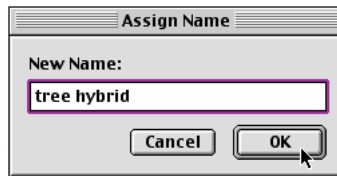


Step 1 - importing and placing symbols

In the *OBJECT BROWSER*, navigate to *site planning.mcd* and select *tre06sde*. Click on the drawing to place a copy. Notice that the *2D SYMBOL INSERTION* tool is automatically selected. Navigate to *tre16tp* in the same folder and also place a copy. Both of these 2D symbols are now located in the active file as a resource.

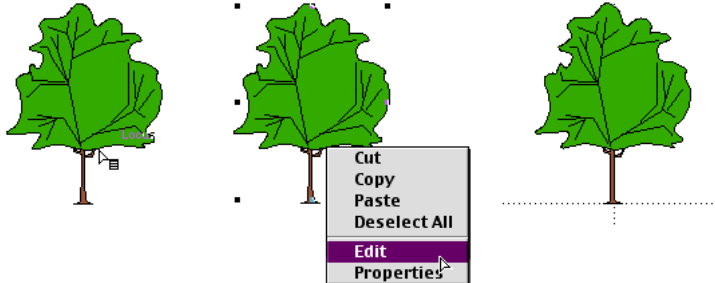
Step 2 - renaming a symbol

Select the *tre06sde* symbol in the *RESOURCES* palette and the *RENAME* button. The *ASSIGN NAME* dialog box opens. Name it *tree hybrid*.

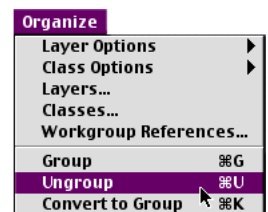
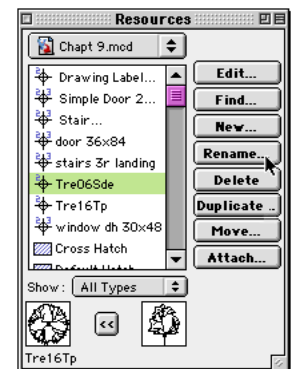
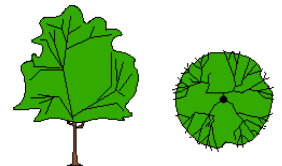
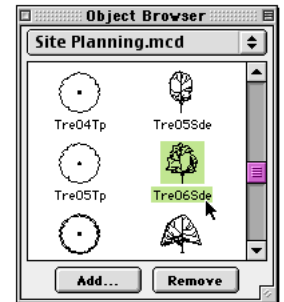


Step 3 - modifying a 2d elevation into 3d

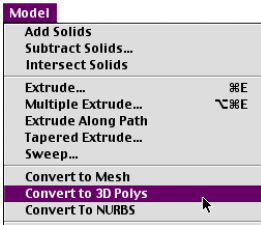
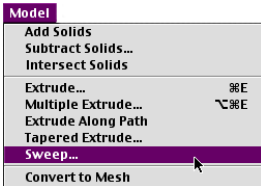
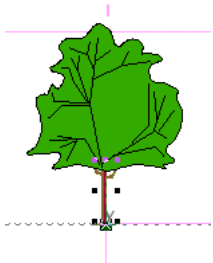
Change the view to *FRONT*. Access the *object edit mode* by pressing the *Option* key [right-click of the mouse] and press/dragging on the object down to *EDIT*. The *symbol edit window* opens.



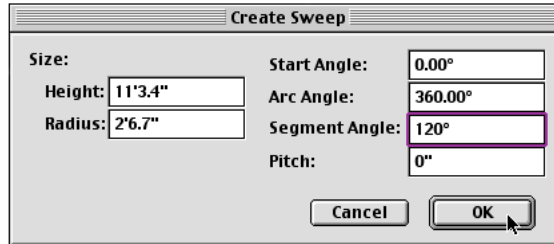
With the tree selected, use the *ORGANIZE>UNGROUP* command. Change the view to *FRONT*. Click on the drawing window to deselect the objects and click on just the tree trunk. Using the *ATTRIBUTES* palette change the pen color to a dark brown. With the *2D LOCUS* tool, place a loci on the



9. More Walls And Other Stuff

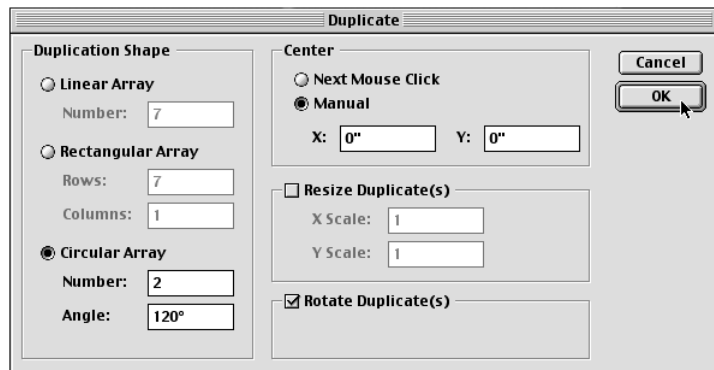


center bottom of the trunk. *Shift*-select the loci and the trunk and use the *MODEL>SWEEP* command. When the *CREATE SWEEP* dialog box opens, enter 120° into the *SEGMENT ANGLE* edit box and click *OK*.

