

## Understanding the benefits of Working with Dynamic Views

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#### Understanding the benefits of Working with Dynamic Views

Introduction

Models v Models

Views v Views

Definitions

**Dynamic View Definitions** 

Saved Views Definitions

Concepts

Presentation





## **Dynamic Views - Introduction**







#### **Definitions : Models vs. Models**

In the world of architecture and engineering the term "model" typically means a building or structure.

In MicroStation the term "model" means "container.".

- ✤ 3D Model that has an X, Y, and Z coordinate system.
- Drawing Model, which is new to 08.11.07. This is a 2D container with just an X and Y coordinate system.
- Sheet Model which can be either a 2D or 3D that typically has a border associated with it.



#### **Definitions : Views vs. Views**

- There are also a variety of uses for the terms "View" and "Views."
- MicroStation View, one of the 8 different MicroStation windows.
- Saved View which can store the parameters of a MicroStation view
- Dynamic View A Saved View with a Clip Volume
- Building View. A Dynamic View with parameters unification, drawing rules, centerline generation, plan components, etc.



Any one of 8 different MicroStation windows that "view" the graphic elements that is your design; not to be confused with the MicroStation Application Window.



#### Saved View

A mechanism for storing the current view parameters and orientation of one of the 8 MicroStation windows so that they can be re-applied at a later time to quickly recreate that view.



#### **Standard View**

MicroStation has built in Saved View definitions that are specific to view orientation. These are: Top, Bottom, Left, Right, Front, Back, Isometric, and Left Isometric.



#### **Composition Model**

This is an empty 3D Design Model that will have the disciplines' individual floor 3D Design Models reference to it to assemble the project DGN files into a complete representation of the Building Model. From the Composition Model the Building Views for floor and ceiling plans are defined, created, and stored for the project.



#### **Drawing Model**

A 2D model container in which the Floor Plan and Ceiling Plan Building Views are typically attached. It is here that drawing specific annotation will be placed (notes, dimensions, labels, and callouts.)



#### **Sheet Model**

These are 2D sheet model containers that include a referenced border sheet. These are typically used to layout and create the individual pages that will make up a document set that will be plotted and printed at the various phases and stages of the project.



#### Drawings

A combination of building graphics along with annotation in a 2D representation (although isometric drawings are included)



#### Sheets

The piece of paper on which a drawing or combination of drawings are placed and organized for printing/plotting



#### **Drawing Annotation**

Notes, dimensions, labels, callouts, and other text that is appropriate for a drawing – room names and numbers are a good example



#### **Sheet Annotation**

Only the notes, dimensions, callouts, labels, and other text that is appropriate for that single sheet. Good examples are the sheet name, sheet number.



## **Saved View:**

#### Saved View





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## **Dynamic View:**

#### Dynamic View

📕 View Attributes - View 2	
View Number: 2 - 🛛 🖳 🖏	
Presentation	
Display Style: (Smooth L	Display) 👻 🭳
€ ACS Triad	Fill
Boundary Display	Level Overrides
Camera	Line Styles
-> Clip Back	Line Weights
√ Clip Front	Pattern/Bump Maps
Clip Volume	Atterns
Constructions	Default Lighting
Dimensions	🔯 Tags
🔐 Data Fields	A Text
<b>V</b> □ Displayset	li⊱ Text Nodes
Fast Cells	Transparency
😪 Fast Curves	
Global Brightness: 👾 ∢	
🔄 View Setup	^
Saved Views: Select	
Models: Default	-
🖏 Clip Volume Settings	*
Forward: 💽 😺 💦 🔊	Forward 👻 🭳
Back: 💽 🔜 📉 🔊	Back 🚽 🥄
Cut: 🚺 🛃 💦 🛷	Cut 👻 🭳
terminal terminal terminal	



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## **Building View:**

#### **Building View**

View Attributes - View 2
iew Number: 2 🗸 🖳 🖳
Presentation
Display Style: 🔊 Monochrome with Shadows 🗸 🤇
ACS Triad Background Grid Boundary Display Camera Clip Back Clip Front Clip Volume Clip Volume Constructions Default Lighting Tags
A Text Data Fields A Text Displayset Fast Cells Fast Cells Global Brightness: ★
View Setup
Saved Views: Select 💌 🗠 👻 🤇 Models: Default 👻
Building
General   Forward   Cut   Back   Architecture     Ø   Drawing Symbols   Ø   Unify     Ø   Apply Patterns   Image: Align Hatch to Forms     Image: Generate CenterLines   Ø   Outline Opening     Connect Centerlines   Ø



## Concepts

#### The Plan Concept





## Concepts

#### The Section Concept





## **Seven Steps to Creating Drawings and Sheets**



Compose your building model

Create Floor Plan Building Views

Attach Floor Plan Building Views to a 2D Drawing Model

Place Section, Elevation, and Detail Markers

Drag, Drop, Drawing Models, Elevation, and Detail Building Views on to 2D Sheet Model

Update the building model updates the drawings and sheets.



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Workshop





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#### Compose the model











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#### **Create Views**







#### Create Floor Plan Building Views







#### **Create Views**



Project Explorer can harvest, or gather up all automatically



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### Workflow

## Attatch building views to drawing model







#### Drawing Model

	Name:	Untitled-3	
7 C	ireate Saved Vie	ew	
	View Type:	[Plan View 💌]	
<b>V</b> C	reate Drawing		
<b>V</b>	Seed Model:	BB_drawingseed.dgn, Drawing	9
V	Filename:	A-Left Master Model.dgn	90
	4	Full Size 1=1	
<b>V</b> C	reate Sheet		
V	Seed Model:	BB_sheetseed.dgn, Arch A0	<b>Q</b>
V	Filename:	A-Left Master Model.dgn	90
	4	Full Size 1=1 🔹	
<b>N</b>	lake Sheet Coir	icident	
<b>V</b> 0	pen Model		
			h



#### Place callouts





Elevation

---uon

AA

......

Elevation

-----

(New Building Views from Placing Callouts)

BB

·····



1st Floor

Plan ...........

Elevation

Juner

Detail

\*

hummi

West

Elevation

..... \_....yed

Plan

11111





Use Project Explorer to Drag and Drop Drawing Model (floor plans) onto 2D Sheet Models with Borders to compose the Sheets





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#### Questions

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#### Thank you!





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