

# RESIDENTIAL GARDEN DESIGN

WITH VECTORWORKS LANDMARK

SAMPLE



**TAMSIN SLATTER | SIXTH EDITION**  
written with version 2014

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## Introduction — How to Use This Book

When I was asked to write the original book in this series, I was delighted. It brings together two subjects about which I am passionate: garden and landscape design—and Vectorworks Landmark.

The book has been designed as a workbook that covers the typical work stages of the residential landscape designer. You will start with setting up your environment and then move through the various stages of the design process in order to create a garden plan that can be presented in both 2D and 3D. The book is not designed to make you a total expert in Vectorworks Landmark. It is designed to build a foundation of essential knowledge to help you understand the way Vectorworks is intended to work within your design discipline. It complements the information provided in the free guides discussed below and the extensive Help system, which is installed on your machine with the software—as well as the many training options available to you.

You will need Vectorworks Landmark 2014 software to follow the exercises faithfully, and Renderworks is recommended in order to gain the maximum benefit from the workbook and, indeed, Vectorworks Landmark. If you do not have version 2014 software, there are five earlier editions of this workbook suitable for use with Vectorworks Landmark versions 2009, 2010, 2011, 2012 and 2013 but not earlier versions. The book is based on Vectorworks 2014 Landmark with Renderworks and includes exercise files in the Vectorworks 2014 format only. You may use an Evaluation License, an Educational License or a Full License. If you don't have Renderworks, it won't stop you from using this book, but you won't be able to complete some of the exercises or achieve the same finished look in some cases.

### Before You Start

This book builds on the basic skills covered in the two free guides that cover the basics of drawing in both 2D and 3D: (1) Getting Started with Vectorworks Fundamentals and (2) Getting Started with Vectorworks Landmark 2014. It is recommended that you use these guides first. They can be downloaded from:

<http://www.vectorworks.net/training/getting-started-guides/>

In addition, if you are completely new to using a computer, it would be really useful to have a basic understanding of the following:

- How files and folders are organized on a computer
- How to open files
- How to save files

This information is readily available on the Microsoft and Apple web sites, so if you're completely new to using a computer, I recommend you look at some of their free training videos.

## How to Use This Workbook

This workbook comes as a hard printed copy with one CD-ROM. The CD contains an exercise folder called "2014 Landmark Workbook Exercises." Copy the exercise folder to a file location of your choice on your computer's hard drive, such as the folder "Documents" to make it easy to find the files. Save any training files you work on to your exercise folder.

I recommend that to start with, you work through the book from end to end, using the example files on the accompanying CD. You may look at a subject and think you are already using those tools, but it's always worth working through, as you may still learn something. Vectorworks is a huge tool so there is always something new to learn!

Once you've worked through from end to end, you can dip in and out of the book as needed. Some chapters will be essential to learn before you can go further—like the basics of setting up your drawing board and Resource Browser. But after that, if, for example, you want to remind yourself about the hard landscaping, you can just go straight to that section. At each stage, I've provided a completed sample file with the chapter so that you can compare your results with mine. Therefore you can pick up the book and start at any place by opening the completed file for the previous chapter—but please—work through from beginning to end first.

## Vectorworks Environment Used in This Book

The book covers both the PC running Windows and the Apple Macintosh running MacOS X. However, the exercises and screenshots have been developed on a mixture of the PC environment with Microsoft Windows XP as the operating system and the Apple Macintosh environment running Mac OS X version 10.7. Where instructions for each operating system differ, this is described as follows. The + shows that the keys are to be pressed together—hold down the first key and then press the second:

- To undo the previous change, use Command+Z (Macintosh) or Ctrl+Z (Windows)

This book is not intended to replace the extensive Help system that installs with the software. While it does not cover industry workflows, Vectorworks Help will give you in-depth supplementary information on the tools you will use in this book. It is searchable, and you can create and save your own comments. With Vectorworks, there are always many ways to achieve something, and whichever way works best for you is the one to stick with.



