



**ASM Techbase  
presents**





**ADDING  
AND USING  
SURFACE  
CONTAINERS**

The screenshot shows the ARCHICAD interface with the Library Manager dialog box open. The dialog box has a tab labeled 'Embedded Library' and contains a table with the following data:

Name	Location	Size	Status
Embedded Library		0 bytes	
ARCHICAD Library 22	C:\Program Files\GRAPHISOFT\ARCHICAD 22\ARCHICAD Library 22	628 MB	

Below the table, there is an 'Add' button highlighted with a red box. To the right of the 'Add' button, there are icons for 'Library loaded from:', 'Placed objects:', and 'Placed instances:'. The 'Placed objects:' and 'Placed instances:' fields both show '0'. At the bottom of the dialog, there is a 'Reload & Apply' button and a status bar that reads 'All library parts were loaded successfully'. The background shows a 2D architectural plan of a wall with a blue dashed line indicating a section cut.

Look in: FREE SAMPLES

Name	Date modified	Type	Size
Free Brick Sample.lcf	31/03/2019 10:29 ...	LCF File	84,156 KB
Free Floor Wood Sample.lcf	31/03/2019 10:30 ...	LCF File	51,703 KB
Free Siding Sample.lcf	31/03/2019 10:30 ...	LCF File	880 KB

File name: Free Brick Sample.lcf

Files of type: All Available Library Files (\*.pla;\*.ppa;\*.pca;\*.lcf)

Open Cancel

Library loaded from:

Placed objects: 0

Placed instances: 0

All library parts were loaded successfully

Reload & Apply Cancel OK

Design

- Wall
- Door
- Window
- Corner-Wi
- Column
- Beam
- Slab
- Roof
- Shell
- Skylight
- Curtain Wi
- Morph
- Object
- Mesh
- Railing
- Stair

Document

- Dimension
- Level Din
- Text
- Label
- Fill
- Line

By Building Materials

Top: 1.0  
Home: 0.0

Adding a container

- Stories
  - 3. ROOF
  - 2. SECOND FLOOR
  - 1. FIRST FLOOR
  - 0. GROUND FLOOR
- Sections
  - S-01 SECTION (Auto-)
  - S-02 SECTION (Auto-)

Properties

0. GROUND FLOOR

Settings...

0. GROUND FLOOR (...)

Reference:

Active:

000 - SHOW AND UNLOCK ...

1:100

Entire Model

04 MODELLING

03 CONSTRUCTION

No Overrides

06 SHOW ALL ELEMENTS

00 AUS DEFAULT

62%

0.00°

The screenshot shows the ArchiCAD software interface with the Library Manager dialog box open. The dialog box has two tabs: 'Libraries in Project' and 'Embedded Library'. The 'Embedded Library' tab is active, showing a table of libraries. The table has columns for Name, Location, Size, and Status. The 'Embedded Library' is selected, showing a size of 0 bytes. Below the table, there are buttons for 'Add...', 'Refresh', and 'Info'. To the right, there are fields for 'Library loaded from:', 'Placed objects:', and 'Placed instances:', each with a 'Reload Needed' status. At the bottom of the dialog, there is a 'Reload & Apply' button highlighted with a red box, and 'Cancel' and 'OK' buttons. A status bar at the bottom of the dialog says 'All library parts were loaded successfully'.

Name	Location	Size	Status
Embedded Library		0 bytes	
ARCHICAD Library 22	C:\Program Files\GRAPHISOFT\ARCHICAD 22\ARCHICAD Library 22	628 MB	
Free Brick Sample.lcf	C:\WORK CARSTEN\EMDE IMAGES\CINERENDER MA...INERS\FREE SAMPLES\Free Brick Sample.lcf	82 MB	



- Arrow
- Marquee
- Design
  - Wall
  - Door
  - Window
  - Corner-Wi
  - Column
  - Beam
  - Slab
  - Roof
  - Shell
  - Skylight
  - Curtain Wi
  - Morph
  - Object
  - Mesh
  - Railing
  - Stair
- Document
  - Dimensic
  - Level Din
  - Text
  - A1 Label
  - Fill
  - Line



Adding a container

- Stories
  - 3. ROOF
  - 2. SECOND FLOOR
  - 1. FIRST FLOOR
  - 0. GROUND FLOOR
- Sections
  - S-01 SECTION (Auto-)
  - S-02 SECTION (Auto-)

Properties

0. GROUND FLOOR

Settings...

Reference:

Active:

000 - SHOW AND UNLOCK ...

1:100

Entire Model

04 MODELLI...

03 CONSTRU...

No Overrides

06 SHOW AL...

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### Surfaces

Air **New...** Rename... Share... Delete...

Engine Settings: CineRender by MAXON

#### CINERENDER SETTINGS

- Size
- Color
- Diffusion
- Luminance
- Transparency
- Reflectance
- Environment
- Fog
- Bump
- Normal
- Alpha
- Glow
- Displacement
- Grass
- Illumination

Texture: None

Mix Mode: Normal

Mix Strength: 0.00

Strength: 100

Method: Tangent

- Flip X (Red)
- Flip Y (Green)
- Flip Z (Blue)
- Swap YZ (Y up)

Match Settings...

