

ARCHICAD BEGINNER TRAINING

BEGINNER TRAINING TABLE OF CONTENTS

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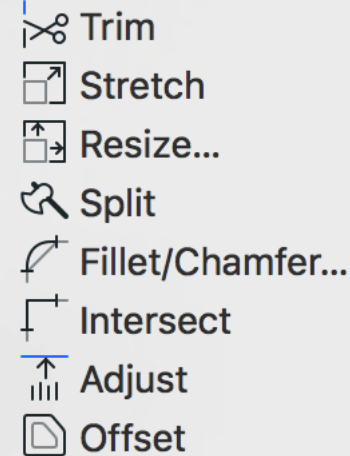
Session 1A

- Launching program
- Working with the Interface
 - Selection Techniques
 - Common commands
- Navigating & Selection
- Working in 2d
 - Lines/Polylines/Circles
 - Spilt, Resize, Trim Adjust
 - Editing Nodes/Edges
- Project Startup
 - Template
 - Units
 - Project Info
 - Story Settings
- Work Environment

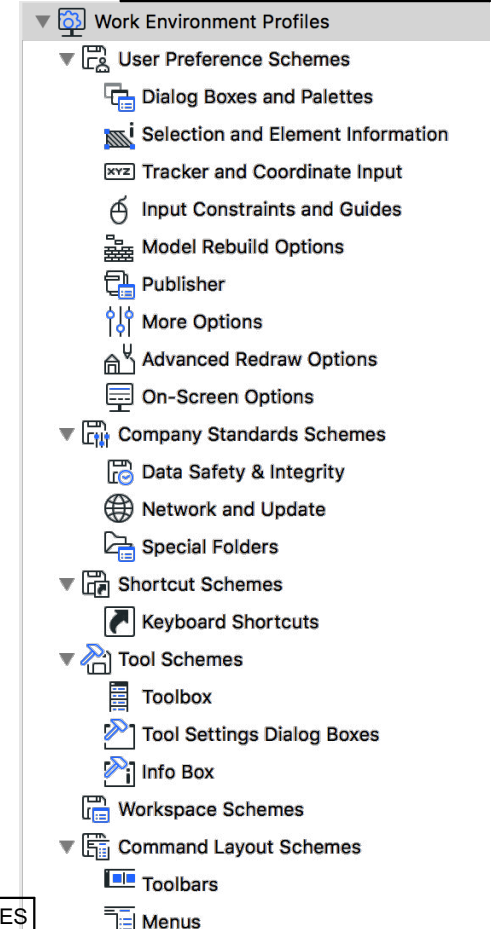
BEGINNER TRAINING PROJECT STARTUP

1

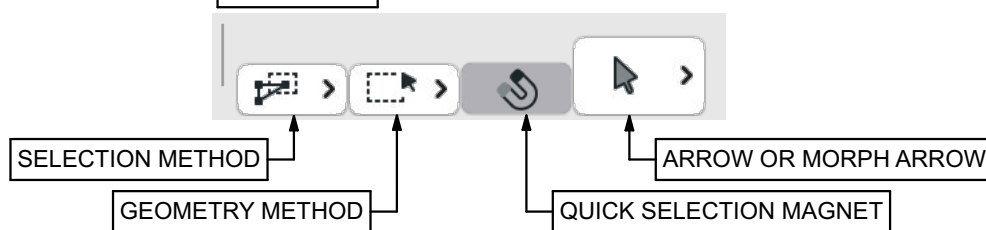
EDIT > RESHAPE



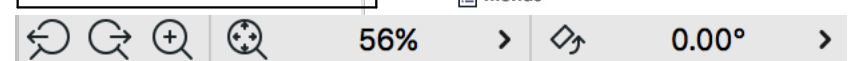
OPTIONS > WORK ENVIRONMENT



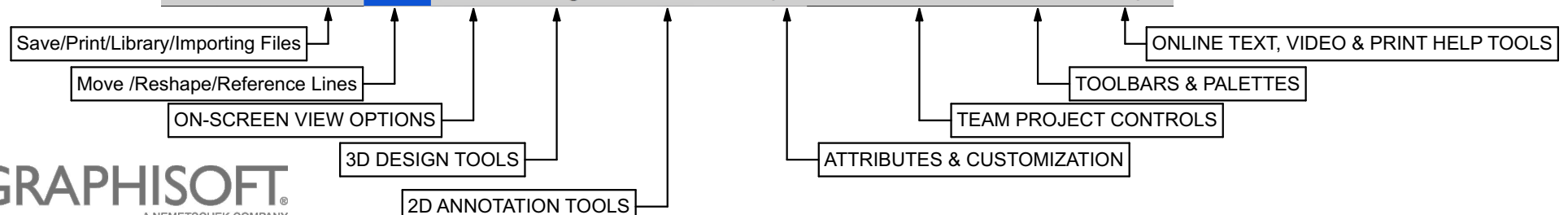
ARROW TOOL



ZOOM & ROTATION PROPERTIES

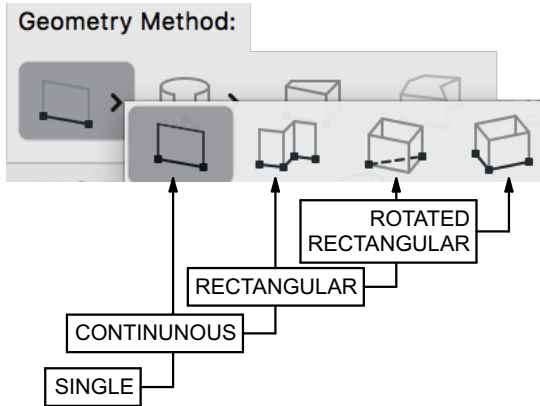


ARCHICAD File Edit View Design Document Options Teamwork Window Help



Session 1A

- Walls
 - Create Interior & Exterior Walls
 - Editing Walls
 - Wall Setup
 - Using Guidelines



