

NOTE: This will not work without tweaking your shapefiles.

1. Open Base Map & Add Cropping

1.1 Create Shapefile

1.2 Input file path to where you want your shapefile to be read from by grasshopper

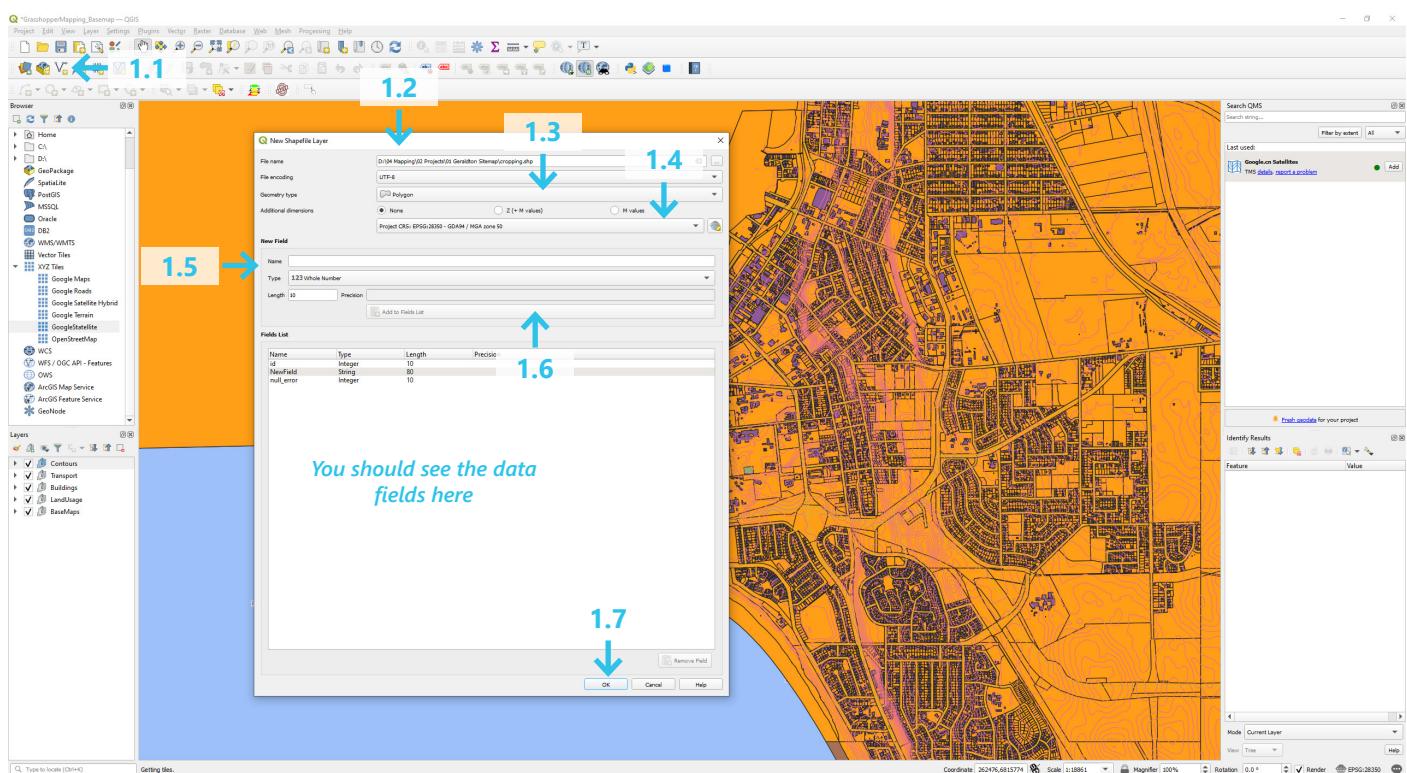
1.3 Select “polygon” for Geometry Type

1.4 Set CRS

1.5 Add a couple of fields to avoid the null error in grasshopper. Add name here.

1.6 Add field

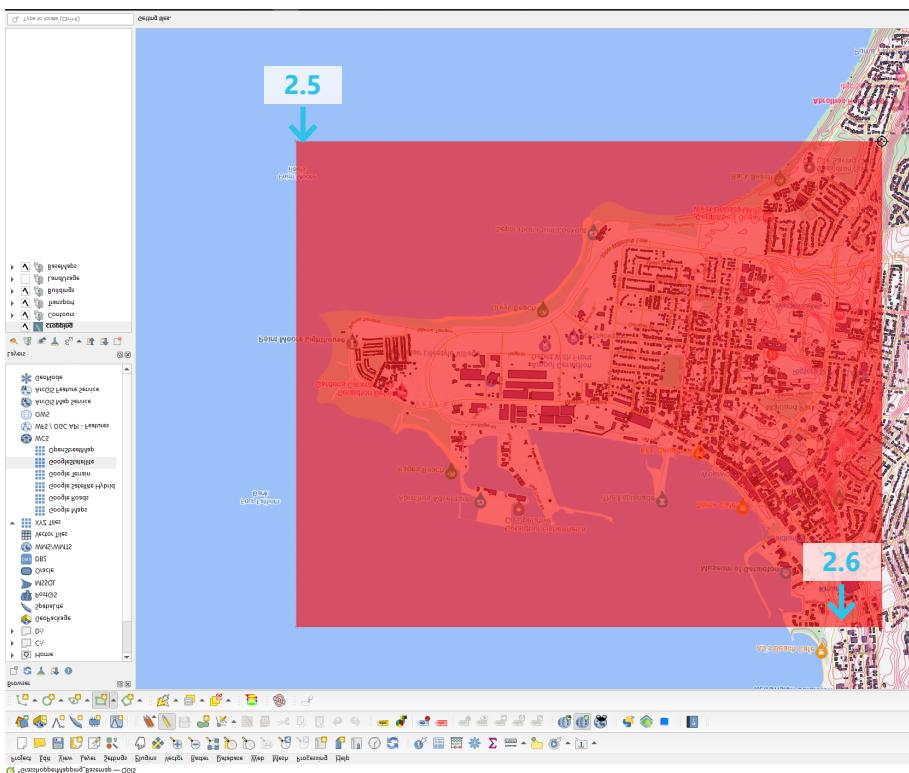
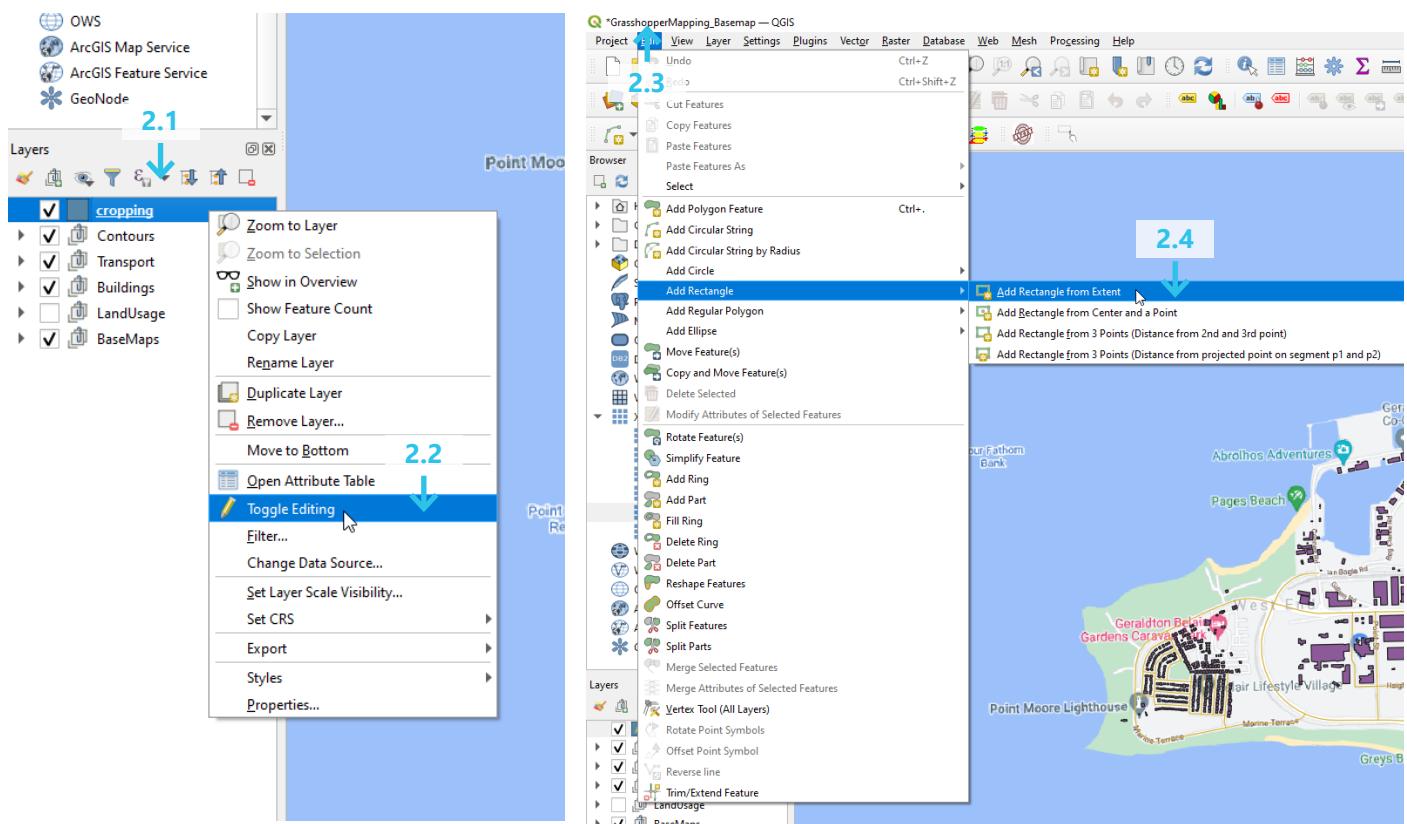
1.7 Add shapefile to project



