

## How to Render Architectural Desktop 2004 Objects

The procedure for assigning AccuRender materials to Architectural Desktop objects and layers is nearly identical to that of AutoCAD. The difference in assigning materials comes with the fact that Architectural Desktop can create custom objects such as doors, windows, and stairs. Each of these custom objects can be made up of one or more sub-objects. In order to assign materials to these sub-objects, you must assign materials by color, instead of by object or by layer.

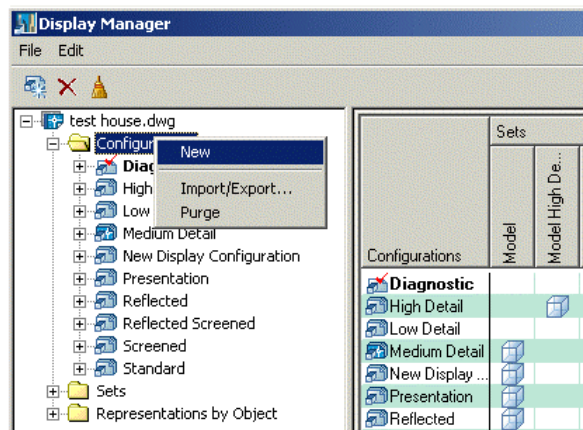
**Note:** AccuRender 3.1 Build 268 or later is required for use with ADT 2004.

### Configure ADT 2004 for rendering with use with AccuRender 3.1.268

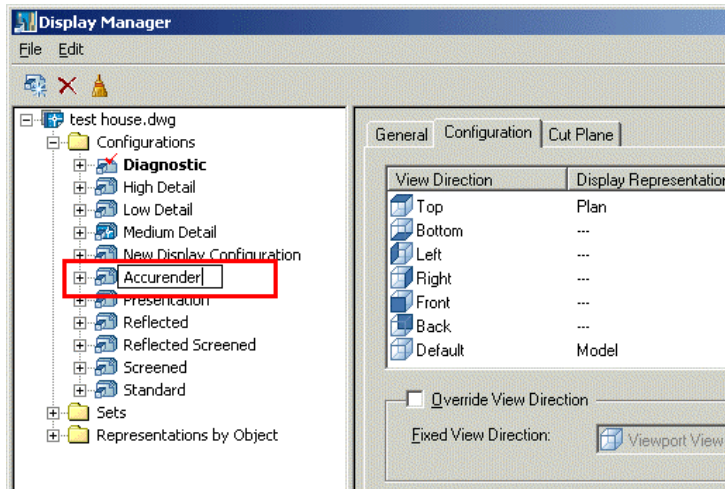
The process for configuring Architectural Desktop 2004 for rendering with AccuRender is slightly different from the process used to configure previous versions of Architectural Desktop. If you are using Architectural Desktop 1, 2, 3, or 3.1, see the AccuRender FAQ for that version.

#### To configure Architectural Desktop 2004 for rendering

- 1 Select the layout and the viewport with the model view to render.
- 2 Make the viewport active by double-clicking it.
- 3 To create a new configuration, from the **Desktop** menu, click **Display Manager**.
- 4 In the **Display Manager** dialog box, right-click the **Configuration folder**, and select **New** from the cursor menu.