## Typing Conventions in This Book

Exercises are clearly noted, and their instructions are shown as follows:

1. This is step one of this exercise.

Wherever menus and tools are discussed in this book, their names are written exactly as you will find them in the application. The location of each tool is described in the instruction. Tools can display their names in their respective palettes or can display their name when you hover the mouse over them. An example is as follows:

2. Use the **Circle** tool found in the Basic palette. Change the mode of the **Circle** tool to **Circle By Diameter** mode on the Tool bar.

Exercises may also contain lists of instructions within one numbered step. These are shown as a bulleted list. In the example below you should type 1000 into Box A and 2000 into Box B:

- Box A: **1000**
- Box B: **2000**

Wherever I refer to specific keys on the keyboard, key names have an initial capital. For example:

3. To constrain the line to 45°, press and hold the Shift key while drawing.
4. To save the file press Ctrl+S (Windows) or Command+S (Macintosh).

## Regional Variations – Language and Measurements

Despite being born and bred in the UK—and fully versed in English-English—I have done my best to write in American-English to reach that wider audience. In putting together this book, I have discovered the joys of a common, and yet very different, language. For example, here in the UK we use a spanner to loosen a nut, whereas in the US, the same tool is known as a wrench instead. My UK students know that they should press the "Spanner and Pencil" button. This publication refers to the Wrench and Pencil button instead! There are other interesting variations such as math versus maths and biscuits versus cookies.

The book covers both metric and imperial measurements. My primary measurements are in millimeters or meters, but I have also translated into imperial. However, in order to create a design which works well in both metric and imperial, I have sometimes used imperial measurements that are not an exact translation. These translations ensure the overall design will work sensibly. For example: 500 mm has been translated as 1'6" while the exact translation would be 1' 7 5/8". In this book, this is written as follows:

1. Draw an object with the following dimensions:
  - Width: **500 mm (1'6")**

When I am training new users, there is often much discussion as to why some use metric and some use imperial. The two systems are widely used in many cultures. For example, here in the UK, we draw in millimeters or meters, buy paving by the square meter, but buy timber in imperial dimensions. We also measure rainfall in inches and fill our cars with liters of fuel. But we measure the consumption of fuel in miles per gallon. At the end of the working day we may go to the pub for a quick pint of beer! So, tolerance and the ability to convert is crucial and Vectorworks can do it for you!

## Screenshots

The screenshots included in this book are annotated to show where to click and in which order. Therefore, the numbers on the screenshots relate to the order of clicks, not to numbers in the exercise instructions. I have tried to make this as clear as possible. Arrows have been used to draw your attention to something that you should notice, but not necessarily change.


## Approximate Metric to Imperial Conversion

Here are some common metric to imperial conversions; they are approximate and make the most sensible translation.

Metric	Imperial
25 mm	1"
100 mm	4"
150 mm	6"
0.3 m	1'
0.5 m	1'6"
1.5 m	5'
1.8 m	6'
3 m	10'
10 m	33'

## Windows and Macintosh

The Vectorworks Landmark software generally behaves identically on the Macintosh as it does in the Windows environment. However, there are certain differences on the keyboard, which are noted here.

Windows Key	Equivalent Macintosh Key
Control (or Ctrl)	Command (or Cmd, or ⌘ or  )
Delete	Some Macintosh keyboards don't have a Delete key and use the Back key instead (←)

Sometimes, I've suggested keystrokes that can be used as shortcuts. For example, the Ctrl key pressed with the S key can be used to save a file without having to use the File menu. Menu commands are always written in bold, with a > to show the path. Where I've written such shortcuts, I've shown Windows first and then the Macintosh equivalent as follows:

1. Save your file using **File > Save** or by using Ctrl+S (Windows) or Command+S (Macintosh) on your keyboard.

Now it's time to get started!

