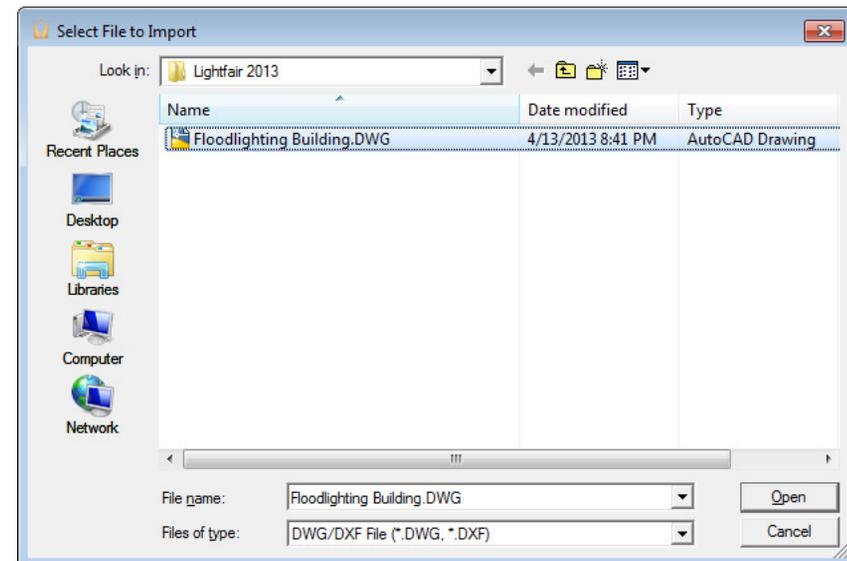
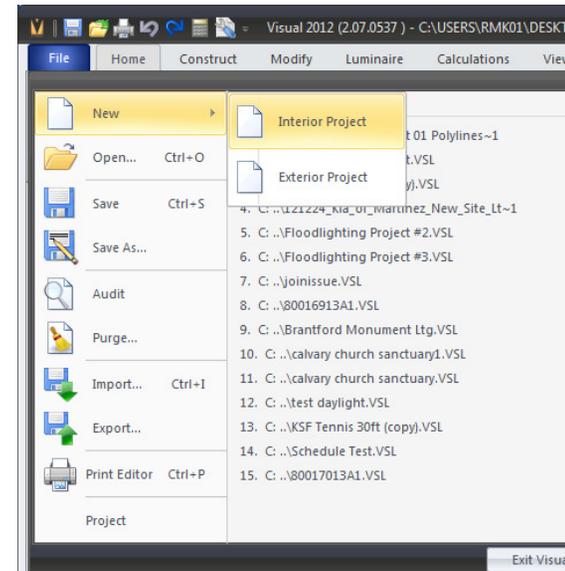


Floodlighting Project



Floodlighting Project

1. From the **File** tab, select **New->Interior Project**
2. From the **File** tab select **Import**
3. Click on **Floodlighting Project.DWG**
4. Select the **Open** button on the File Dialog box

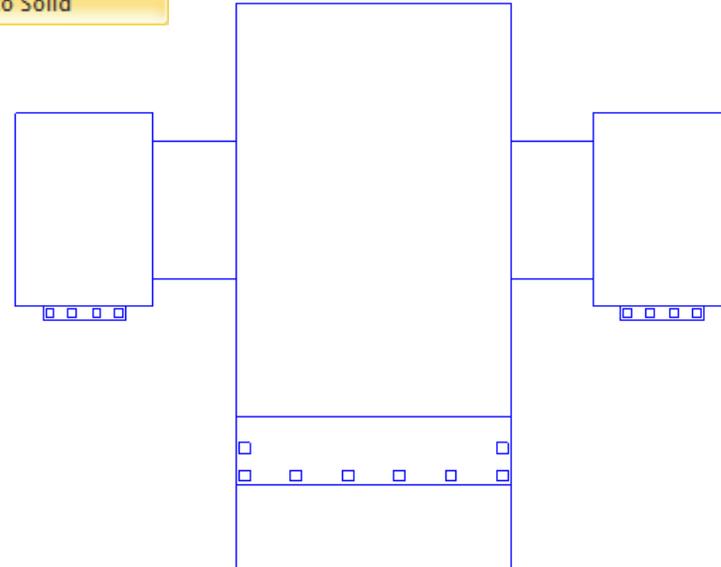


Floodlighting Project

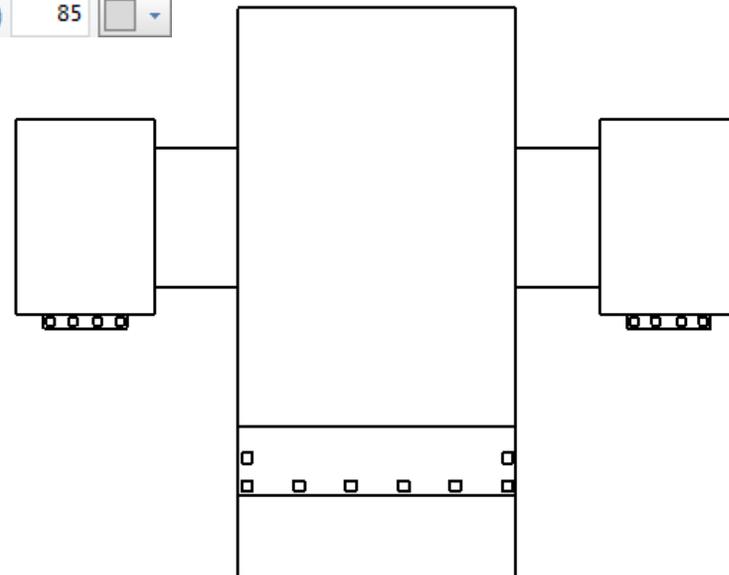
The 2D drawing of the building is imported. The drawing is composed of lines. The lines be converted to solids.

1. From the **Modify** tab, select the **Join** command
2. Select all objects with a selection window or click the **Select All** button
3. Right-click to the complete the selection and Join all lines
4. From the **Modify** tab, select the **Convert to Solid** command
5. Change the color/reflectance to **gray/85%**

