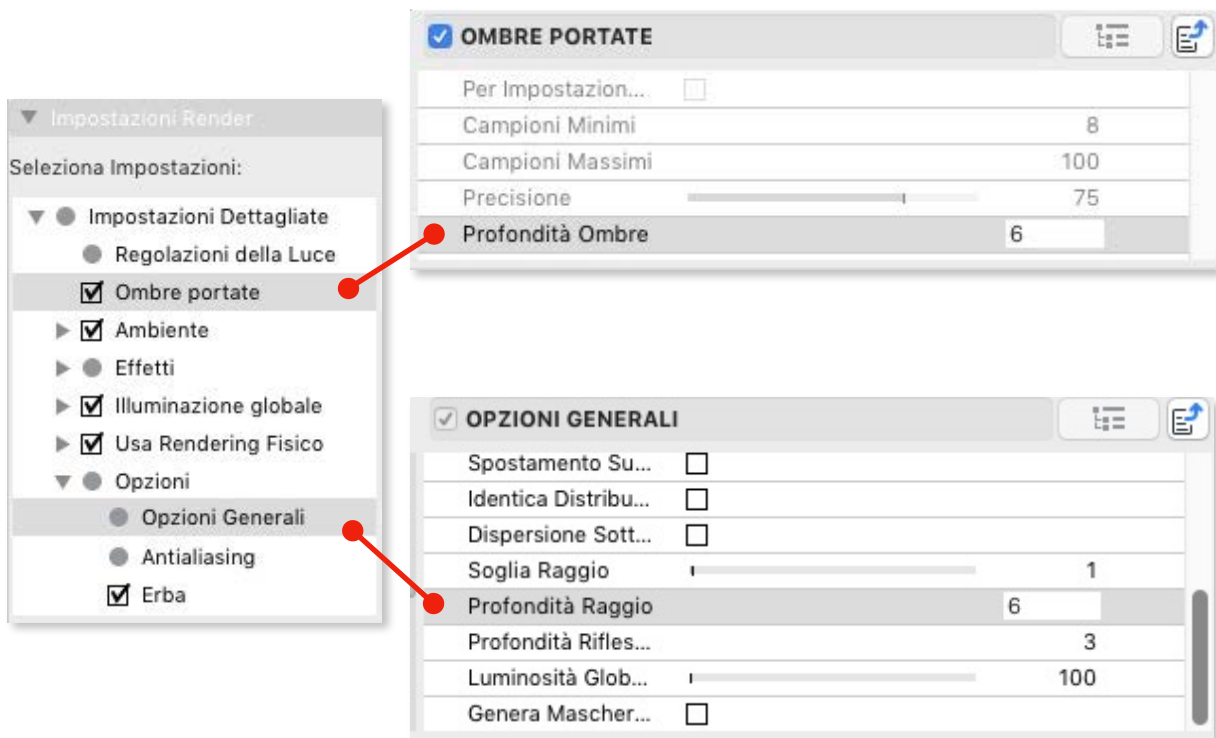
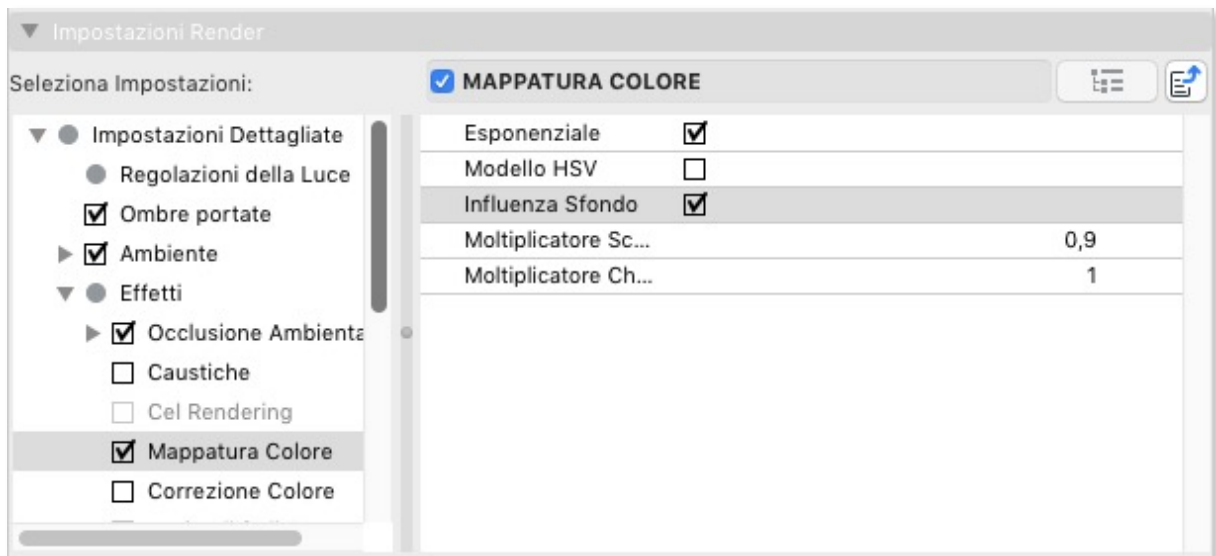
Roberto Corona