2. Create Cropping Rectangle

- 2.1 Right Click
- 2.2 Toggle Editing
- 2.3 Edit
- 2.4 Add Rectangle

- 2.5 Left click to start
- 2.6 Right click to end
- 2.7 Enter data



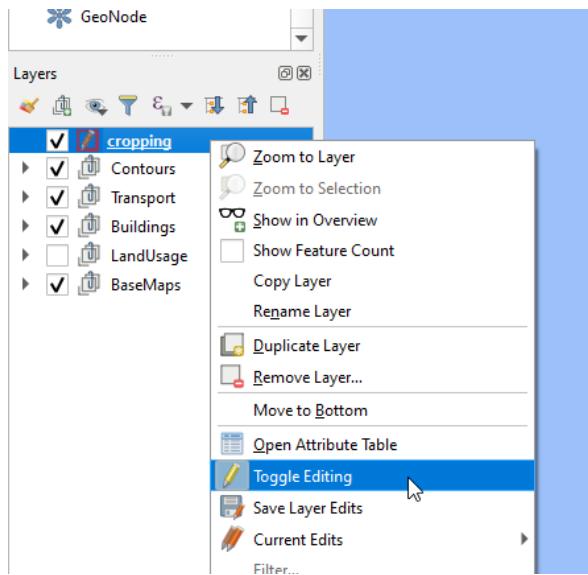
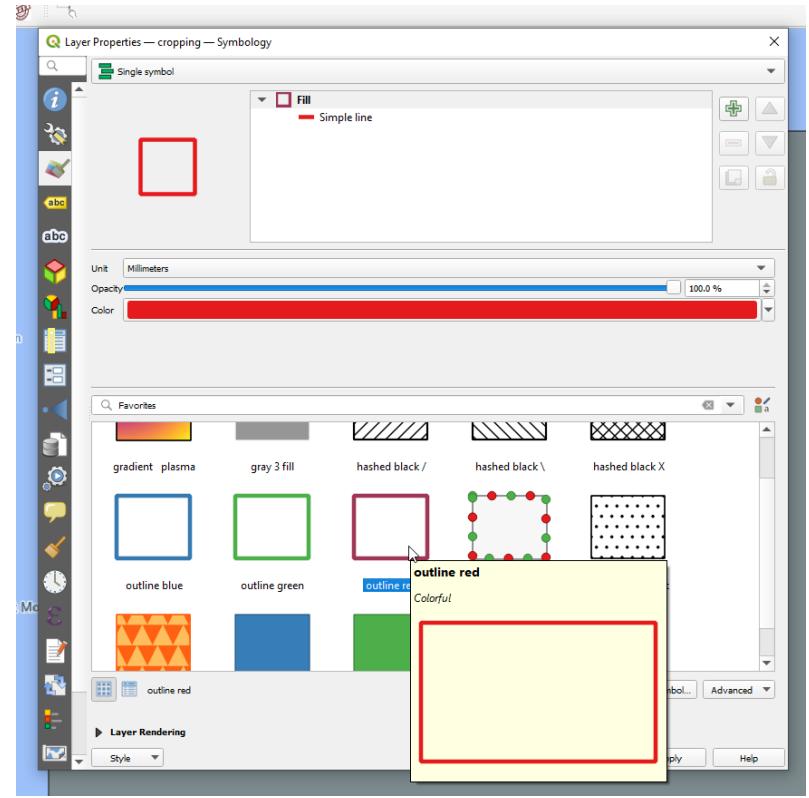
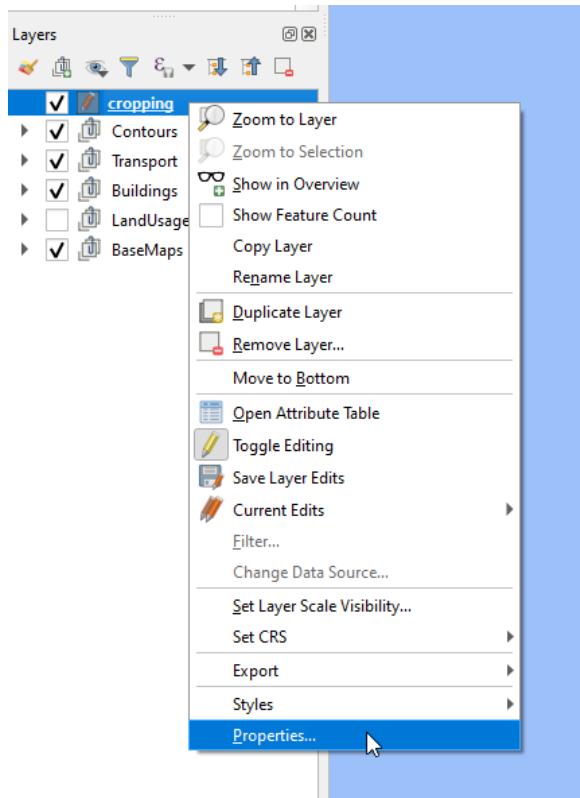
This screenshot shows the QGIS attribute table for the "cropping" layer. A new feature is being added with the following data:

id	NewField	null_error
1	new	111
2	NULL	new

A note at the bottom of the table says: "NOTE: ADD EMPTY FEATURE TO STOP CROPPING BREAKING".

