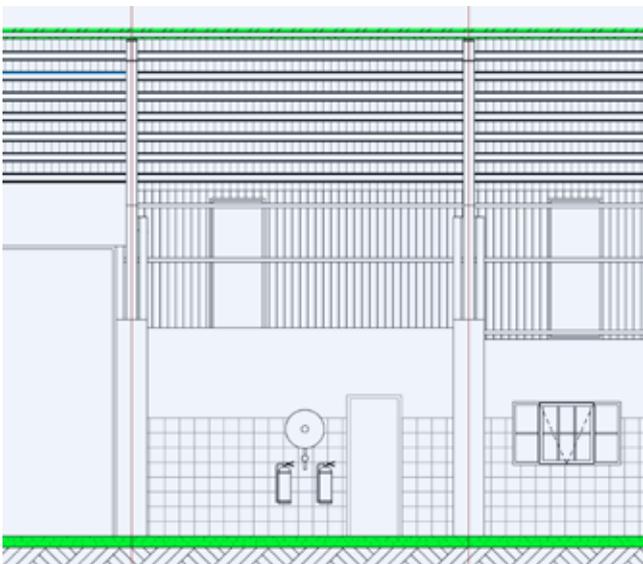


Creating Complex Image Fills in Archicad



How does one create a fill with multiple surfaces, for example 220x200 white glazed tiles up to door height, then paint for the rest of the wall.

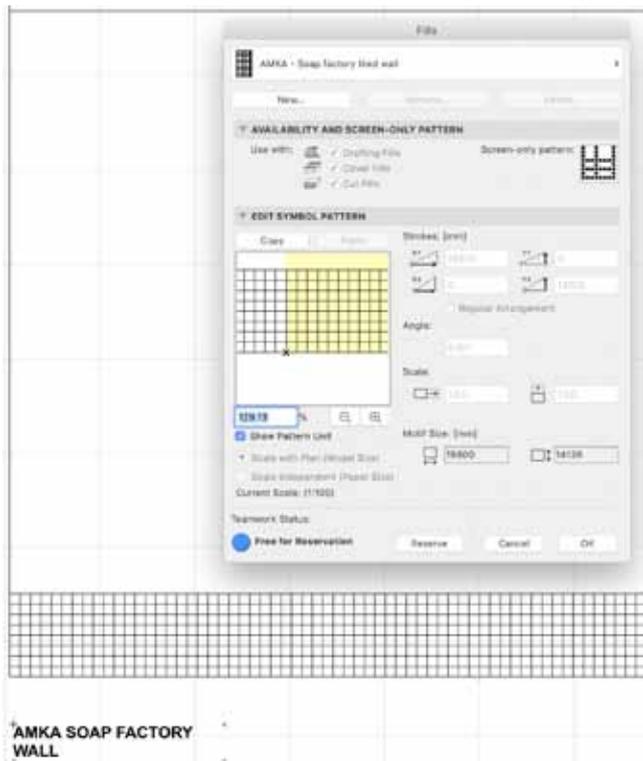


2D Complex/Custom Vectorial are straightforward

It's quite easy to create custom vectorial fills and apply it as a surface to the particular wall.

It saves quite a bit of time.

There's no need to apply it as a 2d fill or break up the wall into multiple elements or even create custom profiles with the different surfaces vector.