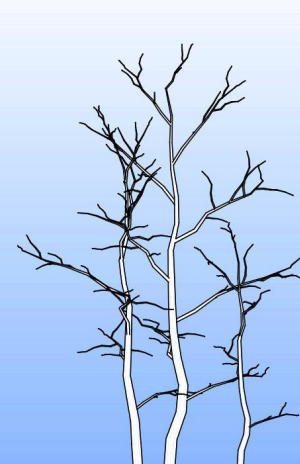
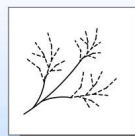
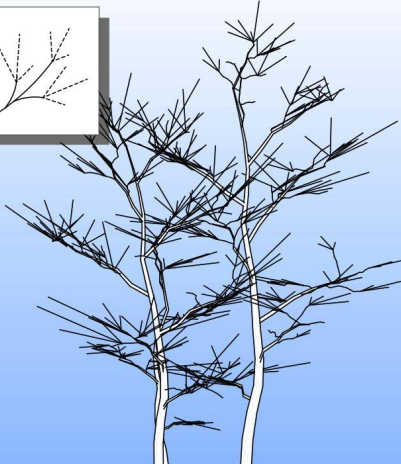
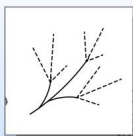
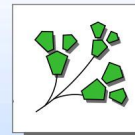
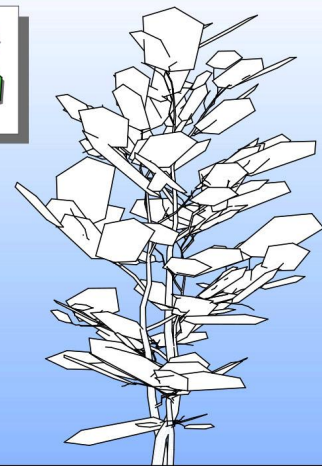
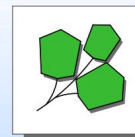
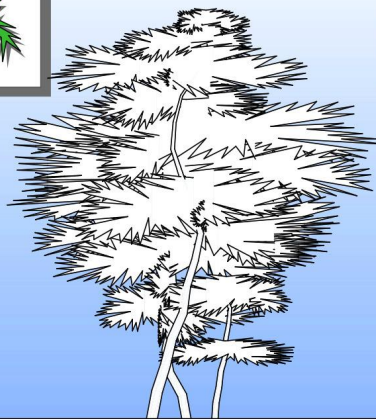
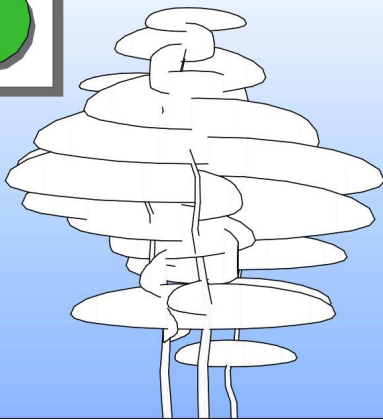
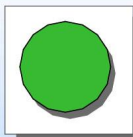
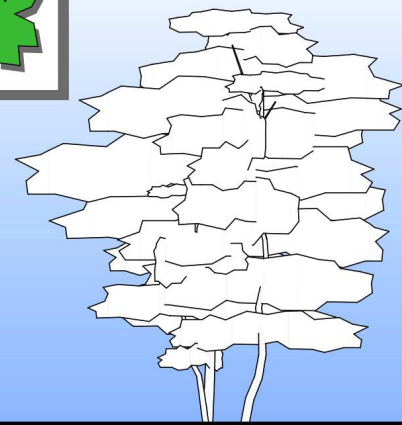
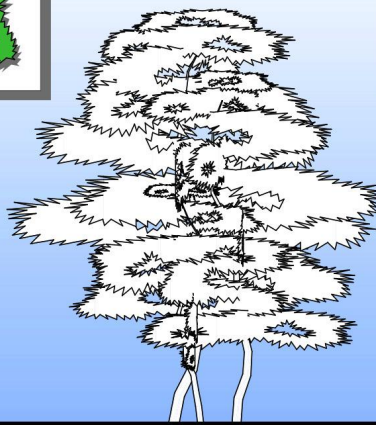
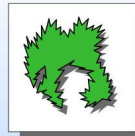
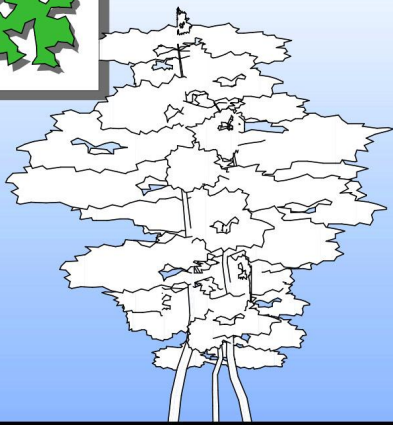
Gianluca Savino