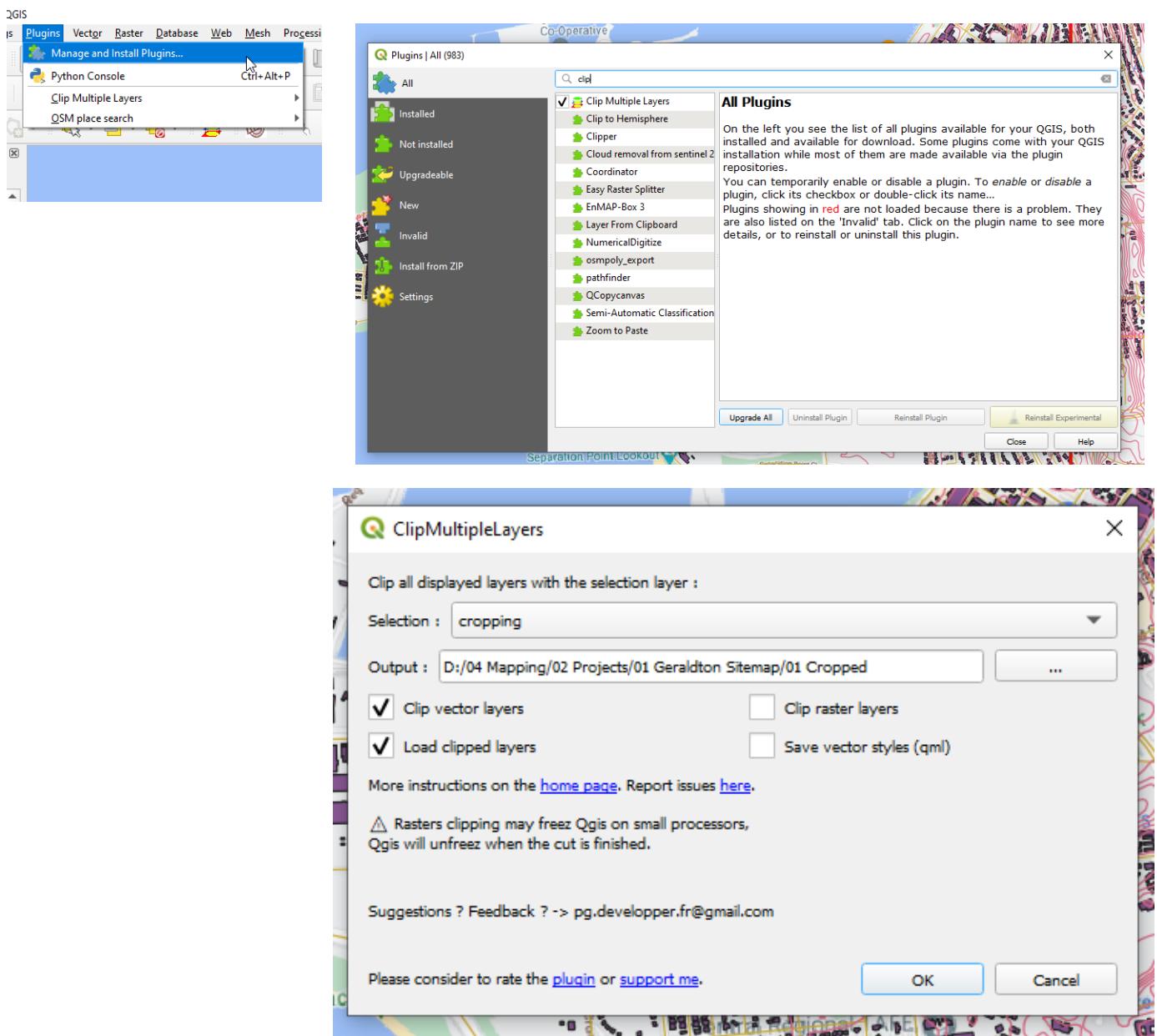
3. Apply Styling and Save

3.1