Wall Default Settings

★

BASIC WALL | 1 MATERIAL Default
 COMPOSITE | 2+ MATERIALS
 COMPLEX PROFILE | SYSTEMS (IE FDN, EAVES,) OR ODD SHAPES

GEOMETRY AND POSITIONING

Wall Top: 2. 2nd FLOOR (Home + 1)

0"

10"

HEIGHT OF WALL

0"

Home Story: 1. 1st FLOOR (Current)

to Project Zero >

0"

Wall~SD Generic EXTR; 8"

BUILDING MATERIAL

8"

THICKNESS OF WALL

90.00°

Reference Line: CENTER, INSIDE, OUTSIDE

0"

FLOOR PLAN AND SECTION

2D APPEARANCE

FLOOR PLAN DISPLAY

| | | |
|--------------------|----------------------|--|
| Show on Stories | Home Story Only | |
| Floor Plan Display | Projected with Ov... | |
| Show Projection | Entire Element | |

CUT SURFACES

Override Cut Fill Pens None

MODEL

3D APPEARANCE/OVERRIDE

Override Surfaces:

Generic - Walls Exterior

Generic - Walls Exterior

Generic - Walls Interior

Junction Order:

8

Log Details...

☐ Align Texture to Wall Edges
 ☒ End Surfaces: Override using Adjoining Walls

Custom Texture Alignment:

Reset Texture

Relation To Zones:

Zone Boundary

CLASSIFICATION AND PROPERTIES

ID+METADATA

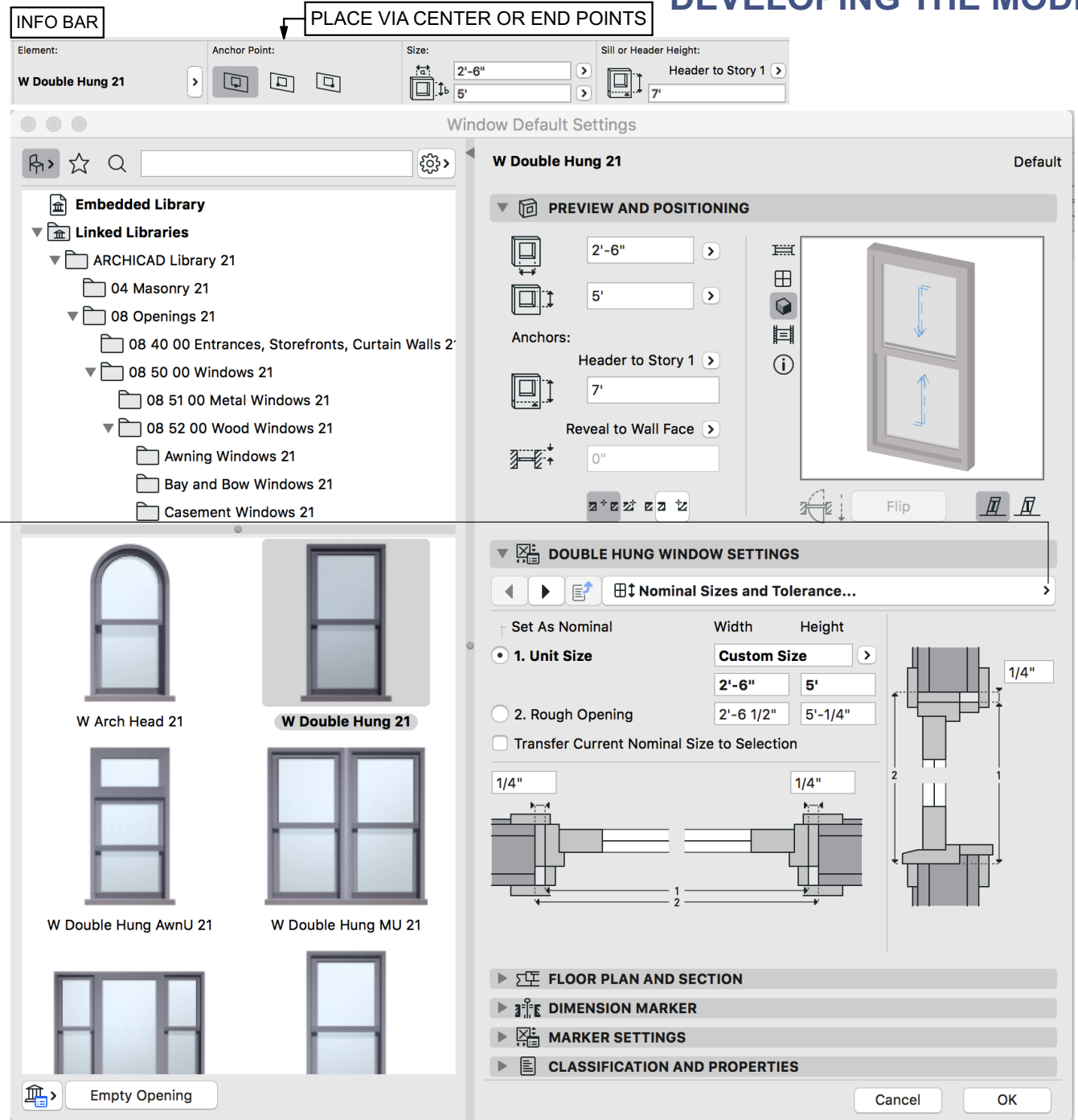
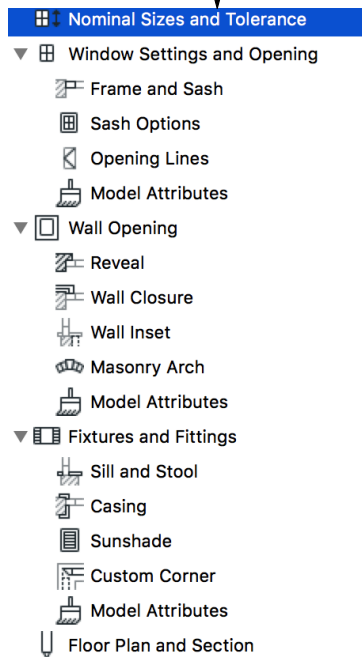
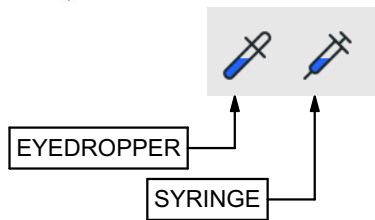
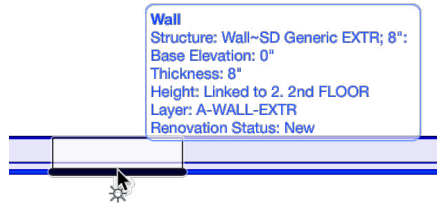
A-WALL-EXTR

