



AGi32 Advanced Class Outline v19

- I. Quick Commands and Keyboard Shortcuts
- II. Luminaires
 - Smart Symbols
 - Luminous Box
 - Evaluating Luminaire Photometric Data in AGi32
 - Photometric Data Integrity
 - Collections
 - Create a Custom Symbol
 - Create a Custom Arrangement
 - Luminaire Groups
 - Color Filters
 - Source Spectral Effects
- III. Importing CAD files
 - Importing 2D CAD Files
 - Importing 3D CAD Files
 - 3D Complexity
 - Import Options
 - Import Mapping
 - Troubleshooting
- IV. Importing SketchUp Files
 - Using the 3D Warehouse
 - Import a Building Model
- V. Surface Types
 - Single Sided
 - Double Sided
 - Transition
 - Glass
- VI. Surface Properties
 - Daylight Exterior
 - Removed
 - Luminance
 - Color
 - Compute Reflectance

- Color Bleed
- Direct Flux Only
- Opaque, transparent, translucent and luminous surfaces

VII. Textures

- Add a Texture
- What is a Texture?
- Custom Textures
- Preview Textures
- Effect of Textures on Render Mode Display Uniformity
- Additional Notes on Textures

VIII. Render Mode Display Options

- Pseudo Color
- Gray Scale
- Exposure
- Dynamic Range
- Comparing Projects

IX. Understanding Radiosity

- Convergence and Calculation Time
- Radiosity Rendering
- Meshing
- Adaptive Subdivision
- Manual Meshing

X. Calculation Meters

- Multiprocessors
- Exitance Meter and Smart Meshing
- Virtual Meter

XI. Luminaire Subdivision and Secondary Sources

- Luminaire Subdivision
- Near Field Photometry
- Secondary Sources

XII. Enhancing your Visualizations

- Using Objects

XIII. Ray Tracing

- AGI32 and Ray Tracing?
- Ray Trace Parameters
- Anti-Aliasing
- Specularity
- Glossiness
- Soft Shadows

XIV. Project Manager

- Entity Management
 - Organize Model
 - Clean up Model
 - Mass Modification
- Combining Projects

- Protection
- Isolating Components

XV. Scene Manager

XVI. Statistical Areas

- Creating in Plan View
- Assigning by Elevation View
- Assigning by Project

XVII. Creating and Customizing Reports

- Creating Viewpoints
- Option #1: Create Report
- Option #2: Open Existing Report
- Option #3: Create Custom Report
- Titleblocks
- Creating Templates
- Tips & Tricks

XVIII. Animations and Movie Making

- AGI32 Animation Tools
- Viewpoint Specification
- Keyframes
- Multiple Scenes
- Preview the Animation
- Terminology
- Leading and Trailing Images
- Settings
- Tips & Options

XIX. Applications

- Daylight Study
- Tackling Stairs
- Parking Garage
- Obtrusive Light: LEED
- Obtrusive Light: MLO
- Mesopic Lighting

XX. Appendices

- The Effect of Surface Color on Calculations
- IESNA Luminaire Classification System (LCS) and BUG Ratings
- Questions and Answers