

by **Daniel Jansenson** | second edition
written with version 2012



Remarkable Renderworks

An Introduction to the Basics

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An Introduction to the Basics

Second Edition

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Introduction

If there's one thing that can be said about Renderworks, is that it often requires a good amount of trial-and-error experimenting in order to arrive at an acceptable rendering. In order to do this successfully, however, the user must have a good foundation in Renderworks' basic operations. The program has become so powerful and complex that often its most basic aspects go unexamined, unheralded and unremarked upon.

And yet, the basic Renderworks operations are indeed remarkable, in great part because of a carefully-designed interface that makes the program usable and productive by relative newcomers, while remaining consistent with the rest of the Vectorworks user experience. Once installed, the Renderworks plug-in's interface integrates with the rest of the program so seamlessly, that its absence on a basic program installation can make the program feel hollowed out and incomplete. This seamless integration is a notable achievement.

It is this same integration into the Vectorworks environment that makes it possible for a newcomer to pick up the tools quickly and become productive in a short time. This manual is intended for the Renderworks user who already has some experience with Vectorworks. It is *not* intended as a substitute for the information in Vectorworks Help (or the electronic manuals provided with the program). Rather, it is a supplement to those resources, a workbook that covers basic aspects of Renderworks, yet utilizes operations that often are familiar to anyone with some Vectorworks experience.

As a review of the basics of Renderworks, this manual is really intended to be an introduction to the Renderworks plug-in. Much more information is available in the Vectorworks Help resources, and the reader is encouraged to follow up the discussion in this book with an in-depth look at the documentation that comes with the program. This book provides basic tools and techniques; the program documentation takes it to the next step.

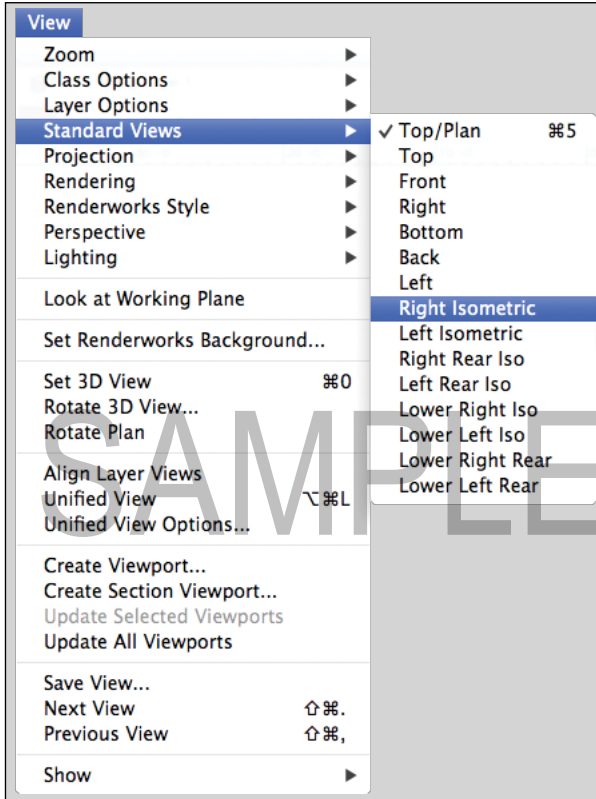
CHAPTER 1 | Basic Rendering



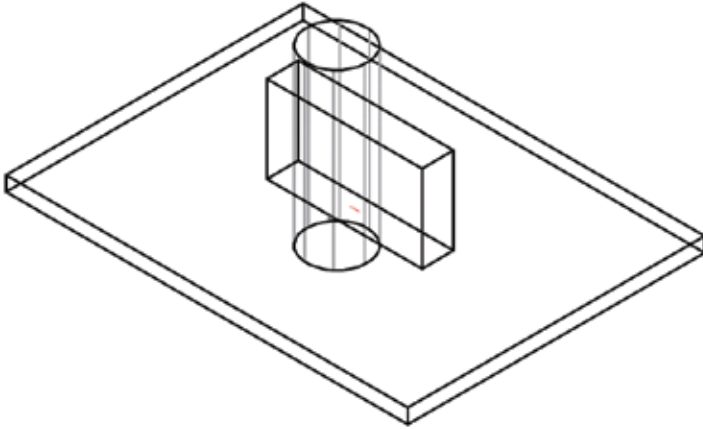
Summary

The quickest and simplest rendering method provided by Vectorworks (and **Renderworks**) uses **OpenGL** technology. In its default setting, **OpenGL** provides a straightforward view of the rendered object, and with no lights added, **Vectorworks** includes a default light for general use.

1. Open the file **exercise 1.vwx**.
2. Switch to **Right Isometric** view: **View>Standard Views>Right Isometric**.

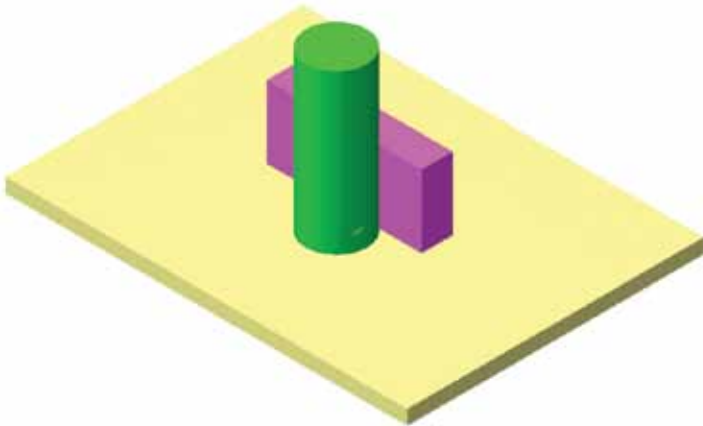


The scene will be rendered in **Wireframe** (see illustration on next page).



Wireframe view. No rendered colors or fill.

3. Render in **OpenGL**: **View>Rendering>OpenGL**.
The resulting rendering is seen below.



OpenGL rendering; default settings.

OpenGL is one of several available rendering modes. It renders quickly, and can provide interactive features that other rendering modes do not (although higher-quality renderings can be obtained with other modes).

The method shown here is the simplest and quickest form of rendering. Although there are no actual lights present, the scene is still fully lit and visible.

Renderworks automatically illuminates a scene when no lights are present—but this lighting cannot be modified.

Later we will see how inserting lights in a scene will cancel the default general illumination, and replace it with controllable lighting from light objects and other sources.

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About the Author | Daniel Jansenson is an architect in private practice in Santa Monica, California. A longtime Vectorworks user, he teaches seminars in the use of Vectorworks and Renderworks, presentation graphics and small-office project management. Author of the Renderworks Recipe Book, Dan uses Vectorworks daily in his residential and small commercial practice. His focus is on the daily joys of designing homes, having as much fun as humanly possible both in the design of buildings and in the creation of rendered presentations. And for all of this he feels Renderworks is just about perfect.

Vectorworks Renderworks. Renderworks has become so powerful and complex that often its most basic aspects go unexamined, unheralded and unremarked upon. And yet, the basic Renderworks operations are indeed remarkable, in great part because of a carefully-designed interface that makes the program usable and productive by relative newcomers, while remaining consistent with the rest of the Vectorworks user experience.

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