Cancel

OK

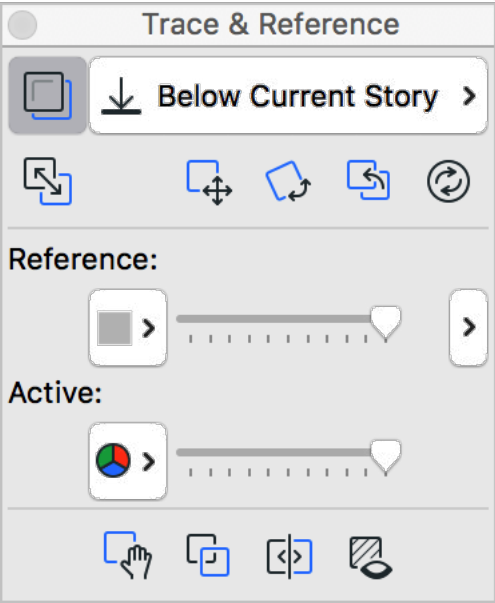
Session 1B

- Window & Door
 - Window Setting
 - Placing Windows/Doors
 - Edit Windows/Doors



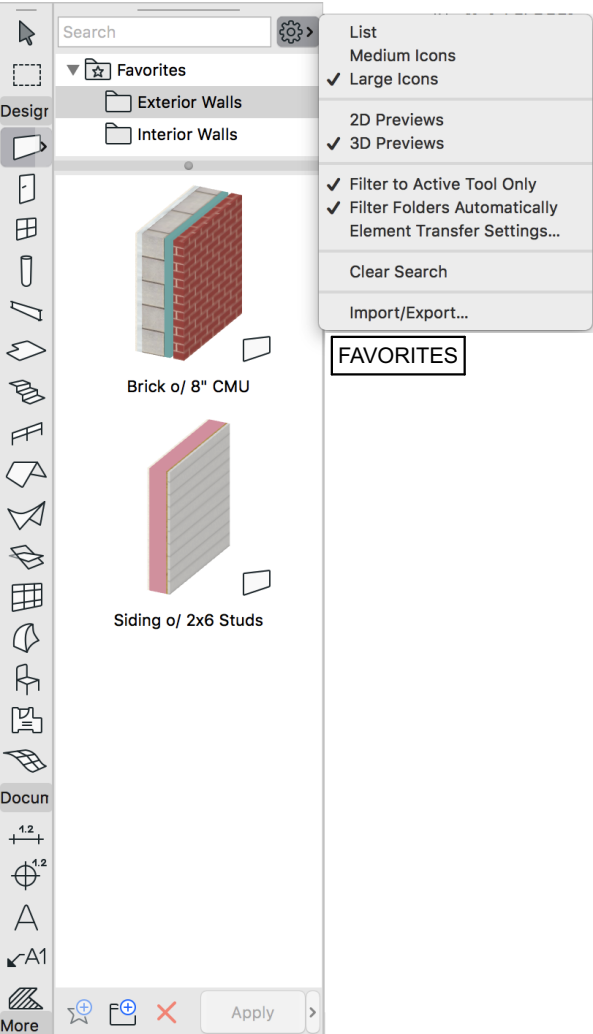
Session 1B

- Setting Up Favorites
- 3d Editing
 - Explore
 - Elevate
- Trace Reference
- Build Foundation
 - Foundation Walls
 - Slab Footings
 - Magic Wand



How to Create an Element with the Magic Wand

- From the Toolbox, select the type of element to create
- Activate Magic Wand by: Pressing the Spacebar Using the Icon in the Control Box
- Click with Magic Wand Active, it will auto-trace a polygon shape.



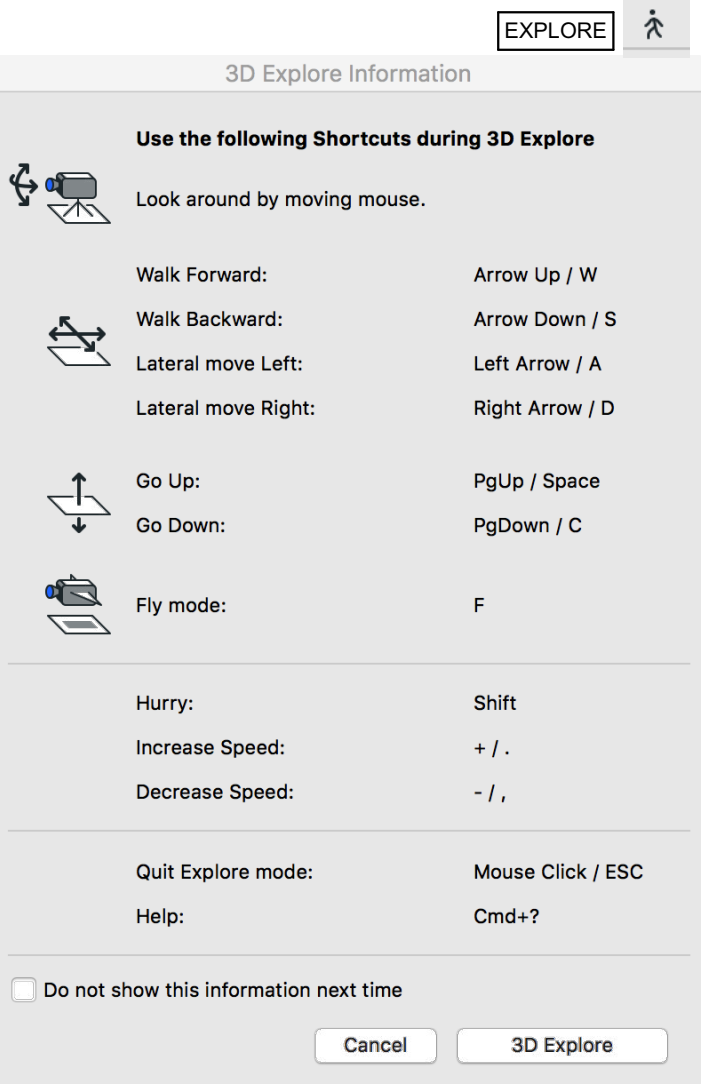
Nodes



Edges



Empty Space & Surfaces



Session 1C

- First Floor Slab
- Columns
- Beams

Slab Default Settings

Default

GEOMETRY AND POSITIONING

8" 0"

