

Autodesk Architectural Desktop 2005

autodesk®

Preview Guide

Tired of working with time-consuming CAD-based drafting? Get more productivity with Autodesk® Architectural Desktop 2005. Designed specifically for architects and built on AutoCAD® software, Architectural Desktop's intelligent objects mean you can get productive right away. You can continue to use your existing ways of working while implementing increasingly powerful and effective features gradually, at your own pace. You get the productivity of automated documentation, the efficiency of intelligent architectural objects, and the flexibility of file-based collaboration.

Design, visualize, and document with Autodesk Architectural Desktop 2005—AutoCAD for architects.



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About This Guide

The Autodesk Architectural Desktop Preview Guide provides a quick overview of the product. It also emphasizes the key features in Autodesk Architectural Desktop that are currently available in Autodesk Architectural Desktop 2004 and Autodesk Architectural Desktop 2005. Key advantages of the product are also stressed so that as you begin using Autodesk Architectural Desktop you have a basic knowledge of the functionality and how to apply it.

This document is *not* intended to be a user guide. Autodesk Architectural Desktop has a complete help system that includes context-sensitive help. For specific product questions, please refer to the online help.

We encourage you to complete the training that is available for Autodesk Architectural Desktop users. Training can be received from your local reseller. Furthermore, a complete set of self-paced training tutorials is available in the Autodesk Architectural Desktop program or referenced from the Training section of the Architectural Desktop Product web page at www.autodesk.com/adt.

Immediate productivity for architects using AutoCAD

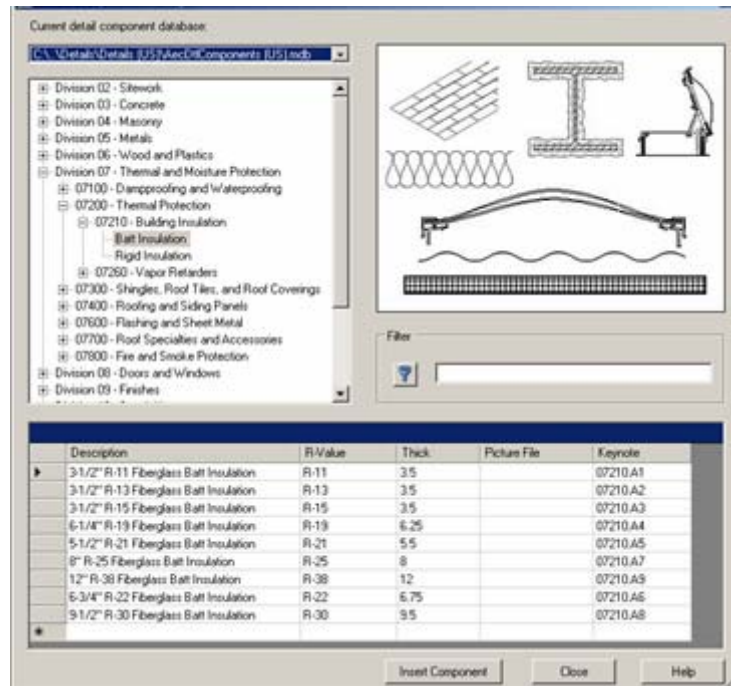
With intelligent architectural objects, such as walls, doors, and windows, which interact logically, Autodesk Architectural Desktop provides many tools that automate tedious drafting tasks. You can easily make changes directly in an intuitive workspace, providing a smoother means of design.

Details

Detail routines provide great productivity improvements and streamline the process of creating construction details. In this release, a robust library containing thousands of detail components is provided.

Since detail components are created as AutoCAD entities, they can be easily modified with AutoCAD editing tools while still maintaining intelligence.

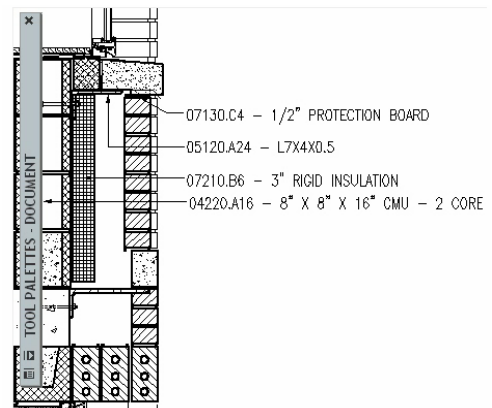
Additional editing tools provide a fast and easy means of editing detail components, hatching, and linework. Quickly set a group of components to a hidden linetype and thinner lineweight when they are being obscured by another element, easily modify the shapes of any components, intuitively trim and extend and much more.



Annotating and Keynoting

Reduce the time spent annotating construction documents with Annotation and Keynoting features that streamline the annotation process in accordance with project standards.

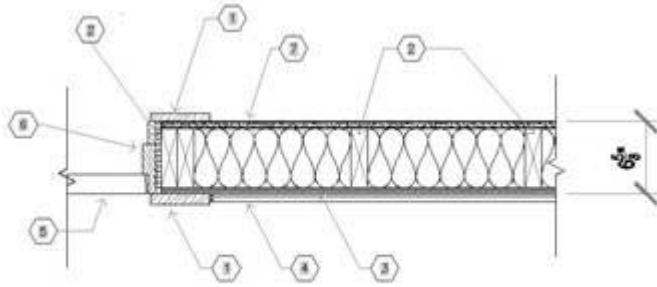
Since Keynotes are managed from Microsoft® Access databases modifying the note in the Access database will result in the full coordination of your construction documents as the note will be dynamically updated throughout the project.



Keynote legends can be automatically created and maintained using the Keynote Legend Tool.

Out of the box, Architectural Desktop provides a robust keynoting database in the standard Master Format organization. Additional standards will include UK content, as well as DACH, and Japanese.

SHEET KEYNOTES	
1	IMB
2	ZNB
3	1/2" PC/MOOD
4	1/2" CORRUGATED STEEL - 18 GA
5	1-3/4" SOLID CORE DOOR
6	4-1/2" WOOD DOOR FRAME - SINGLE SABBET
7	5/8" EPS/SM WALLBOARD



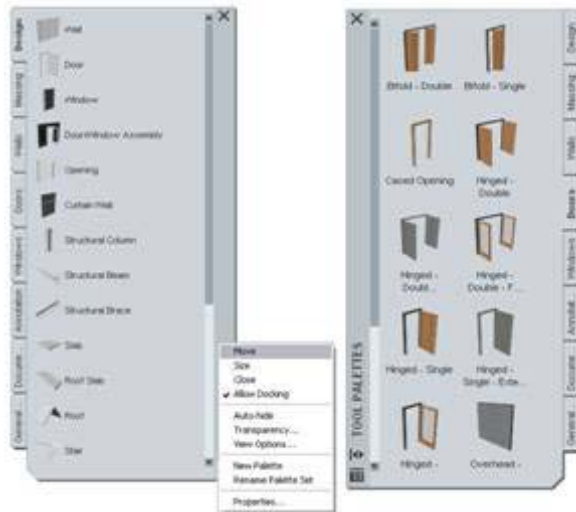
The User Interface

Autodesk Architectural Desktop's streamlined user interface is highly visual and intuitive. The user interface helps you reap productivity benefits from process-focused tools that make this release even easier to use. With less focus on dialog boxes, you can design directly in the workspace environment with easily accessible design tools via Tool and Properties Palettes.

