





Content Creation

Part 4 – Graphical Settings and Final Touches

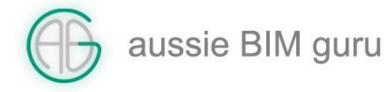


Sessions

- 1. Planning it out
- 2. Reference planes, geometry and constraints
 - 3. Parameter, formulae and coding
 - 4. Graphical settings and final touches

Advanced techniques

- Parametric arrays
 - Lookup tables Etc.



See it as this...

- 1. Method
- 2. Framework
 - 3. System
 - 4. Polish

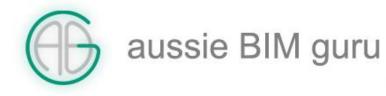


Sessions

- 1. Planning it out
- 2. Reference planes, geometry and constraints
 - 3. Parameter, formulae and coding
 - 4. Graphical settings and final touches

Advanced techniques

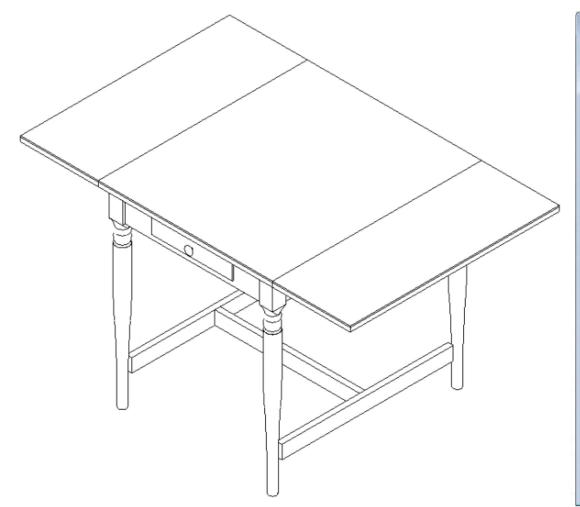
- Parametric arrays
 - Lookup tables Etc.

