

Archicad 3D Walk Thru Guide

Camera Setup

Toolbox > More > Camera

Click on Default Settings in the Info Box. The following screen will appear

Camera Settings

Creates a New Path (New...)

Removes selected Path (Delete)

Camera # that is being modified (Camera: 0)

How long to wait at camera spot before moving to next camera on list (Wait here: 0 frames)

Height of the camera from the Project 0 (Camera Z: 25')

How far the camera will see (Distance: 80')

How wide of a lens for the camera (View Cone: 75.00°)

Angle of Sun Based upon flat Ground (Sun Altitude: 45.00°)

Controls Smoothness of video (Smooth Path at Cameras)

Modifies location, intensity, color, etc of sun based on date or manual settings (Sun...)

Applies changes to the selected camera (Apply)

Tilt angle of the camera (Target Z: 5')

Rotational placement of the camera from a top view (Azimuth: 270.00°)

Angle of the camera based on a vertical line (Roll Angle: 0.00°)

Rotational placement of the sun from a top view (Sun Azimuth: 315.00°)

Path Options

Path Name: Untitled Path

Motion Controls: Camera (Bezier), Target (Polygon), Open

Display Options: Camera & Path, All, 1 to 1, 92

Motion Resolution: Cameras on the path: 1, In-between frames: 24, Total frames: 0

Sun

Light Parameters: Sunlight (100%), Contribution to Ambient (70%), Ambient Light (70%), Fog (Low)

Sun Position to Project Location: Mar 21, 11 hr 0 min, Project Location...

+1 hr Daylight Savings

Sun Altitude: 45.00°, Sun Azimuth: 315.00°, Project North: 90.00°

Camera Placement

To Place Camera: Left Click in the location you want the camera to be placed at > Move your cursor and draw the length you want the camera to look for. Typically this is up to the point that the next camera will be placed at.

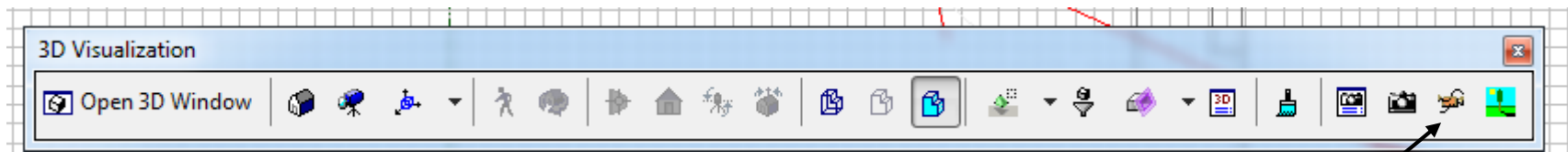
Select Camera each time from the toolbox to add new cameras. Repeat Process above for placement.

You may select the camera and edit its properties. Be sure to hit apply after the edits have been made.

May look at the perspective of the camera by going to Navigator > Cameras > Double Click on the Camera Viewpoint Desired.

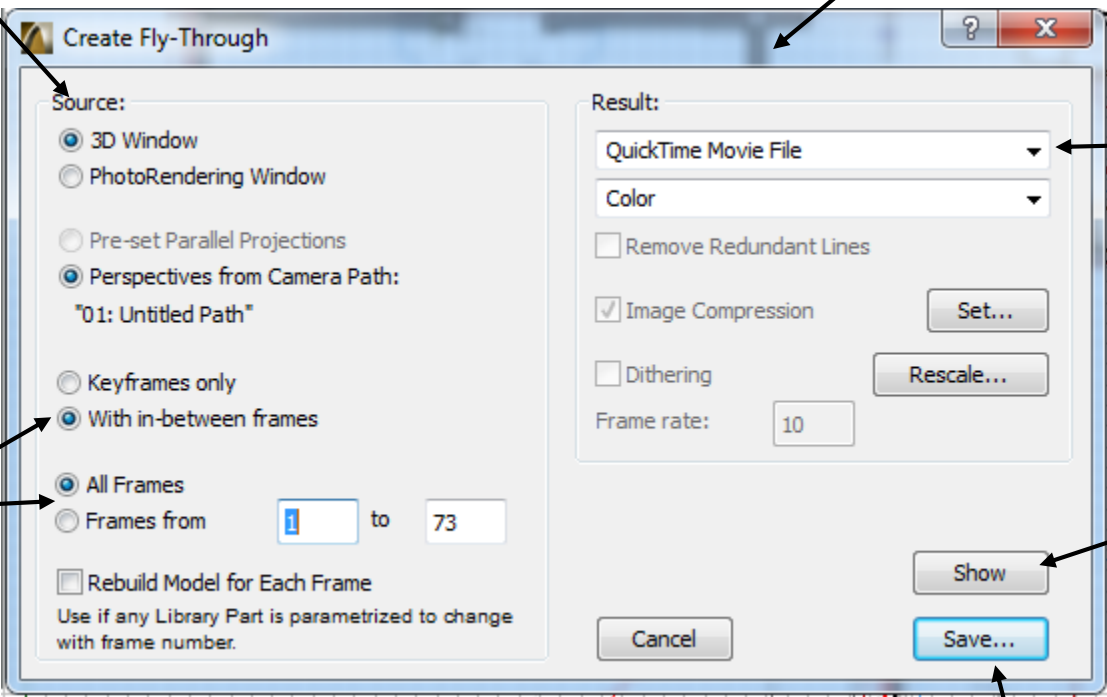
Preview/Save Walk Thru

To see the Walk Thru. Open the 3D Visualization Toolbar



Walk Thru Icon

3D Window: Non-Rendered Image
Photo Rendering Window: Applies material, shadowing, reflection, etc. properties (may need lamps for interior lighting; only want to do this step once completed. Will take a long time to capture)



Determine how long to make the video or leave off certain frames.

Determines export format. Quicktime will work

Previews the video without saving. Will want to view this many times to make sure the camera and camera path is as desired

Exports final file.