



Course of Lands Design

(3 modules)

Module 1. Interface and terrain modelling tools

1.1 Interface Overview

- Menus, toolbars, options.
- Lands tools: objects, library, documentation.
- Edit Panel, 3D / 2D display modes

1.2 Terrain modelling tools

- Scan and import terrains from the web
- Terrains from DEM files
- Import GIS data
- Generate new terrains from curves or point clouds
 - Elevate curves command from 2D drawing
- Main edit options:
 - Delaunay triangulation and gridded surface.
 - 2D/3D representation
 - Contour curves
 - Input data
 - Material
- Terrain operations:
 - Edit Boundary
 - Cut and fill
 - Path
 - Division
 - Terrain info
 - Terrain list

Module 2. Vegetation and Hardscape

2.1 Plant database

- Search of species using filters
- Plant display types 2D/3D
- Plant technical sheet and edition of species details
- Creation of new species.
- Plant editor and creation of realistic plant files (.arPlantX, .arTree)



2.2 Insert Vegetation elements

- Insert vegetation elements:
 - Insert trees individually, from points, from blocks and in Paint mode.
 - Plant rows
 - Forests
 - Shrubs
 - Groundcovers (horizontal, and vertical position for vertical gardens)
 - Edit options for each vegetation type
- Plant list

2.3 Hardscape Tools

- Urban Furniture blocks and edit options:
 - Insert single unit
 - Insert in rows.
 - Library folder paths
 - Urban furniture list
 - Insert a block from other sources
- Path: design the path profile, edit options and materials
- Fence: edit options and materials
- Stair: edit options and materials.

Module 3. Documentation, irrigation tools and visualization

3.1 Documentation tools

- Zones: edit options and materials
- Lists (plants, zones, etc...) edit list, add items, ...
- Dimensions (ordinate, aligned)
- Tags
- Plant photos
- Project 2D drawings presentation
- Page Layout setup
- Plan view
- Sections
- Printing attributes

3.2 Irrigation tools

- Sprinklers: inserted individually, in array and edit options
- Pipes



3.3 Rendering and Animation tools

- Set Viewpoint command and Named views
- Walk mode
- Render and material tips
 - New material
 - Lights
 - Render basic settings
- Animation panel for recording virtual tours:
 - Camera path and target
 - Sun and wind animation
 - Rendering the scene: season simulation
 - Image filter application