Impostazioni CineRender:

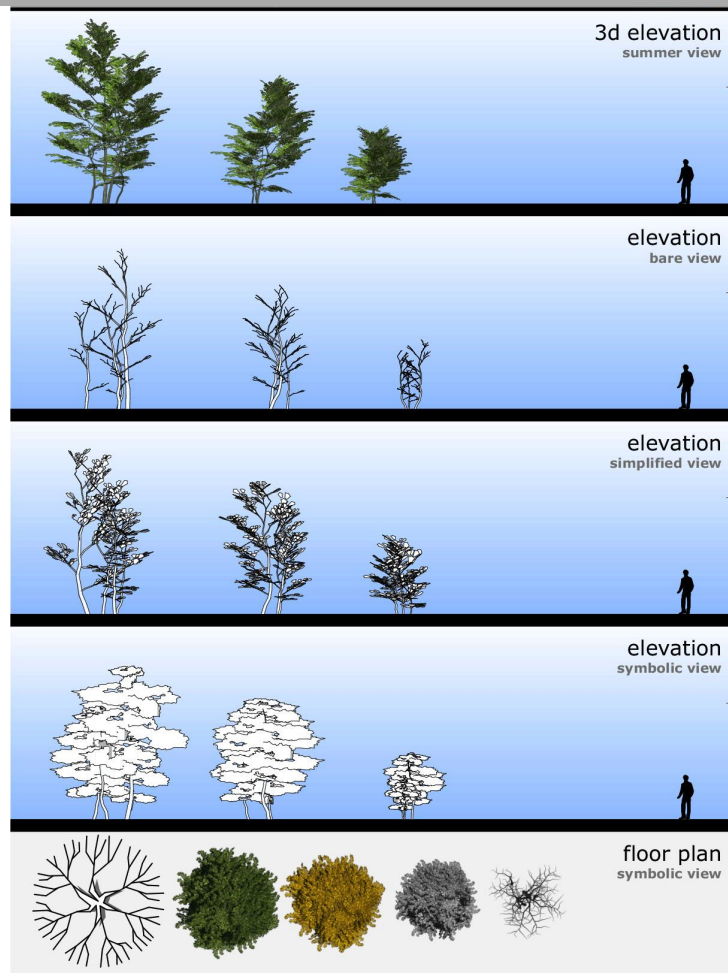
Affinchè la visualizzazione 3D degli alberi sia corretta, con trasparenze e particolari, occorre attivare l'opzione "**Influenza Sfondo**" dalle impostazioni di CineRender. Per fare questo dovete anzitutto attivare la palette "Settaggi FotoRendering" di ArchiCAD dal menu Finestre/Palette.

Nella finestra che si aprirà dovete attivare "Influenza Sfondo" e **alzare i valori di default** (impostati di base su 6) per le opzioni "Profondità Ombre" e "Profondità Raggio", come mostrato nelle sottostanti immagini:



