



AGI32 ADVANCED CLASS OUTLINE*

**This class is taught both live and online.*

Topics Covered:

- I. Quick Commands and Keyboard Shortcuts
- II. Luminaires
 - A. Smart Symbols
 - B. Luminous Box
 - C. Evaluating Luminaire Photometric Data in AGi32
 - D. Photometric Data Integrity
 - E. Collections
 - F. Create a Custom Symbol
 - G. Create a Custom Arrangement
 - H. Luminaire Groups
 - I. Color Filters
 - J. Source Spectral Effects
- III. Importing CAD files
 - A. Importing 2D CAD Files
 - B. Importing 3D CAD Files
 - 1. 3D Complexity
 - 2. Import Options
 - 3. Import Mapping
 - C. Troubleshooting
- IV. Importing SketchUp Files
 - A. Using the 3D Warehouse
 - B. Import a Building Model
- V. Surface Types
 - A. Single Sided
 - B. Double Sided
 - C. Transition
 - D. Glass

VI. Surface Properties

- A. Daylight Exterior
- B. Removed
- C. Luminance
- D. Color
 - 1. Compute Reflectance
 - 2. Color Bleed
- E. Direct Flux Only
- F. Opaque, transparent, translucent and luminous surfaces

VII. Textures

- A. Add a Texture
- B. What is a Texture?
- C. Custom Textures
- D. Preview Textures
- E. Effect of Textures on Render Mode Display Uniformity
- F. Additional Notes on Textures

VIII. Render Mode Display Options

- A. Pseudo Color
- B. Gray Scale
- C. Exposure
- D. Dynamic Range
- E. Comparing Projects

IX. Understanding Radiosity

- A. Convergence and Calculation Time
- B. Radiosity Rendering
- C. Meshing
- D. Adaptive Subdivision
- E. Manual Meshing

X. Calculation Meters

- A. Multiprocessors
- B. Exitance Meter and Smart Meshing
- C. Virtual Meter

- XI. Luminaire Subdivision and Secondary Sources
 - A. Luminaire Subdivision
 - B. Near Field Photometry
 - C. Secondary Sources
- XII. Enhancing your Visualizations
 - A. Using Objects
- XIII. Ray Tracing
 - A. AGi32 and Ray Tracing?
 - B. Ray Trace Parameters
 - C. Anti-Aliasing
 - D. Specularity
 - E. Glossiness
 - F. Soft Shadows
- XIV. Project Manager
 - A. Entity Management
 - 1. Organize Model
 - 2. Clean up Model
 - 3. Mass Modification
 - B. Combining Projects
 - C. Protection
 - D. Isolating Components
- XV. Scene Manager
- XVI. Statistical Areas
 - A. Creating in Plan View
 - B. Assigning by Elevation View
 - C. Assigning by Project
- XVII. Creating and Customizing Reports
 - A. Creating Viewpoints
 - 1. Option #1: Create Report
 - 2. Option #2: Open Existing Report
 - 3. Option #3: Create Custom Report
 - B. Titleblocks
 - C. Creating Templates
 - D. Tips & Tricks

XVIII. Animations and Movie Making

- A. AGi32 Animation Tools
- B. Viewpoint Specification
- C. Keyframes
- D. Multiple Scenes
- E. Preview the Animation
- F. Terminology
- G. Leading and Trailing Images
- H. Settings
- I. Tips & Options

XIX. Applications

- A. Daylight Study
- B. Tackling Stairs
- C. Parking Garage
- D. Obtrusive Light: LEED
- E. Obtrusive Light: MLO
- F. Mesopic Lighting

XX. Appendices

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