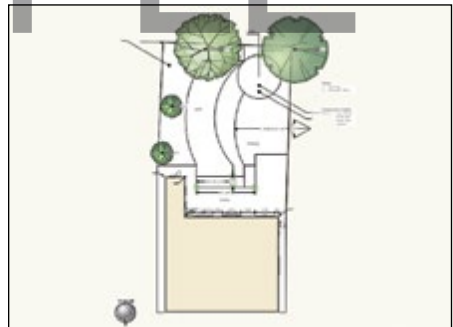
## Working With Hard Landscaping

When you've finished this chapter, you will be familiar with the Custom Stair tool, Round Wall tool, and the incredibly useful Hardscape tool. You'll be able to draw new objects as well as convert existing shapes from your draft design to the object types listed above. You'll also be able to produce a report that lists the quantities you need to order for each material. You will also be able to use other methods to complete hard landscaping areas for those occasional scenarios where the Hardscape tool doesn't quite do what you want.

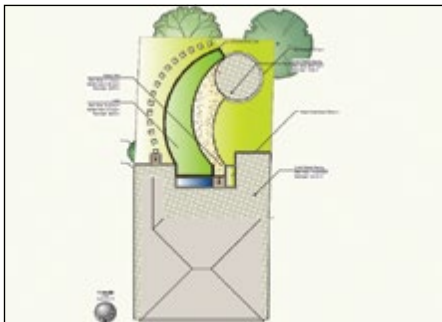
### Converting Shapes From Your Draft Plan Layer

Part of many designers' process is to start the design by working with shapes. It's only at a later stage that decisions are made about what these shapes will become in the final design. We've seen that we can create complex shapes from simpler shapes; for example by using the Add and Clip Surface commands (which we used to create the planted area shapes). These existing 2D shapes can be converted into a variety of other "intelligent" objects, such as Walls or Hardscape, and then the settings of your choice can be applied to the resulting object. The **Modify > Create Objects from Shapes** command enables you to choose the type of object you wish to create from a basic shape. You have the option to retain the original shape in the drawing, and this can be useful for producing simple setting-out plans. I usually retain all my original shapes and store them on a separate layer, which I call Draft Plan.

By the time you have completed this exercise, your drawing will have been transformed from the drawing on the right to the drawings shown below.



*The drawings below show the same garden, using a preset 3D view, rendered with Final Quality Renderworks*



## Exercise Twenty-Five: Set Up the Resources and File Organization

### Check Your Favorites List in the Resource Browser

In the chapter *Setting Up the Resource Browser*, we added a list of files to your Favorites index. If you didn't complete that exercise, or have forgotten how to do this, now would be a good time to review that chapter to ensure you have the resources available.

1. To begin this exercise, open the file “**01-Start Hard Landscaping.vwx**.”
2. To save you time, I have already imported the resources that we're going to use in this file. However, I've included here a list of the libraries that they came from so you can find them again for future projects. (Note that if you have not purchased Renderworks you will not have the Texture libraries. This will not hamper your progress, but your 3D model will not have realistic textures available.) The Renderworks textures I mention below have already been set up for you in the relevant classes that we're going to use—again to save you time. There are other textures available. These are just examples to get you into the habit of searching the resource libraries for inspiration!
3. These are the libraries I chose and their relevant resources:
  - Landscape Stipples (Landscape and Land Usage folder): Foliage Dense 02, Foliage Floral, Turf b/w
  - Textures-Default: Bricks (Arroway Bricks 020) (We used this earlier for the house walls.) Wood (Arroway Boards 002) New & Bright (We used this earlier to add a texture to the fence), Landscape Grass Fairly Green, Landscape Mulch, Stone (Arroway Stone 002 Sandstone), Water with Absorption
  - Textures\_Interior Finishes: Carpet Berber 01 Lt Brown, Tile Travertine 02 Gray
  - Textures\_Exterior Finishes: Stucco Medium White Small
  - Textures\_StoneAndBrick: Stone Mix 05 Large, Stone Marble Gray 02
  - Created by me in an external image editor: Dutch Pattern Paving

### Review the Resources Available in the Resource Browser.

I have created a number of color gradients that you'll be using in this chapter—to save you time when working through the exercises. However, if you need a reminder on how to create or edit Gradients, review the chapter on 2D graphics. Feel free to change the ones I've set up if you don't like them. As with the Renderworks textures, these Gradients have already been applied to classes to save you time.

