The Cube - Landscape

An exemplar project demonstrating the development of a landscape model, from importing shape files through to highly detailed sections, within a single software platform - Overview

Project Introduction

001. Introduction
002. Location – Central London – Promap Aerial Photography
003. General aim: creating a highly detailed model for understanding and analysing the context

Creating the site model

004. Inserting .shp file with Topographic Points from survey (3D Locus point, X, Y, Z)
005. Create site model tool
006. 2D visualisation of the site model
007. 3D visualisation of the site model

Creating the buildings

008. Importing .shp file about Topographic Areas (infrastructures, buildings, natural areas, etc.)
009. Report about the data contained in the file and retained by Vectorworks
010. Modify by record – automatic tool for applying a specific set of operations to the drawing (ex. attributing colour values to polygons according to specific values of a record field)
011. Visual result of "modify by record"
012. Creating buildings with "Massing models"
013. Set of parameters contained within the "Massing models"
014. Creating a Massing Model (right click on a polygon, "Create object from Shapes")
015. Creating a Massing Model (select "Massing model" from dropdown menu)
016. Final result

Creating other landscape objects

017. Creating roadways ("Roadway custom kerb" option)
018. Rise value (for slanted roads)
019. Creating pavements ("Hardscape" tool)
020. Adding final details, through 3D objects from VW libraries
021. Clip Cube tool: creating live section of the model
022. Clip Cube tool: selecting the preferred section
023. Zoom in
024. Final section with added 2D details