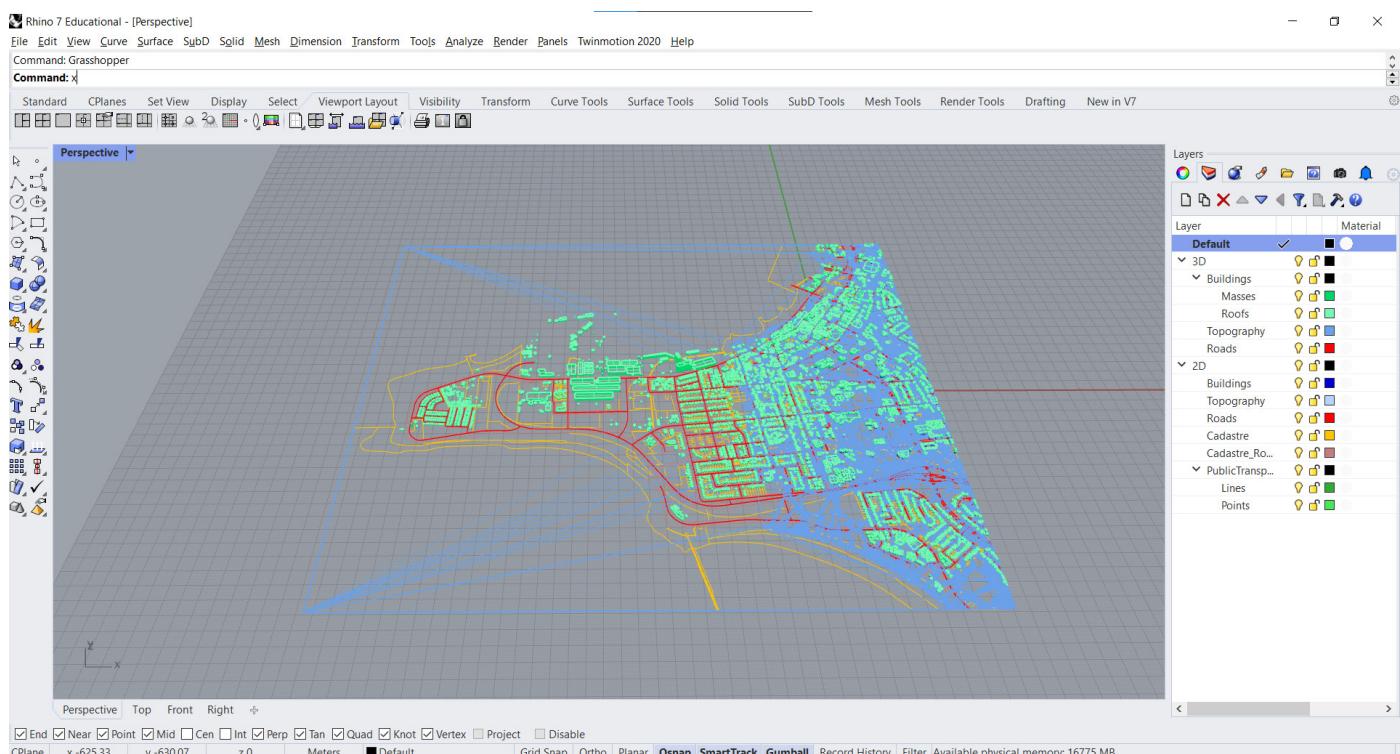
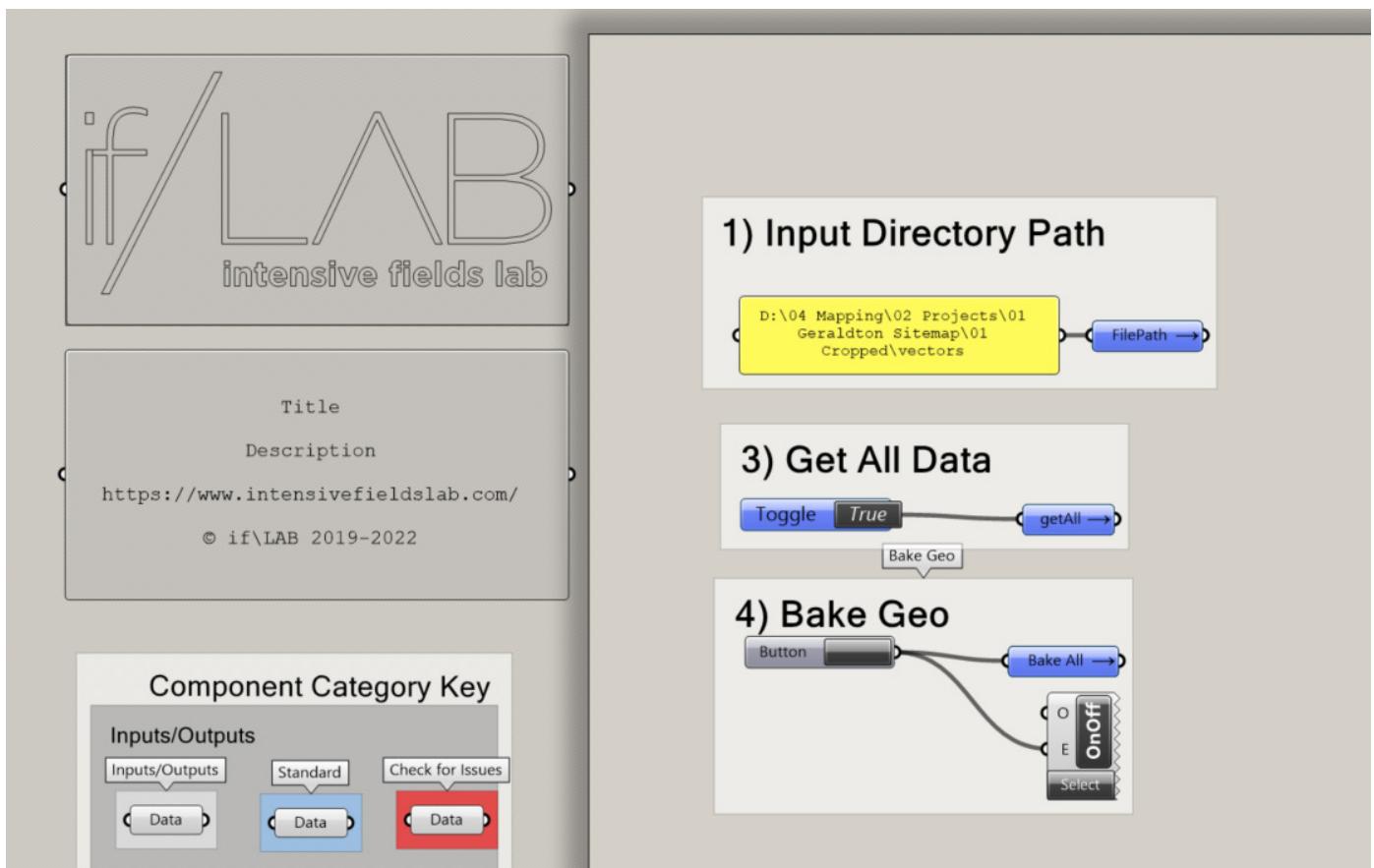