 Convert to Solid



Reflectance (%) 85 

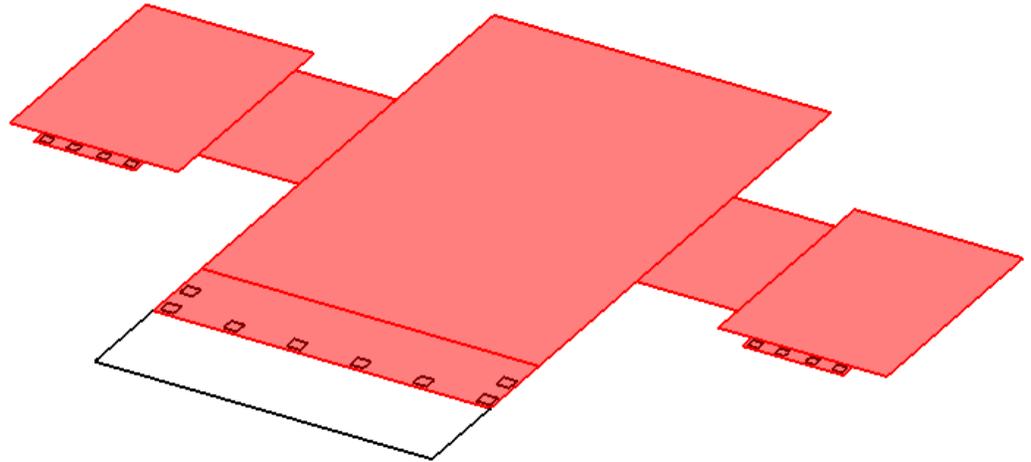


Floodlighting Project

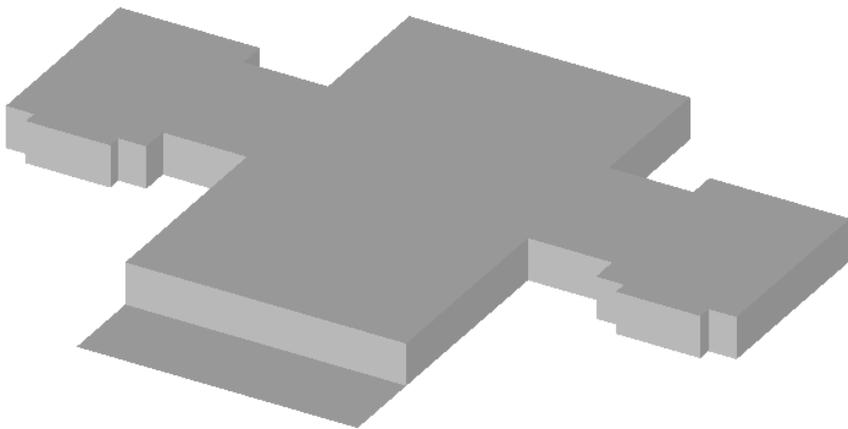
Extrude the highlighted solid surfaces up 15 ft.

1. From the **Modify** tab, select the **Extrude** command
2. Select all objects except the front surface
3. Set an extrusion height of **15ft.**
4. Right-click to complete the selection and extrude the surfaces
5. From the **Home** tab select the **Display** button and select **Shaded.**

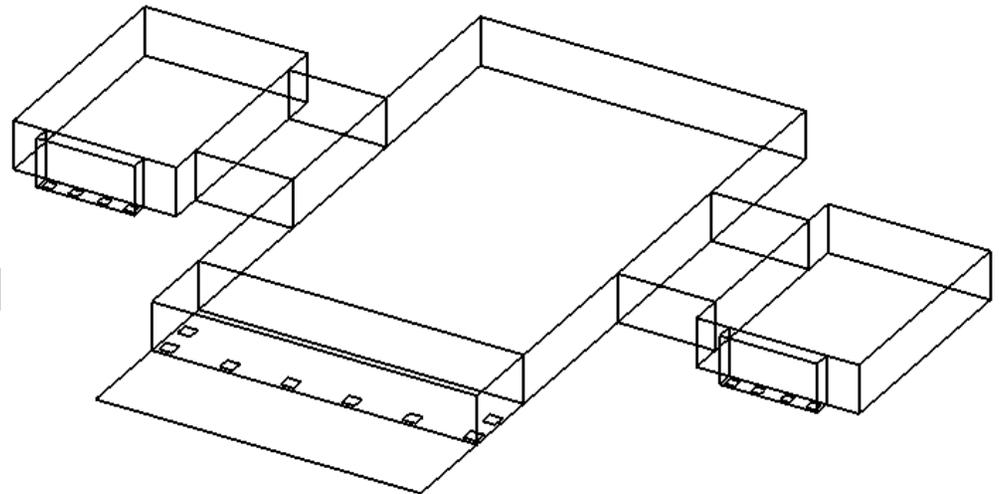
Step #2



Step #5



Step #3

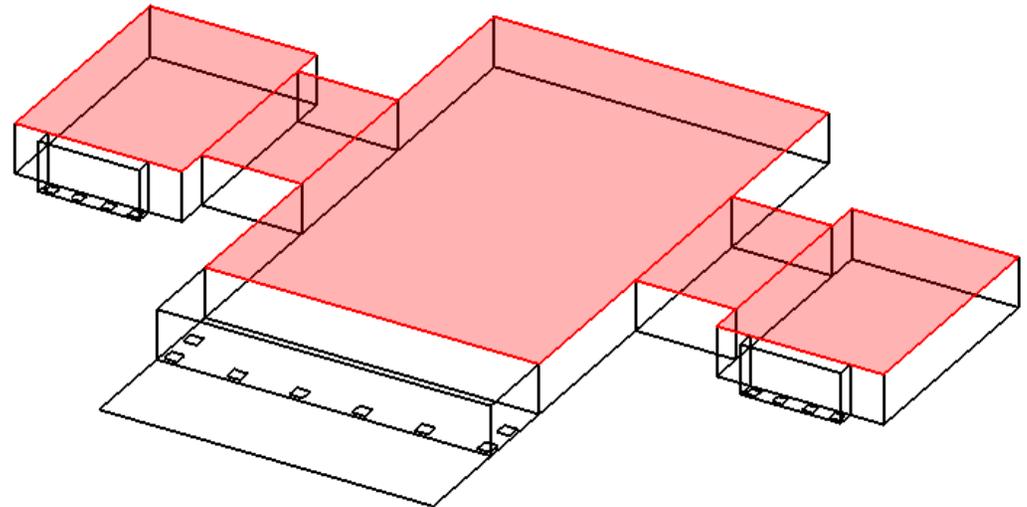


Floodlighting Project

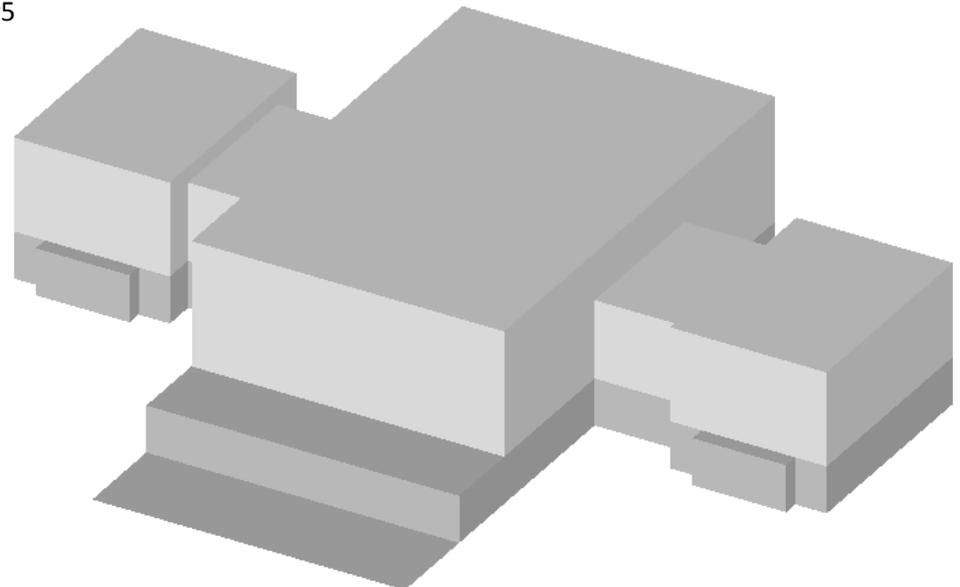
Extrude buildings to a construct additional levels

1. Select the **Extrude** command
2. Select top of the main building and extrude **40ft.**
3. Select top of the side buildings and extrude **30ft.**
4. Select top of the connecting buildings and extrude **25ft.**
5. Select the **Properties** command and then select the upper levels you just created and change the color to **gray – reflectance = 95%.**

