

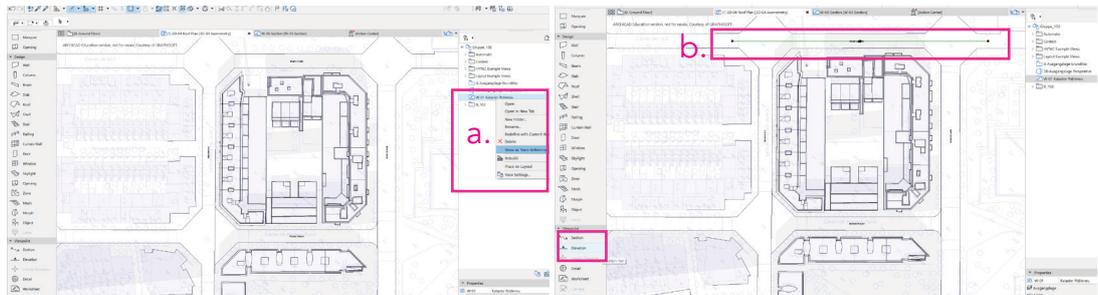


HYTAC Basics SS 23 _ Workflows

06_Elevation

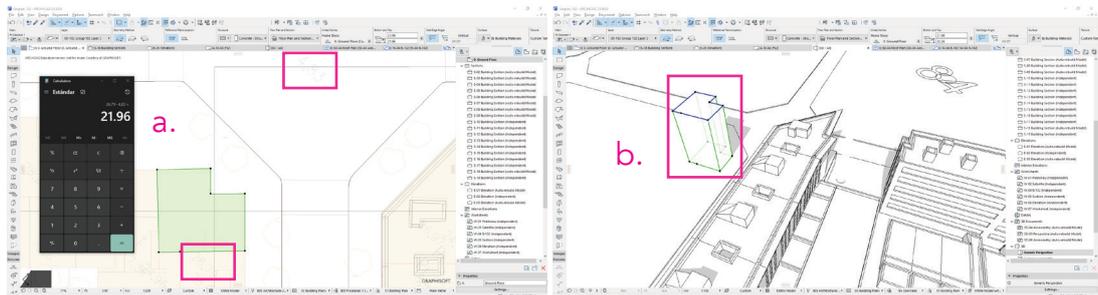
Before this Workflow take the **3DJony Course**
W-1c: 3D Based CADing for Architecture Design &
W-1e: 3D Documentation from 3D Model for Architecture Design

1



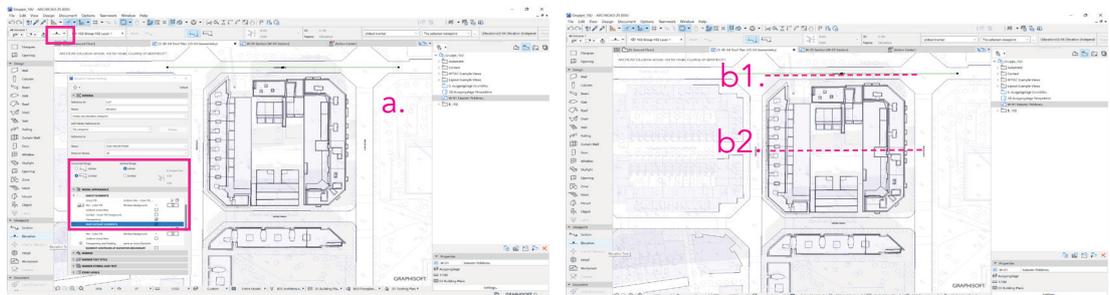
- a.** Go to the **"SitePlan"** View, the one you created in the **"Situation-Plan Workflow"**. Right-click on the View **"W-01 Kataster Poblenuu"**, and select **"Show as Trace Reference"**.
- b.** Click on the Toolbar/Viewpoint/**Elevation** Tool and draw the elevation line. Except of the block, make sure that your view includes part of the streets and surrounding Blocks.

2



- a.** In order to visualize the buildings of the surrounding blocks in the elevation, zoom-in to check which buildings are in front of the elevation line. Using the **Slab Tool**, create a slab on the boundaries of these buildings and **set the height** according to the information provided on the plan.(building height - street height).
- b.** In the 3D view, the slabs should look like on the screenshot above.