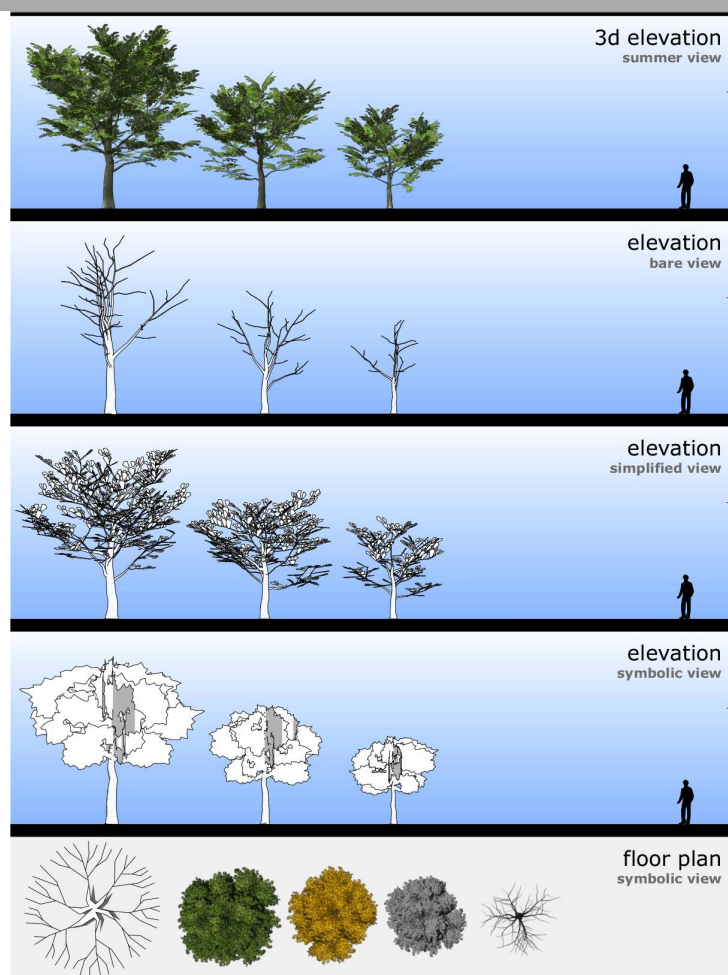


AR Beech Tree Group



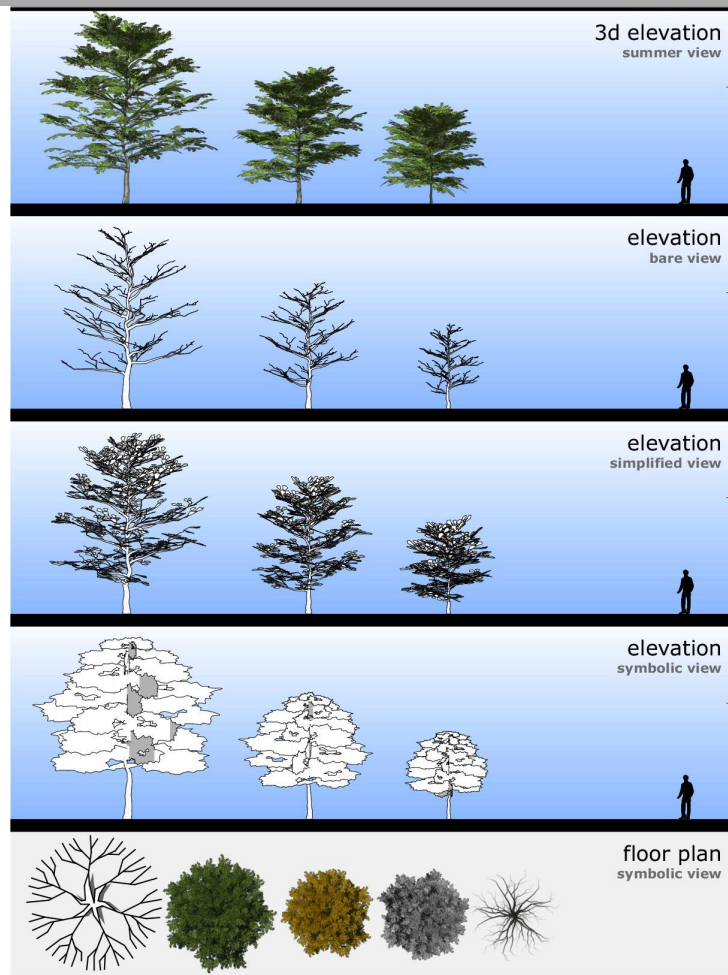
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AR Beech Tree Medium