Tool Palettes

Tool palettes provide instant access to a complete inventory of stock Autodesk Architectural Desktop design and documentation tools in one consistent user interface. Tool palettes even provide a graphic preview of each style.

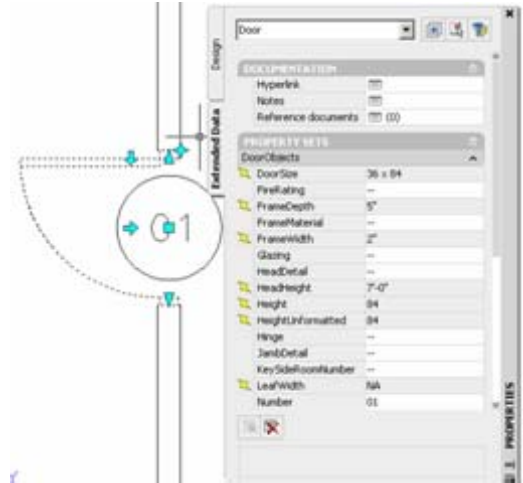
You can also create a set of custom tool palettes that address your specific design needs. For example, you can create a single palette to store a custom list of commonly used detail components. You can then group these tool palettes into project-based catalogs. Because tool palettes and catalogs both use i-drop® technology, they can be posted externally, either on an intranet, the Web, or the Content Browser, and accessed via drag-and-drop functionality.



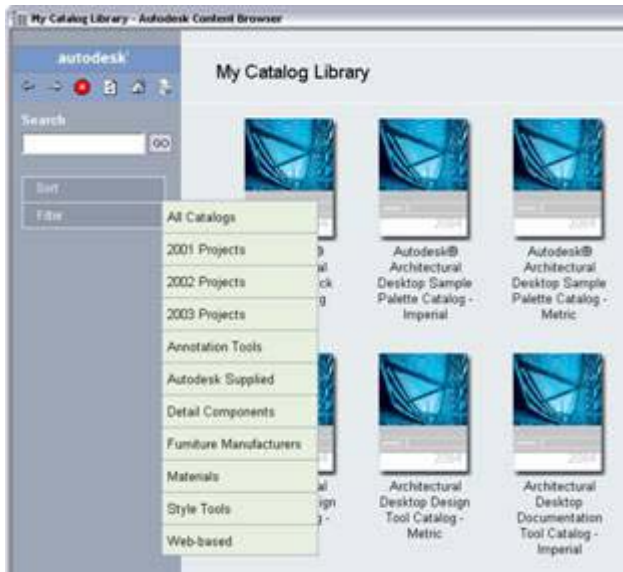
Properties Palette

The Properties Palette consolidates tools for adding and modifying building model objects into a single, consistent user interface. The Properties palette also provides a hierarchical display of design options, ranging from Basic to Advanced.

In addition, the Properties palette gives you access to two other key features: extended property set data, for scheduling purposes; and worksheets, for more design options.



Enhanced Content Browser



The Content Browser provides a central organized, location to disseminate project-based information, ensuring that every member of your design team has access to the most up-to-date tools.

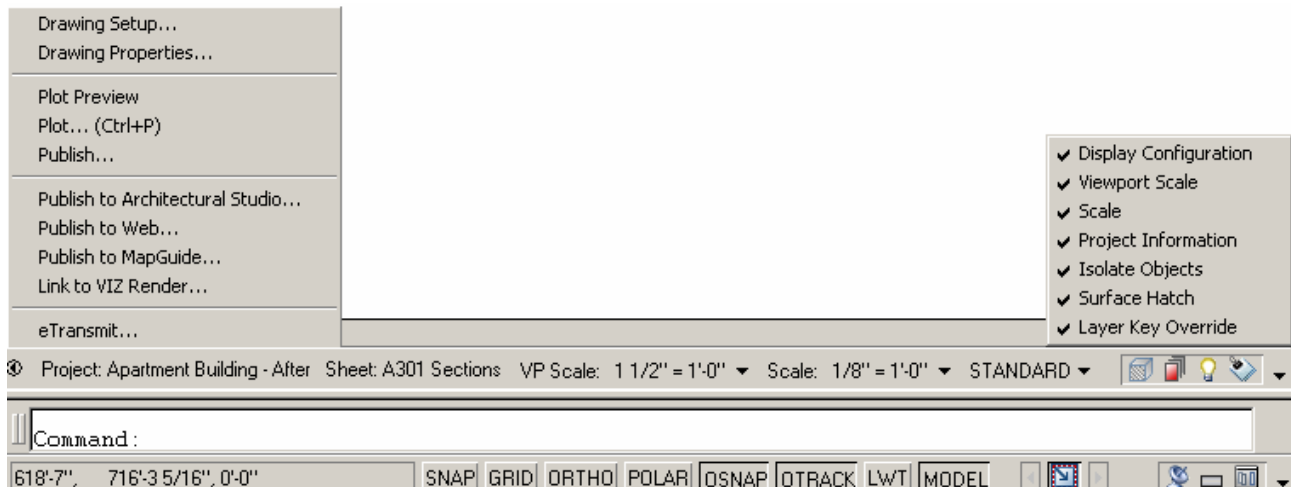
Improvements in this release include sorting and searching of valuable project data as well as the ability to publish catalogs to a central location for team access.

Drawing Window Status Bar

The Drawing Window status bar provides heads-up access to pertinent information and tools for the current drawing. You have one place to access the following:

- Drawing Menu – Provides access to Drawing Setup options, plotting, Etransmit, publishing to Architectural Studio, DWF™, and Autodesk Mapguide® software as well as linking to VIZ Render

- Project Information—Shows the project name associated with your current drawing, so you know that you're in the correct project or that you need to associate the drawing to a project. For more information, see "Drawing Management" later in this document.
- Sheet Name – Displays sheet number and name
- Display Configuration Information—Shows the drawing's current display configuration. This tool provides a centralized location to easily toggle to different levels of plan view detail. It also enables you to easily switch to other views of your design, such as Reflected and Presentation, providing even more control over display of your designs.
- Viewport Scale – Displays scale of active viewport
- Scale – Displays current model space scale
- Isolate Objects – Isolate or hide objects in complicated areas for easier viewing
- Surface Hatch Toggle – Toggle surface hatch on or off
- Layer Key Override – Change the default layer names specified by one or more layer keys
- Xref Manager—If a colleague revises a file associated with your current drawing via xref linking, the Xref Manager icon immediately alerts you, ensuring that you are working the most current view of your overall design.
- Communication Center—This in-product notification system keeps you up-to-date on service pack availability as well as information for Autodesk Subscription Program members, such as extension availability, product tips and tricks, and product support information.