#### VECTORIAL HATCHING

Background  Element Pen

Note: 3D Vectorial Hatching is visible in Sections, Elevations, 3D Documents and the 3D Vectorial Engine.

Cancel OK

### Properties

0. GROUND FLOOR

Settings...

0. GROUND FLOOR

Reference:

Active:

000 - SHOW AND UNLOCK ...

1:100

Entire Model

04 MODELLING

03 CONSTRUCTION

No Overrides

06 SHOW ALL ELEMENTS

00 AUS DEFAULT

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**Surfaces**

**New Surface**

Name:

Duplicate  New from Catalog  Replace Settings from Catalog

**CATALOG**

- Embedded Library
- Linked Libraries
- BIMcloud Libraries
- Built-in Libraries

**CINERENDER SETTINGS**

- Size
- Color
- Diffusion
- Luminance
- Transparency
- Reflectance
- Environment
- Fog
- Bump
- Normal
- Alpha
- Glow
- Displacement
- Grass
- Illumination

Match Settings...

**VECTORIAL HATCHING**

Background

Note: 3D Vectorial Hatching is visible in Sections, Elevations, 3D Documents and the 3D Vectorial Engine.

Cancel OK

Adding a container

- Stories
  - 3. ROOF
  - 2. SECOND FLOOR
  - 1. FIRST FLOOR
  - 0. GROUND FLOOR
- Sections
  - S-01 SECTION (Auto-)
  - S-02 SECTION (Auto-)

Properties

0. GROUND FLOOR

Settings...

0. GROUND FLOOR [...]

Reference:


Active:

000 - SHOW AND UNLOCK ...

- 1:100
- Entire Model
- 04 MODELLING
- 03 CONSTRUCTION
- No Overrides
- 06 SHOW ALL ELEMENTS
- 00 AUS DEFAULT
- 62%
- 0.00°



### Surfaces




### New Surface

Name:

Duplicate  New from Catalog  Replace Settings from Catalog

**CATALOG**

- Embedded Library
- Linked Libraries
  - ARCHICAD Library 22
  - Free Brick Sample.lcf
  - FREE BRICK
- BIMcloud Libraries
- Built-in Libraries



ASM\_Brick\_Rustic\_09

Element Pen

Cancel OK

Note: 3D Vectorial Hatching is visible in Sections, Elevations, 3D Documents and the 3D Vectorial Engine.

### Adding a container

- Stories
  - 3. ROOF
  - 2. SECOND FLOOR
  - 1. FIRST FLOOR
  - 0. GROUND FLOOR
- Sections
  - 5-01 SECTION (Auto-)
  - 5-02 SECTION (Auto-)

### Properties

0. GROUND FLOOR

Settings...

0. GROUND FLOOR [...]

Reference:

Active:

000 - SHOW AND UNLOCK ...

1:100

Entire Model

04 MODELLING

03 CONSTRUCTION

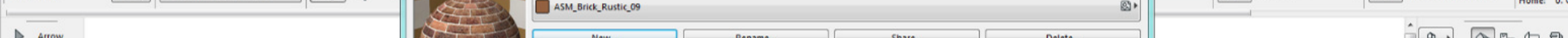
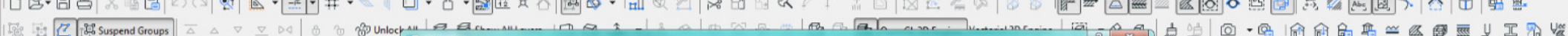
No Overrides

06 SHOW ALL ELEMENTS

00 AUS DEFAULT

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0.00°



### Surfaces

ASM\_Brick\_Rustic\_09

New... Rename... Share... Delete...

Engine Settings: CineRender by MAXON

#### CINERENDER SETTINGS

- Color
  - Image (ASM\_Brick\_Rustic\_09)
  - Diffusion
  - Luminance
  - Transparency
  - Reflectance
  - Environment
  - Fog
  - Bump
    - Normal
    - Alpha
    - Glow
    - Displacement
    - Grass
    - Illumination
- Diffusion
- Luminance
- Transparency
- Reflectance
- Environment
- Fog
- Displacement
- Grass
- Illumination

Texture: None

Mix Mode: Normal

Mix Strength: 0.00

Strength: 100

Method: Tangent

Flip X (Red):

Flip Y (Green):

Flip Z (Blue):

Swap Y/Z (Y up):

Match Settings...

#### VECTORIAL HATCHING

Background

Element Pen

1  2

Note: 3D Vectorial Hatching is visible in Sections, Elevations, 3D Documents and the 3D Vectorial Engine.

Cancel OK

### Properties

0. GROUND FLOOR

Settings...

0. GROUND FLOOR [...]

Reference:

Active:

000 - SHOW AND UNLOCK ...

1:100

Entire Model

04 MODELLING

03 CONSTRUCTION

No Overrides

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  - S-01 SECTION (Auto-)
  - S-02 SECTION (Auto-)

Properties

0. GROUND FLOOR

Settings...

Reference:

Active:

000 - SHOW AND UNLOCK ...

1:100

Entire Model

04 MODELLING

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No Overrides

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00 AUS DEFAULT

62%

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