ArchiRADAR

AR Beech Tree Tall

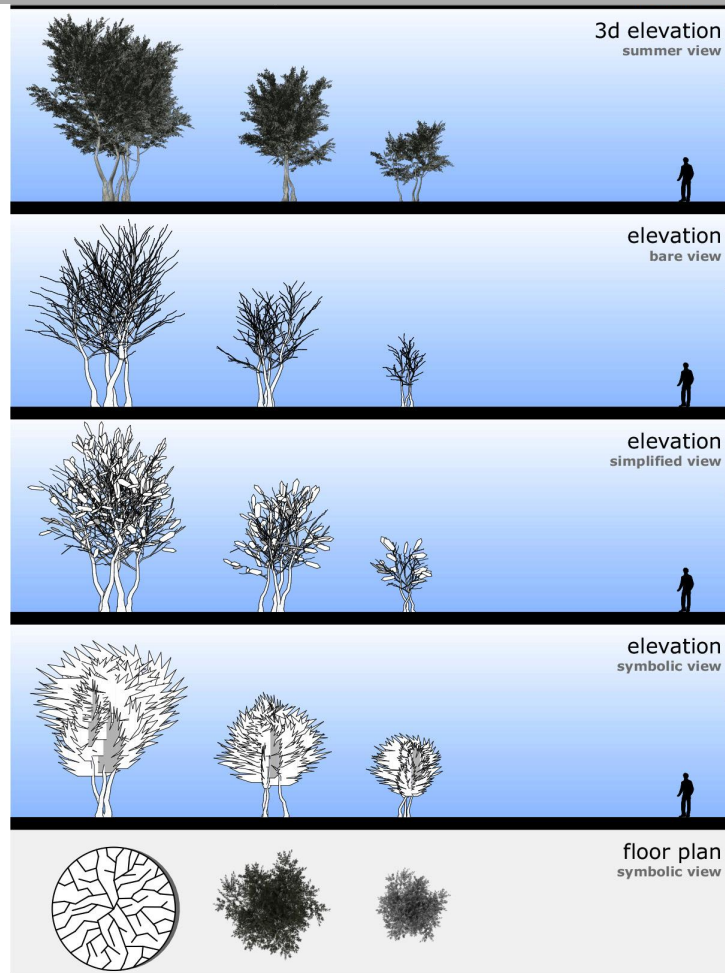


ArchiRADAR

AR Laurel Tree Group



2D-3D PARAMETRIC PLANTS

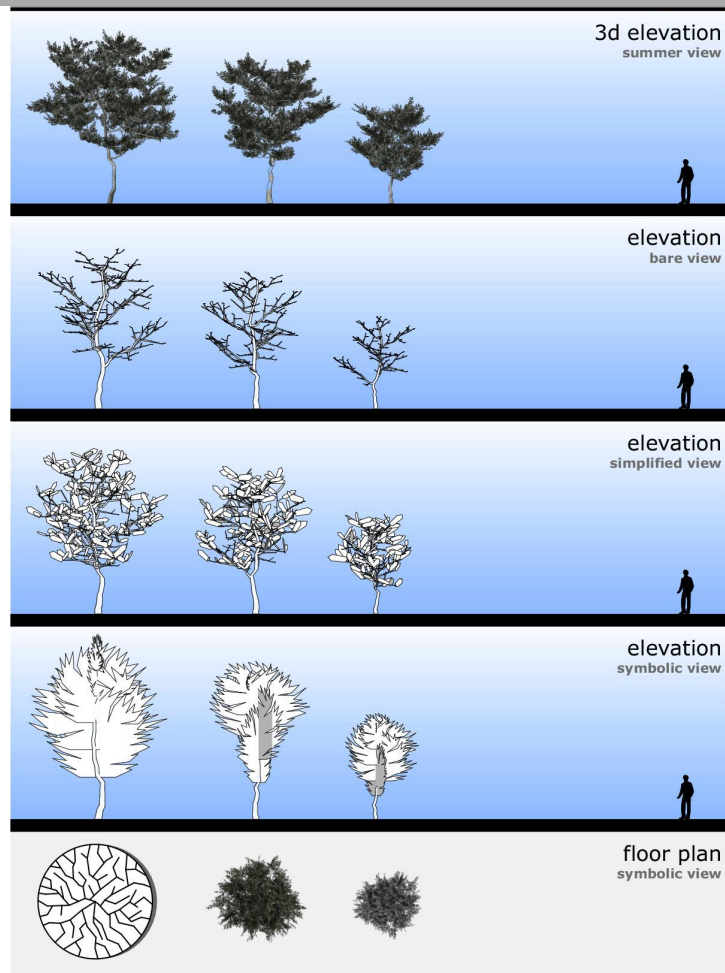