4. Clip Layers

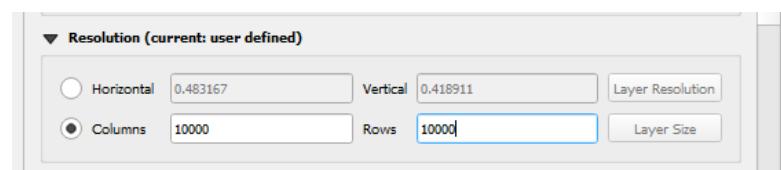
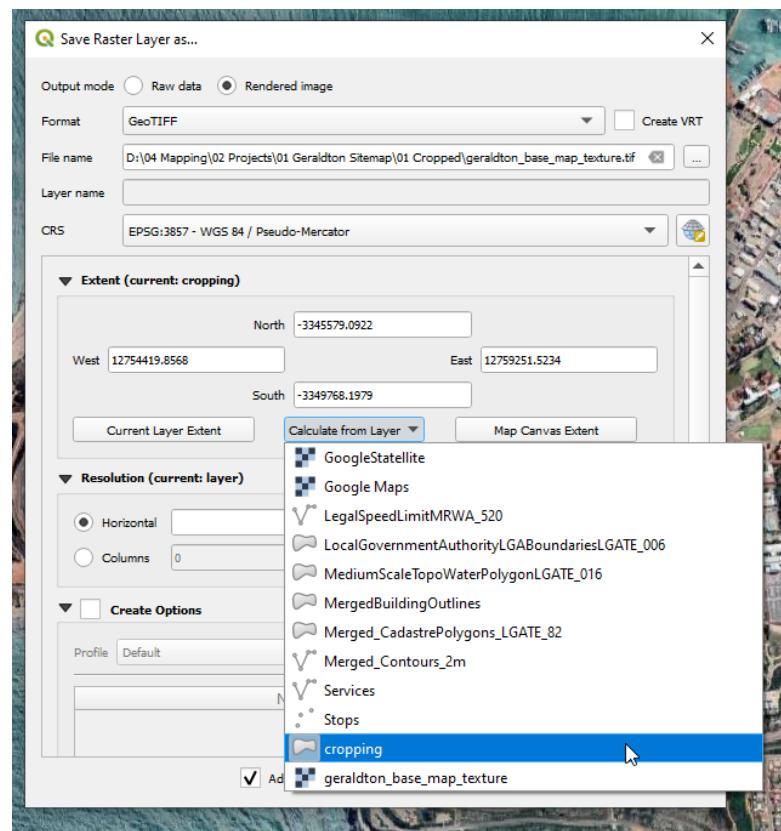
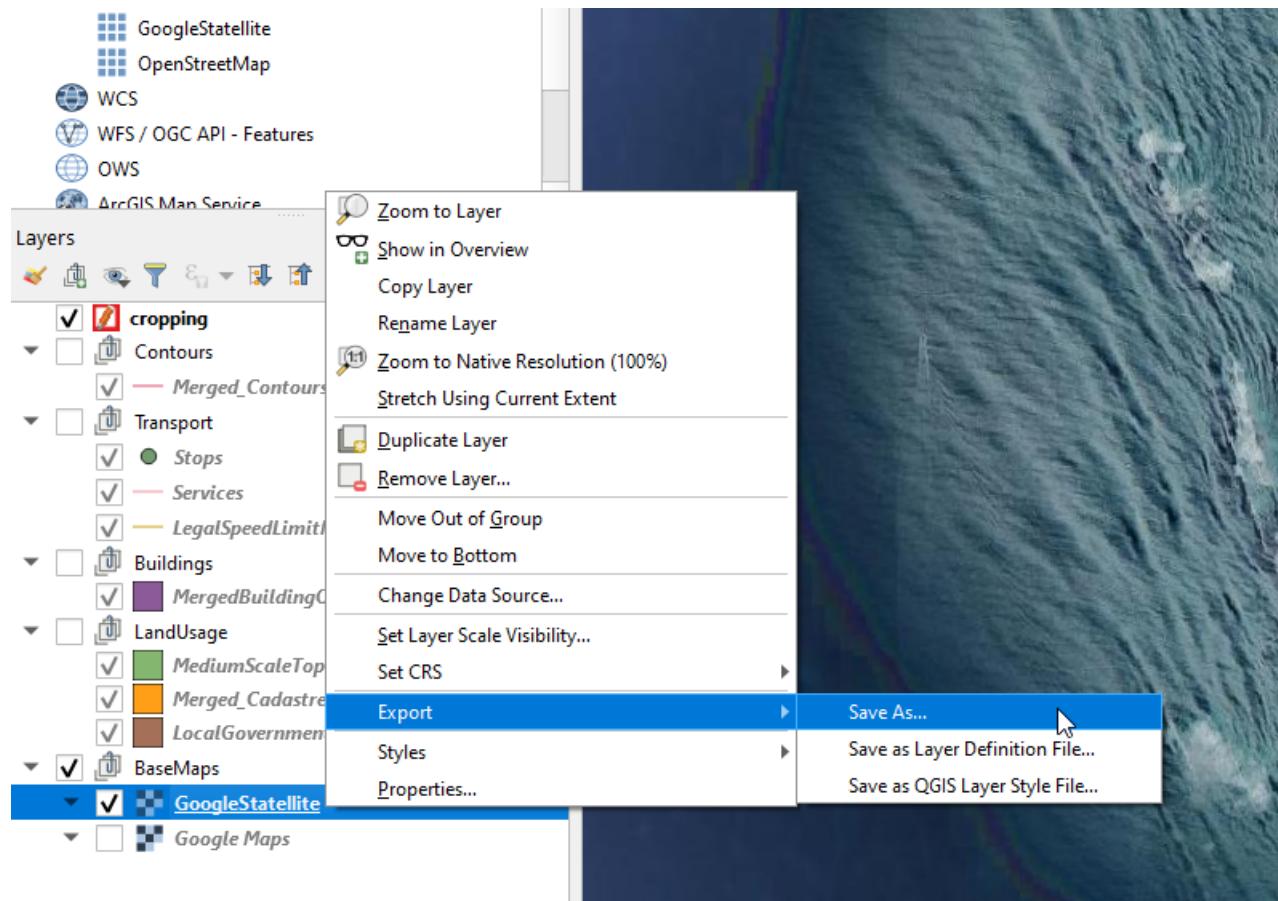
3.1