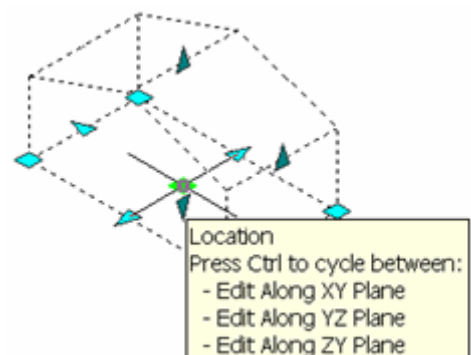


Enhanced Grips

With enhanced grip functionality you can make quick design changes directly in the workspace, without using dialog boxes. In a single click, you can perform design changes such as adjusting door widths and window heights, modifying wall rooflines, or reversing wall direction.

Moving objects with the location grip allows you to quickly toggle the plane of work (using the CTRL key) from the current UCS to either a YZ plane or XZ plane, making it easier to work in 3D.

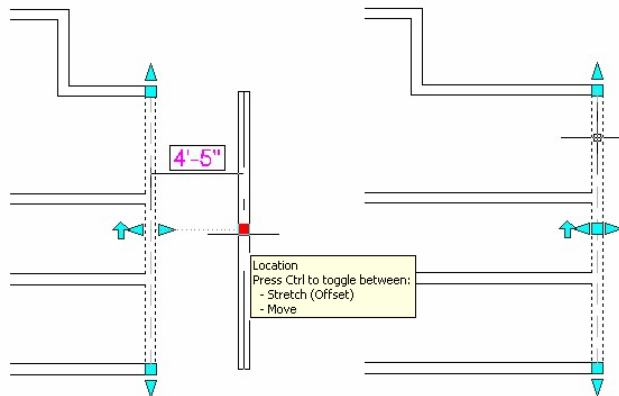
Tooltips indicate the function that each grip performs. When manipulating grips, dynamic dimensions appear,



ensuring that your changes are precise and accurate. With dynamic dimensions you enter values directly in the workspace, eliminating the need to enter data input at the command line.

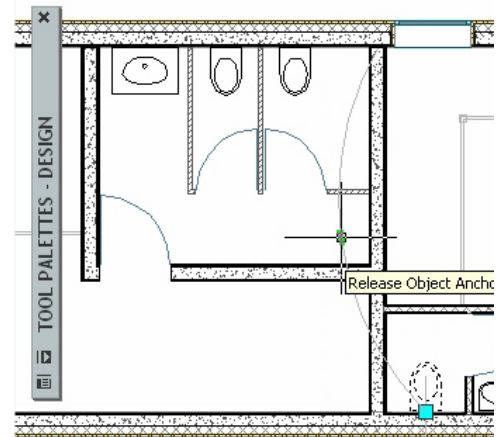
Grip Enhancements for Autodesk Architectural Desktop 2005 include:

- Cameras – Adjust eye level and view angle
- Sections and Elevations – Lengthen grips appear in Plan View and Height grips appear in 3D views
- Profiles – Convert profile lines to arcs and stretch midpoints for even more complex shapes
- Spaces – Adjust space height
- Walls – Walls remain connected when moved



Object Anchors

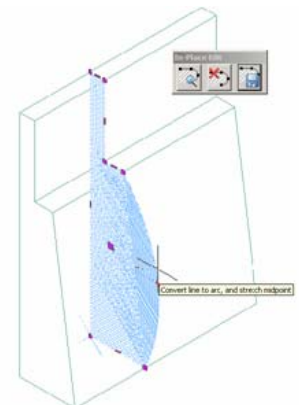
The Object Anchor attaches one or more AEC objects to another AEC object allowing the first object to move in relation to the other. Once anchored, these objects will display a leader to their parent object when selected. A trigger grip is provided to remove this relationship.



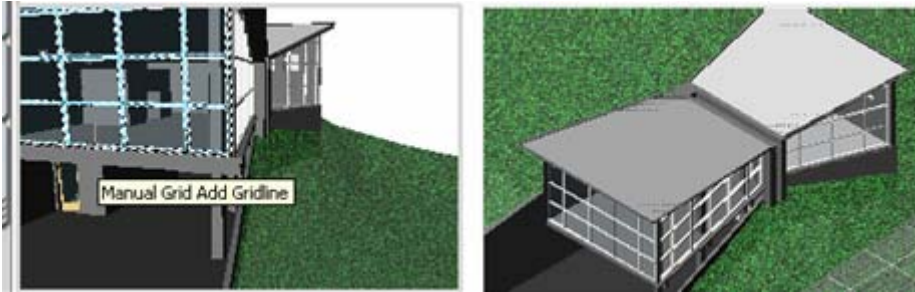
Edit-in-Place

Edit-in-Place functionality dramatically reduces the number of steps required to edit or create object styles, significantly enhancing design productivity. And because you can make design changes directly in the workspace, you stay focused on the task at hand, working fluidly with your designs.

Edit-in-Place functionality enables you to



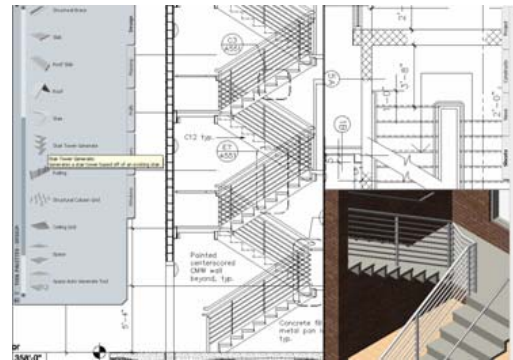
- Create custom profiles on the fly
- Customize existing object styles or create new ones on the fly
- Explore different design alternatives quickly and easily



Stairs

Stair design with Autodesk Architectural Desktop is flexible, making highly customized shapes easier to create. You can modify stair runs and landings separately, and create nonrectangular stairs or landings with tapered edges or a curved shape.

Stairs can easily be edited and reshaped by grips. Stairs support customized edges based on projection to Autodesk Architectural Desktop objects like walls and AutoCAD entities like polylines. Stairs also support sloping risers, used in concrete stairs.



These easy-to-use editing capabilities make it simple to explore stair design. And because stairs follow proper design codes, you can be confident that your designs are accurate.