3



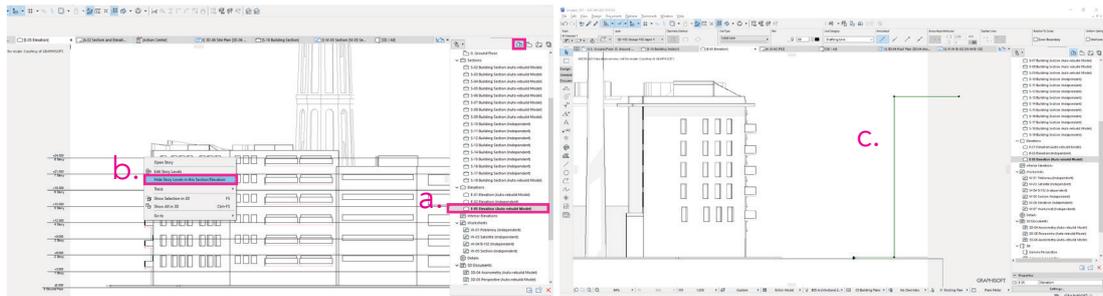
- a.** Select the elevation line and click on the **Elevation Settings**, define the name, set the **Horizontal Range** to **Limited**, and activate the checkbox of **Face Distant Elements** in the **"Model Appearance"** table.
- b.** Now the Elevation is defined by **two green lines**.The front view line (**b1.**) and the depth line (**b2.**). By adjusting the position of the second one, you can define which part of the model is visible.



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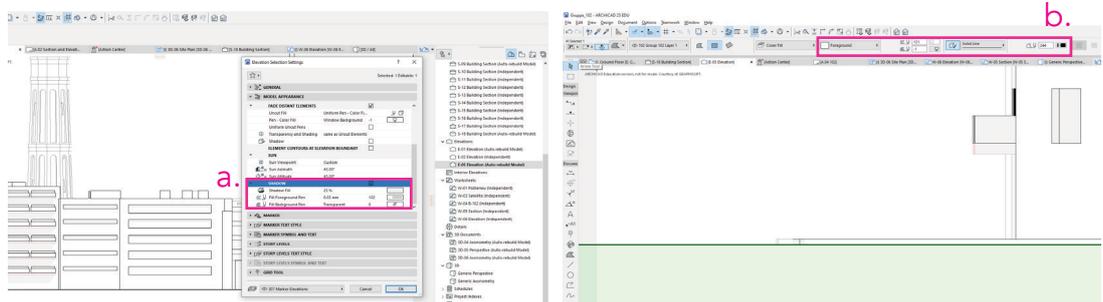
06_Elevation

4



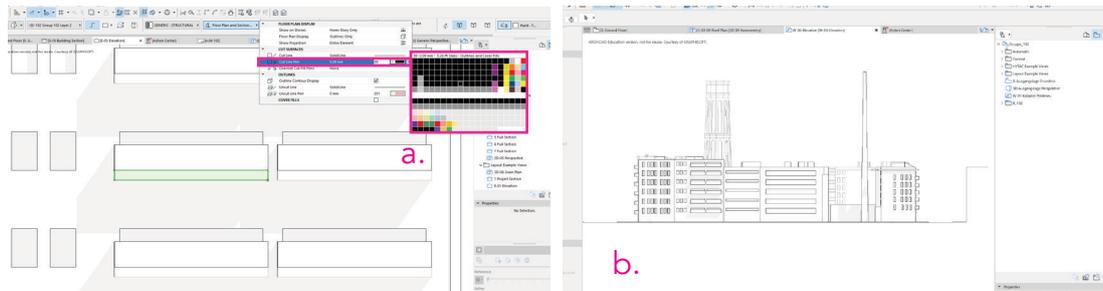
- a. In the **Project Map**, find the elevation you named before and open the **View**.
- b. Right click over the automatic levels(horizontal lines) and select **"Hide the Story Levels"**.
- c. Use the **Polyline Tool**, in **"XXX Group XXX Layer 1"** and draw the buildings of the surrounding blocks, using as reference the slabs you created before. When you have drawn

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- a. For more detail, go to the **Elevations Settings** and activate the **Shadows**. Set the **"Fill"** to 25 and the **"Fill Foreground Pen"** to 102 Pen (0.03mm).
- b. Draw the Ground using the **Fill** tool (Window/Toolbars/Tools-Documenting). In the properties, assign the layer, set the Line type as **Solid Line**, the **Contour Pen** to 244 (0.2mm), the **Fill Type** to Foreground in 121 Pen (White) and create the base of your drawing.

6



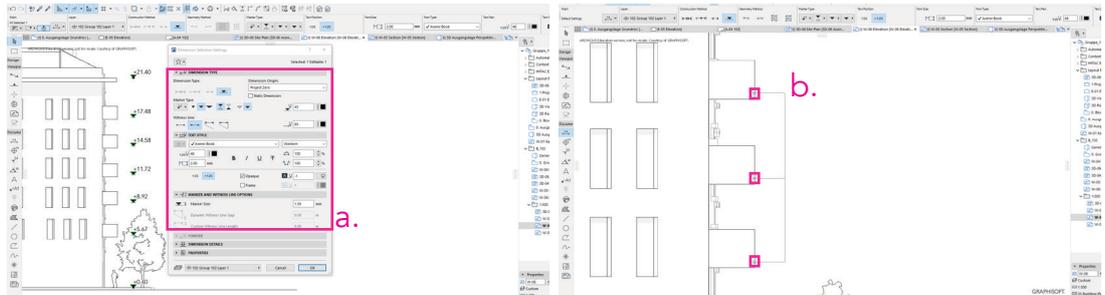
- a. Adjust the Outlines of Slabs and Walls, and set the **"Uncut Line Pen"**, to **"89 0.01mm Slabs - Outlines and Cover Fills."**
- b. Check carefully your drawing. Correct any misplaced lines and delete when needed.



