

## MicroStation Everything 3D Parts 1 & 2

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### Main topics Days 1 & 2 Everything 3D (Part 1)

- 3D view control and display styles
- Accudraw in 3d
- Basic 3D tools
- Conceptual Modelling
- Constructing and editing solid Models
- Solid Modelling utilities
- Setting up and using ACS
- Working with 2D reference files with 3D models
- Dynamic sections
- Creating 2D output drawings

You will be able to.....

- Manage and control 3D models
- Use accudraw in 3D controlling alignments and drawing planes
- Create and edit 3D Solid models
- Create Dynamic views and sections for 2d Sheet views

for days 3 and 4, if you wished to continue, the main topics would be:

### Main topics Days 3 & 4 Everything 3D (Part 2)

- Surface Modelling
- Meshes
- Feature Modelling
- Setting up and editing camera views
- Controlling Walk through and Fly through
- Controlling Model Lighting
- Adding and creation of render materials
- Applying and editing Materials
- Rendering with Luxology
- Creating 3D PDF outputs

You will be able to.....

- Work with surfaces and meshes
- Create and edit MicroStation Feature models
- Set up camera views and walkthroughs
- Add and create materials
- Control global and individual lighting of model
- Render and output raster images