

Autodesk VIZ Frequently Asked Questions

1. What is Autodesk VIZ 2008?

Autodesk® VIZ 2008 software is a 3D modeling, rendering, and presentation application that enables state-of-the-art image creation for communicating and sharing visually informed design.

With Autodesk VIZ 2008 you can

- **Create:** Model forms and import data from other design applications. At the beginning of a project, you can develop your ideas in real time and prepare design studies for more precise development.
- **Manage:** Efficiently manage design data. As designs evolve, experiment with materials and lighting to test designs under development for compliance with specific performance criteria.
- **Share:** Communicate with clients and team members through high-fidelity images, descriptive animation sequences, and interactive views. Present finished or in-progress designs using the DWF™ file specification.

2. What are the benefits of using Autodesk VIZ 2008?

Design professionals use VIZ throughout the design process to develop and explore concepts and alternatives; communicate design intent to clients, colleagues, and consultants; and validate designs to help ensure that they are error-free. Autodesk VIZ software accommodates whatever level of visual representation you require—from real-time studies to photorealistic virtual prototypes to compelling multimedia presentations.

3. Is Autodesk VIZ 2008 interoperable with AutoCAD software-based applications?

Yes. Autodesk VIZ 2008 is interoperable with all AutoCAD® software-based applications via File Link and DWG™ import. Both File Link and DWG import support AutoCAD 2005, 2006, 2007, and 2008 formats along with special material support for Autodesk® Architectural Desktop 2005, 2006, 2007, and AutoCAD® Architecture 2008 files.

Introduced in Autodesk VIZ 2005, the LandXML import capability streamlines interoperability with AutoCAD® Land Desktop and AutoCAD® Civil 3D® software.

4. Is Autodesk VIZ 2008 compatible with Revit Architecture and Revit Structure software?

Yes, Autodesk VIZ 2008 is compatible with Revit® Architecture 2008 and Revit® Structure 2008 software. For creating photorealistic visualizations of Revit files, you can import or link a Revit model via the DWG format and have scene objects correspond directly to individual Revit objects. File Link Reload is fully supported, enabling you to continue to update your design in Revit Architecture or Revit Structure while maintaining the link in the VIZ application.

5. Is Autodesk VIZ 2008 compatible with Autodesk Inventor?

Yes, the Autodesk® Inventor™ file format is now one of the default file type options in the Import tool with the ability to import both IPT files and IAM files. The Autodesk Inventor import feature now supports materials and texture maps from Autodesk Inventor software.

6. What is the relationship between Autodesk VIZ and Autodesk 3ds Max?

Autodesk VIZ 2008 derives much of its new feature set from Autodesk® 3ds Max® software. As a result, VIZ is directly compatible with 3ds Max 9. You can open any Autodesk VIZ 2008 file in 3ds Max 9 with no loss of data. Likewise, you can open any 3ds Max 9 file in VIZ 2008, although some data related to functionality unique to 3ds Max may not be available (for example, particles, real-world physics, subobject animation, and character animation). 3ds Max 9 is a professional 3D animation package that provides additional animation, modeling, and workflow functionality for the most complex problems in architectural and design visualization. If you need to add more detailed organic materials such as grass or cloth, or

character animation to your architectural or design visualization, 3ds Max 9 uses the latest technology advancements, including support for 32- and 64-bit workstations, to help you work with ever-increasing amounts of data and more complex scenes.

7. How can Autodesk VIZ 2008 enhance my workflow over the integrated mental ray rendering in Autodesk creative tools such as AutoCAD Architecture or AutoCAD?

The integration of mental ray® rendering technology in AutoCAD and AutoCAD Architecture 2008, and in-product rendering in Revit Architecture 2008, greatly enhances in-design workflow by enabling designers to get a snapshot of their design as their work progresses.

The advanced toolset in Autodesk VIZ 2008 helps bring your design data to life. Whether you are creating client presentations or marketing materials, Autodesk VIZ gives you the toolset to create high-quality professional results, win business, and create visually informed designs.

From conceptual to technical design to construction and manufacturing, Autodesk VIZ complements your Autodesk design applications by helping you conceptualize, evaluate, study, and analyze your designs at all stages of the creative process.

Advanced modeling tools enable you to mock up schematic designs and resolve design issues before accurate models are built in your Autodesk creative tools. Autodesk VIZ 2008 provides substantially more control over mental ray rendering, animation, and effects.

Following are a few examples of functionality that make Autodesk VIZ 2008 the best choice for professional results:

- **Complex scene management.** As your visualizations increase in complexity, Autodesk VIZ provides the tools and stability to manage your large visualization data sets.
- **Satellite rendering.** Access up to two satellite mental ray processors during mental ray rendering. Quickly preview any single frame or slash high-resolution render times.
- **mental ray stand-alone support.** Expert users who require a render farm can export *.mi* files directly to mental ray stand-alone to bring unlimited processing power to your mental ray render engine and speed up rendering times for complex animated visualization sequences.
- **Advanced architectural rendering tools.** With VIZ 2008 you can drive the evolution of a concept by simulating its context. Accurately depict the materials of your design with a new suite of architectural and design shaders, and view your building in the context of its surroundings with the new mental ray-based daylight system. Using VIZ 2008 to visualize the dynamic interplay of these elements can help you make visually informed design decisions.
- **Industry-leading polygonal modeling tools.** Use industry-leading polygonal modeling tools to rapidly create everything from simple massing, blocking, and stacking studies to advanced conceptual modeling.
- **Animation toolkit.** Transporting a client on a virtual trip through a design can be a powerful experience. The rich animation toolset from the film and games industries heightens the narrative experience of your design visualizations and adds context.
- **Interoperability with Autodesk® Combustion® software.** Composite animations with live footage or images while fine-tuning the results without re-rendering the 3D scene. Create broadcast-quality effects, transitions, and titling to give your visualization animations a professional look.
- **Greater control over camera animation.** With Autodesk VIZ, you can easily animate cameras and flybys, and push the overall visualization experience before you even break ground.
- **Moving to 3ds Max.** 3ds Max 9 is a professional 3D animation package that provides additional animation, modeling, and workflow functionality for the most complex problems in architectural and design visualization. If you need to add more detailed organic materials such as grass or cloth, or character animation to your architectural or design visualization, 3ds Max 9 uses the latest technology advancements, including support for 32- and 64-bit workstations, to help you work with ever-increasing amounts of data and more complex scenes.

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