VECTORWORKS® ARCHITECT 2018 SOFTWARE TOP FEATURES

1. **Multiple Drawing Views:** With the new Enable Multiple Views command, users can see views of their project simultaneously, and begin work in one view pane and finish it in another. Switch effortlessly between viewports, views and visibility settings — just set up panes and view them all at once. Instantly gauge the impact of a design change across 3D, plan, section and elevation views, and even start a rendering in one view while working in another.

2. **Direct Section and Elevation Editing:** Edit models directly from the viewports: add openings, align and distribute windows, reposition doors across multiple layers, reshape walls — it’s all possible. Change the 3D views while in the section to see how edits simultaneously affect plans and model views. And, create better-looking, more accurate drawings in a fraction of the time.

3. **Improved Graphic Output for Architectural Documents:** Generating documentation from a BIM file is now much more efficient. With improved graphic controls within section views of wall joins and wall, slab and roof components, designers have the flexibility to quickly achieve high-quality documentation from their 3D model.

4. **Robust Wall Modeling Options:** Control individual component heights by instance, attach information to them, insert component caps and simultaneously edit multiple selected components from an easy-to-use dialog box. Plus, swiftly make wall graphic display changes with the new ability to switch all attributes by class.

5. **Easier Title Block Customization:** The title block has been redesigned to allow for the customization of items such as variables, orientation, etc. There are also an unlimited number of fields to help users include the information they want to show in a title block. And thanks to the support of styles, managing many title blocks across one or multiple projects is simpler than ever before.

6. **Streamlined Drawing Distribution:** Whether creating a BIM project or lighting a stage, drawing distribution can be a laborious process. With the ability to publish drawings based on issue date and a tightly integrated new title block object, the generation and distribution of drawing sets, issue information and reports throughout the duration of a project is more automated, and greatly simplified.

7. **Streamlined Worksheets:** Creating reports and schedules is now more accessible and automated, and designers can present complex worksheets without having to manually enter formulas or remember how to access data from different record formats.

8. **More Accessible IFC BIM Data:** The BIM process is streamlined by promoting the display of all IFC-related data to the Data pane of the Object Info palette. Now, in one clear and accessible location, review, input and edit the information needed to make a BIM project a success.

9. **Improved Revit Import:** Vectorworks was the first BIM authoring tool to provide Revit import using the Teigha BIM library from the Open Design Alliance. This year, one more step has been taken by providing the next-level functionality with Revit file importing that translates Revit objects into native Vectorworks symbols and objects with textures, making incorporation of design information from Revit easier and more efficient.

10. **Plug-In Styles for More Parametric BIM Objects:** Vectorworks 2018 will save you time, as it revolutionizes the process of change management of intelligent plug-in objects. Take advantage of the plug-in object styles introduced for doors and windows in Vectorworks 2017 on more plug-in objects in Vectorworks Architect. When changes are made to a single plug-in object style, those changes will be reflected in all object instances in a project, giving designers a productivity boost that increases profits.
11. **Direct Site Model Contour Editing**: Now editing a site model is easier than ever with improved site model settings and direct 2D contour editing. Modify each contour line as easily as editing a polyline.

12. **Upgraded Renderworks with MAXON CineRender**: With the natively integrated MAXON CineRender R18, Renderworks provides faster, higher-quality rendering directly within the Vectorworks design environment to help create realistic visualizations and presentations of designs. The upgrade introduces better rendering of metals, especially brushed metal; a new cloth shader for visualization of woven-cloth patterns; a new shadow catcher feature that allows shadows on virtual objects to be composited properly onto real photos; and a new Parallax shader effect to achieve displacement mapping quality in less overall time.

13. **New Rendered Panoramas**: Provide clients a 360-degree interactive view of models — no matter how big the model is — with this new capability in the Renderworks feature set.

14. **Enhanced Web View Export**: Web View now supports Vectorworks’ Clip Cube and provides enhanced file optimization and desktop rendering options that produce lighter-weight models with better performance, resulting in higher-quality web and virtual reality experiences for clients.

15. **Improved Cloud Services**: Sharing designs, drawings and 3D models with clients and partners has never been so simple: designers can now use Google Drive with Vectorworks Cloud Services. Plus, we’ve completely updated the Cloud Services web portal. Enjoy better file organization, an easier-to-use sharing interface and even the ability to generate Web View VR links of files in the cloud.