Step #2



Step #5

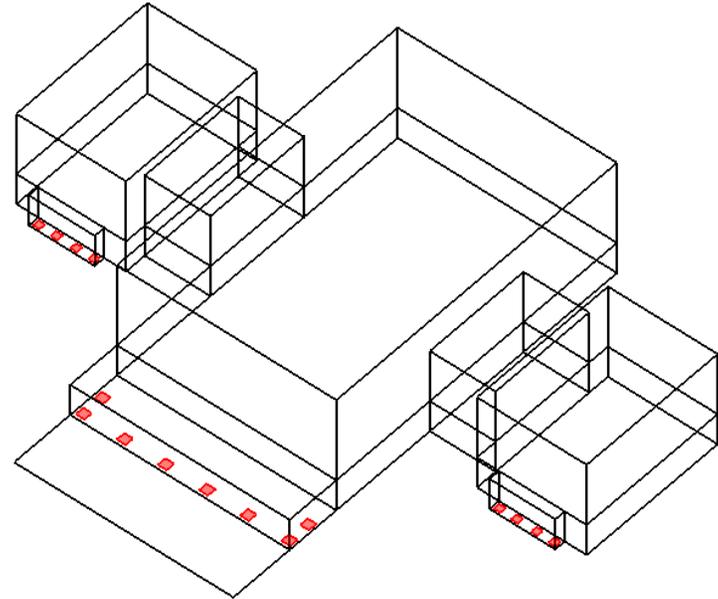


Floodlighting Project

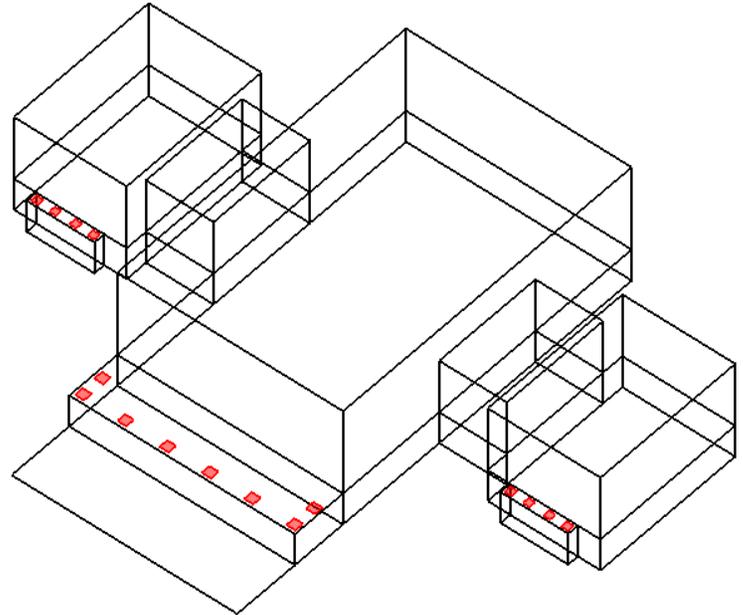
Move base of all columns up to Z=15ft

1. Select the **Move** command
2. Select all column bases.
3. Select a **Base Point** at the corner of a column.
4. Enter a **Destination Point** of **@0,0,15**

Step #2



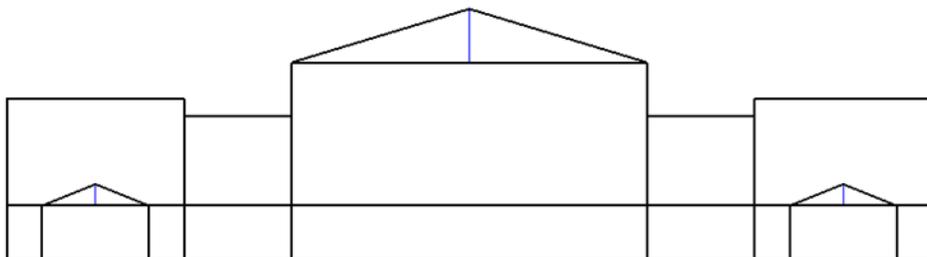
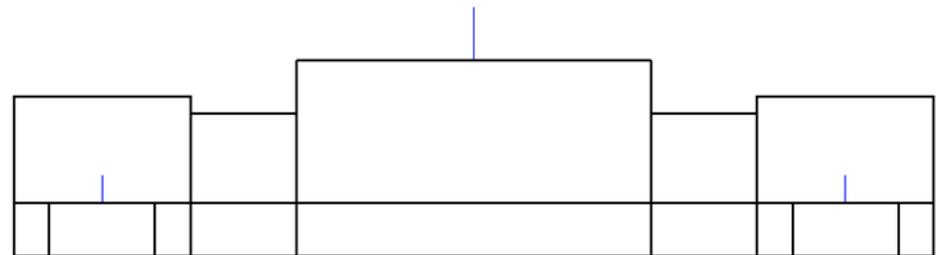
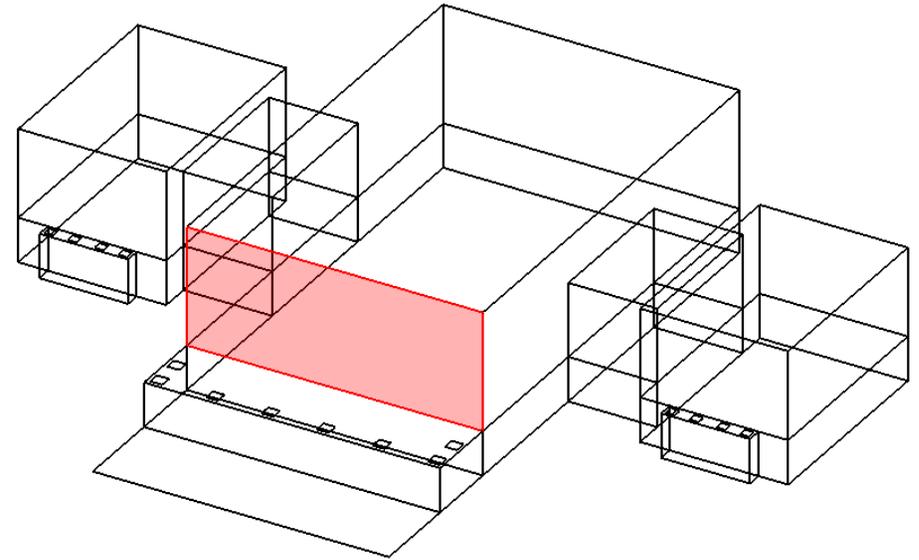
Step #4