Home Story: 1. 1st FLOOR (Current)

to Project Zero 0"

Concrete Cast-in-Place Floor, Beam

Reference Plane: 90.00°

FLOOR PLAN AND SECTION

CUT SURFACES

| | | |
|-------------------------|--------------------|----|
| Cut Lines | Solid Line | |
| Cut Line Pen | 0.85 Pt | 1 |
| Override Cut Fill Pens | Both | |
| Cut Fill Foreground Pen | 0.28 Pt | 2 |
| Cut Fill Background Pen | Window Backgrou... | -1 |

OUTLINES

| | | |
|----------------|------------|---|
| Uncut Lines | Solid Line | |
| Uncut Line Pen | 0.28 Pt | 2 |

COVER FILLS

MODEL

CLASSIFICATION AND PROPERTIES

A-FLOR

Cancel OK

BEGINNER TRAINING STRUCTURE

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Beam Default Settings

Default

GEOMETRY AND POSITIONING

1' 8" 9'

Home Story: 1. 1st FLOOR (Current)

to Project Zero 9"

Concrete Cast-in-Place Floor, Beam

FLOOR PLAN AND SECTION

MODEL

HOLE

CLASSIFICATION AND PROPERTIES

A-BEAM

Cancel OK

Column Default Settings

Default

GEOMETRY AND POSITIONING

Column Top: 2. 2nd FLOOR (Home + 1)

0" 10" 0"

Home Story: 1. 1st FLOOR (Current)

to Project Zero 0"

Concrete Precast

Concrete Precast

Anchor Point of Core:

FLOOR PLAN AND SECTION

MODEL

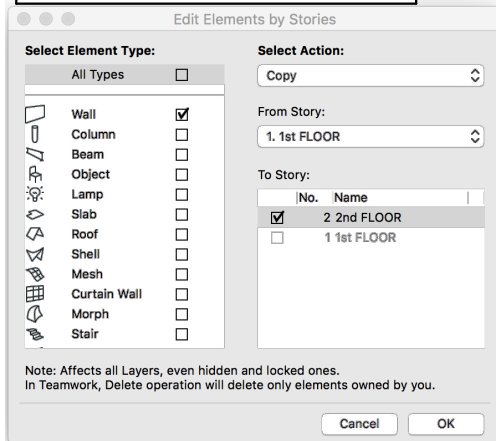
CLASSIFICATION AND PROPERTIES

A-COLS

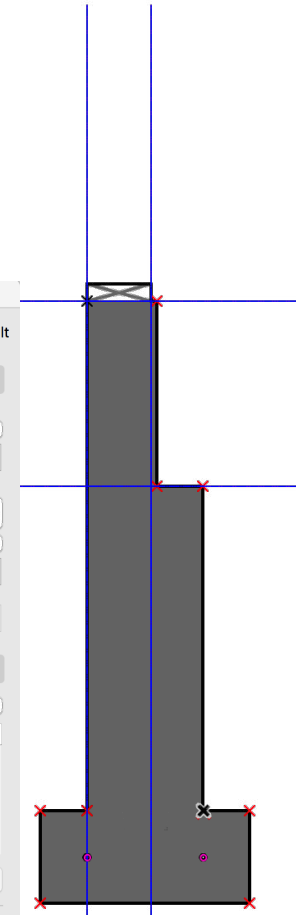
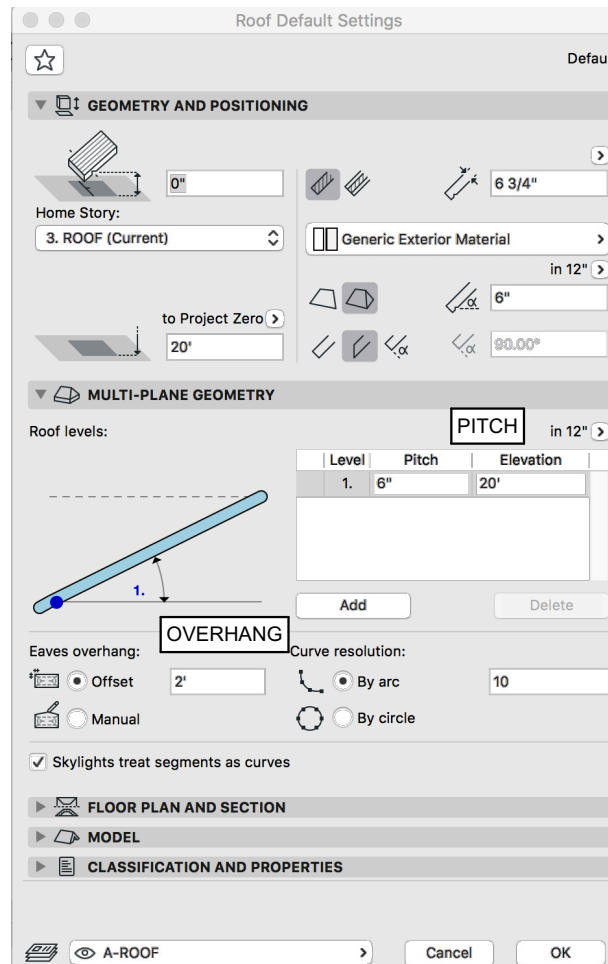
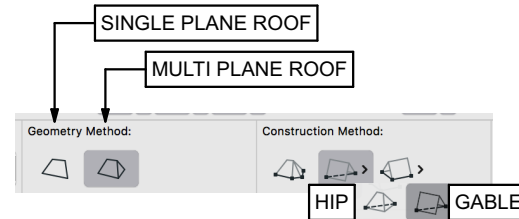
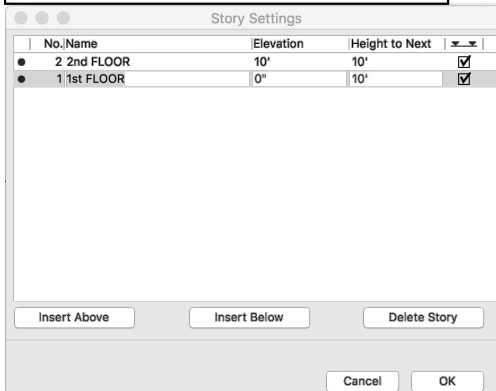
Cancel OK

- Complex Profiles
 - Capturing Existing profile
 - Creating new complex profiles
- Build 2nd Story
 - Edit Elements by Stories or Eyedropper & Trace Reference
 - Exchange or remove unnecessary parts
- Roof
 - Magic Wand
 - Manual Roof
 - Trim Walls

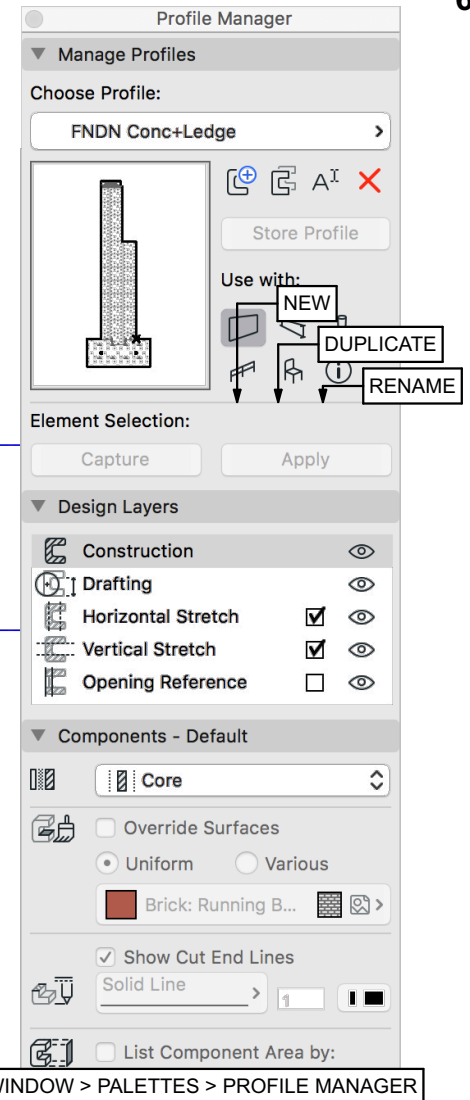
DESIGN > EDIT ELEMENTS BY STORIES



DESIGN > STORY SETTINGS (CMD/CNTRL 7)