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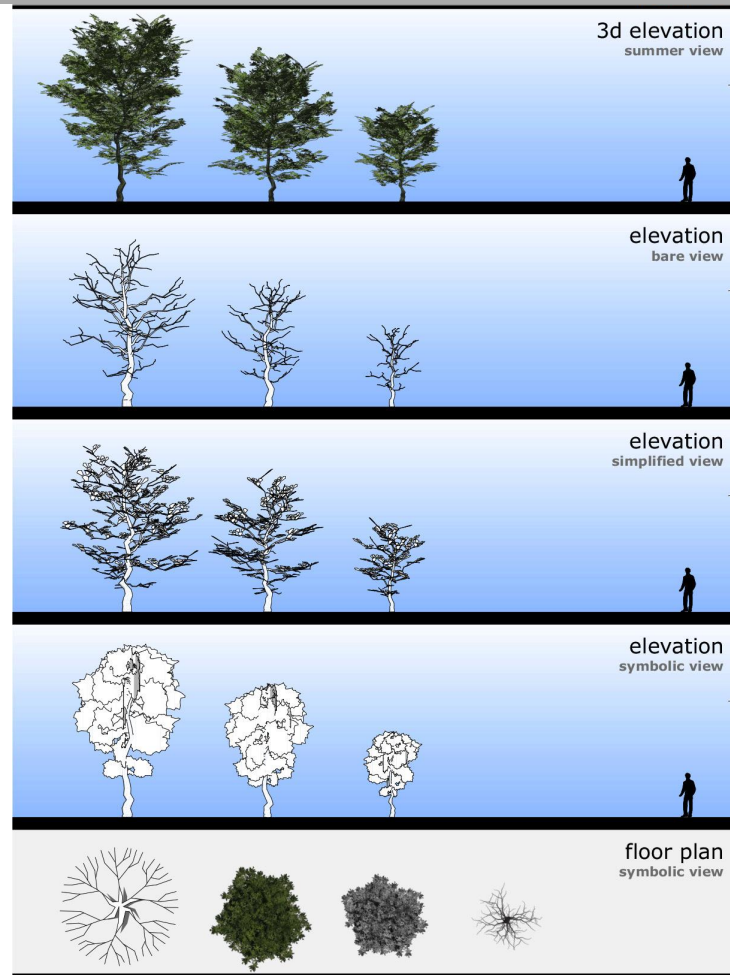
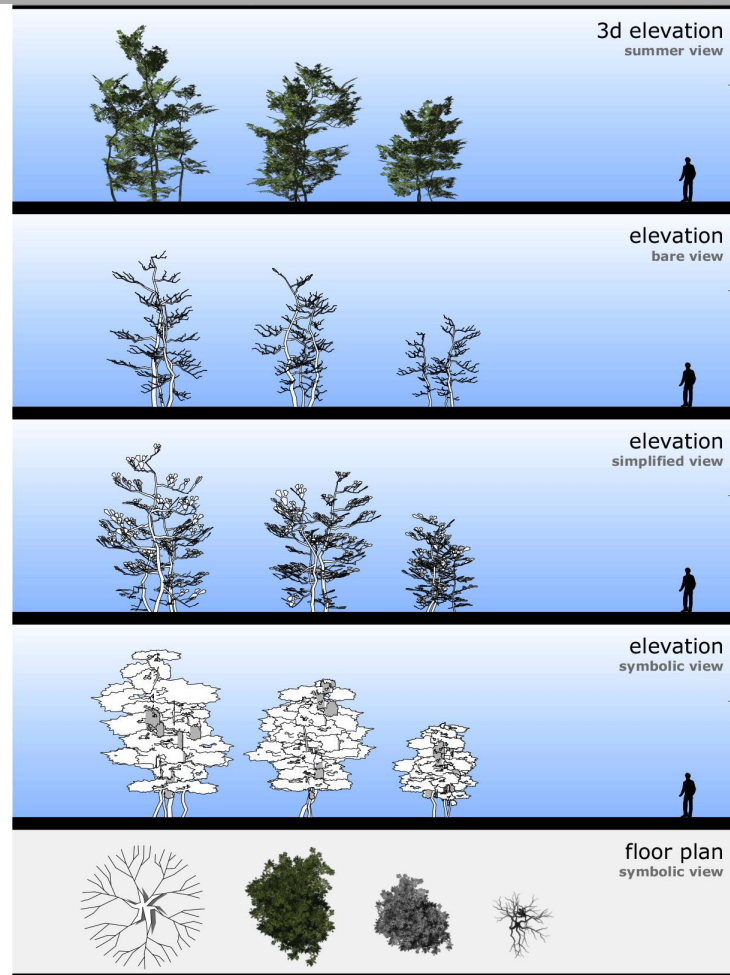
AR Laurel Tree Medium