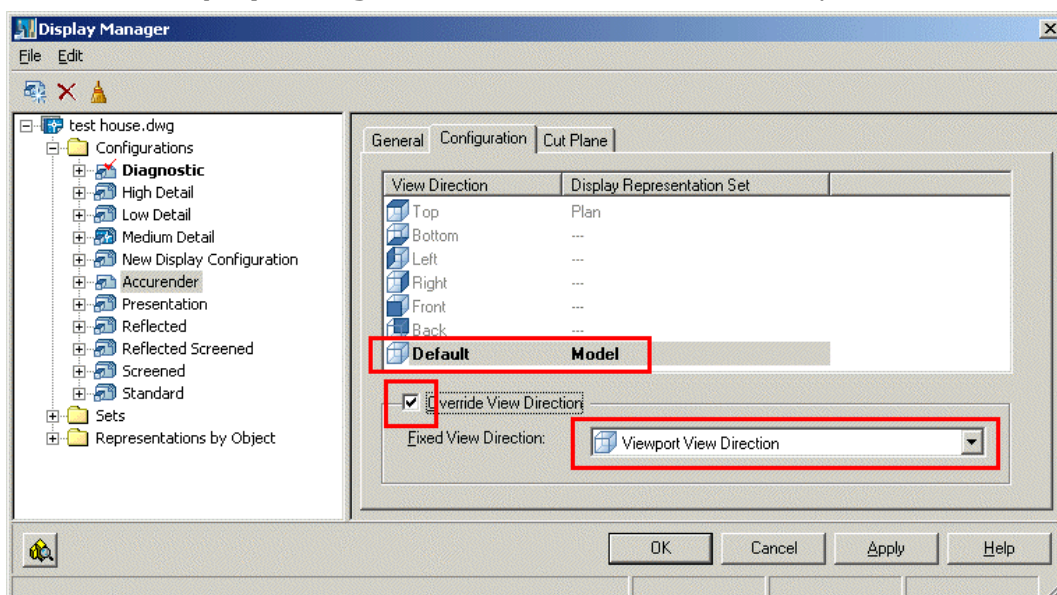


- 5 In the left pane of the **Display Manager** dialog box, type a name for the configuration, such as **AccuRender**, and then press **Enter**.



- 6 In the right pane of the **Display Manager** dialog box, on the **Configuration** tab, check the **Override View Direction** box.

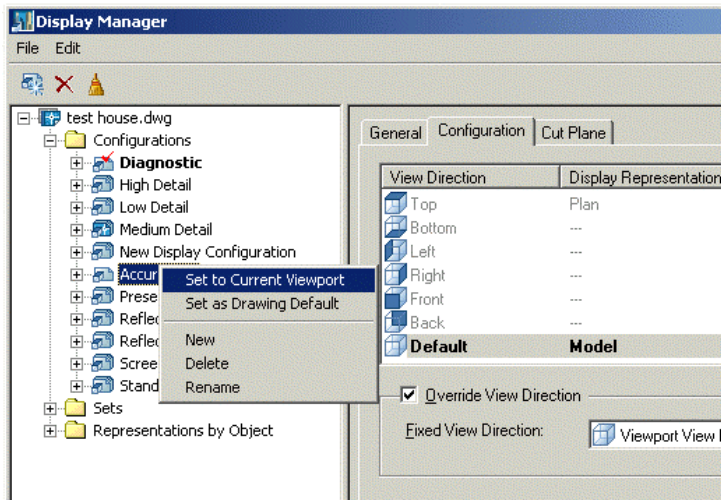
The **Fixed Display Configuration** box, will now read "Viewport View Direction."



- 7 Select the new AccuRender display configuration in the left pane of the **Display Manager** dialog box.

In the right pane of the **Display Manager** dialog box, on the **Configuration** tab the **View Direction** will display the setting **Default**, and the **Display Representation Set** will display the setting **Model**.

- 8 To set the current display configuration, in the left pane of the **Display Manager** dialog box, right-click **AccuRender**, and select **Set to Current Viewport**.



- 9 In the **Display Manager** dialog box, click **OK**.

Now when the **AccuRender** configuration is current, the sub-objects in Architectural Desktop will render properly. You can switch between this configuration and the other configurations from the Display Manager dialog box.

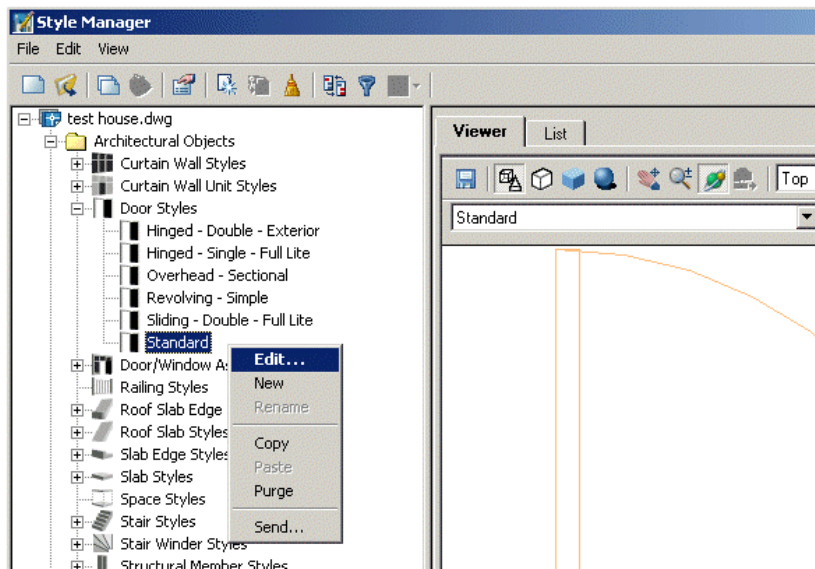
### Assign materials to Architectural Desktop 2004 objects with sub-objects

