

ArchiCAD urban design suggestions:

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From R. Mellin

Instead of constructing monolithic opaque blocks for your urban design proposals, consider simple techniques using translucent slabs, walls, roofs, and columns that you can easily multiply using the multiply tool. In the materials settings dialogue box I make copies of the ice materials, then add different colours to renamed duplicates of this material. Careful to match the rendering of the material to the internal rendering engine (Lightworks dialogue box). Before you do this, set up the material's translucency in the internal engine dialogue box.

Here is a rendering of an axonometric of a quick 3D speculative housing block I made in about 15 minutes (using just slabs and columns). The image after this shows a perspective with a photo of Five Roses in the background. If I had taken a bit more care with the unit sizes, and the setup of the lighting, this image would have been better.

Working in this way gets you closer to the character of a blurred hand-drawn sketch, and you should not worry about accuracy or mistakes with these digital "sketches." Multiple, sometimes overlapping, juxtaposed blocks can sometimes approximate the character of the design you aspire to. It is a lot faster to model variations digitally compared to the workshop, and you should experiment with form and technique, keeping in mind possibilities for enhancing urban form with your interventions.



