

## ArchiCAD 14 and ArchiCAD SE 2011 export plug-in to Artlantis Render/Studio 2 and 3

### 1/ Installation

#### Windows:

WARNING!

Please check your ArchiCAD 14 installed version if it is 32-bit or 64-bit. Please download and install the plug-in corresponding to your ArchiCAD 32-bit or 64-bit versions.

1- Drag into the first level of your installed ArchiCAD 14 folder the CAAtl2\_32.dll and CAAtl3\_32.dll files.

2- Replace in the Import-export folder of ArchiCAD 14 the current add-ons "ArtlantisRender-Studio\_2\_Out.apx" and "ArtlantisRender-Studio\_3\_Out.apx" files.

#### Macintosh:

Replace in the Import-export folder of your installed ArchiCAD 14 application folder the current add-ons "Artlantis Render Studio 2 Out" and "Artlantis Render Studio 3 Out" with the new ones.

### 2/ Fixes

- When exporting a projet in .atl format on a server, the atl file couldn't be read.
- When one of the Texture options "Wall, Roof, Slab, Others" was unchecked, none of the textures were exported.
- In Russian, Japanese, Greek and Hungarian languages, the export dialog was truncated.
- In the Artlantis 3 exporter, the exported ArchiCAD light cone's geometry appeared degenerated in Artlantis.
- Using the Reference File, in certain cases the Artlantis objects were displaced.
- In Greek language exporter, it was impossible to export from ArchiCAD 14 to Artlantis 2, the dialog didn't appear.
- Hungarian language is now integrated.

### 3/ How to use?

Using this export plug-in you can export the ArchiCAD 14 and ArchiCAD SE 2011 models into Artlantis Render and Studio versions 2 and 3. Installed by default with ArchiCAD, the export plug-in remains the property of Abvent R&D, which ensures its development and maintenance.

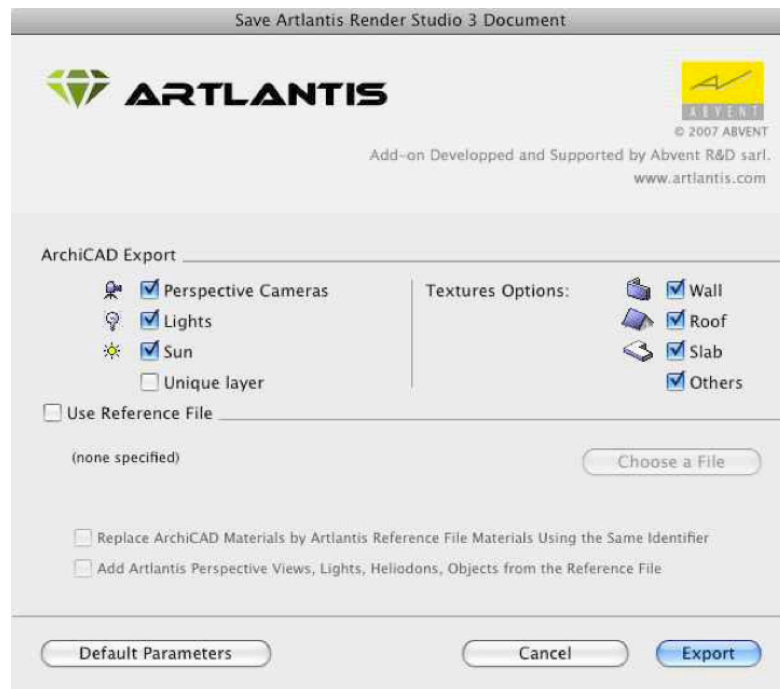
The export dialog: display the perspective 3D view in ArchiCAD and select **File > Save as...** In the "**Format**" list of the Save file dialog, choose « **Artlantis Render-Studio 3 or Artlantis Render-Studio 2**» option. Click the **Save** button, and the Export dialog box will be displayed.

Check the items to export.

- **Perspectives Cameras:** All cameras created in ArchiCAD will appear on Artlantis's Perspectives Inspector List.
- **Lights\*:** All the lamps inserted into the ArchiCAD project will appear on Artlantis's Lights inspector List.
- **Sun\*:** The heliodon (geographical position, date and time) will appear on Artlantis's Heliodons inspector List.

\*Note: If Lamps and Sun items appear grayed, you have to activate them first in the **Internal Rendering Engine** tab of the **PhotoRendering Settings** dialog box. To get to this palette, choose **Document > Creative Imaging > PhotoRenderings Settings...** On the **Effects > Light sources** area check **Sun** and **Lamps**.

- **Unique Layer:** if checked, all ArchiCAD layers are merged and exported into a single layer to Artlantis, if unchecked all the ArchiCAD layers will be recovered into the Layers list of the Objects Inspector of Artlantis.



- **Texture Options:** • **Wall, Roof, Slab, Others\***: Textures associated with the ArchiCAD materials will be exported.

\*Note: **Others** include all ArchiCAD tools such as Post, Beam, Stair, Door, Window, as well as Mesh and Object.

### Updating an existing Artlantis files

Select «**Use Reference File**», and click on the «**Choose a File**» button. Then select the .atl reference file.

Available options:

- **Replace ArchiCAD Materials with Artlantis Reference File Materials Using the Same Identifier**

- **Add Artlantis Perspective Views, Lights, Heliodons, Objects from the Reference File Export:**

Note: If the **Replace ArchiCAD Materials with Artlantis Reference File Materials Using the same Identifier** and the **Add Artlantis Views, Lights, Heliodons, Objects from the Reference File** check boxes are selected in the **ArchiCAD Export** options, only the ArchiCAD Export options will be applied to the newly created elements of ArchiCAD that are not parts of the existing .atl file (new geometry, new viewpoints, new lamps, new heliodon).

### Remarks

By default, curved ArchiCAD elements exported into Artlantis are never smoothed. To smooth the curves in Artlantis, go to the **Shaders inspector** tab "**Advanced Parameters**" area, select the needed material, and use the "**Smoothness**" slider.

### Configuration

Minimum requirements: Artlantis Render/Studio 2 or 3 installed. The add-on creates files in .atl file format. Note, that Artlantis 3 files cannot be opened by the older Artlantis versions but

Artlantis 3 opens all previous versions' file formats.

**Contact Us!**

Please feel free to contact Abvent, or the worldwide partner network, for further information!

To find your nearest Artlantis reseller or distributor, please visit the

[www.artlantis.com/partners](http://www.artlantis.com/partners) website!

In case you need any technical support regarding Artlantis, please contact the Artlantis Support Center at [www.artlantis.com/supportcenter](http://www.artlantis.com/supportcenter)

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