NEMETSCHEK Vectorworks

resolve software solutions inc.

Vectorworks 2012

Upgrading from Vectorworks Spotlight version 2010

1. Can I create an LED screen in Spotlight 2012?

The new LED video screen object gives you the added ability to model and represent low-resolution LED screens in a series of configuration and formats. Specify the height and width of the module shape, format for the array, and the base structure for creating the object.

2. What kind of notes can I add to my seating layouts?

Now you can note the seating section name, seating count, and seat numbering along with the starting seat number and seating number incremental value on your drawing.

3. Do lights added between existing lights in Lightwright appear correctly in 2012?

With 2012, we have made a few changes to the automatic data exchange with Lightwright™. These will allow you to place new lights created in Lightwright between existing lights on a lighting position. Also, now you can allow Lightwright to set the selection state of lighting devices when updating.

4. Is there an easy way to see a object that is hidden behind another?

Yes, no more hide and seek! Just press the “B” key while you’re using the Selection tool and you can easily see and select objects that are hidden behind filled objects.

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

It’s 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.

6. 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.

7. Does the lighting instrument move when the focus point moves?

Now you can focus light exactly where you need it most. Lighting instruments and everything associated with them—their light source, accessories, associated 3D geometry, and beam—now always point toward your desired focus point, either when there are actual focus point objects or virtual representations that are displayed in design layer viewports. And no other software package can boast the ability to properly represent a lighting design with non-horizontal lighting positions in Top/Plan view and then render the model in 3D.

8. Are symbols scaleable in 2012, so I don't need to have various size symbols of the same instrument?

Now you can adjust the scale of a symbol right from the Object Info palette, without having to create a new symbol for each size that you need. When you import symbols, you won't get a new symbol for each size, simplifying your files. That's not all—symbols can now be page-based or world-based when created, so if you have an annotation symbol, it will always display at the size you want while you're editing it.

9. 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.