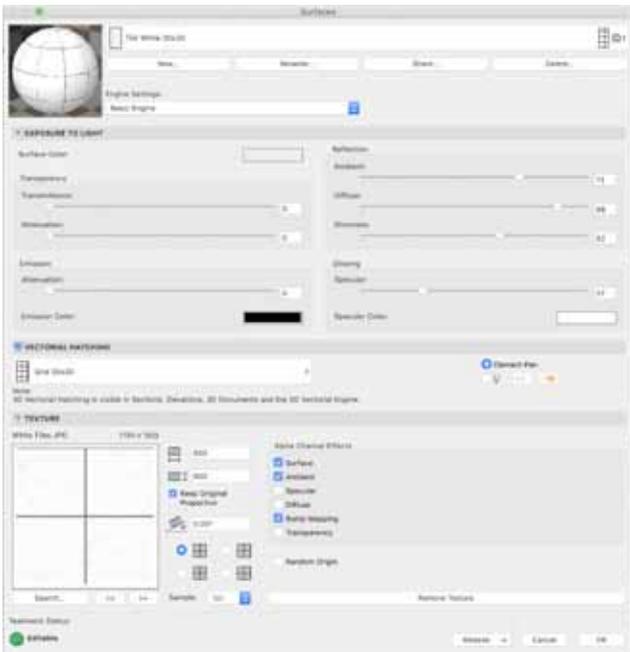
Creating Custom Vectorial Fills

Draw up the fill as 2d lines/circles and paste in as a custom fill.

Your sections and elevations are now pretty accurate

The problem with just doing it correct on the vectorial fill is that the image in the 3d window/bimX/render is still incorrect.

We need to play around with the Images/texture of the surfaces.

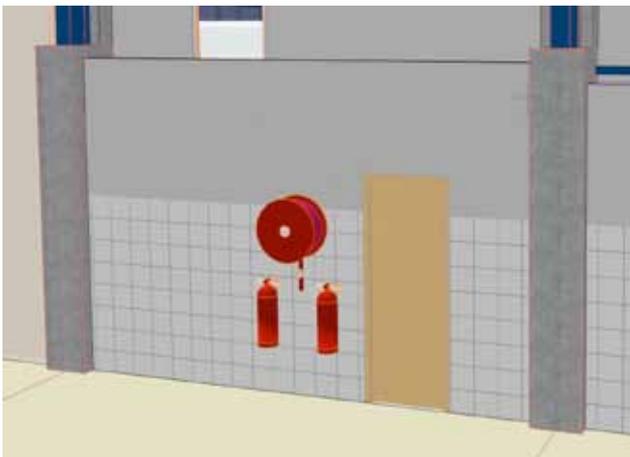


Simple surface textures are also quite straightforward to adjust.

You can select different images, adjust sizes, etc to accurately reflect what one wants to achieve.

Coming back to the problem of wanting different surface to show up in the 3d/render on the same wall.

The other desirable is to keep everything in Archicad. This has plenty of benefits, the main one being that the accuracy is reflective in all archicad generate documents.



Composite Textures

I notice that one of the main answers to this question is that one can create custom textures in Photoshop.

It's a perfectly valid answer, however, not many of us are skilled enough in Photoshop to create custom textures quickly and with the accuracy desired.

Other solutions include modelling it as separate elements using multiple walls, custom profiles, interior wizard. These also work, but require quite a bit of extra work. When they need to be edited, one then has to do quite a bit of tedious editing too.

The wall on the left images is made up of only one wall with one composite texture.

Here's quick tutorial on how to create accurate complex textures using Archicad.



Step 1 - Create the individual required image fills

Create the individual images fills, with accurate images and sizes.

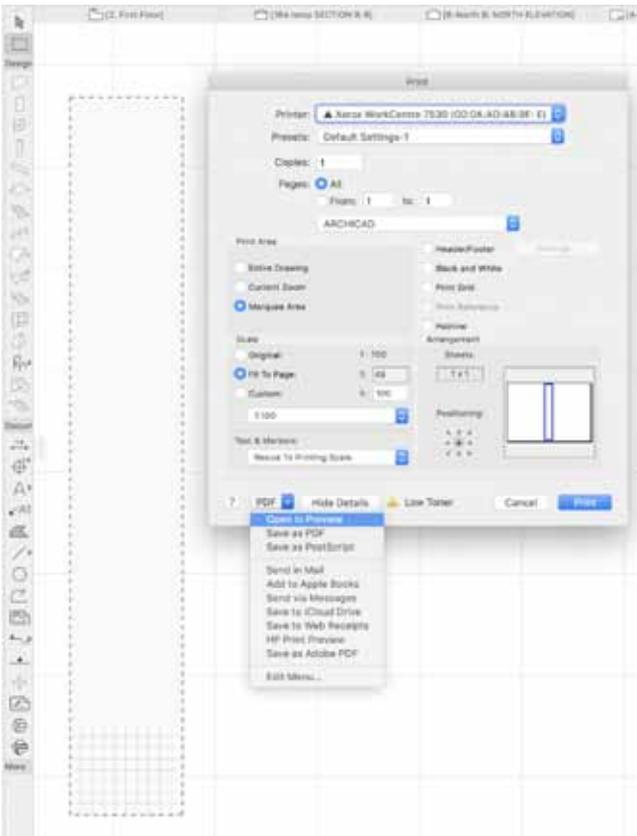
Step 2 - On a Worksheet make up the module using the different individual image fillles.