1. Click the **Home** button on the Resource Browser and review the resources available in the file. Notice the gradients and textures that I have listed above. The gradients are named as follows:
  - Brick Paving Gradient
  - Decking Gradient

## Creating Additional 3D Objects

In this chapter, we're going to look at some more 2D/3D hybrid objects to see what else Vectorworks can make easier for you. We'll add some furniture to the garden using tools that avoid your having to model each item individually! We'll also include some of the ready-made symbols that have shipped with Vectorworks and see how to edit them to add the textures of your choice. Then, if you're feeling brave, you can have a go at modeling a simple pergola. We'll also look at how to make a simple planting container and make a sail shade. When you model something unique in 3D, Vectorworks has a magical command that will automatically draw the 2D representation for your plans.

Some of this we'll do in the imaginary garden we've been working on, but we'll also work in some separate files so that you can draw with ease and without the distraction of what's already there. If you make something you like, you can always save it as a symbol to use later in other projects.

### Exercise Thirty-Two: Using More 2D/3D Hybrid Tools

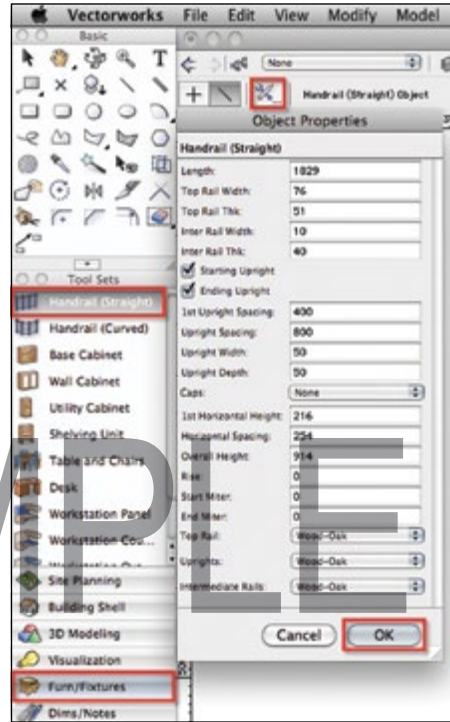
1. Open the file "**01-Start 3D Elements.vwx**," or continue working in your own exercise file.
2. On the View bar, create a new design layer called "**3D Furnishing and Fixtures**." Ensure this new layer is the active layer. Make **None** the active class.
3. On the Visualization palette note that the evening lights are turned off and the daytime (heliodon) is switched on.

### Create Handrails for the Terrace Edge

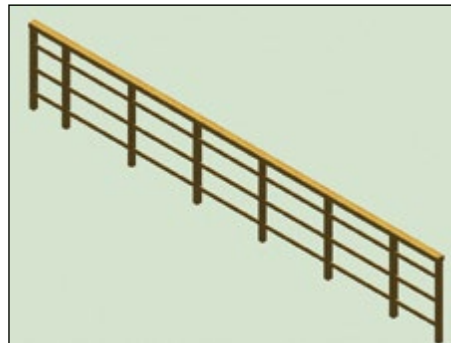
As much as I love the way the terrace leads our eye across the surface of the water to the garden, safety could be an issue! We are going to place some rails at the edge of the terrace to prevent disaster. Luckily, Vectorworks provides another tool for us to create these easily by entering the dimensions we want into a dialog. Vectorworks does the rest for you. You won't be able to control the shape of elements here because they will all be rectangular (or rather cuboid), but you will get quick results! (Later in this chapter, you'll learn how to model elements from scratch if you want something more customized.) The Handrail Straight tool enables you to define all your sections individually, but it is quicker to draw a polyline along the path for the handrails and then convert as we have done before to create Hardscape.