Architectural Desktop objects can be made up of a number of sub-objects. For instance, an Architectural Desktop Window object is made of three sub-objects: Glazing, Frame, and Sash. If you would like the entire object to be rendered with only one material, then assign the material to the object's layer. However, if you would like to assign materials to the sub-objects of the window, then you must make each sub-object a different color. The typical ADT styles to modify are Walls, Windows, and Doors. They would follow the same procedure as detailed below for Doors.

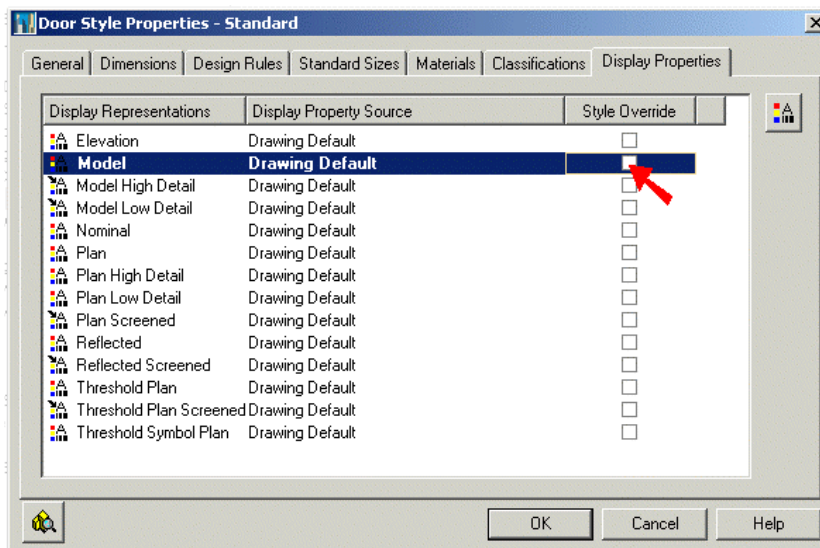
#### To change the color of sub-objects in Architectural Desktop 2004 Doors

- 1 From the **Format** menu, double-click **Style Manager**, double-click the drawing name in which you are working, double-click **Architectural Objects**, and double-click **Door Styles**.
- 2 Under the **Door Styles** heading, click the style name you want to edit.

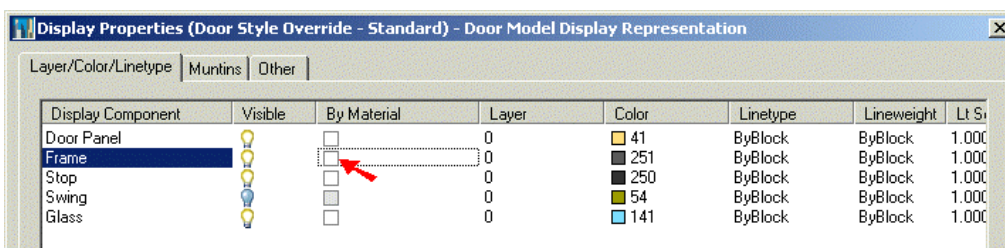
- Right-click over the selected the door style object you would like to change or **Standard**, and from the cursor menu, select **Edit**.



- In the **Door Style Properties** dialog box, in the **Style Override** column, check the check box in the **Model** row.