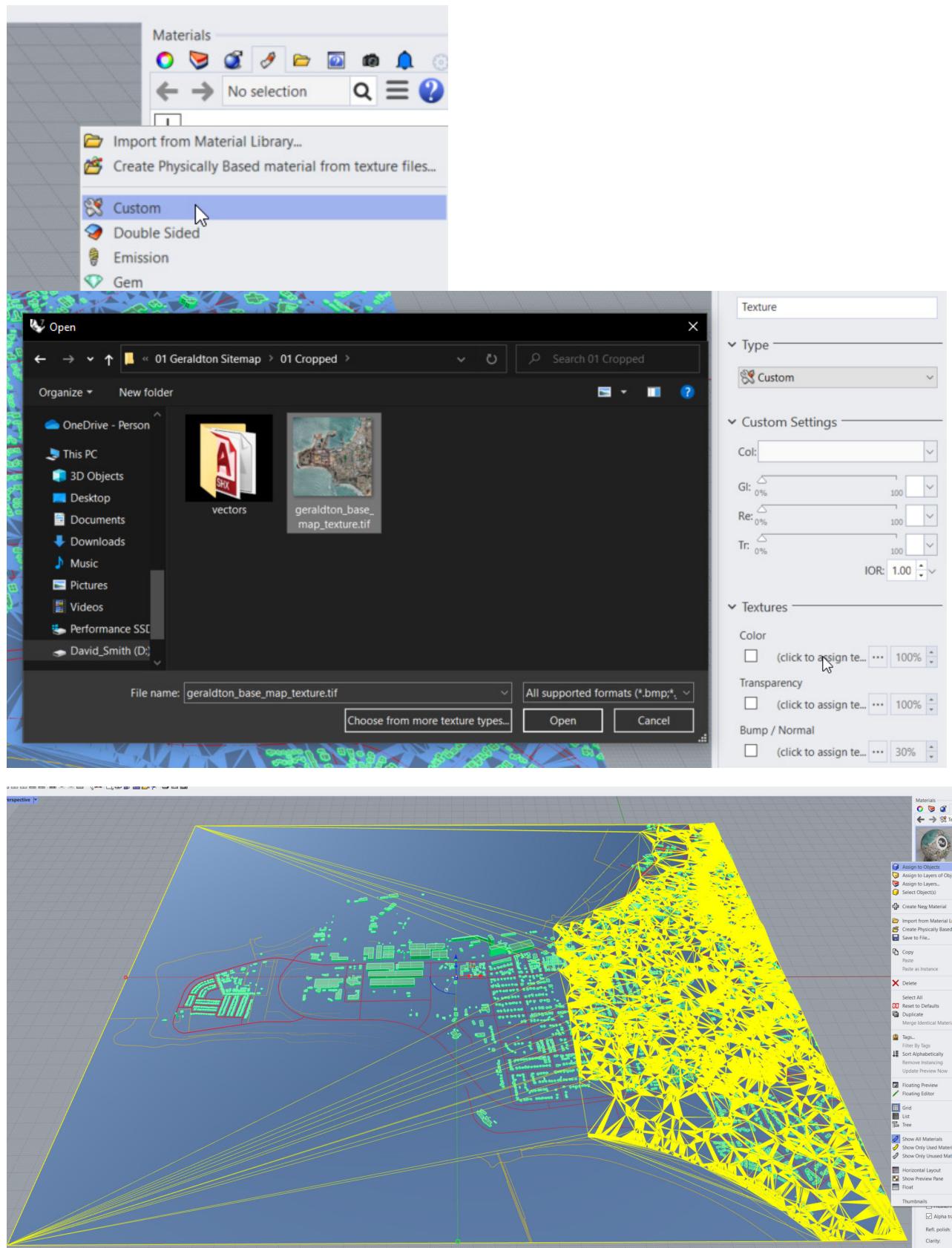
5. Run Grasshopper

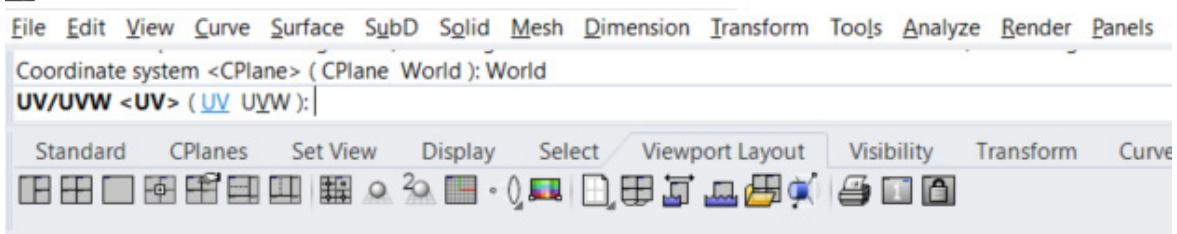
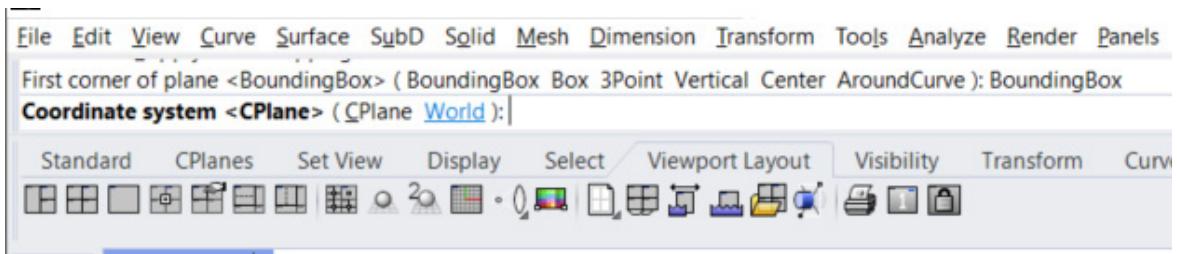