Fill 1 in this case is for a 10 width tile module.

Fill 2 is for a painted surface. Extend the height beyond the expected building height in order for the tiles not to repeat at the higher levels.

There's no limit to what configuration you can create (metal strips, dado tiles, etc.)

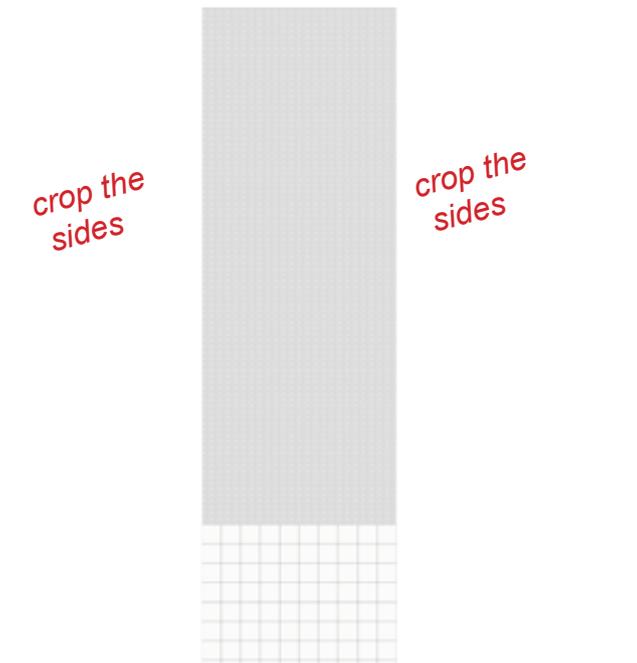




Step 3 - Select the composite image using the Marquee Tool and then Print/Export the marquee image.

On a Mac, one is able to open the image as a .png and then save it as a .png file.

There might be other ways of exporting the composite image.

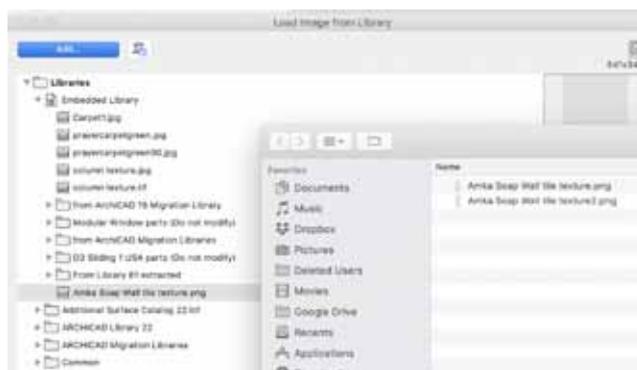


Step 4 - The resultant image needs to be cropped to the image edge.

I could not find an easy way just to export the cropped image, so this is the only part of the process that uses an outside programme.

Use the autocrop feature in an image editing software such as Photoshop/Gimp.

Bring the cropped image into Archicad (Add to library or import it as an image when redefining a new surface fill).



Step 5 - Create a new Surface, with the image just created.

Apply the new surface to the element.

Your 3d previews, renders and BimX models are now pretty accurate.