



Vectorworks® 2012

Upgrading from Vectorworks Landmark version 2010

1. Can I grab 3D shapes and modify them like I do in SketchUp®?

With 2012, the Push/Pull tool can edit solids faces and planar objects just like it would in the real world, so you get dynamically interactive feedback and instant results as you work. Simply, push or pull on the geometry you would like to change, it's that easy.

2. Has the rendering with Renderworks improved for 2012?

Introduced in version 2011 and improved in 2012, Renderworks® is now powered by the award-winning CINEMA 4D 64-bit rendering engine. Together, they provide dramatic speed and quality gains, with a robust integrated rendering option that's right inside your Vectorworks application. You'll be blown away by simpler, more intelligent controls, and render speeds that are up to five to seven times faster for indirect lighting rendering!

3. Is working in 3D any easier in Vectorworks 2012?

Oh yes, a lot easier. The entire 3D environment is much more intuitive and working in 3D is similar to working in 2D. You can draft any shape, on any plane, in any view, using the tools you already know how to use. Or, you can dimension objects in any plane, and view graphic attributes of planar objects in any view. You will find working in 3D has never been easier.

4. Can I create a retaining wall?

Architectural walls can be used to create retaining wall site modifiers, greatly increasing the accuracy of site models that include walls, with regards to cut and fill calculations and the placement of contour lines. This new parametric object not only allows you the flexibility to sculpt the terrain around the wall, but also to easily produce materials take-offs.

5. Do I still need to add notes manually to my site model?

Not anymore. With our innovative new grade tool, it creates a parametric grade object to annotate terrain slopes on site plan documents. Grade objects can be networked together to show slope characteristics across a surface.

6. How can I document existing trees on my site?

Now Vectorworks has the Existing Tree tool, with all of the features needed for evaluation before construction work or landscaping, or you can use it for management and reporting purposes.

7. How do I create a stepped wall?

We now have a simple method for creating a stepped wall that contains wall peaks at even intervals—one with a constant rise at each interval, or one with a variable rise conforming to the underlying terrain. Design anything you want without limits.

8. How can I create a solar animation without knowing the time zone?

With our new Heliodon tool, you no longer need to know the coordinates or time zone to create a solar rendering. The new Heliodon object works like a directional light when it contains attached data like the region and city. You can also create QuickTime® solar animations, perform sun studies, and create view from sun animations too.

9. How can I save a custom hatch?

You can save your newly customized tiles and hatches as standard tiles and hatches, so you can easily reuse them.

10. Are shadows in OpenGL are more realistic?

Yes, better accuracy, better quality, and more realistic.....it's that simple.

If you didn't see your question here, contact us at sales@resolve.ca or call us at 1-866-288-1888. We're here to help.