

Vectorworks Renderworks FAQ

1. What is the advantage of adding Renderworks to Vectorworks?

With Renderworks, rendering the model is easy; you won't waste time exporting and importing between Vectorworks and separate visualization programs since the Renderworks functionality is completely integrated into Vectorworks. Renderworks has a shorter learning curve, since it's based on the Vectorworks interface you already know.

2. Does Renderworks produce high-quality images?

Definitely. Renderworks is a professional product that uses rendering technology from LightWorks® to produce high-quality photorealistic images. With the use of multiple light sources, final gather, and radiosity rendering, you can create extremely realistic renderings with minimal effort.

3. For which industries is Renderworks suitable?

Renderworks is suitable for all design industries, no matter what kinds of projects you handle. Anyone who is producing a 3D model, at any level, can leverage the power of Renderworks.

4. Can Renderworks cast shadows?

Yes. Renderworks offers great flexibility for creating both hard-and soft-edged shadows, depending on your needs. Your rendering time is proportional to the quality level desired; more lights, details, and complex geometry may require more rendering time.

5. Can Renderworks create renderings that are more artistic or look hand-sketched?

Yes. In fact, Renderworks is known for helping design professionals create beautiful, hand-drawn designs. Instead of a photorealistic representation of the model, you can choose from a number of artistic options to develop this freehand effect.

6. What is the difference between OpenGL and Renderworks rendering?

OpenGL is used mostly for fast, interactive rendering and medium-quality previews while you work. OpenGL is a faster rendering option than Renderworks, and is processed directly from your video card. Renderworks produces higher-quality renderings by performing intensive lighting calculations to represent reflections and transparencies, as well as the interplay between light and materials. Using Renderworks is the best way to produce photorealistic images.

7. Do I need Renderworks to design a 3D model?

No. All tools needed to create a 3D model are included in Vectorworks Fundamentals and the respective industry products. Renderworks adds the ability to create and assign textures and to control the lighting in a drawing.

8. Which Vectorworks products work with Renderworks?

Renderworks can be integrated into all Vectorworks products.

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9. Is there a student version of Renderworks?

Renderworks is included in all educational copies of Vectorworks. For more information, go to our [academic website](#).

10. How does someone work with Renderworks in principle?

Rendering a model with Renderworks is a very simple process. First, you select the desired textures (and edit them, if necessary). Then, the textures are assigned to the objects or their individual parts. Textures can be applied automatically if the object or part is in the same class as the texture assigned. You can make various adjustments to the textures and even add lights with Renderworks' additional light types. Just select the fast Renderworks option to preview the model and make any additional changes. Once you're ready, you can render the final model with a high-quality rendering method.

11. Are texture libraries included in the purchase price?

Yes. Renderworks comes with hundreds of textures.

12. What are the system recommendations for Renderworks?

Windows:

Minimum of 4GB RAM Windows XP SP3, Vista SP2

Macintosh:

Minimum of 4GB RAM Mac OS X, Intel Core processor, starting from 10.5.7

For more information, please visit our [System Recommendations page](#).