1. From the **Furn/Fixtures** tool set, choose the **Handrail Straight** tool. Click the **Handrail (Straight) Tool Preferences** button on the Tool bar and set the following options:
  - Top Rail Width: **76 mm (3")**
  - Top Rail Thk: **51 mm (2")**
  - Inter Rail Width: **10 mm (½")**

- Inter Rail Thk: **40 mm (1 ½")**
- Check **Starting Upright** and **Ending Upright** to ensure that you have upright posts at each corner
- 1<sup>st</sup> Upright spacing: **400 mm (1'3 ¾")**. This will need to vary depending on the length of the segment. We will adjust each segment in place on the Object Info palette once the handrails are created.
- Upright Spacing: **800 mm (2'7 ½")**
- Upright Width and Upright Depth: (posts) **50 mm (2")**
- Caps: Start or End, or None, (dependent on position of each piece). We will need to adjust this for each segment, so don't worry about it at the moment.
- 1<sup>st</sup> Horizontal Height: **216 mm (8 ½")**
- Horizontal Spacing: **254 mm (10")**
- Overall Height: **914 mm (3')**
- Start Miter and End Miter: Leave 0 in place. We will need to adjust this once the handrails are created.
- Top Rail, Uprights and Intermediate Rails: **Wood-Oak**. As with other hybrid objects we've seen (such as Doors and Windows), you can apply different classes to different components of the handrail.



2. Click OK. You have set the preferences for the tool.
3. Draw a small segment of handrail on a blank space on the drawing area—away from the garden. Change to a 3D view and render using OpenGL so you can see what the tool is going to give you. Delete this small segment and return to Top/Plan view with Ctrl+5 (Windows) or Command+5 (Macintosh).

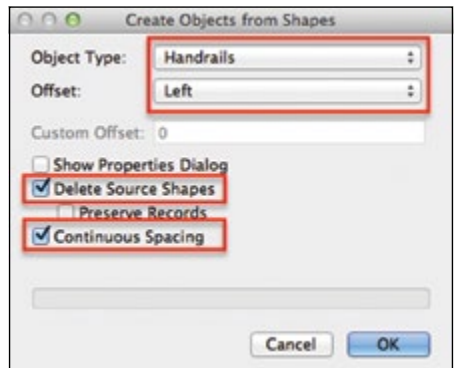


4. I have already set up the class Wood-Oak with a wood texture. Alternatively, you can browse the Resource Browser texture library yourself and choose a texture you prefer for the handrails. Place your new choice of texture in the Wood-Oak class.
5. Instead of drawing with the Handrail tool, we are going to draw the path for the rails using the Polyline tool and then convert the polyline to a handrail with the Create Objects from Shapes command. This process will use the current settings for the Handrail tool. Choose the **Polyline** tool from the Basic palette.
6. Click at the top left corner of the terrace area and then double-click the top left of the steps. This creates a single segment polyline. Now, start another polyline with corner vertices that start at the right side of the steps, extend to the corner, down past the pool, along the bottom of the pool, and double-click at to the top left of the right-most set of steps.

7. Now draw another polyline that starts at the other side of the steps and continues around to the far-right side of the terrace. Double-click to finish. At the moment, your polylines will have a white fill because you are using the default attributes. Don't worry—this will disappear when we convert the polylines to handrails.



8. Click the **Selection** tool. Select the first two polylines (starting from the left of the drawing). Choose **Landmark > Create Objects from Shapes**. Complete the dialog as follows:
  - Object Type: **Handrails**
  - Offset: **Left**
  - Show Properties Dialog:
  - **Delete Source Shapes**
  - **Preserve Records**
  - **Continuous Spacing**



9. The polylines will be converted to handrails. Select the third polyline on the right of the garden. Repeat the above process, but this time choose Offset: **Right**.

