

Welcome to

Artlantis 2.0 Export Add-On for ArchiCAD 11

published by Graphisoft®

Artlantis 2.0 Export Add-On for ArchiCAD 11 is an API tool that allows architects to export their ArchiCAD design models into Artlantis R and Studio 2.0 seamlessly for professional rendering and animation purposes.
Please read through this document that provides helpful information about the installation procedure of this tool.

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SYSTEM REQUIREMENTS

The system and hardware requirements correspond to those of the ArchiCAD 11 version.

Artlantis Render 2 or Artlantis Studio 2

The add-on creates files with the atl file format atl version 2.0 incompatible with Artlantis versions 1.x*

* The export is compatible with the current export of ArchiCAD 11 to Artlantis 1.2.

INSTALLATION

In addition to the ArchiCAD User's Manual, you can find important information and useful hints below about the package and the installation procedure.

Using the Installer

- Download the **Artlantis Add-On_WIN.zip** file for Windows Operating Systems or the **Artlantis Add-On Installer_MAC.dmg** file for Mac OS X and Intel Mac Operating Systems.
 - Unzip the downloaded file.
 - **PC:** Put the **Artlantis Render Studio Out.apx** add-on in the **Import-Export** folder inside the **Add-Ons** folder of your **ArchiCAD 11** folder, and the **CATL2.dll** in the ArchiCAD folder.
 - **MAC and Intel MAC:** Double-click the **Artlantis Add-On Installer** and follow the instructions. The Installer creates an Artlantis 2.0 folder inside the **Add-Ons** folder of your **ArchiCAD 11** installation, and places the **Artlantis Render Studio Out** add-on there.
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Uninstall Artlantis 2.0 Export Add-On

To uninstall Artlantis 2.0 Export Add-On completely, run **uninstaller.exe** (PC) or **uninstaller** (Mac and Intel Mac OS) in the **ArchiCAD 11/Uninstall.ART2** folder. This process will remove all standard Artlantis 2.0 Export Add-On components from your computer. Project files you saved into the ArchiCAD 11 folder will not be deleted.

Important: Do not remove the Java Runtime Environment 6 before uninstalling Artlantis 2.0 Export Add-On.

HOW TO USE

Export ArchiCAD design to Artlantis

1. Display the 3D perspective View, and select **File > Save as...**
2. Choose "**Artlantis R-Studio File 2.0** » in the file format pull down list.
3. Click **Save**. The export dialog box is displayed.

Export dialog box

In the Export dialog box, it is possible to create a new Artlantis project, or update an existing one.

Creating a New File

Perspectives Cameras: All cameras created in ArchiCAD will appear to the list of Perspectives in Artlantis.

Lights*: All the lamps inserted into the ArchiCAD project will appear in the list of Lights in Artlantis.

Sun*: The heliodon (geographical position, date and hour) will appear in the list of Heliodons in Artlantis.

*If Lamps and Sun are grayed out, you have to activate them in the in the **PhotoRenderings Settings** of ArchiCAD (**Document > Creative Imaging > PhotoRenderings Settings...**). Check **Sun** and **Lamps in the Internal Rendering Engine** tab **Effects > Light sources** area,

Texture Options: In case of Walls, Roofs, Slabs and Other elements* textures are associated to the exported ArchiCAD materials.

***Other elements** are tools such as Column, Beam, Stair, Door, Window, as well as Mesh and Object.

Updating an existing Artlantis file

1. Select **Use Reference File**, and click **Choose a File** as an atl reference file.
2. Check the options, as needed:
 - Replace ArchiCAD Materials by Artlantis Reference File Materials Using the Same Identifier.

- Add Artlantis Perspective Views, Lights, Heliodons and Objects from the Reference File.

Note, that even if you checked the box Replace ArchiCAD Materials by Artlantis Reference File Materials Using the same Identifier, and Add Artlantis Views, Lights, Heliodons, Objects from the Reference File, only the ArchiCAD Export options will be applied to the newly created ArchiCAD elements (geometry, viewpoints, lamps, heliodon).

Remarks

By default, exported curved ArchiCAD elements are never smoothed in Artlantis. To smooth the curves, go to the Shaders inspector choose a material then use the "Smoothness" slider.

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For more information about Artlantis, please visit www.artlantis.com