Floodlighting Project

Create the triangle roof sections

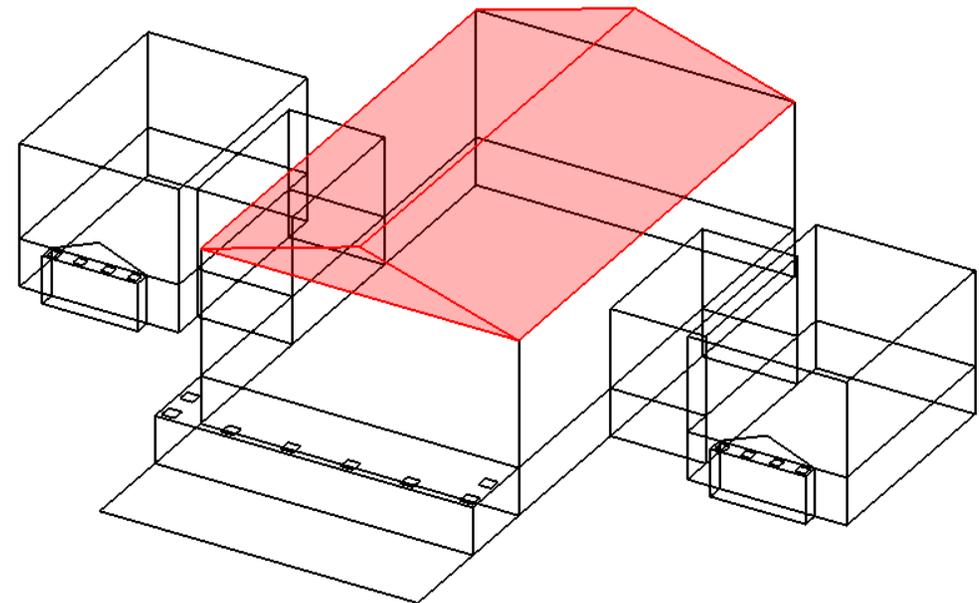
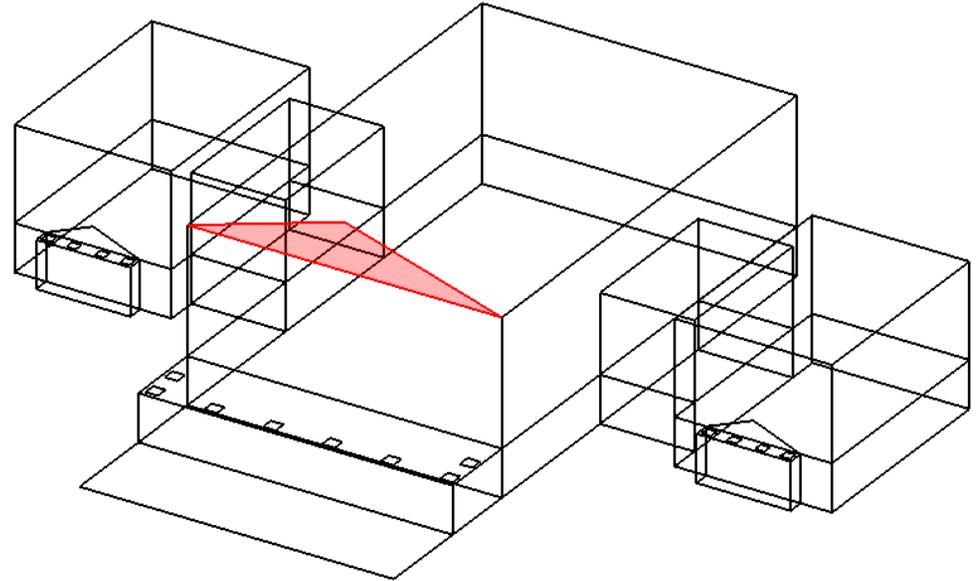
1. Select the **Align to Surface** button on the statusbar and select the front face of the main building
2. Turn on the Midpoint Osnap.
3. Select the **Line** command and draw a reference line from the top of the main building up 15ft.
4. Select the **Line** command and draw a reference line from the top a side building up 6ft.
5. Turn off the **Midpoint** Osnap and turn on the Endpoint Osnap.
6. Select the **Solid Polygon** command and construct the triangle elements for the roof sections.



Floodlighting Project

Create the roof for the main building

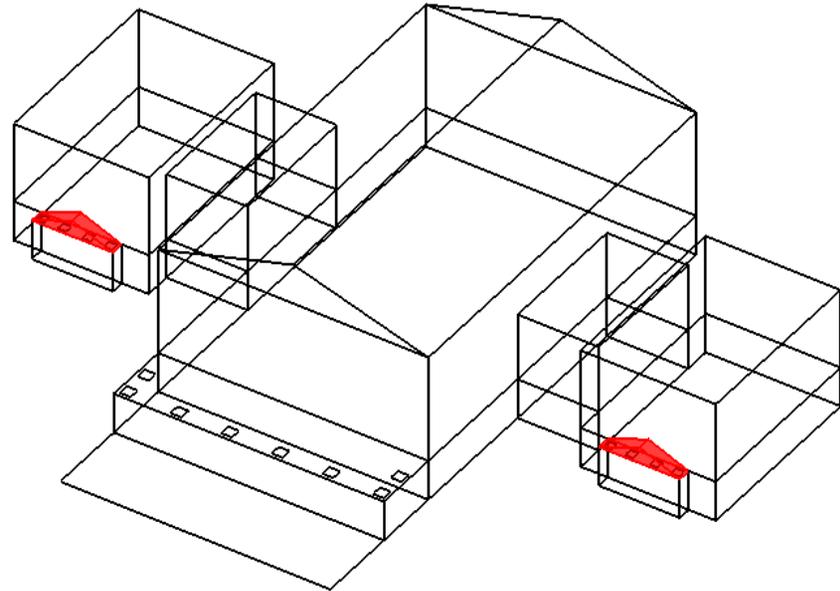
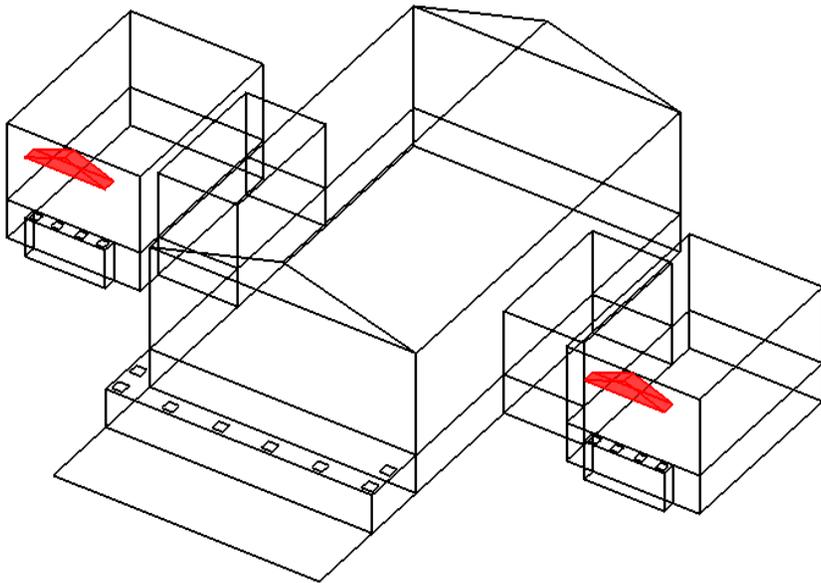
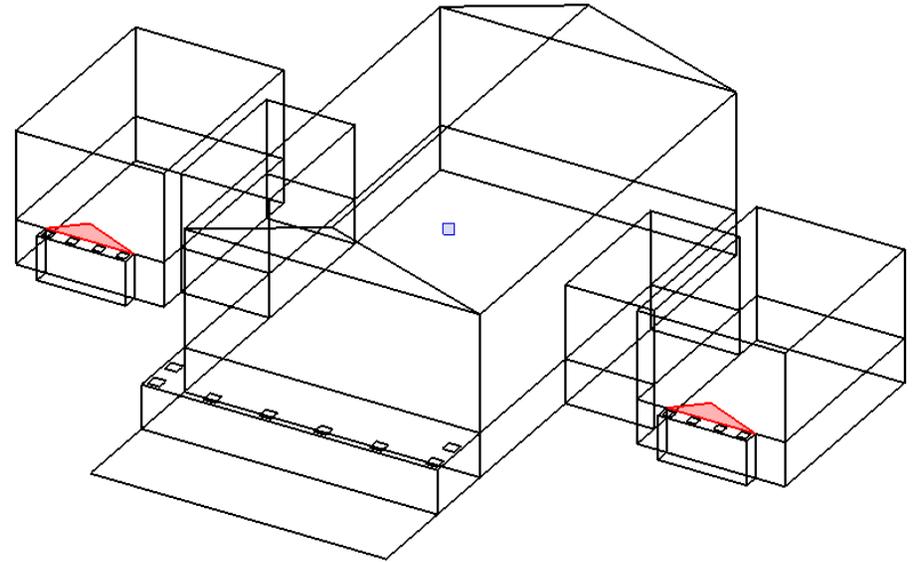
1. Select the **Pull** command
2. Select triangle of the main building
3. Pull the triangle to the end of the building (Tip: turn on **Endpoint** osnap to assist).