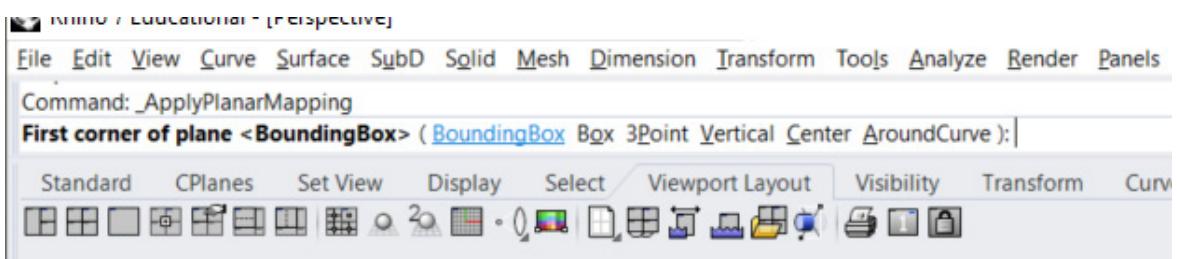
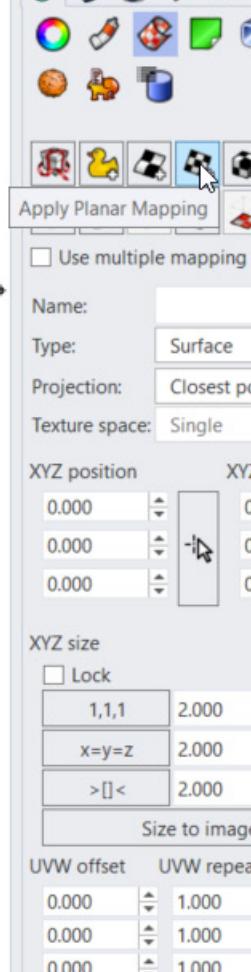
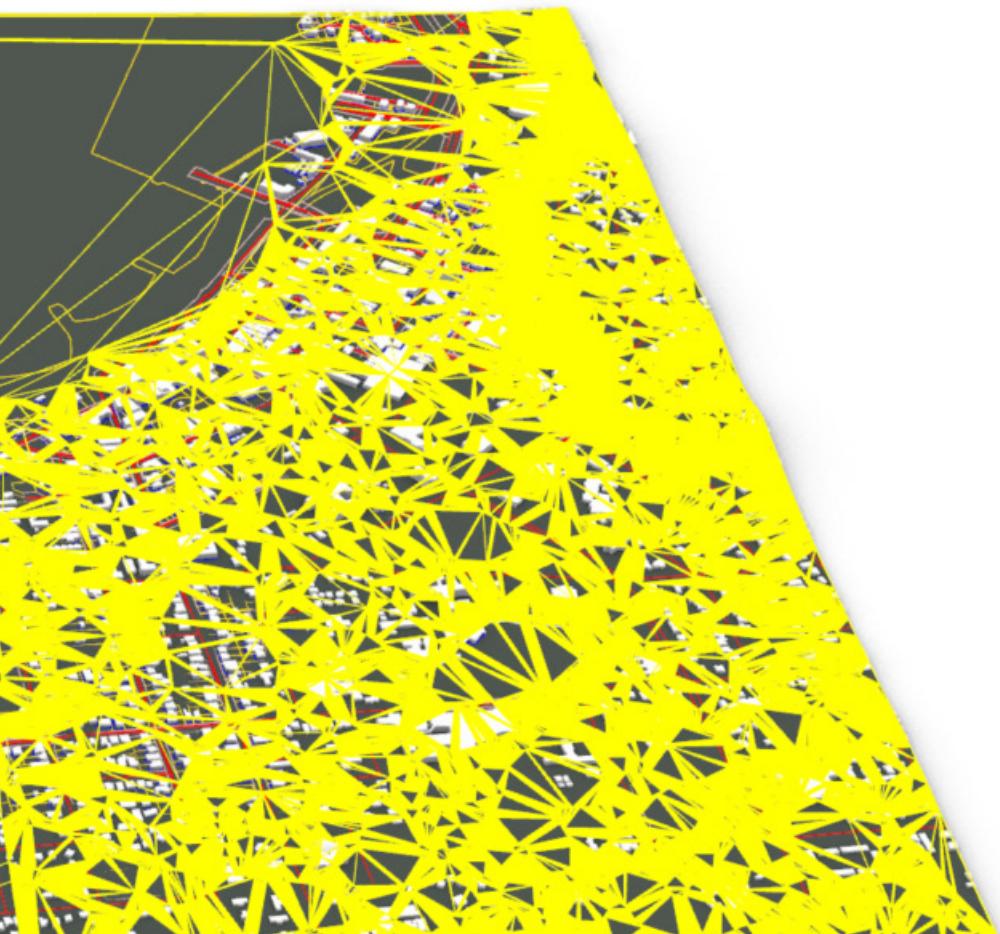