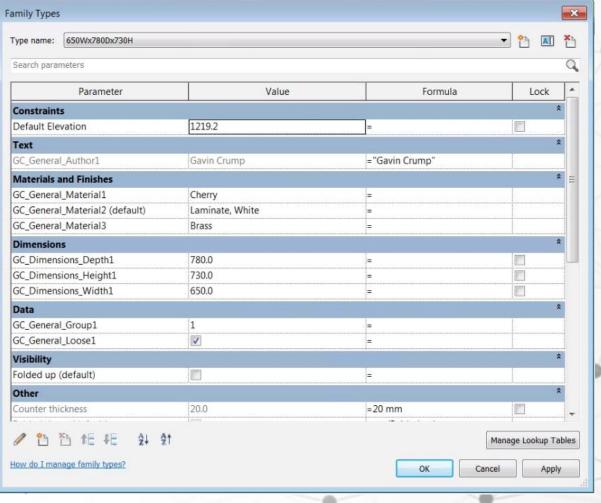


Where we're at currently

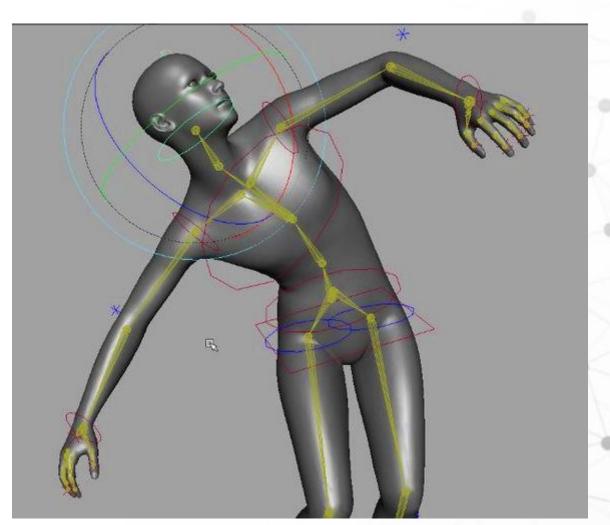
From Part 3

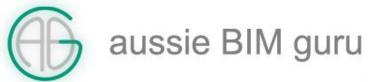


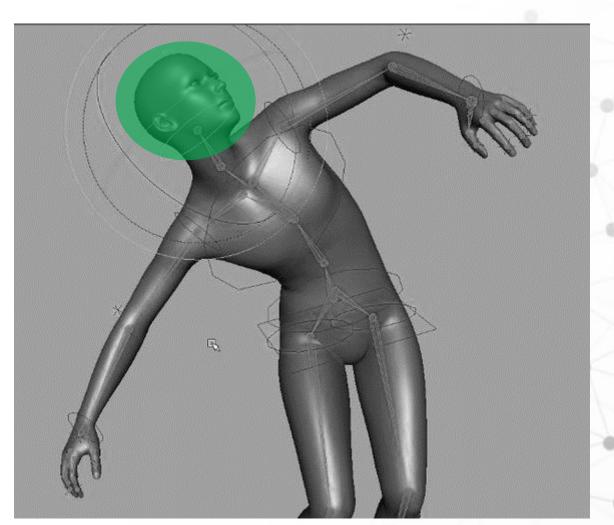




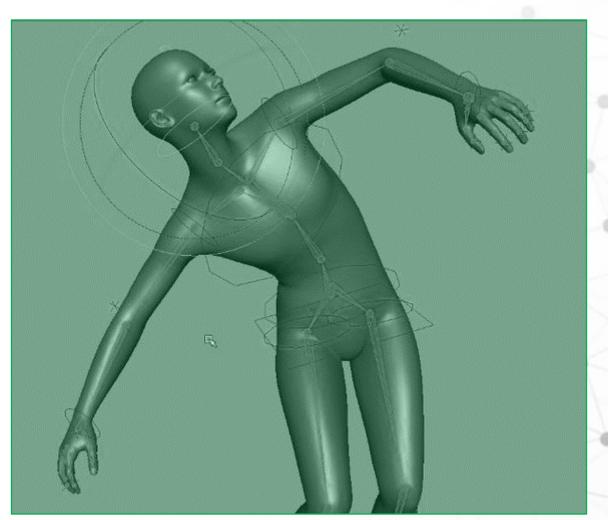








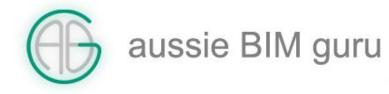




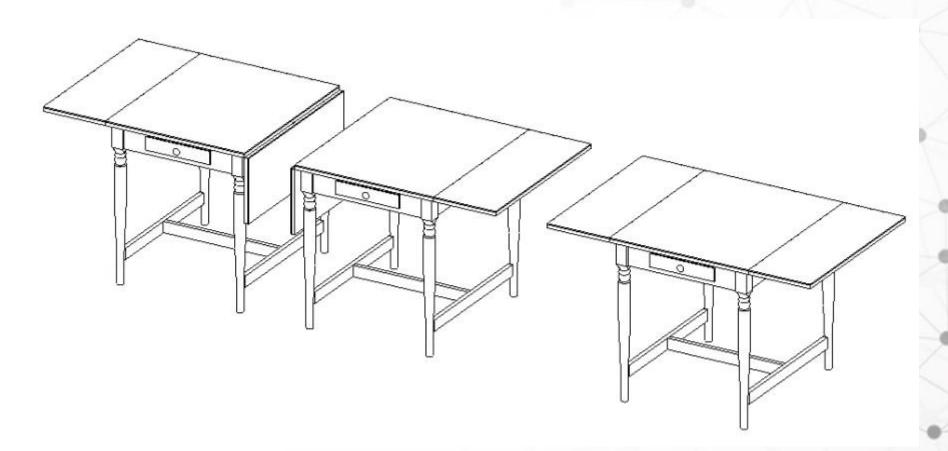


Graphics and Visibility

Making the family presentable



Making it Move





2 Options

Option 1

Model open/closed separately

Visibility parameters

Easier

Option 2
Model one leaf
As a nested family

Adjustable angle

Harder



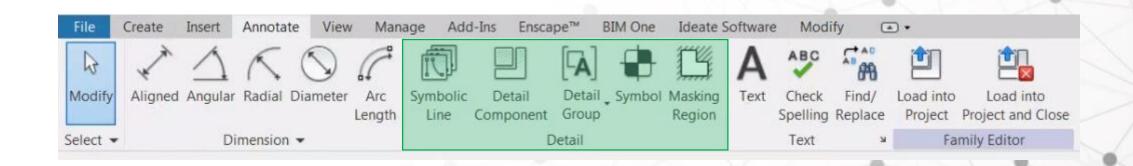
Without further ado...

Let's make it move!



2D/3D representation

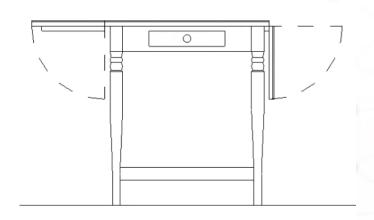
Hiding the 3D graphic and showing 2D representation can significantly increase model performance.

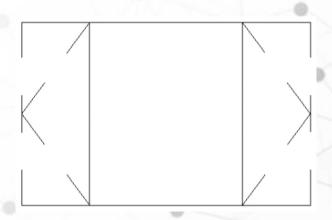




2D symbology

2D graphics can also be used to enhance the family from a communication perspective.

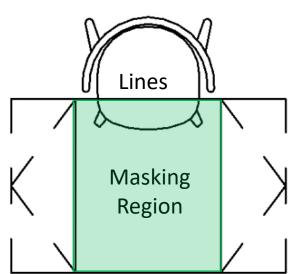


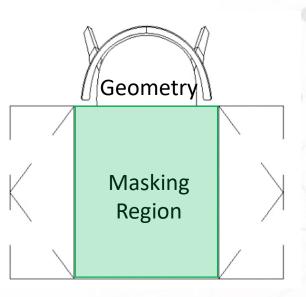


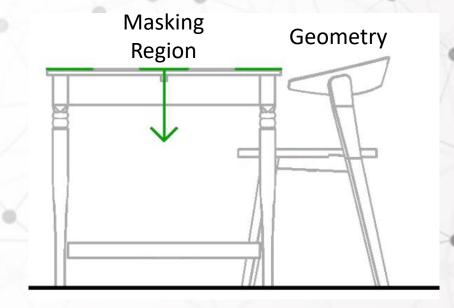


2D Hierarchy

Lines/Filled Regions
Masking Regions
Geometry









Without further ado...

Let's set up some graphics!



Sessions

- 1. Planning it out
- 2. Reference planes, geometry and constraints
 - 3. Parameter, formulae and coding
 - 4. Graphical settings and final touches

Advanced techniques

- Parametric arrays
 - Lookup tables Etc.