Floodlighting Project

Create the triangular sections for the side buildings

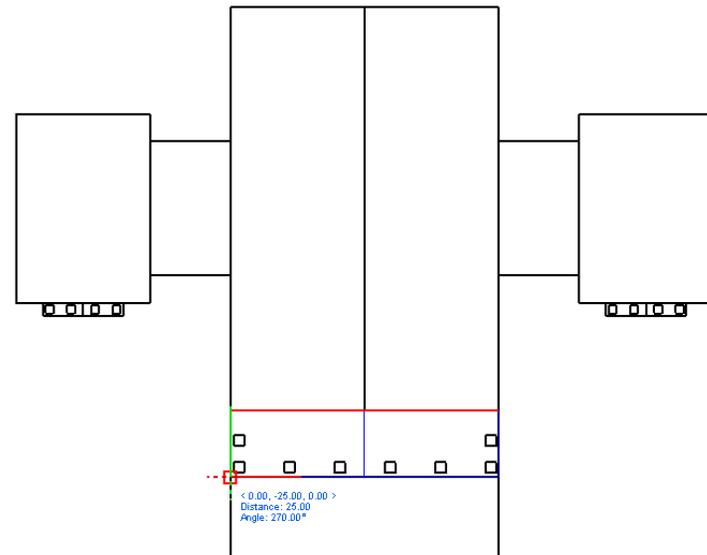
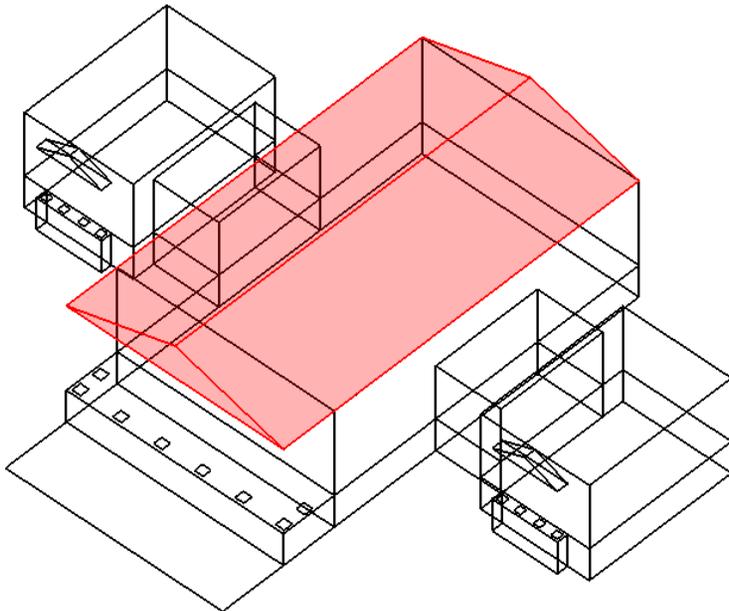
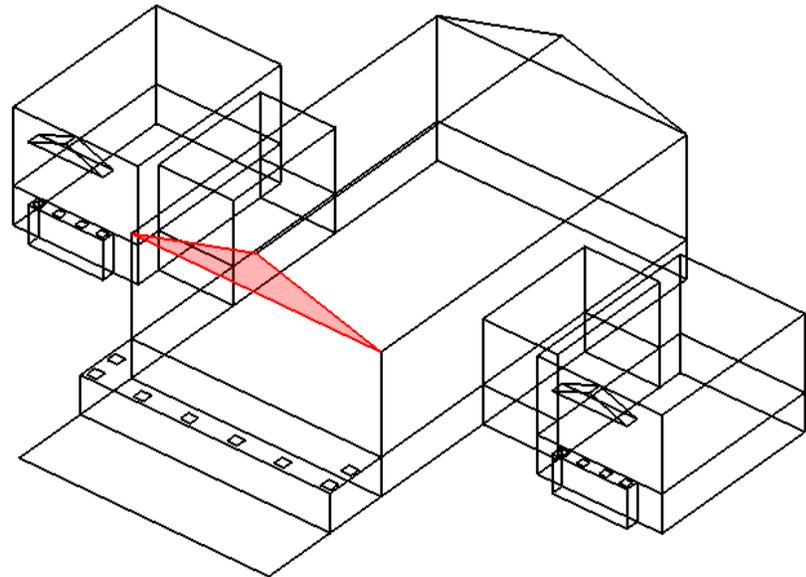
1. Select the **Pull** command
2. Select triangle section of each side building
3. Pull the triangle to the end of the building (Tip: turn on **Endpoint** osnap to assist).



Floodlighting Project

Extend the roof for the main building

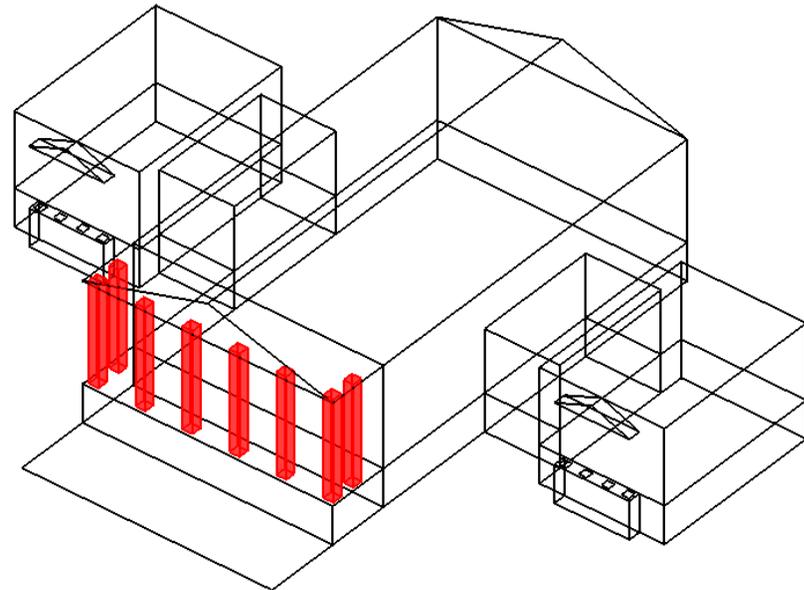
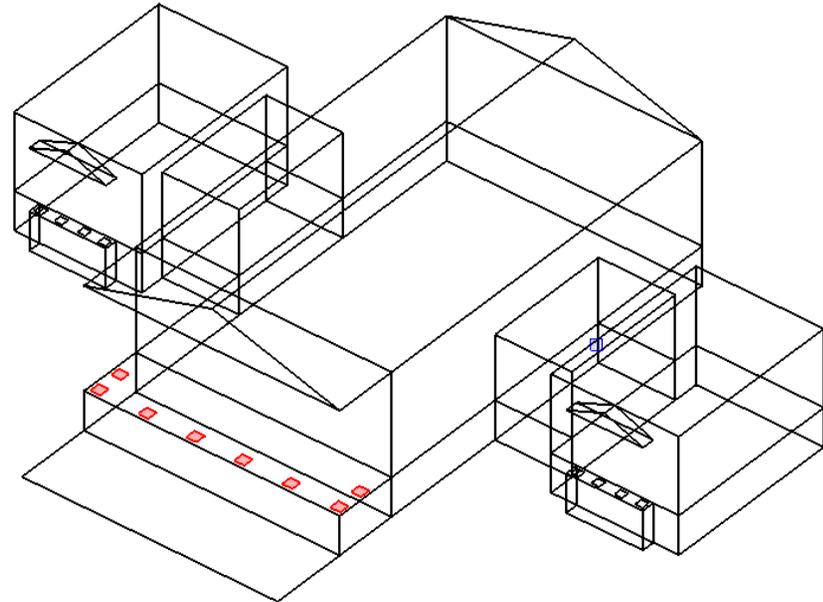
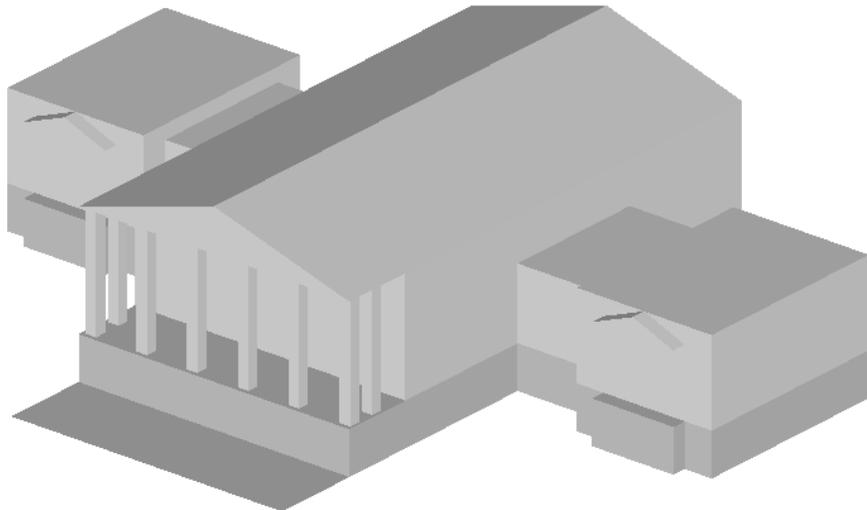
1. Select the **Pull** command.
2. Select south facing triangle of the main building.
3. Pull the triangle to the end of the building (Tip: turn on **Endpoint** osnap to assist).