10. Unlike the Wall tool, the Handrail tool will not miter all of the corners for you (but it will do some of them). Select each
  - Object Type: **Handrails**
  - Offset: **Right**
  - Show Properties Dialog:
  - **Delete Source Shapes**
  - **Preserve Records**
  - **Continuous Spacing**





## The Vectorworks Plant Database

The Vectorworks Plant Database resides in a separate stand-alone application called Filemaker Pro. It is populated with thousands of plant records, drawn from many sources. This data is also available in the Vectorworks Plant Lists to which we referred when we created our Hamamelis plant earlier in the chapter.

The use of this database is not an essential part of the planting workflow—you have seen above that you can create plants without it. However, it can be a very useful resource that you can employ for the following purposes:

- Searching for inspiration when creating a planting scheme
- Creating Vectorworks Plant Lists (that Vectorworks can read when attaching plant data to a plant)
- Managing your existing plant lists (perhaps currently stored in spreadsheets)
- Adding your own images to the existing plant information or creating your own plant records from scratch
- Providing plant data sheets to your clients

This section will cover the following areas:

- Loading localized plant data—shipped with your product
- Importing data from spreadsheets
- Creating a Vectorworks Plant List

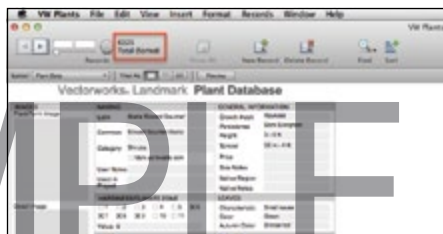
Because it is a separate application, the Vectorworks Plant Database and Vectorworks application itself are unable to talk directly to each other. However, the Vectorworks Plant Database can compile Vectorworks Plant Lists, which can be read by Vectorworks. (You used a Vectorworks Plant List when you created the Hamamelis mollis earlier.)

### Setting Up Your Vectorworks Plant Database for Your Local Geography

When you first load the database, it contains a huge set of plant records (over 5000). However, there are also some further sets of data on your disk that contain plants for the UK, Sweden, and Australia. These lists have been put together by people in the local geographies. For example, the UK list contains plants found in the Coblands Nursery catalog.

## Exercise Forty-Five: Adding Local Data to Your Database

1. Choose **Landmark > VW Plants Database**. The first time you run this command, Vectorworks will create the database for you. The Choose Plant Database Location dialog opens, and asks you where you would like to store the database. Choose User Folder, and click OK. The User Folder is a location set up by Vectorworks, where any customizations to your Vectorworks setup are recorded.
2. The database is created and then the Filemaker Pro application opens. If you are using a PC running Windows, you will see a prompt asking for a username. Simply click OK to start the database.
3. At the top of the screen, make a note of the number of records in the database.
4. Choose **File > Add Additional Plant Data**. An Explorer (Windows) or Finder (Macintosh) window opens and displays three dataset files. If the window opens at another location, navigate to the following folder:
  - C:\Program Files\Vectorworks\2014\Plant Database\VW Plants\Additional Datasets (Windows)
  - Applications/Vectorworks/2014/Plant Database/VWPlants/Additional Datasets (Macintosh)
5. Select the data file for your geography and then click the **Open** button to import the data from the file. In my case, it is **UK Coblands Plant Data.usr**.
6. You will now have many more records in your database. Notice the increased number on the panel at the top of the screen. If you are in Australia or the UK, you can also change the search screen layout to show appropriate fields for specifying plants in your geography.
7. Choose **Layout > Australian Plant Data** or **Layout > UK Plant Data**.



### Change the Unit of Measure in the Plant Data

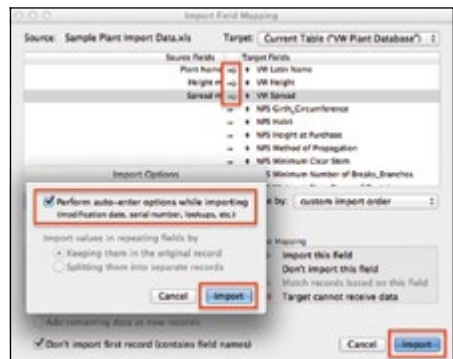
1. Click the magnifying glass icon at the top of the screen to invoke the search mode.
2. Type \* in the Latin Name field. Click **Perform Find** to select all records in the database.
3. Choose **Edit > Options > Use Metric Value Lists** or **Edit > Options > Use Imperial Value Lists**—whichever is your preference. By default, the information in the database is in imperial format.
4. When making your choice, you will be asked if you would like to convert your data. Once you click OK, the conversion will commence and can take a minute or two to complete.



