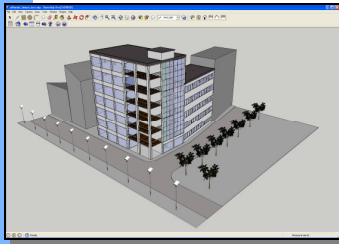




4D Virtual Builder Pro Basic steps to GET STARTED

1




Build your SketchUp model

Start by building your SketchUp model.
Always start by creating the 3D or 2D SketchUp model or a part of it. Without it, visualization is not possible. The model can be any type of model: a construction model, a city model, a mechanical model, a model to visualize movements, a 2D scheme, ... The model should of course reflect in the best way the process and the activities to visualize. All SketchUp entities are supported. The model can also be completed and updated continuously.

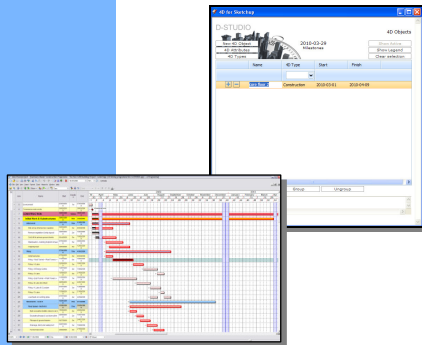
2



Open the 4D Objects Window

Click on the *icon*  in the toolbar 4d for sketchup, or select the menu *Plugins > 4D Virtual Builder > 4D Objects*.

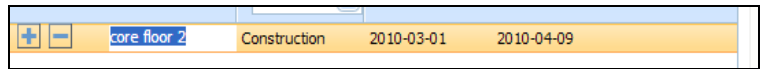
3



Define your 4D Objects or tasks

4D Objects can be considered as reduced planning tasks, with a name, start/end date and eventually other attributes.

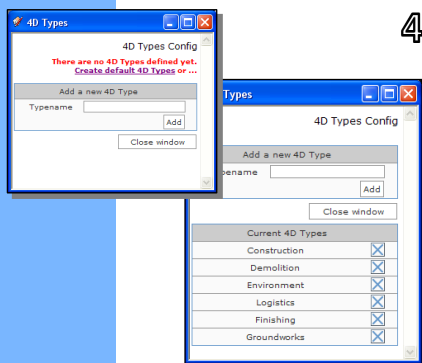
- Click on *New 4D Object* to fill in the attributes for the task.
- Name:** Double click on the field name and give in the objectname.
- 4D Type:** Select your 4D type in the pull down list
See point 4 for more explanation or in the manual
- Start & Finish:** Double click on the date field to select the date in the calendar



Tasks can also be created by importing xml files from Primavera P6, Asta Powerproject or MS Project. Please refer to the manual.

Custom attributes, like WBS-code, ... can be either added now or later.

4



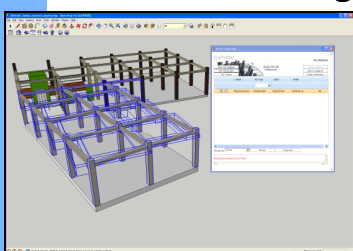
Define en select the 4D Types

4D Types reflect the activity for the task: construction, demolition, moving, To get started, it is advised to generate the default 4D types. To do so, select 4D Types in the objects window, and select further *Create default 4D types* in the next window.


4D Types representation is based on SKetchUp Materials. Look for the materials starting with the name of the 4D Type to define or change settings. Please consult the manual for detail information.

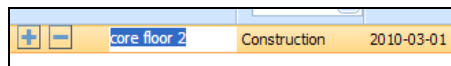
4D Objects need to be defined by 4D Type, start and end date. Otherwise these objects and their entities will be invisible.

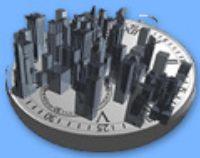
5



Select and Link SketchUp Entities

To link entities to the task, select them in SketchUp en click on the  icon in the xD Window, in front of the task. The entities are now linked to the 4D Object.

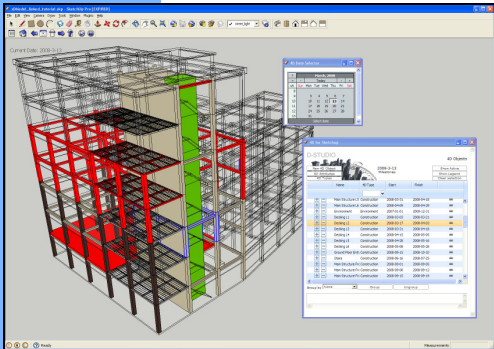





4D Virtual Builder Pro Basic steps to GET STARTED

6

Visualize on a specific date



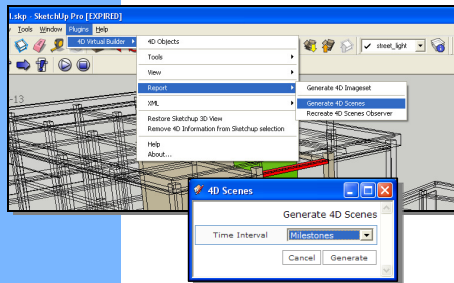
To navigate through time you have to select a date. Several options to do so are available, but the simplest way is to select the date directly in the calendar by the icon  in the toolbar 4D for SketchUp.

While choosing a date, SketchUp entities will be recoloured, retextured or even hidden according to their state at that particular moment in time. Objects can represent activities which still have to start (pre), or which are being executed (active), or have been completed already (post). Consult the the manual for more options on 4D Types.

Please consult the manual for more details!

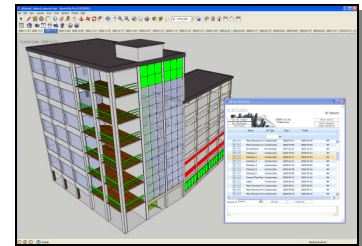
7

Generate Scenes per date



Although the 4D Virtual Builder is an interactive tool, it is sometimes easier to generate scenes to ease navigation.

To do so, go to the menu *Plugins > 4D Virtual Builder > report > Generate Scenes*, select the date list type and select *Generate*. A scene per date view is now generated automatically.




With the Pro version, you can also save automatically images in png, bmp or jpg format !

8

Reset to original colours



If necessary, one can always go back to the original model.

Just click on the icon  in the toolbar. All colours and modified attributes will be reset to the original ones.

Please consult the manual for more options!

Resources:

- ❑ Help files in the 4D Virtual Builder.
- ❑ Online manual: www.4dvirtualbuilder.com/support.php
- ❑ Getting started movies: www.4dvirtualbuilder.com/support.php