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a. To add **Level Markers**, use the **Dimension Tool** (Toolbar/Document/ Dimension Tool). Go to the **Dimension Settings** and change the following properties.

Dimension Type: Elevation Dimension

Marker Type: Elevation Marker Dimensions / Direction / Solid Marker

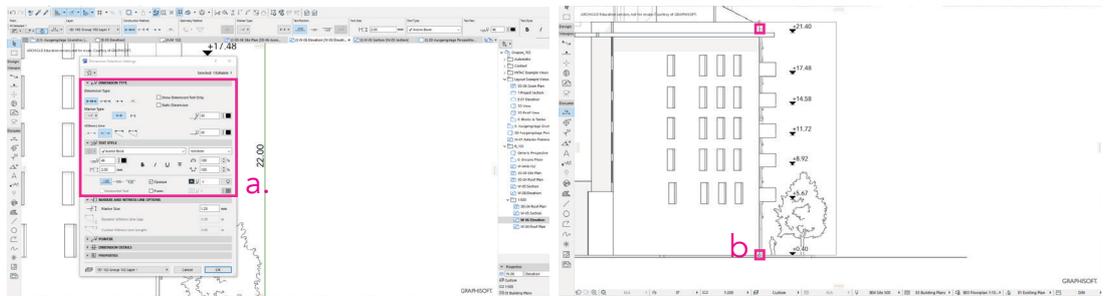
Witness Line: Sized Height

Text Style: Avenir Book - Size 2 mm

Marker Size: 2 mm

b. Press "**OK**" and on your drawing, click on all the **points** you want to measure. Double click to complete the process.

8



a. To add **Dimensions** use again to the **Dimension Tool** .

Go to the **Dimension Settings** and change the following properties.

Dimension Type: Linear Method

Marker Type: Extend Witness Lines

Witness Line: Sized Height

Text Style: Avenir Book - Size 2 mm

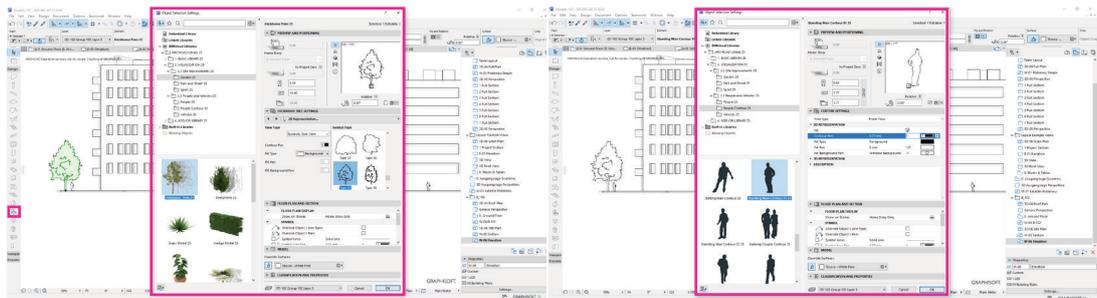
b. Press "**OK**" and on your drawing, click on all the **points** you want to measure. Double click to complete the process.



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a. Add extra details as trees or human figures.

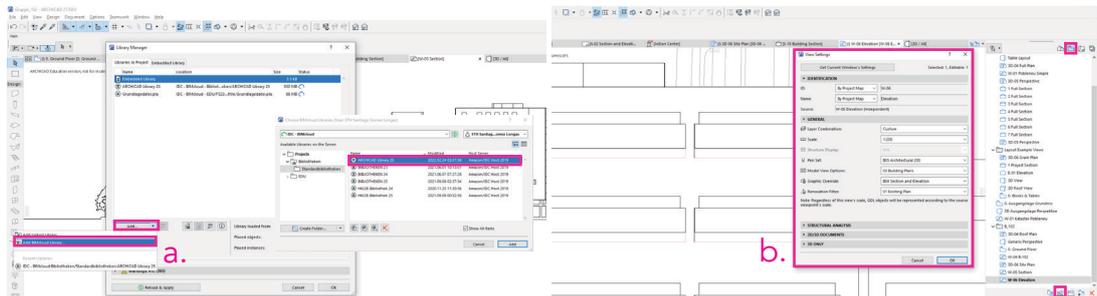
Using the **Object Tool** (Toolbar/Design/Object Tool), you can find the **trees** in

>>2. VISUALIZATION/2.2 Site Improvements 25/Garden 25/ Deciduous Trees 25.

and the **figures** in >>2. VISUALIZATION/2.3 People and Vehicles 25/People Contour 25.

Edit the **2D Representation** and place the figures in the Section.

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a. If you can't find the Library you can check the **Library Manager** (File/Library and Objects/Library Manager), and add a Library from the BIMcloud Library.

b. Create and Save the View from the "View Map/Save Current View...", and set the scale to 1:200 . Move the View in your Drawings Folder.