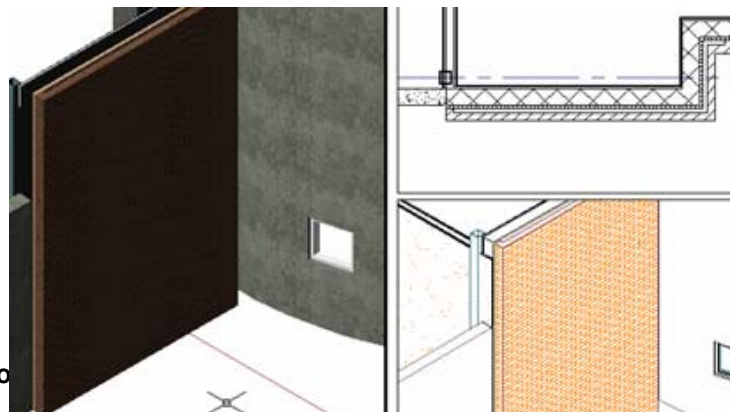
Stairs include the following functionality:

- Riser number display and multiple stringer types, including Saddled, Housed, Slab, and Ramp.
- Interference with walls and slabs—Automatic openings.
- Multi-flight stairs—Stairs can cross over themselves.
- Spiral stairs—Stairs can be greater than 360 degrees.
- Landing options—Stairs can start and end with a landing.
- Generate stair towers for multi-story buildings.

Materials

Materials provide graphic and non-graphic detail to your drawings for design, documentation, and visualization purposes.

Graphically, materials are comprised of bitmap images for visualization and



corresponding hatching for plan, elevation, and section views. They can be attached to AEC object styles and their respective components for even greater visual detail. For example, you can specify different materials for a multi-component wall or attach materials to a door's panel, frame, stop, and even glass components.

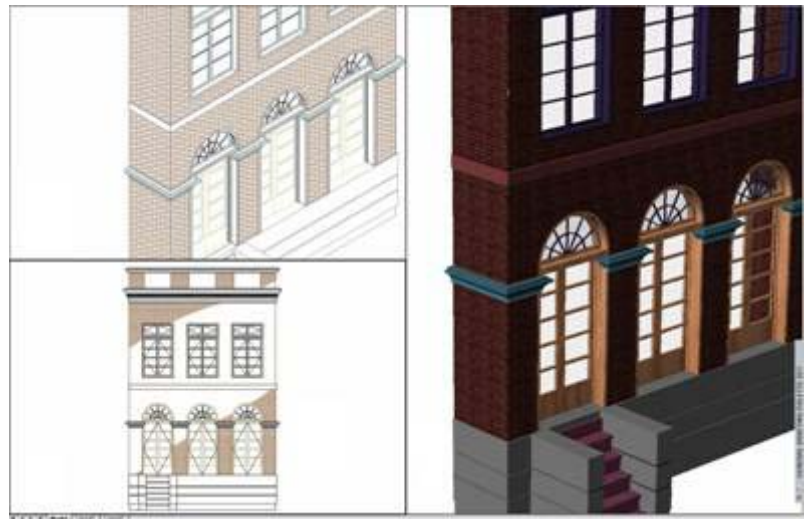
Materials also enhance construction documentation; they interact with Autodesk Architectural Desktop's keynoting functionality. And since materials are style-based, coordination among your designs and your construction documents is further enhanced. For example, if you change a material of a wall and its individual components, all section and elevation hatching derived from that wall's material also update.

Materials also streamline the way presentation graphics are produced. Materials automatically transfer to VIZ Render for visualization (see VIZ Render). At the click of a button, your Autodesk Architectural Desktop designs, complete with materials, appear in Autodesk VIZ Render for immediate rendering.

Sections and Elevations

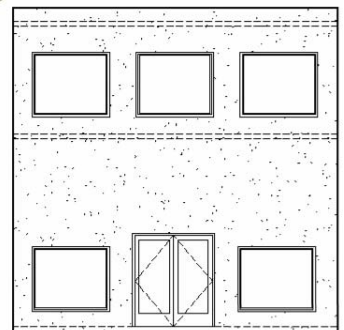
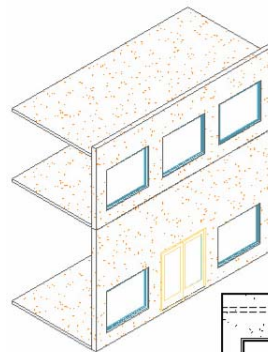
Sections and elevations are style based and remain consistent with your building model. When you make a change in your design, the sections and elevations update, so you save time and can be confident that your data is accurate.

Sections and elevations have a high capacity for detail. For example, sections and elevations can display hidden lines as well as user-defined linework, including other Autodesk Architectural Desktop objects and merged vector entities such as lines, polylines, arcs, and circles.



Sections and elevations include the following functionality:

- Edit Linework in Place—Select multiple lines for editing at once. Also, linework edits are automatically applied after sections and elevations are updated, so earlier edits are not lost.
- Integrated Section and Surface Hatching—When sections and elevations are generated from your model, the material assignments in your design automatically display the appropriate hatch patterns, eliminating the need to manually add hatch patterns.
- Material Boundaries— Define boundaries where you'd like the section and surface hatching to appear for presentation purposes. Simply draw a closed polyline over your section or elevation and convert it to a material boundary. With the boundary in place, you can either limit or mask out



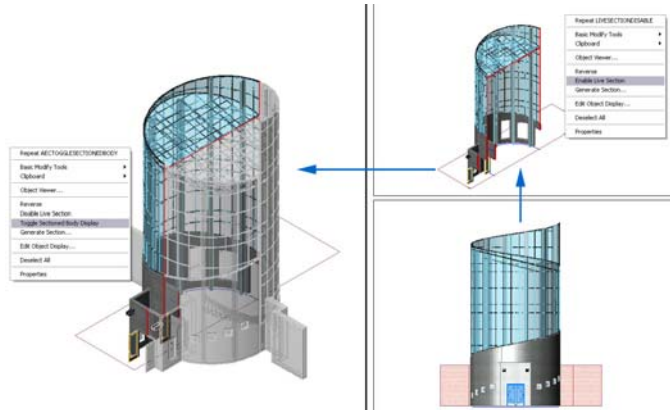
specific material hatching and linework. Material boundaries also support direct manipulation with its Edit-in-Place functionality. Simply edit the material boundary through grips, and the boundary hatching automatically updates.

- 2D Section and Elevation Rules – Control the display of hidden linework or merge common materials.

Live Sections

Live sections provide a good way to work on a limited area of a large model, with each design change reflected in real time in your designs. You eliminate tedious, manual updating of your designs.

Since live sections employ materials, they are valuable as a design visualization tool. Link a live section to VIZ Render and creating stunning presentations.



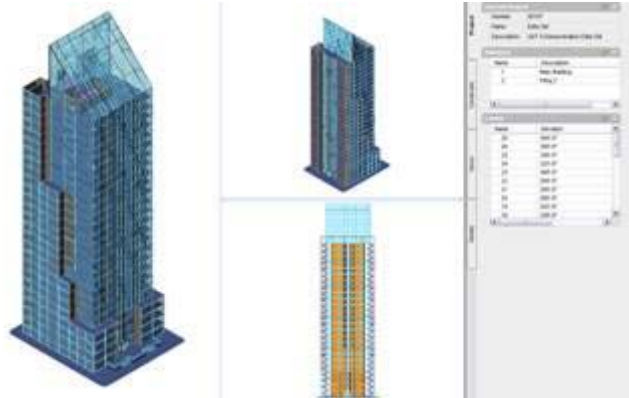
Greater efficiency in design workflow

Designs in Autodesk Architectural Desktop are coordinated with your construction documents. Architectural Desktop helps ensure that the work you do in design development is available for immediate use during the documentation process.