Complex Profiles
Walls/ Columns/Beams

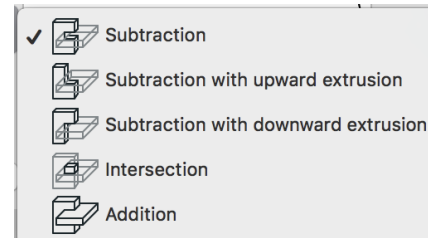
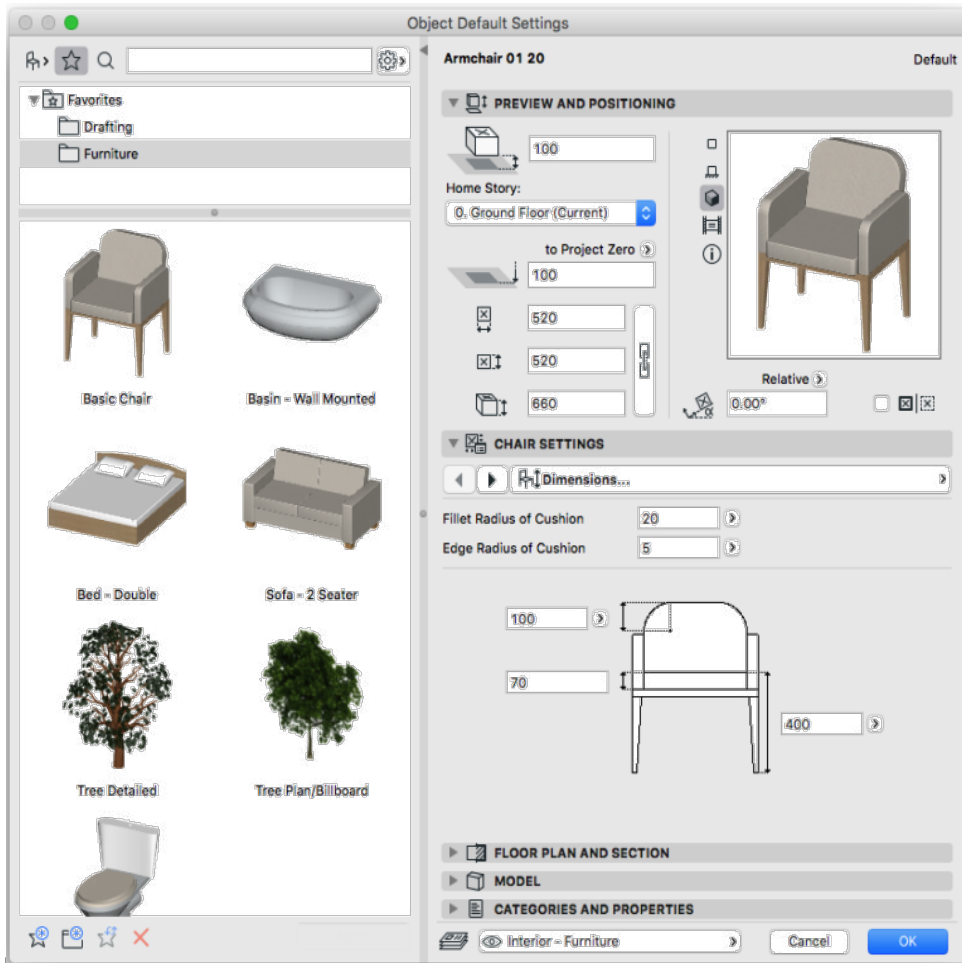
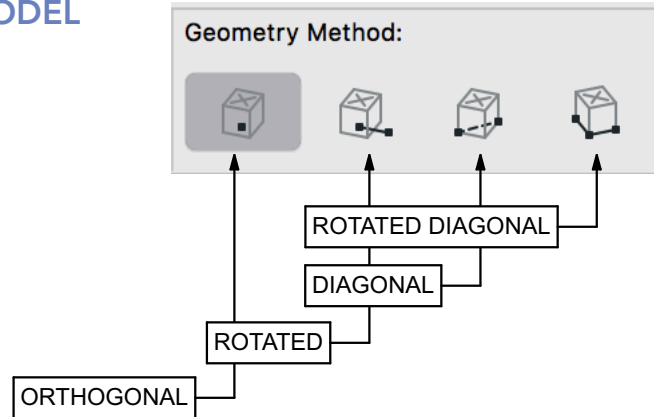


WINDOW > PALETTES > PROFILE MANAGER

- Begin drawing with fills starting at "origin". This indicates reference line and project zero.
- The width and height determines skin of wall.
- Also determine Components-Default information
- "Store Profile"
- Go to Wall tool, under "Geometry and Positioning" tab, click on complex profile icon