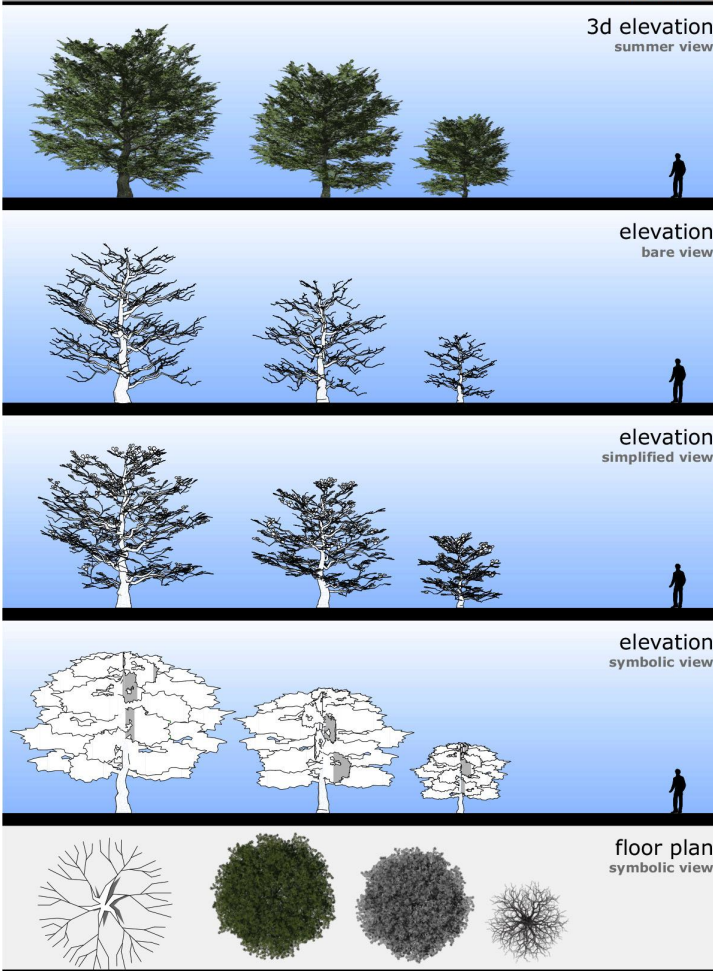


2D-3D PARAMETRIC PLANTS

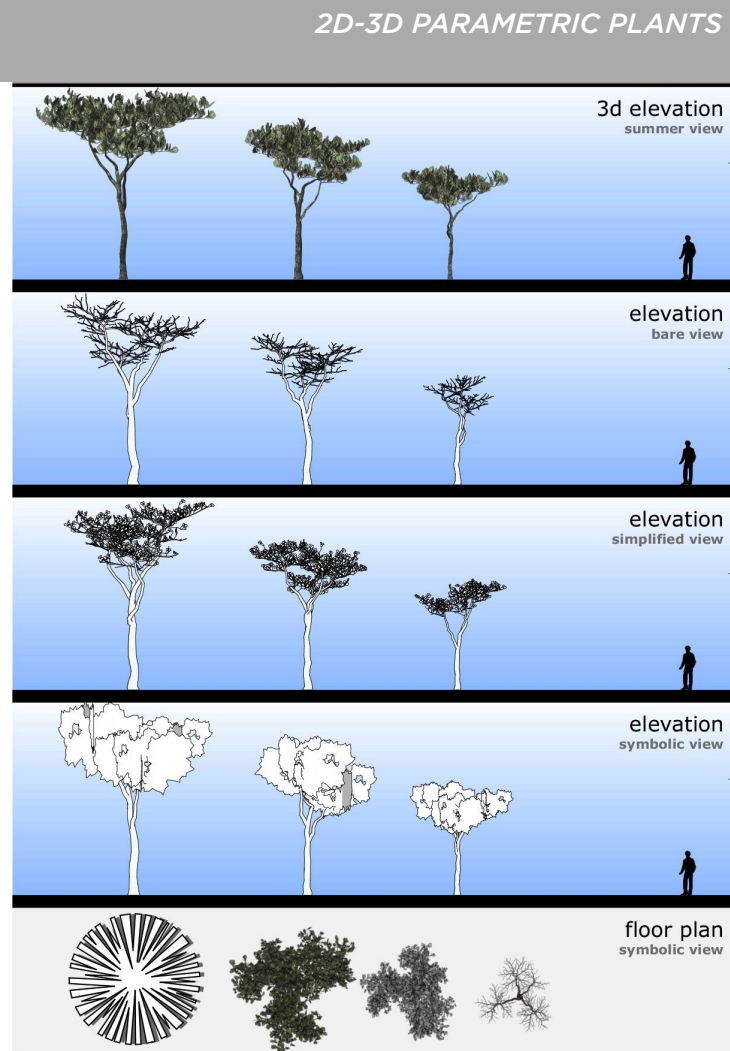


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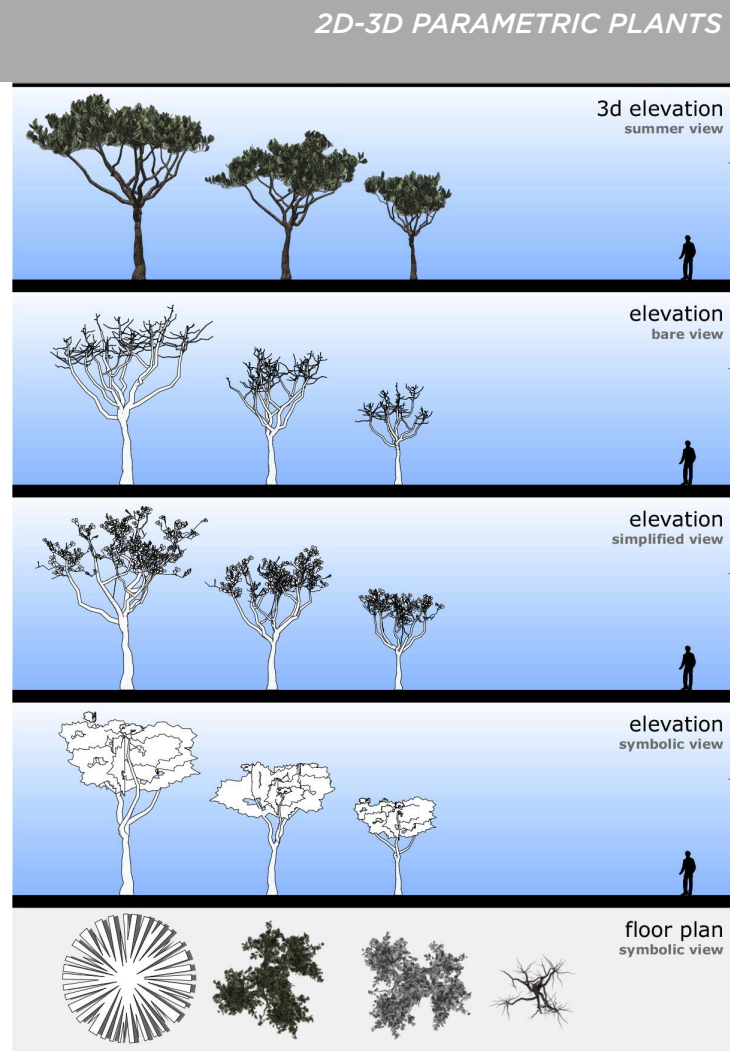