Since your designs are linked to your construction documents, coordinating changes is easier, making the documentation process more efficient by helping to reduce errors and omissions.

Project Navigator

With an emphasis on enhancing coordination through automated xref management, this feature formalizes and automates the processes relating to building model design and documentation. This feature provides automated tools that aid you in the management, viewing, and construction of your building model and documents.

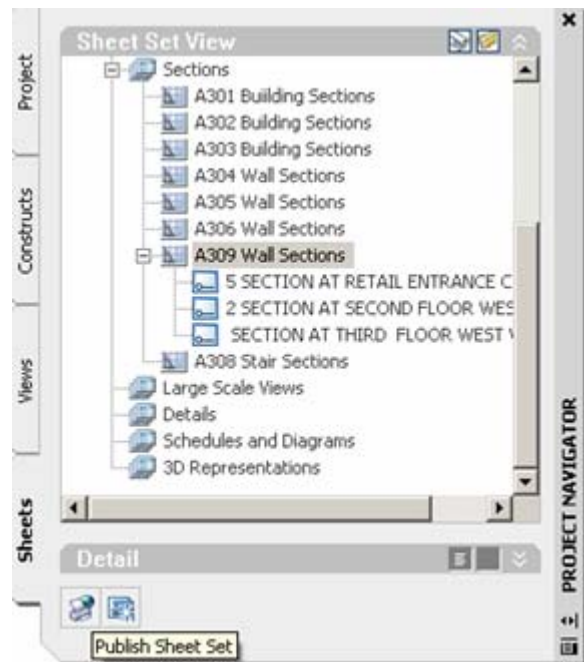
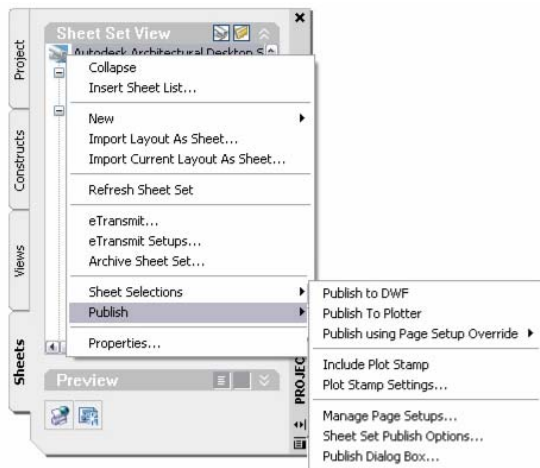


Because your project files are being managed with this feature, you can have consistency throughout all aspects of the project. You can be confident that everyone on your design team has a centralized project environment for accessing the most current documents, from project templates to sections and elevations.

The Project Navigator feature enables you to create and manage projects, create and manage levels, and automate sheet creation.

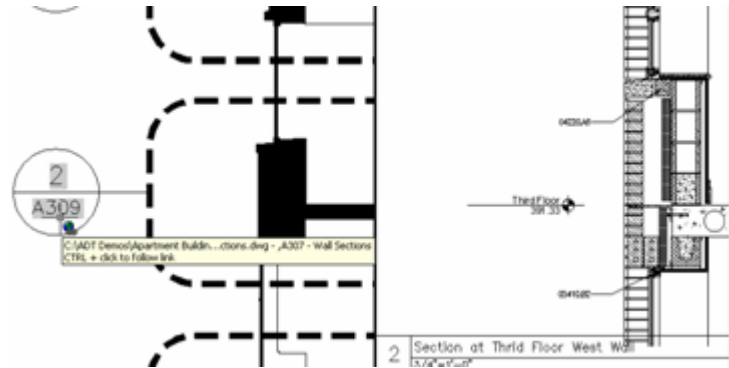
Sheet Sets with Project Navigator

With Sheet Sets, plans, elevations, sections, details, schedules, sheet numbers, sheet indexes, callouts, and general annotations are coordinated and resulting sheets can be fully managed, plotted, published, electronically transmitted and archived.



Callout Tools

These tools, accessed via the Tool Palette, quickly create detail call outs, section marks, and elevation marks. Callouts also integrate with the Drawing Management system and Sheet Sets in order to automatically create the views in the proper location, support the placement of resulting views in Sheets, and automate the linking between call outs, the appropriate section, elevation, and detail designation, and sheet numbers.



Schedule Tables

The scheduling features in Autodesk Architectural Desktop provide the ability to track any object in a drawing. Because schedules are dynamically linked to your design data, they automatically update as your design changes. You can easily create accurate schedules from the building model, making you more productive than ever. You can create schedule tables with page breaks, tag objects through xrefs, and create schedules of drawings, even of your completed building model.



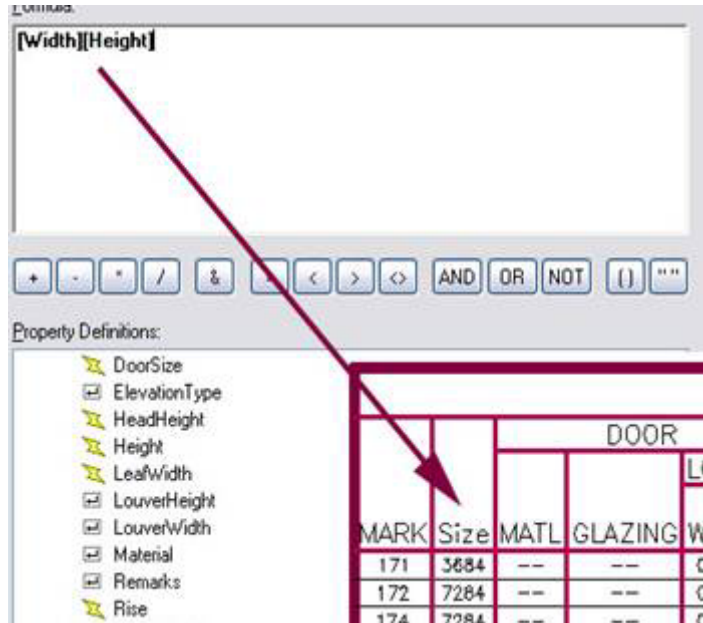
Mark	DOOR			Cost
	WD	HGT	THK	
235	3'-0"	6'-8"	1 3/4"	52.50
236	3'-0"	6'-8"	1 3/4"	52.50
237	3'-0"	6'-8"	1 3/4"	52.50
238	3'-0"	6'-8"	1 3/4"	52.50
239	3'-0"	6'-8"	1 3/4"	52.50
240	3'-0"	6'-8"	1 3/4"	52.50
241	3'-0"	6'-10"	1 3/4"	27.85
243	3'-0"	6'-8"	1 3/4"	52.50
244	3'-0"	6'-8"	1 3/4"	52.50
245	3'-0"	6'-8"	1 3/4"	52.50
246	3'-0"	6'-8"	1 3/4"	52.50
299	3'-0"	6'-8"	1 3/4"	52.50
				2094.85

Schedule Formulas

Use formulas and schedules to extract and report additional information about your building model. Formulas also enable you to control how this information is displayed in your schedules through concatenation (linked properties) and calculation functionality.

