MASTERTEMPLATE QUICK TUTORIALS – Part Three - Starting a Project in MasterTemplate

I've customized the company logo on the layout sheets and cleaned up the links earlier for the MasterTemplate. So I am now in a position where I could actually start using this. I am going to go ahead and save a copy of this as my own MasterTemplate version. So here we are in the same folder, and I want to make sure that I am saving this as a template file. [0:00:34]

So we go and look for ArchiCAD Project Template, .tpl. When we do the Save As command, and I am going to rename this slightly to say "BCG MasterTemplate". I will just take out the "USA MasterTemplate 13 Template". [0:01:05]

So I now have this saved as a .tpl file that I will use for starting a new project. The first time I want to start a new project, I will go to the File menu and say New. And go to the New command on the submenu. And choose "Use a Template" for the new project. And the first time, I will need to go browse for the template because I've never used it. And I am going to go find wherever the folder is for the MasterTemplate. [0:01:43]

Then pick in this case my customized version, the BCG MasterTemplate. I will select that, and at this point the custom MasterTemplate is shown in the popup menu as the template being used. It will remain there in the future as the default template. So we won't have to go back and find it anymore, it will just be listed in the popup menu. [0:02:09]

So at this point, I am closing the editable copy of the template and starting a new project based on the template. So you can see ArchiCAD will close this up and then it will reopen the file. And after it opens the file, it will change the title at the top of the screen to "Untitled". That means that after I start doing some work, and I say Save, it will say, "Okay, what name would you like to give this?" [0:02:41]

At that point, I can choose the name of the project and proceed with design. When I get the warning about updating drawings, I can ignore that, because I am not about to print, so I don't need to update all of the drawings. But I shouldn't get any other error messages when I open up the template since everything has been relinked properly. [0:03:10]

So I will go now - notice that it says "Untitled" here. I am going to go and delete this building along with the other placeholder elements. When I activate groups, they are all selected and I can delete them. I will open this up a little wider, and let's take a look at the interactive legends worksheet. I would like to go and get some simple modeling elements, which brings up the area for selecting basic wall types, slabs, and roofs. [0:04:00]

And when I zoom in, I will say that I would like to get a 2x6 exterior wall, and I will use the eyedropper to pick that up. If you are not familiar with the keyboard shortcut I am using, it's Alt on Windows or Option

on Mac. You can use the eyedropper here to pick up the parameters. And I will go back to the preliminary design view, and I will start to draw this wall. [0:04:24]

I will choose perhaps to do a sequence of walls, and perhaps I will type in a value of 20', 8', whatever distances are appropriate. Let me zoom in. so now I have a few walls. I am going to go back to the interactive legends worksheet, and say that I need to get an interior wall. So I will use the eyedropper again, and pick up the settings for a 2x4 interior wall. Go back to preliminary design. So I am just going back and forth between these two views, preliminary design and interactive legends worksheet. [0:05:03]

Now of course I could go and measure where this is, but I am going to do this quickly visually, just go give you a sense of the work flow. So I have now created some interior walls. I will go back to the interior legend worksheet, and use this popup here to choose for openings, doors. Now these doors are all quite similar looking, but if you look at them carefully, you will see that some have thresholds, some do not. [0:05:35]

Some have casings, some do not. You can see the difference here. Some have a wide frame, some have a narrow frame. I am not going to use the eyedropper to pick things up here, because that is actually a line drawing. I am going to use the eyedropper to pick it up from the door in this area here. And you will notice that it changes to the door tool. [0:05:57]

So now I am going back to the preliminary design, and I will pop in a door. And for our demonstration purposes, I will use the same type of door for the interior as well. I will go back to the legend worksheet, and from this popup here, take the windows. I will choose a window type here and go back to design view and pop this in. And of course I could measure where this is, but I want to just demonstrate the concept here. [0:06:34]

If I would like to look at what I've got in 3D at any time, I can look in 3D axo view, and you can see that it will generate the little bit of a model that I've got. I can spin around this. And if I say 3D perspective view, you can see that I can look at what I've drawn in perspective as well. So I've mainly been going back and forth between preliminary design and interactive legend to get my kit of parts, but I do have these other two views set up to go for saving it in 3D. [0:07:16]

Let me just develop a little bit more with the interactive legend for doing some more parts. I'll get a cabinet. So I will go to the objects and lamps here and pick a kitchen cabinet here by using the eyedropper on that. I'll go back to the preliminary design. Now if I scroll down a little bit here, I want to put it in this corner, but it may not be facing the right direction. You will notice how it's coming down. I'd like to put it up above the corner. [0:07:53]

So I might want to switch my insertion type or geometry method to rotate it. And then when I click on that corner, I will be able to just rotate it around. If I go back to the interactive legend to the same area, perhaps zoom in, maybe I want to get a connecting cabinet here. So I can use that. Go to the preliminary design and click to place that. And perhaps I'll place a sink. [0:08:27]

So we'll go with this one. So now if I go back to the 3D axo view, you can see that I've been able to put in several cabinets very quickly. So let me go in and go to the legend for some furniture. And I will just grab this chair and go back to preliminary design and pop it in. [0:09:23]

Now you will notice that we've been working only in preliminary design and the interactive legend worksheet and a couple of times I've gone to 3D here. Now if I go to first floor plan and I go under the floor plan views, which are part of the construction documents set, then I am going to see when I turn on the first floor plan that the furniture goes away, because we don't show movable furniture on the construction drawing floor plan. [0:09:55]

And we are seeing the grid line here show up. If I zoom out a little bit, you will see that we've got some grid lines that are not turned on when you are in preliminary design, because it maybe is not appropriate to put the grid until we actually have worked out some of the construction things. So I am just going to move this grid line into place, perhaps this one should be here. [0:10:28]

We can have the grid lines wherever they need to be. And this is one way that you might actually work with them is to place them after the fact along the building. We of course could create grid lines based on certain distances to begin with and build the building based on that construction grid. Now we are in the first floor plan, we go to reflected ceiling plan, and you will see how the doors and windows change. The other elements will disappear if it's appropriate. [0:11:07]

We go to let's say the furniture plan, and you can see how in the furniture plan we're seeing both the movable furniture and the fixtures and cabinets as well. We are already starting to get some information here. If I go to the west elevation, instead of it being the placeholder building, it's going to now be the new building design with the grid actually placed where those grid marks are on the floor plan. [0:11:51]

If I go to the south elevation, you will see that it updates as well. And there the grid has been placed precisely on those views. So the MasterTemplate starting of the workflow involves working in the preliminary design view, where we are seeing just the modeling information. And the interactive legends where we can go pick up from our kit of parts. And we have quite an extensive one. [0:12:25]

If we use the "All" command here, then we will see the full extent of all the interactive legends. When I go to the 3D axo view, we are going to have a 3D view of just the model that has been worked on. And the 3D perspective view likewise here. And our construction document plans, whether it's floor plan or reflected ceiling plan or furniture plan or any of the other variations, they turn things on or off as appropriate and change the model view options to show the doors and windows differently. [0:13:04]

And we have our elevations and other construction document views starting to take shape. So that is the beginning workflow of using the ArchiCAD MasterTemplate version 13.

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