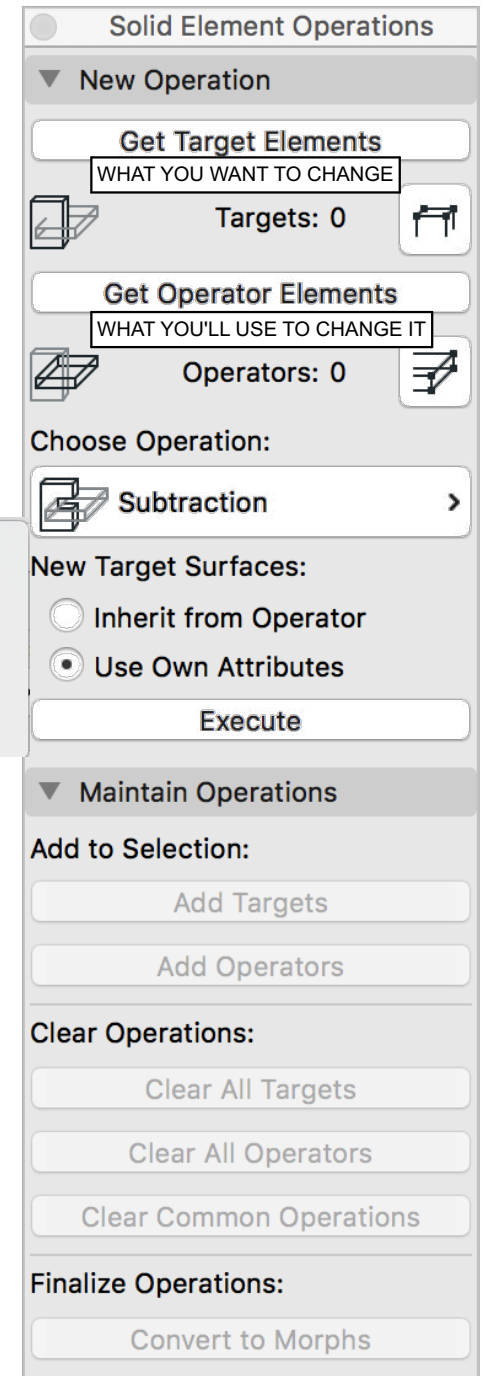
Session 1D | COMPLETING THE MODEL

- Solid Element Operations
 - Trim Roof
 - Popular uses
- Objects
 - Interface
 - Placing & Editing objects
 - Create New Objects



BEGINNER TRAINING COMPLETING THE MODEL

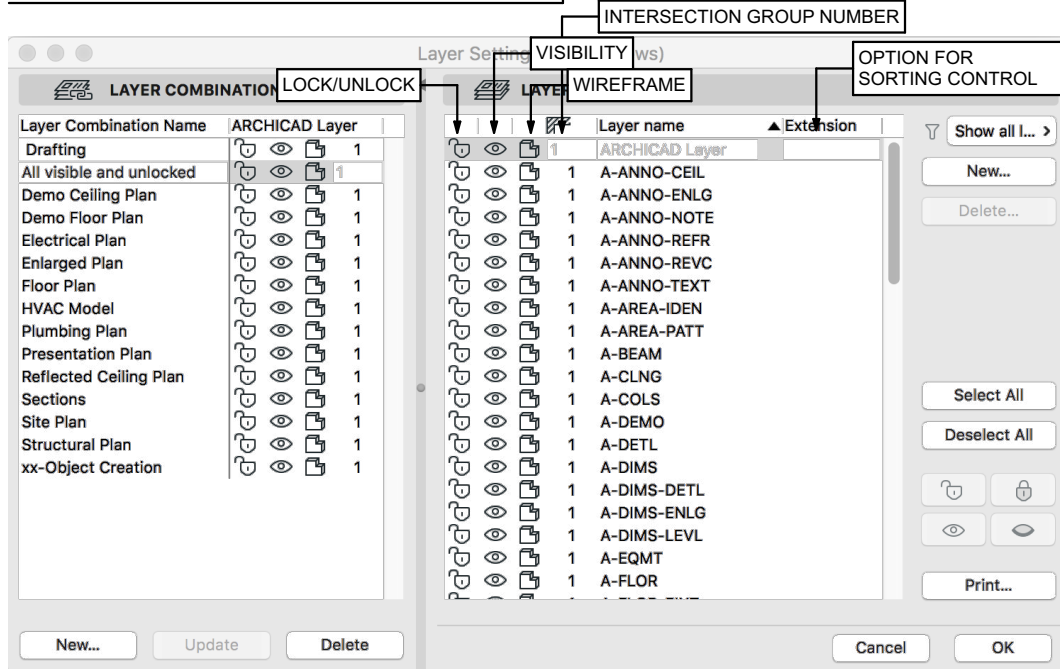
7



Session 1D | COMPLETING THE MODEL

- Layers
 - Create New Layer
 - Create Layer Combinations
- Library Management

DOCUMENT > LAYERS> LAYER SETTINGS (CMD OR CNTRL L)



BEGINNER TRAINING COMPLETING THE MODEL

8

FILE > LIBRARY MANAGER