For example, you can create a formula that reflects a door's size simply by linking its width and height. In other words, a door with a width of 36 and a height of 84 is shown as 3684 in the Size column of your schedule table.

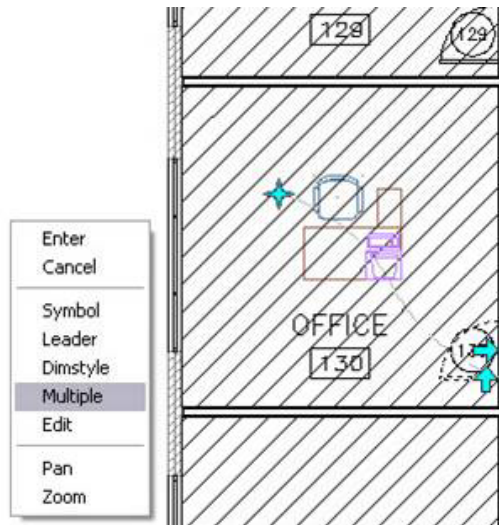
Using formulas as a calculation tool, you can extract even more useful data. For example, you can use formulas to determine the area of a wall. If you combine formulas with materials, you can easily calculate cost estimates.



Location Properties

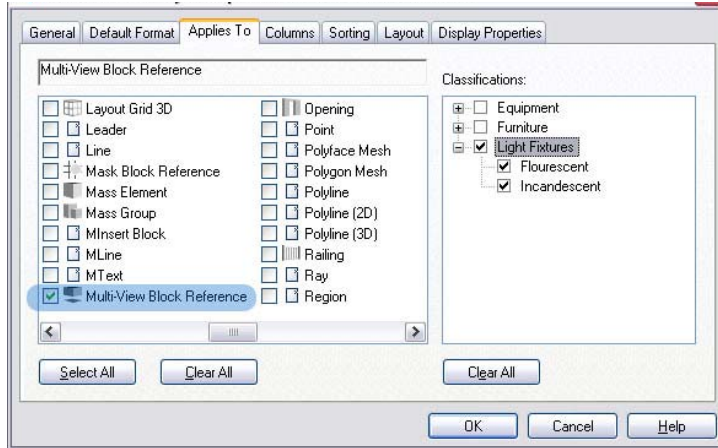
Location Properties provide both graphical and non-graphical data for scheduling purposes. For example, you can assign doors to spaces or areas that represent rooms. With the location property in place, door numbers are automatically generated and based upon the room number.

Use Location Properties to link doors to room numbers for enhanced tagging



Classifications

Use classifications to give you even more precise schedules. When layer filters don't provide enough control, use classifications to create detailed schedules of blocks and other AEC content such as furniture and equipment. For example, if you wanted to create a schedule of chairs that are listed on the layer A-Furn, you can do so quickly and easily without including other objects such as desks that are also on that layer.

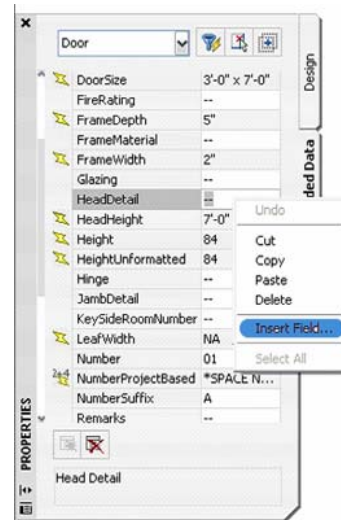


Use Classifications to categorize and schedule generic content

Field Codes

Field Codes allow you to add you to add linkable references to schedule data. For example, you can place references for head, jamb, and sill details of door by placing predefined field codes, such as View Number and Sheet Number (i.e., 3/A9.1), directly in the schedule table itself.

Still using the example of the detail reference in a door schedule, once the schedule table is generated, Field Code information is displayed and accompanied by a standard hyperlink tool tip. When activating the hyperlink, the detail drawing sheet is automatically opened to the associated view.



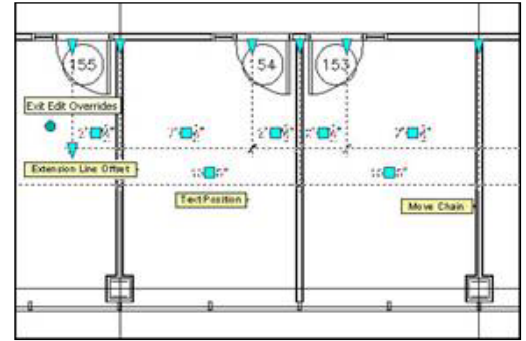
DOOR SCHEDULE												
DOORMARK	SIZE	TYPE(2)	THICKNESS(3)	CONSTRUCTION(4)	GLAZING(6)	RATING (7)	FRAME(8)	DETAIL			REMARKS / MANUFACTURER	
								HEAD	JAMB	SILL		
D001	-	-	-	-	NONE	-	-	-	-	-	-	EXISTING TO REMAIN
D002	3'-0" x 6'-8"	A	1 3/4"	HC	NONE	N/A	WD	-	-	-	1	
D003	3'-0" x 6'-8"	A	1 3/4"	SC	NONE	N/A	WD	-	-	-	1	
D004	3'-4" x 7'-8"	A	1 1/8"	A	NONE	N/A	-	1/A9.3	-	-	-	N/A
D005	3'-4" x 7'-8"	A	1 1/8"	A	NONE	N/A	-	1/A9.3	-	-	-	N/A
D006	3'-0" x 6'-8" 3'-2" x 6'-10"	B	1 3/8" 1 3/4"	SC	NONE		WD	7/A9.2	7/A9.2	7/A9.2	4	
D007	3'-0" x 6'-8" 3'-2" x 6'-10"	B	1 3/8" 1 3/4"	SC	NONE		WD	8/A9.2	8/A9.2	8/A9.2	4	View: 213-A9-02.dwg/Door Jamb Detail
D008	3'-0" x 6'-8" 3'-2" x 6'-10"	B	1 3/8" 1 3/4"	SC	NONE		WD	9/A9.2	9/A9.2	9/A9.2	4	CTRL + click to follow link

AEC Dimensions

AEC dimensions give you the ability to automatically create associative dimensions for your designs. Because the dimensions are associative, they update as your designs change, saving you time and eliminating the tedium of updating dimensions manually.

