

Rendering with Indigo from Vectorworks.

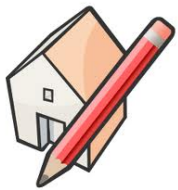


Step 1:
Open your Vectorworks model.

Step 2:
Select "File" - "Export..." - "Export as 3DS"

Step 3:
Click "OK"

Step 4:
Save as "Vectorworks_blah_file.3ds" on the Desktop



Step 4:
Open Google Sketchup

Step 5:
Select "File" - "Import..."

Step 6:
Select the "Vectorworks_blah_file.3ds" file from the Desktop
Click the "Options" button, make sure the scale is correct (Usually millimeters)

Note: You may need to change the "Files of type" to "3DS Files (*.3ds)" in the import dialog box.

Step 7:
Set a view using the Sketchup tools.
Some decent tools are under "View" - "Toolbars" _ "Walkthrough"

Step 8:
Click the Indigo Render button.
Or select "Plugins" - "SkIndigo" - "Render Scene"



Step 9:
After Indigo loads up, click the "Render" button.

Hints and Tips:

+ Dont be scared to play with different options, you can always undo, or go to a previous version you have saved.

+ You can change the render image size via the "Plugins" - "SkIndigo" - "Render Settings" dialog box.

+ Change the shadows settings via Sketchup: "Window" - "Shadows"

+ If you have glass, you can render it (look for tutorials online), but often its easier to simply delete/turn it off/hide it