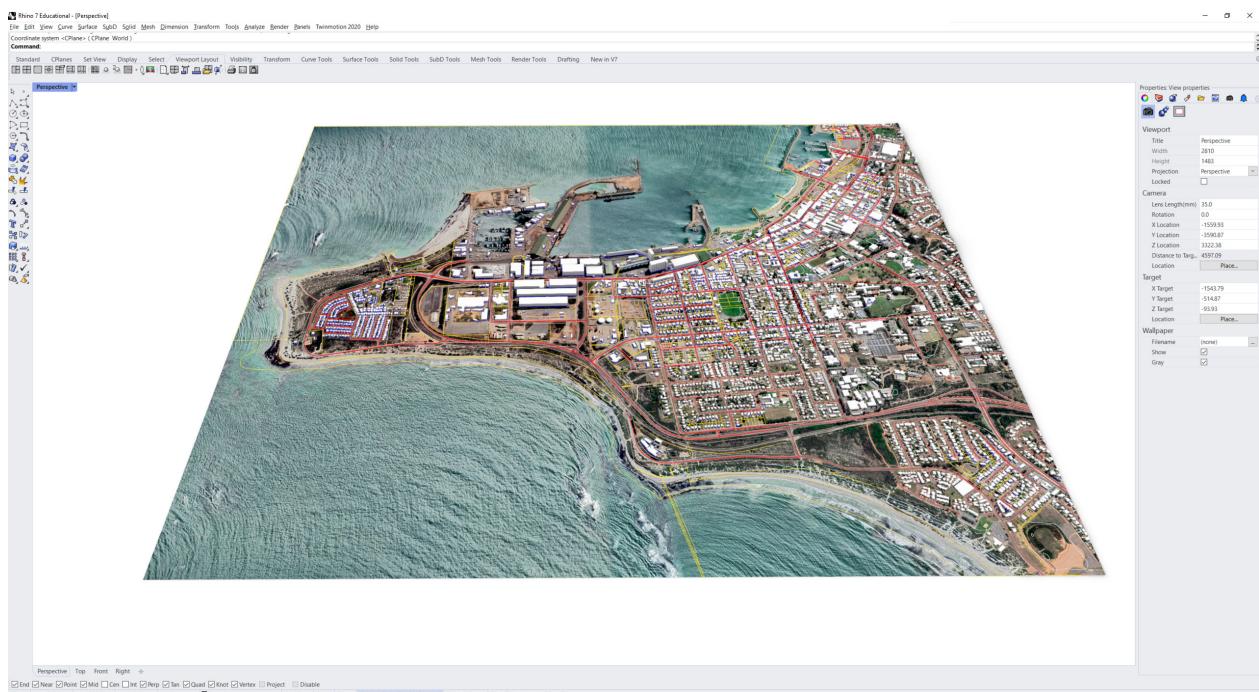
6. Export Texture



6. Apply Texture







Layers Panel:

- Default
- 3D
 - Buildings
 - Masses
 - Roofs
- 2D
 - Buildings
 - Topography
 - Roads
 - Cadastre
 - Cadastre_Ro...
 - PublicTransp...
 - Lines
 - Points

Contextual Menu (Roofs Sublayer):

- Set Current
- Set Properties
- One Layer On
- Match Properties...
- New Layer
- New Sublayer
- Rename Layer
- Delete Layer
- Duplicate Layer
- Duplicate Layer and Objects
- Select All
- Invert Selection
- Select Objects
- Select Sublayer Objects
- Change Object Layer
- Copy Objects to Layer
- Collapse Sublayers
- Expand Sublayers

Texture Panel:

- Texture
- Assign to Objects
- Assign to Layers...
- Select Objects(s)
- Create Neg Material
- Import from Material Library...
- Create Physically Based material from texture files...
- Save to File...
- Type
 - Copy
 - Paste
 - Paste as Instance
 - Delete
- Custom
 - Select All
 - Reset to Defaults
 - Duplicate

Properties Panel: Texture Mapping

- Name: Planar (UV)
- Type: Planar (UV)
- Projection: Closest point
- Texture space: Single
- XYZ position

-1372.111	0.000
0.000	0.000
17.000	0.000
- XYZ size

<input type="checkbox"/> Lock	
1,1,1	4167.970
x,y,z	3573.116
> <	34.000