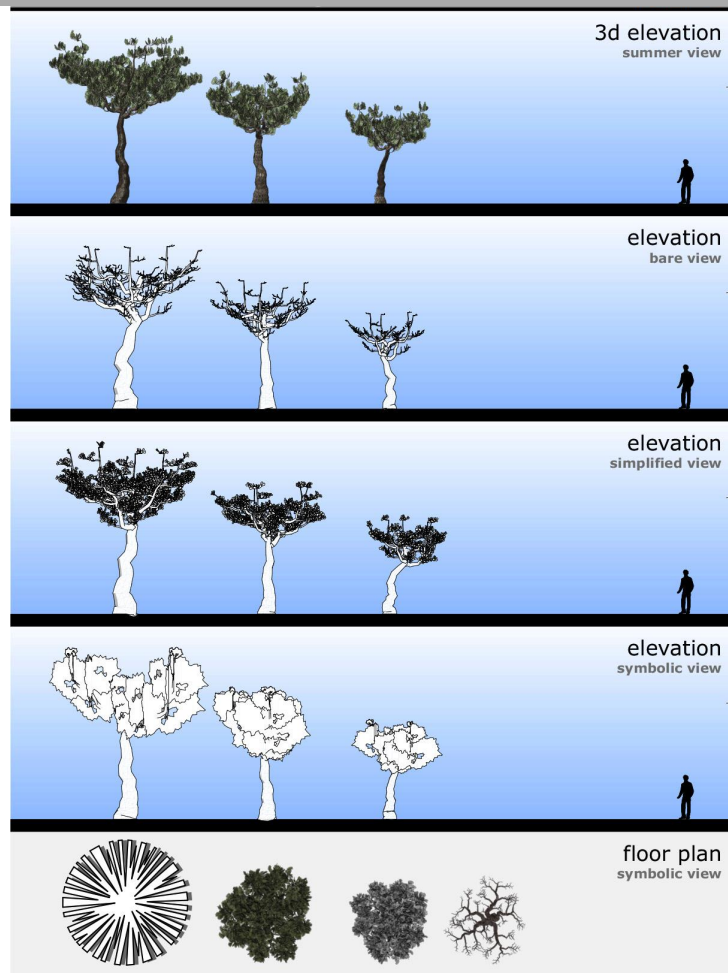
AR Stone Pine Tree Complex A



AR Stone Pine Tree Complex B

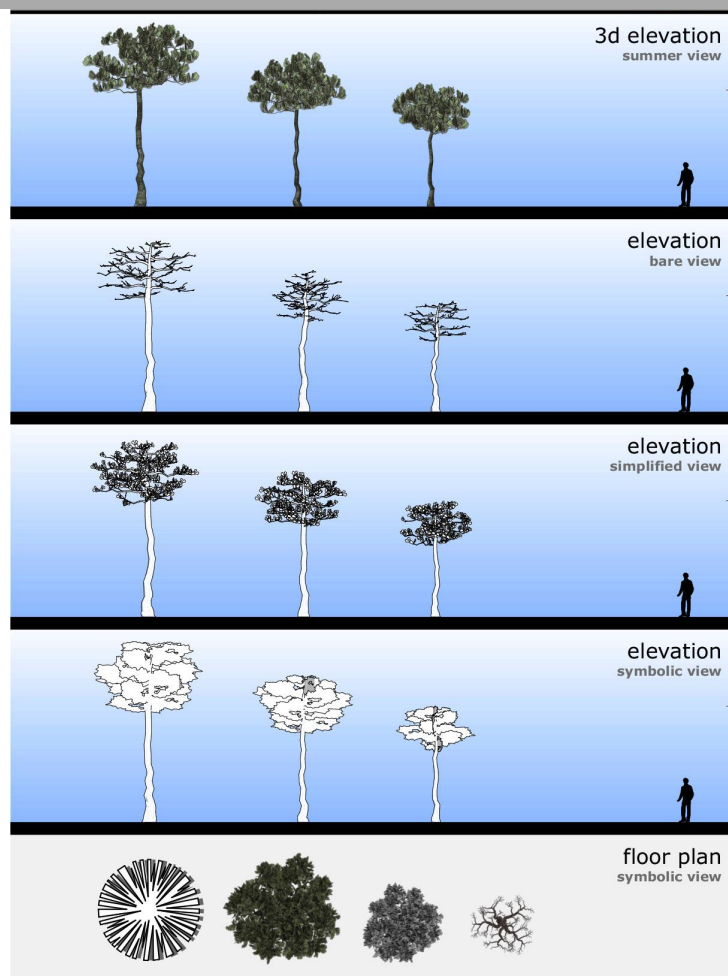


AR Stone Pine Tree Irregular



ArchiRADAR

AR Stone Pine Tree Simple



ArchiRADAR



ArchiRADAR



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