## Exercise Forty-Six: Importing Your Own Plant Data from Another File

If you have plant information in your own files—such as a spreadsheet file—you can import it into the Vectorworks plant database and thereafter add to it, manage it, and search it. You can then create Vectorworks plant lists, making your existing information and previous hard work available to the Vectorworks Plant tool.

1. Within the Vectorworks Plant Database choose **File > Import Records > File**. Navigate to the directory in which you have stored your workbook sample files. Change the file type to **Excel Files (\*.xls)** and choose the file "**Sample Plant Import Data.xls**."
2. The Vectorworks Plant Database will attempt to "map" the fields from the spreadsheet to the fields in the database. On the left, you will see the column headings from the spreadsheet. There are three columns of information. On the right, you will see the fields available in the database. Drag the Target Fields names up or down with the mouse until the relevant field is next to its corresponding column from the spreadsheet (Source Fields). The fields should be mapped as follows:
  - Plant Name to VW Latin Name
  - Height m to VW Height
  - Spread m to VW Spread
3. Click between the two columns to switch on and off the arrow. The presence of the arrow indicates that this field will be imported. Complete other fields as follows:
  - Add new records: **Check** (Note that there are also options for updating existing records if there are plants with the same name already in the database)
  - Don't import first record (contains field names): **Check** to stop the row headers creating a record in the plant database
4. Click **Import** and **Import** again to confirm the import. A confirmation dialog is displayed. Click OK. Your plant names will be imported, and you can continue to populate the data as much as you wish. The top of the screen displays the number of imported records compared to the total number of records in the database. You'll see that your imported records are showing as "Found," which means they are currently selected.



Now that these records are stored in the database, they can be searched easily and have more data added in a consistent format. Images can be added to the plant information and you could print or create PDF documents of the relevant plants to give to your clients.



Tamsin Slatter | sixth edition

# RESIDENTIAL GARDEN DESIGN with Vectorworks Landmark

written with version 2014

## ABOUT THE AUTHOR

After a twenty year career in the IT industry and working for large corporate software firms, Tamsin Slatter realized that life was passing rather too quickly and decided to make some changes. She retrained as a garden/landscape designer and loved it. However, once starting her own practice, she realized that she needed to work more quickly in order to make work commercially viable—and returned to her laptop. Stumbling upon Vectorworks, she was rapidly hooked. Since then, she's become a huge advocate of the product and has written training courses that are much in demand across the UK and worldwide—with designers travelling from the United States, Canada, and various European countries to attend her training. Billed as the UK's leading Vectorworks expert, we've asked Tamsin to author this tutorial and share her unique style with all. Tamsin works and lives in the UK with her long-suffering husband and two handsome sons.

**VECTORWORKS LANDMARK SOFTWARE** is the powerful CAD landscape design solution from Nemetschek Vectorworks, Inc. The tutorial and accompanying CD-ROM will provide you with the knowledge you need to take a landscape project from planning to final product. The exercise-based training covers:

- Setting up your "Drawing Board" to make starting new projects easy and efficient
- Drawing and specifying quantities of hard landscaping with steps and simple level changes
- Setting up and storing your own graphical style for reuse
- Creating a layout plan using simple drafting techniques
- Using text and dimension tools to add relevant notes to your plans
- Placing and customizing plants and then producing a planting schedule
- Creating 3D views, sections, and construction drawings
- Adding further 3D elements to the garden
- Drawing up your own or importing a survey
- Adding lighting to the garden
- Basic "rendering" techniques
- Preparing drawings for print/ sharing