Floodlighting Project

Construct columns for the main building

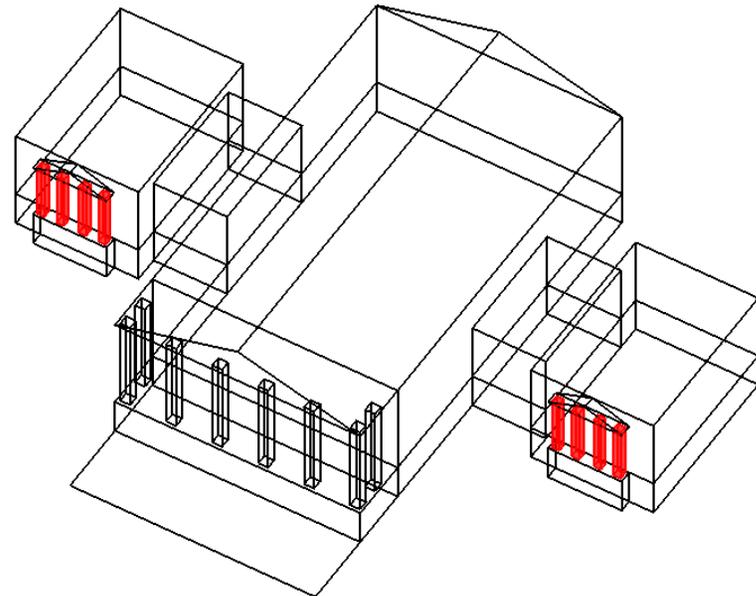
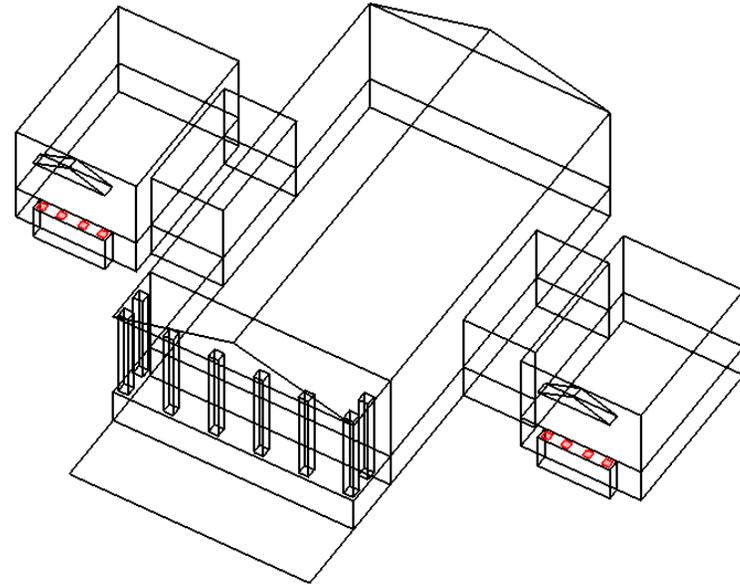
1. Select the **Extrude** command
2. Select all the column bases on the main building.
3. Enter an extrusion distance of **30ft**.
4. Select the **Properties** command and then select the columns you just created and change the color to **gray** – **reflectance = 95%**.



Floodlighting Project

Construct columns for the side buildings

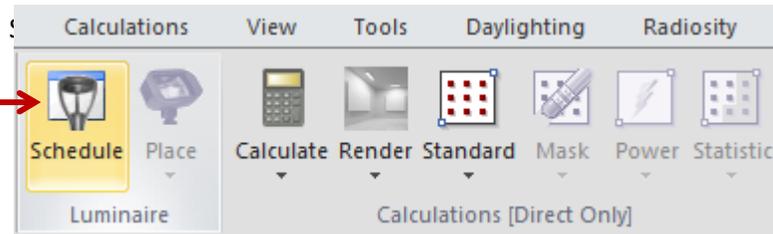
1. Select the **Extrude** command
2. Select all the column bases on the side buildings.
3. Enter an extrusion distance of **24ft.**
4. Select the **Properties** command and then select the columns you just created and change the color to **gray** – **reflectance = 95%.**



