

## Vectorworks Renderworks FAQ

### 1. What is the advantage of adding Renderworks to Vectorworks?

With Renderworks®, rendering the model is easy; you won't waste time exporting and importing between Vectorworks and separate visualization programs, since the Renderworks functionality is completely integrated into Vectorworks. Renderworks also has a shorter learning curve, since it's based on the Vectorworks interface you already know.

### 2. Does Renderworks produce high-quality images?

Definitely. Renderworks is a professional product that uses rendering technology based on the robust CINEMA 4D render engine, and the results are breathtaking and easy to achieve. The rendering engine is fully integrated into Vectorworks, so it works seamlessly to allow you to visualize your work throughout the design process, producing clear and accurate renderings.

### 3. For which industries is Renderworks suitable?

Renderworks is suitable for all design industries, no matter what kinds of projects you handle. Anyone who is producing a 3D model, at any level, can leverage the power of Renderworks.

### 4. Can Renderworks cast shadows?

Yes. Renderworks offers great flexibility for creating both hard- and soft-edged shadows, depending on your needs. Your rendering time is proportional to the quality level desired—more lights, details, and complex geometry may require more rendering time.

### 5. Can Renderworks create renderings that are more artistic or look hand-sketched?

Yes. In fact, Renderworks is known for helping design professionals create beautiful designs with the look of hand drawings. Instead of a photorealistic representation of the model, you can choose from a number of artistic options to develop a freehand effect.

### 6. What is the difference between OpenGL and Renderworks rendering?

OpenGL is mostly used for fast, interactive rendering and medium-quality previews while you work. OpenGL is a faster rendering option than Renderworks, and is processed directly from your video card. Renderworks produces higher-quality renderings by performing intensive lighting calculations to represent reflections and transparencies, as well as the interplay between light and materials. Using Renderworks is the best way to produce photorealistic images.

### 7. Do I need Renderworks to design a 3D model?

No. All tools needed to create a 3D model are included in Vectorworks Fundamentals and the respective industry products. Renderworks adds the ability to create and assign textures and to control the lighting in a drawing.

### 8. Which Vectorworks products work with Renderworks?

Renderworks can be integrated into all Vectorworks products.

### 9. Should I buy Vectorworks Renderworks or CINEMA 4D?

Renderworks is fully integrated into Vectorworks, so it works seamlessly to allow you to visualize your work throughout the design process, producing clear and accurate renderings. If you need to take your designs to an even higher level, our shared render engine allows you to smoothly export your Vectorworks model directly to any CINEMA 4D product, giving you access to the same features used to create many of Hollywood's blockbuster movies. The CINEMA 4D software's vast array of material settings and light types allow you to create dynamic images that can also be fully animated.

Please speak to your local [Vectorworks distributor](#) about available discounts and programs for purchasing both software packages.

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**10. Does Vectorworks Renderworks use CINEMA 4D R13?**

Yes, Renderworks 2012 is based on CINEMA 4D R13. Renderworks 2012 uses the "Standard" rendering engine. If you would like to use the new physical render engine or camera, you can export to CINEMA 4D R13, if you have a copy of the CINEMA 4D.

**11. Is there a student version of Renderworks?**

Renderworks is included in all educational copies of Vectorworks. For more information, visit our [Student Portal](#).

**12. How does someone work with Renderworks in principle?**

Rendering a model with Renderworks is a very simple process. First, you select the desired textures (and edit them, if necessary). Then, the textures are assigned to the objects or their individual parts. Textures can be applied automatically if the object or part is in the same class as the texture assigned. You can make various adjustments to the textures and even add lights with Renderworks' additional light types. Just select the fast Renderworks option to preview the rendered model and make any additional changes. Once you're ready, you can render the final model with a high-quality rendering method.

**13. Are texture libraries included in the purchase price?**

Yes. Renderworks comes with hundreds of textures.

**14. What are the system recommendations for Vectorworks Renderworks?**

Windows: 4GB RAM, Pentium 2 GHz or better processor, Windows XP SP3, Vista SP2, Windows 7

Macintosh: 4GB RAM, Intel Core 2 GHz or better processor, Mac OS X 10.5.7 or higher

For the most current and update information, please visit our [Knowledgebase](#).