

ARCHICAD - Morph, Mesh & Object Remote Learning

3 hours, single day, 3 AIA CEUs, Category: remote learning

Become familiar with tools that can really complement and augment the quality of your models. The Morph and Mesh will be detailed in this webinar. We will cover advanced concepts of ARCHICAD, including a variety of uses for the Morph, and ways to ground your model with the use of the Mesh, or a combination of both. We will be using these tools to create more intricate 3D shapes, work with resulting objects, and create accurate site terrain for clean 2D drawings and sharp visual imagery.

Learn how to use the Morph, Mesh & Object tools from Schematic Design to Construction Documents using the numerous features within the application's tool box and will cover some extra modeling tricks with those tools.

This online training course is broken into two parts for a total of 3-hours, this is for intermediate users that have the basics down and have worked in ARCHICAD before, or for veteran ARCHICAD users who are looking to enhance their skills and learn how to leverage the Morph, Mesh & Object tools to your advantage.

Morph Tool Overview (90m)

- What is a Morph? & How is it Used?
- Create a new Morph & Simple Push/Pull
- Make Morphs in Plan/Section/Elevation or 3D as Line, Plane or Solid
- 3D Editing Plane use with the Morph
- Drawing on the Morph Planes
- Tube the Morph shape along a path & Revolving Curved Shapes
- Softening the Morph Corners and Edges
- Modifying the Surfaces/Textures of the planes
- Making a Raised Panel & Creating Trim Details
- Other Morph Editing Options with the Pet Palette
- Merging Morph Pieces & Solid Element Operations
- Converting Items to a Morph & Saving Morphs as Objects
- Using the Morph for site features

Mesh Tool Overview - Landscaping & Terrain (90m)

- Create a new Mesh
- Adjust the top Surface of the Mesh
- Changing the Surfaces/Building Materials

- Adding Contour Lines
- Modifying the Plan View
- Using Surveyor's 3D Data
- Aligning the Mesh to the Building
- Placing Foundation walls & Cutting out a Basement
- Checking the Volume for Cut & Fill
- Existing vs. New Grade - Disturbed Area
- Placing Elements & Objects on top via Gravity
- Random Bushes & Tree-lines - New Multiply & Railing Tool
- Adding Other Landscaping Entourage Elements
- Creating Roads and Sidewalks that match the terrain

Learning Objectives—at the end of this session, attendees will learn:

1. How to take advantage of the Morph Tool's Flexibility
2. What it takes to create detailed objects with the Morph
3. Getting site terrain information modeled quickly and accurately
4. Different methods of adding features to the site that follow the mesh contours
5. Create objects from virtually any 3D source