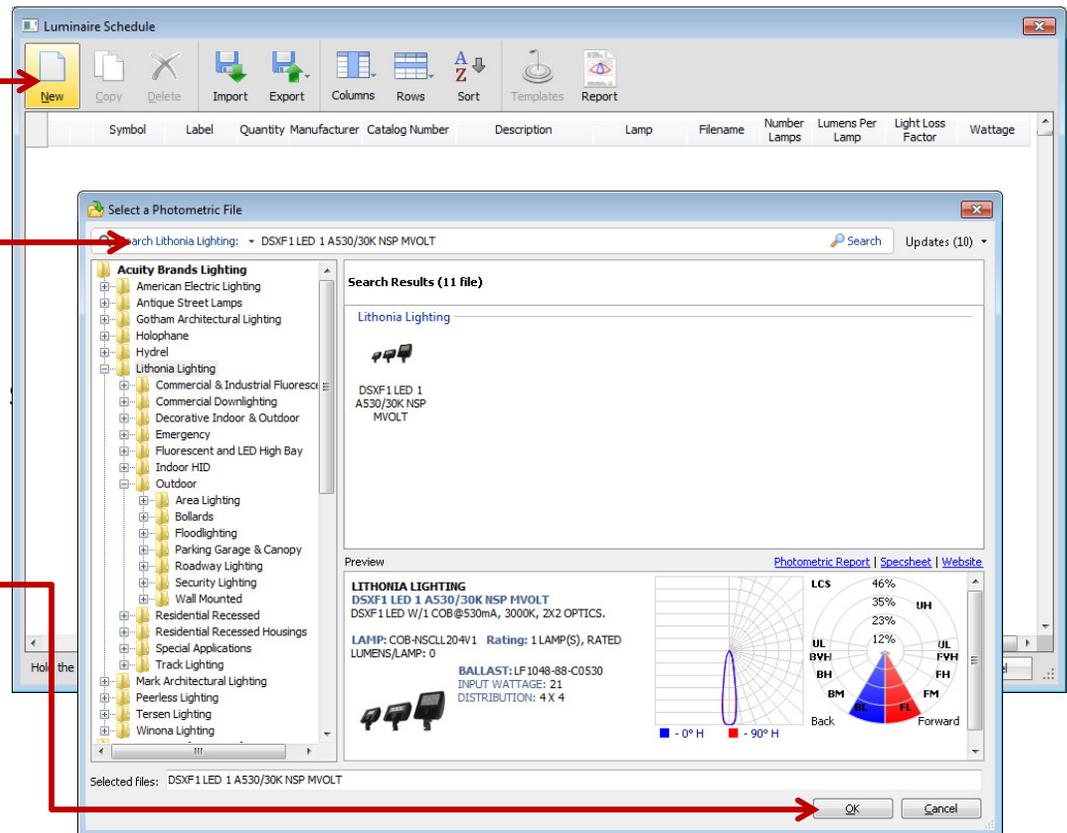
Floodlighting Project

Add luminaires to the Luminaire Schedule

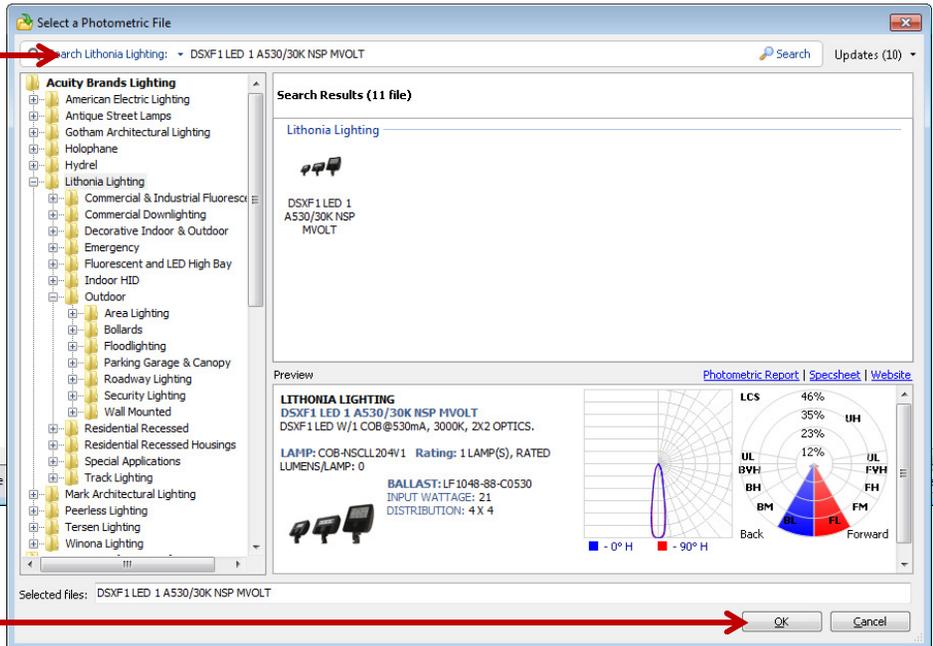
1. Click the **Schedule** button on the **Home** tab to launch the Luminaire Schedule



2. Click the **New** button to launch the Product Selection dialog



3. Search the Acuity Brands photometric database for **DSXF1 LED 1 A530/30K NSP MVOLT**



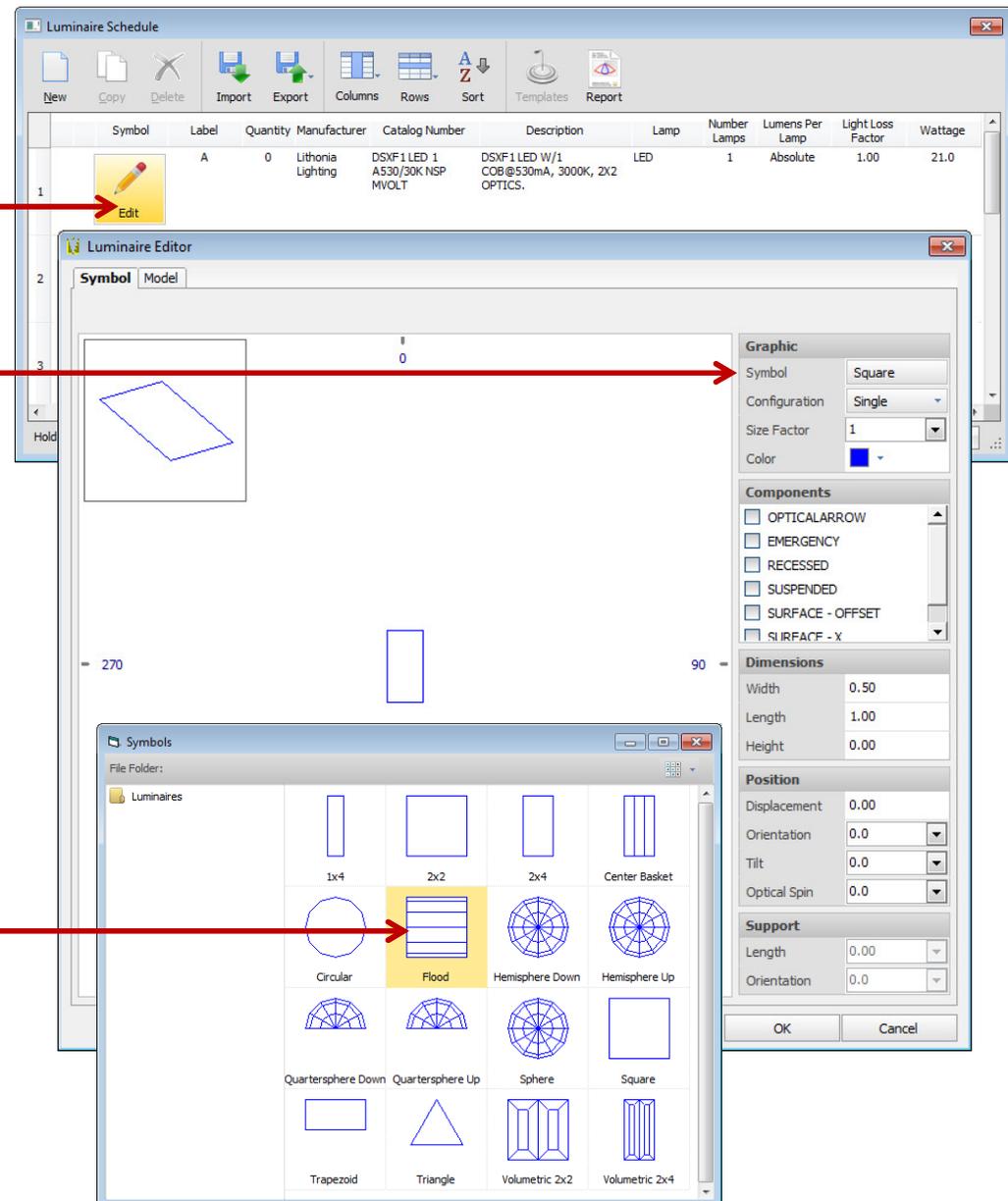
4. Select **OK** to add to the luminaire schedule