AEC Dimensions have the following functionality:

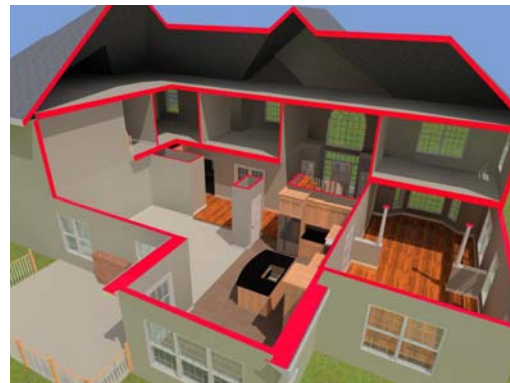
- Support column grids.
- AEC Dimension wizard helps create other dimension styles.
- Support AutoCAD linework (lines, polylines, arcs, circles)
- Dimension objects through xrefs.
- Override text and linework



VIZ Render



With 3ds max[®] 6 technology at its core and featuring fully automated data linking, VIZ Render provides a visualization solution that is effectively integrated into the Autodesk Architectural Desktop environment, enhancing design workflow.



Simple and easy to use, VIZ Render provides a streamlined, interactive environment for exploring material finishes and lighting while also offering a range of rendering and presentation options for communicating and marketing design intent.

Flexibility in implementation and use

For architects currently using AutoCAD, Autodesk Architectural Desktop's file-based approach to design and use of intelligent building objects immediately enhances productivity while providing a familiar design environment consistent with your current standards and practices.

Installation and Deployment Improvements

An improved Network Installation wizard now gives you the flexibility of pointing content and support files to a centralized location, for both network and single-user installations, making it easier to control and manage content. The wizard gives you the option of installing content and support files to a central location, various locations, or directly on the computer where the product is being installed, according to your best practices. Additional desktop shortcuts can also be created during installation including an AutoCAD-only shortcut for those users wanting to launch Autodesk Architectural Desktop as the basic AutoCAD application



Integration of AutoCAD 2005 Features

Since Autodesk Architectural Desktop is built on the latest version of AutoCAD software, Architectural Desktop 2005 users will get the added benefit of all of the features that are currently available in AutoCAD 2005.

Layer Manager

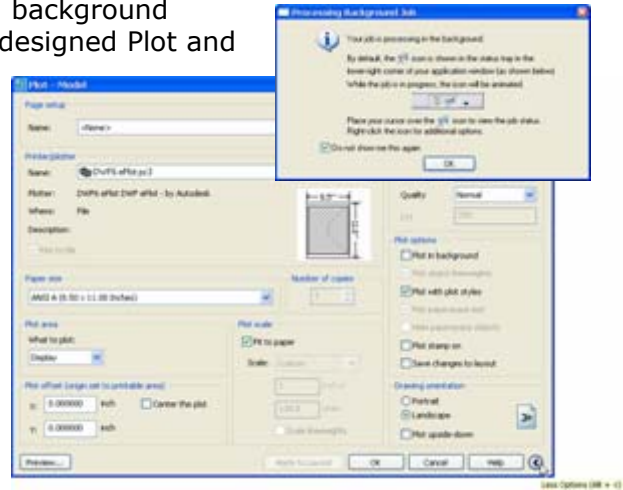
The space-saving design of the Layer Manager provides greater functionality in a more intuitive interface. You can provide a description for each layer, and you can immediately apply any layer changes without closing the Layer Manager. If you right-click the column headings, you can quickly maximize columns based on content. Any changes you make to the display of columns remain the next time you access the Layer Manager. One of the most noticeable changes in the Layer Manager is the Filter tree view control that enables you to group layers using filters. Filters for xref layers are automatically created and displayed in the tree view. Using layer filters, you can easily control layer visibility for all layers in a particular filter group.



Plotting Enhancements

Whether you publish your designs to DWF file format or to paper, with Autodesk Architectural Desktop you can continue working in the drawing editor while Architectural Desktop plots in the background. You can control background plotting, which is enabled by default, from the redesigned Plot and Publish tab of the Options dialog box. To ensure that your plots were successfully completed, Architectural Desktop can automatically create a log file listing comprehensive plot details, including start time and date, completion time and date, and final status. The log file stores cumulative plot information from multiple plot sessions. You can specify the location of the log file using the Files tab of the Options dialog box.

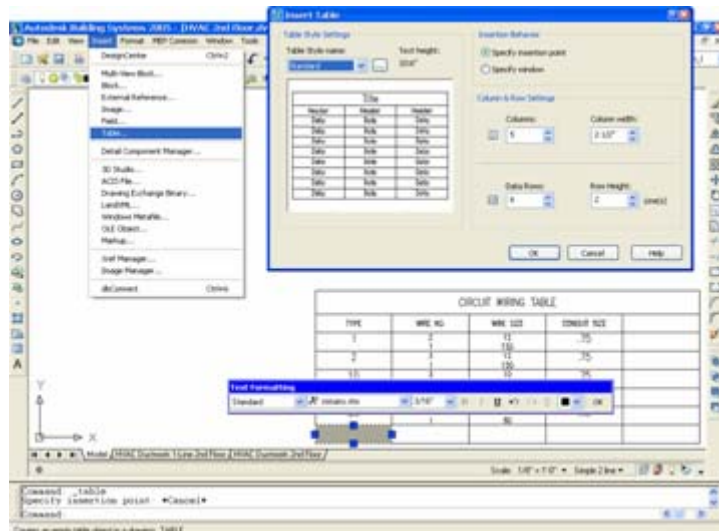
Architectural Desktop offers a simplified Plot dialog box similar to the Page Setup dialog box. You can display the Plot dialog box in collapsed mode for easy access to the most frequently used plot controls.



Tables

Tables are a fundamental part of any set of drawings, and with the new table functionality in Autodesk Architectural Desktop, you can increase your productivity by automating the tedious task of creating and maintaining tables. The new Table objects are flexible in their appearance, and are based on table styles. With an interface that is similar to the Dimension Style dialog box, the Table Style dialog box enables you to set the current table style, create new table styles, and modify or delete existing table styles. Populating tables is easy with intuitive keyboard functionality that enables you to enter data and navigate around the table, and grips provide a quick and easy way to modify the table location, column width, and row height.

Tables are also interoperable with Microsoft® Excel and other database spreadsheet applications. Table data can be directly copied from Excel and converted into a table object while maintaining formatting from the original spreadsheet. And if you want to use the table data you create in your drawings in other applications, you can easily export the table data to a comma-separated value (CSV) file format.



Enhanced Collaboration

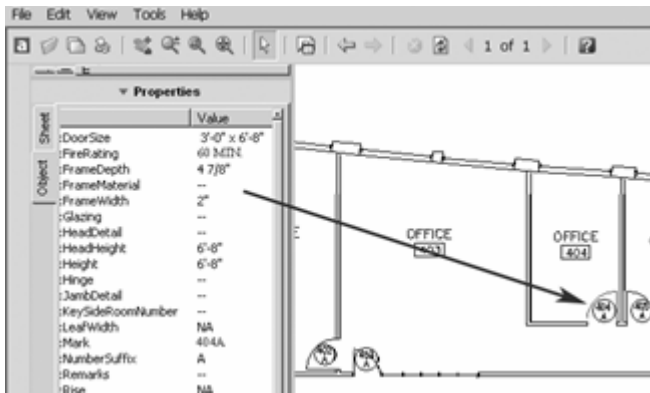
Because Autodesk Architectural Desktop is interoperable with other Autodesk building design solutions -- such as Autodesk® Building Systems and AutoCAD software -- as well as third-party applications that address specific needs -- such as estimating, structural design, and facilities management -- you can be sure that extensive tools and solutions are available for you and your extended design team to get your project done efficiently.