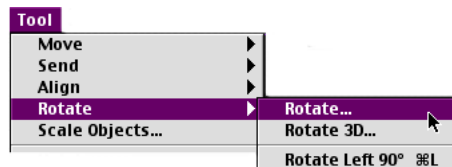


In the *OBJECT INFO* palette, click the *DATA* tab and type *trunk* into the top edit box to name this element. This makes it easier to select it and edit later on if necessary.

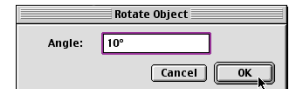
Press/drag a marquee through the top part of the tree to select all of the branches and *Shift*-click the green foliage to deselect just that one object. Using the *ATTRIBUTES* palette change the pen color to the same dark brown used on the trunk. Use the *MODEL>CONVERT TO 3D POLYS* command. Using the *DATA* pane of the *OBJECT INFO* palette, name it *branches*. Change the view to *TOP/PLAN*. With the object still selected change the pen weight in the *ATTRIBUTES* palette to .5 and then use the *EDIT>DUPLICATE ARRAY* command. When the *DUPLICATE* dialog box opens, select *CIRCULAR ARRAY* and enter 2 for *NUMBER*, 120° for *ANGLE*, and check the *ROTATE DUPLICATE(S)* box, then click *OK*.



Select the green foliage and change the view back to *FRONT*. With the *ATTRIBUTES* palette change the fill color to a medium green and the pen to a dark green. Also change the pen weight to .25. With the *DATA* pane active in the *OBJECT INFO* palette name it *foliage*, then use the *CONVERT TO 3D POLYS* command. With the foliage still selected, change to *TOP/PLAN* and use the *TOOL>ROTATE>ROTATE* command.

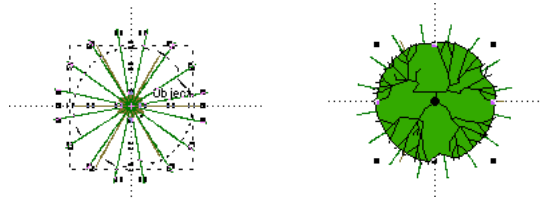


When the *ROTATE OBJECT* dialog box opens, enter 10°. Now with the object still selected, select the *DUPLICATE ARRAY* command. This time enter 7 for the *CIRCULAR ARRAY NUMBER* and 22.5° for *ANGLE* and *OK*.

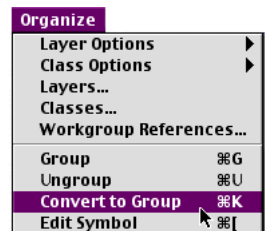


Step 4 - adding the 2d element

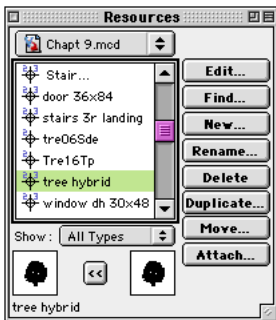
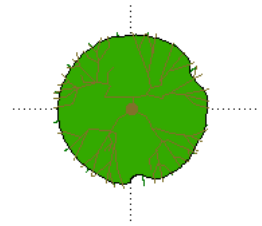
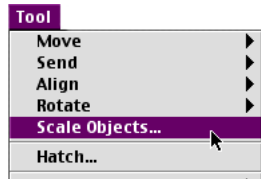
Now double-click the *tre16tp* symbol in the *RESOURCES* palette to make it active. Select the *2D SYMBOL INSERTION* tool and place a copy centered on the insertion point.



Select the *ORGANIZE>CONVERT TO GROUP* command. Now with the object still selected, select the *EDIT GROUP* command and change the color of the foliage pen and fill and the branches to match the 3D portion. For the branches you would have to give it a fill of *NONE* and then select the

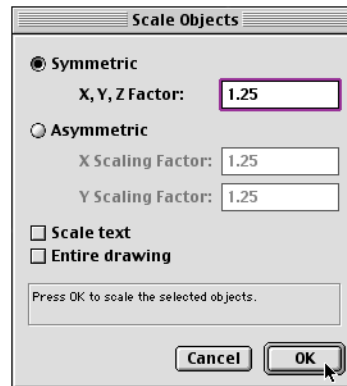


9. More Walls And Other Stuff

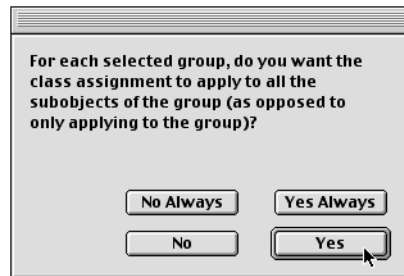


circle in the center representing the trunk and give just that object a fill of the dark brown. Select the *EXIT GROUP* button in the upper right.

You will also need to make the plan view a little larger to match the 3D portion. Select the *TOOL>SCALE OBJECTS* command. When the *SCALE OBJECTS* dialog box opens, enter 1.25 under *SYMMETRIC*.



Before you exit, do a *SELECT ALL* and use the *SHAPE* pane of the *OBJECT INFO* palette to change the class to *landscape-softscape*. When the dialog box opens asking whether you want just the group, which is similar to a container, or each of the individual elements to change to the new class, select *YES* so that each of the component pieces also move to this *landscape* class.



Click the *EXIT SYMBOL* button in the upper right corner. Notice in the *RESOURCES* palette that the *tree hybrid* symbol has a 2 and a 3 next to it showing that it is a hybrid symbol. Delete this new symbol instance on the drawing.