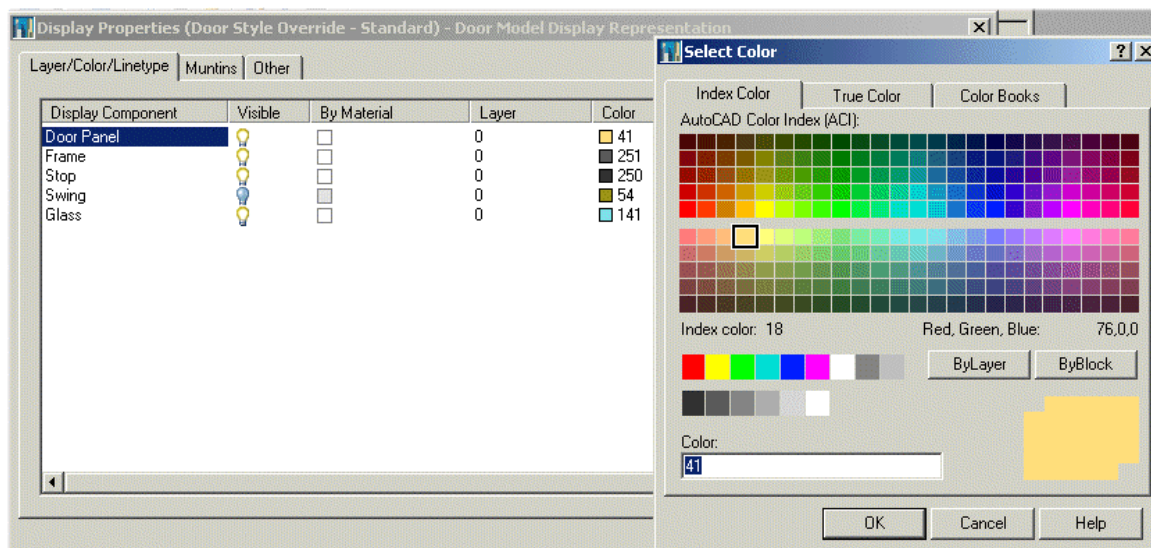


- In the **Display Properties (Door Style Override – Standard)** dialog box, in the **By Material Column**, click to remove the check mark.
- Clear the boxes for all the sub-components for which you want to assign separate AccuRender materials.





- 7 In the **Color** column, use the existing color or select a unique color, and click **OK**.  
The number of the color will be used to reference the material.



- 8 Click **OK** to exit all the dialog boxes and return to the ADT command line.
- 9 From the **Design** menu, set colors for the other components.
- 10 At the **Command** prompt, type **regen**.

The objects will now be displayed in their new color.

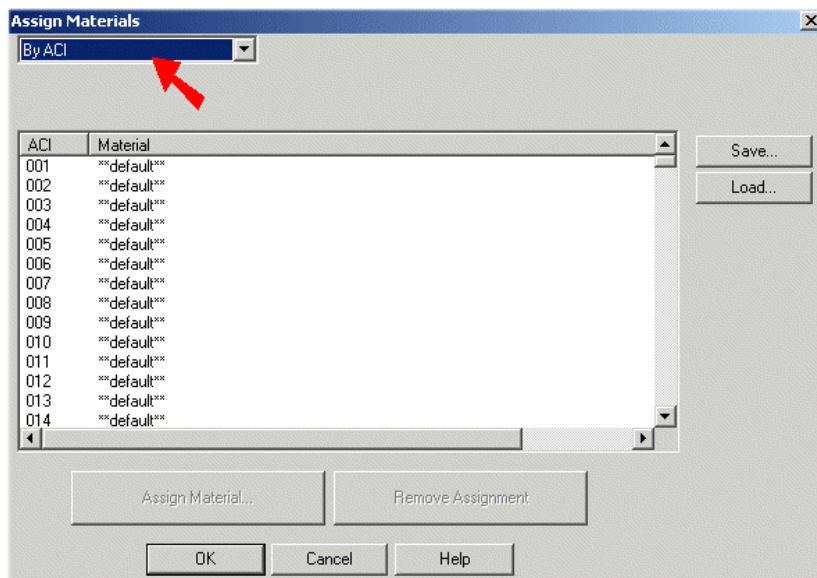
## Assign AccuRender materials for Architectural Desktop 2004

You must now assign AccuRender materials to the colors of the sub-objects.