Publish to Autodesk Mapguide

Need instant access to building model and resource information? You can also convert pertinent design data contained in Autodesk Architectural Desktop drawings into informative and interactive facility maps using Autodesk MapGuide software. With this tool, engineers can provide additional support to other industry professionals, such as facilities managers, who are using Autodesk MapGuide software to give them quick access to building areas and their corresponding resources.



Publish to DWF

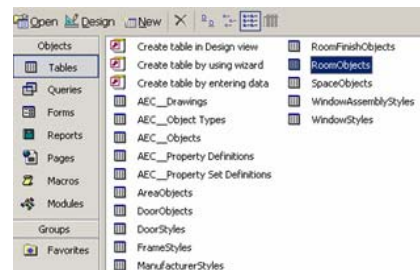


By publishing DWF (Design Web Format™) files, you can publish non-graphic information as well as design graphics, making your design intent clear to anyone who reviews the document. With the click of a button, you can view pertinent non-graphical data such as a door's fire rating or a room's square footage using Autodesk® DWF Viewer. Since it is DWF file format, members of your design team can review and redline the files, making DWF an efficient means to distribute and share data. And with Autodesk® DWF Composer and the new

Markup Set Manager feature you view and manage the DWF files directly inside Autodesk Architectural Desktop enabling you quickly and easily verify design corrections.

Export Property Data

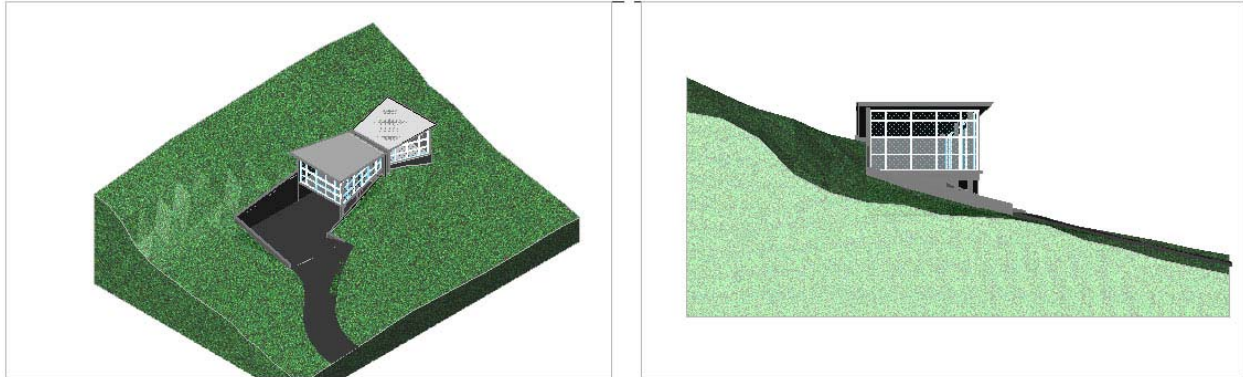
With the Export Property Data feature, it is very easy to get information such as the amount of material required for a project. You can export scheduling data in Autodesk Architectural Desktop drawings to Microsoft Access, where it can then be viewed, sorted, queried, and even imported into



other applications to perform specific tasks, such as cost estimation.

Import LandXML

Use the Import LandXML feature to get a clear picture of how a site's terrain may affect your design. Simply import LandXML data from a civil application, such as Autodesk® Land Desktop, and Autodesk Architectural Desktop can create accurate digital terrain models, so you can accurately understand the details of the building site without having to redraw it.



Work With AutoCAD Users

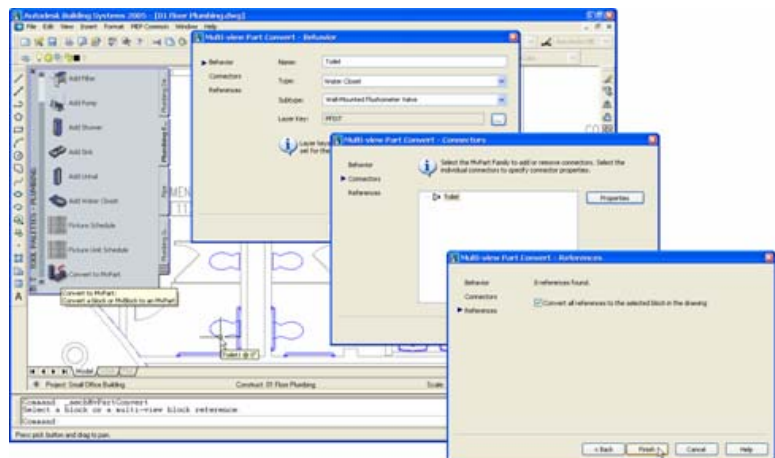


The Export to AutoCAD feature “flattens” the your Architectural Desktop designs to basic AutoCAD entities, making it easy to collaborate with those members of your design team who may not be using Autodesk Architectural Desktop software.

AutoCAD 2005 is also object-enabled right out of the box, meaning that AutoCAD 2005 users can open your designs without having to use an object enabler.

Work With Autodesk Building Systems Users

Coordination among design teams has never been easier. Autodesk Building Systems users can use structural members to visually check for interferences in their models, improving the accuracy and integrity of designs. Autodesk Building Systems 2005 users can also take advantage of the new MvPart Convert feature in Autodesk Building Systems 2005 to convert 2D blocks, such as Architectural Desktop plumbing fixtures, into Building Systems parts that logically connect, enabling effective use of your 2D architectural drawings.



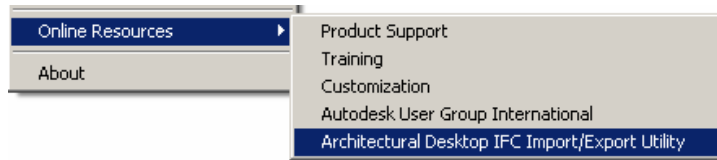
Third-Party Support

Extensive third-party applications worldwide, which run directly in Autodesk Architectural Desktop or side by side with it, extract and use the intelligent data created by Autodesk Architectural Desktop and address many needs, including facilities management, cost estimating, and other niche uses.

If you have professional software developers on staff, we have the Autodesk Developer Network (ADN) to meet your special support needs. The ADN program provides resources whether you're developing custom applications or tools for internal use, providing consulting and system integration services, performing research, or writing or publishing learning materials.

Export IFC 2x

IAI certified IFC2x partner plug-in makes data exchange possible with applications that can import IFC data. To get more information or to download this plug-in, please visit <http://adt2005.inopso.com>.



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