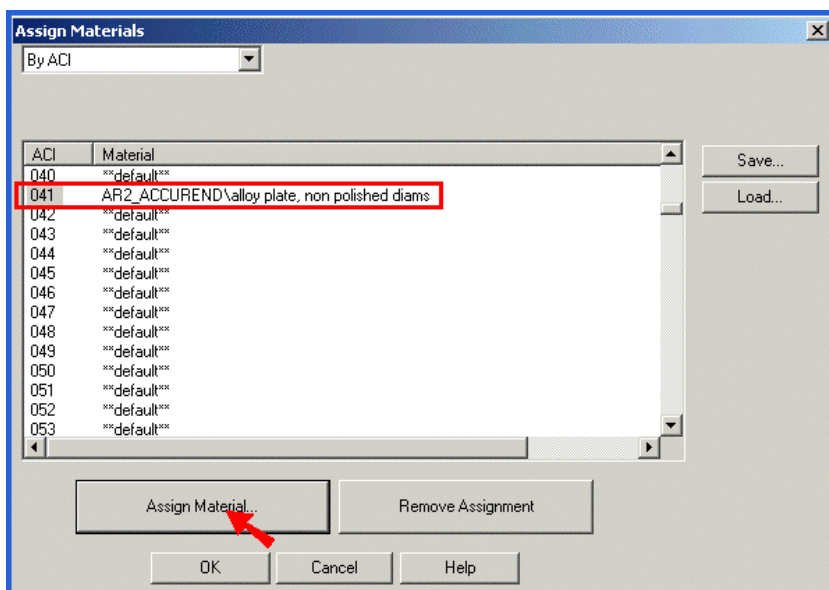
### To assign materials to the colors

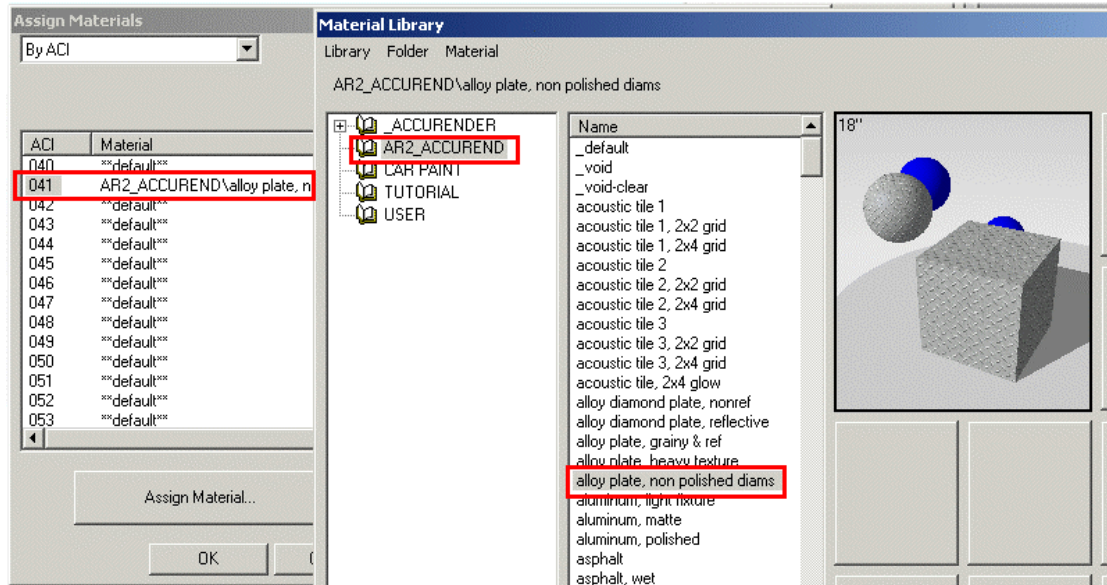
- 1 Start **AccuRender**.
- 2 In the **AccuRender** dialog box, click on the **Setup** tab, and click **Materials**.
- 3 In the **Assign Materials** dialog box, in the assignment type list in the upper left, select **By ACI (AutoCAD Color Index)**.

- 4 Click in the **Assign Material** list, and select **By ACI**.



- 5 Click the color number in window below and click the **Assign Material...** button.
- 6 In the **Material Library** dialog box, click the material assignment for this color and click **OK**.





7 Repeat for all colors that require materials to be assigned to sub-objects.