DSXF1 LED 1 A530/30K NSP MVOLT

Floodlighting Project

Change the luminaire symbol

1. Move your mouse over the luminaire symbol to display the **Edit** button
2. Click the **Edit** button to launch the Luminaire Editor
3. Click the **Symbol** button to launch the Symbol Gallery
4. In Symbol Gallery select the **Flood** symbol



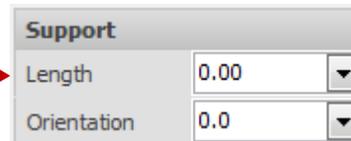
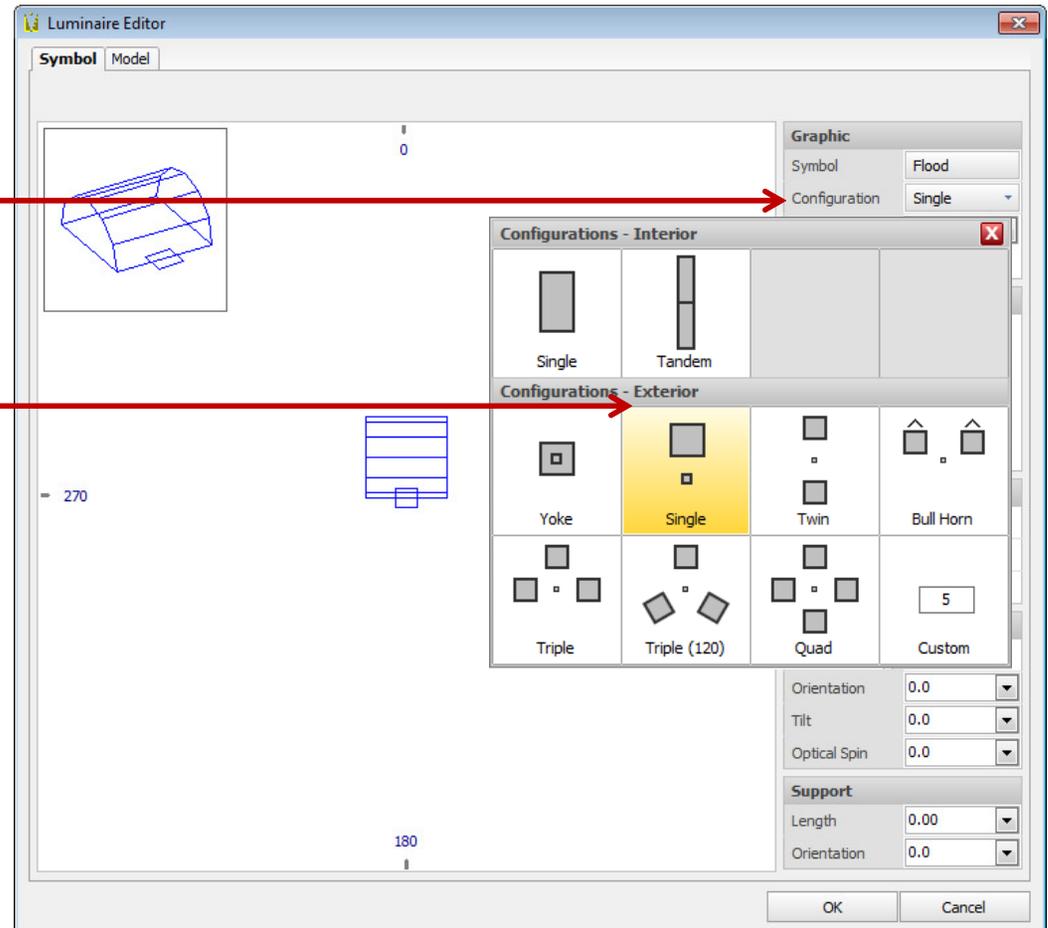
Floodlighting Project

Change the luminaire configuration

1. Click the **Configuration** button to launch the Configuration dialog

2. Select a **Single** configuration with a pole

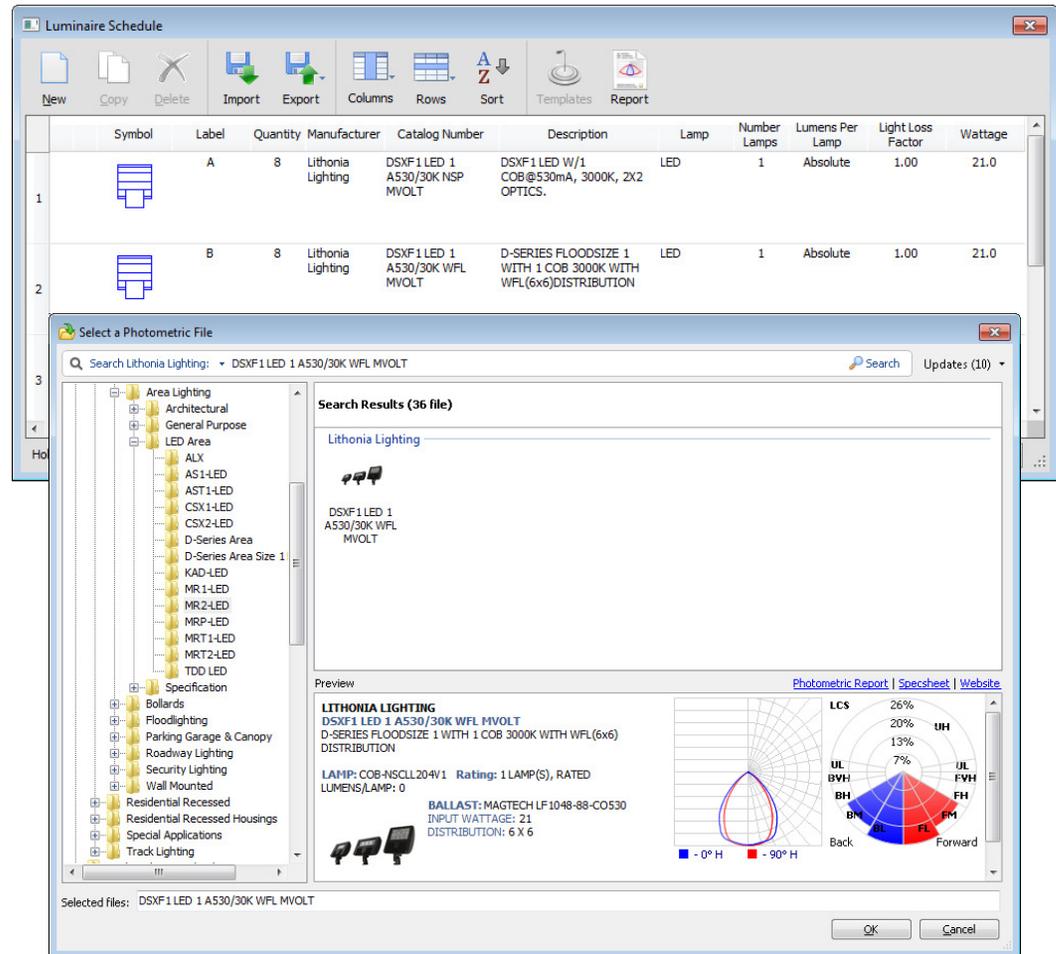
3. Change the **Support Length** to 0.



Floodlighting Project

Add luminaires to the Luminaire Schedule

1. Click the **New** button to launch the Product Selection dialog
2. Search the Acuity Brands photometric database for **DSXF1 LED 1 A530/30K WFL MVOLT**
3. Select **OK** to add to the luminaire schedule
4. Repeat the steps to create the same luminaire symbol and configuration

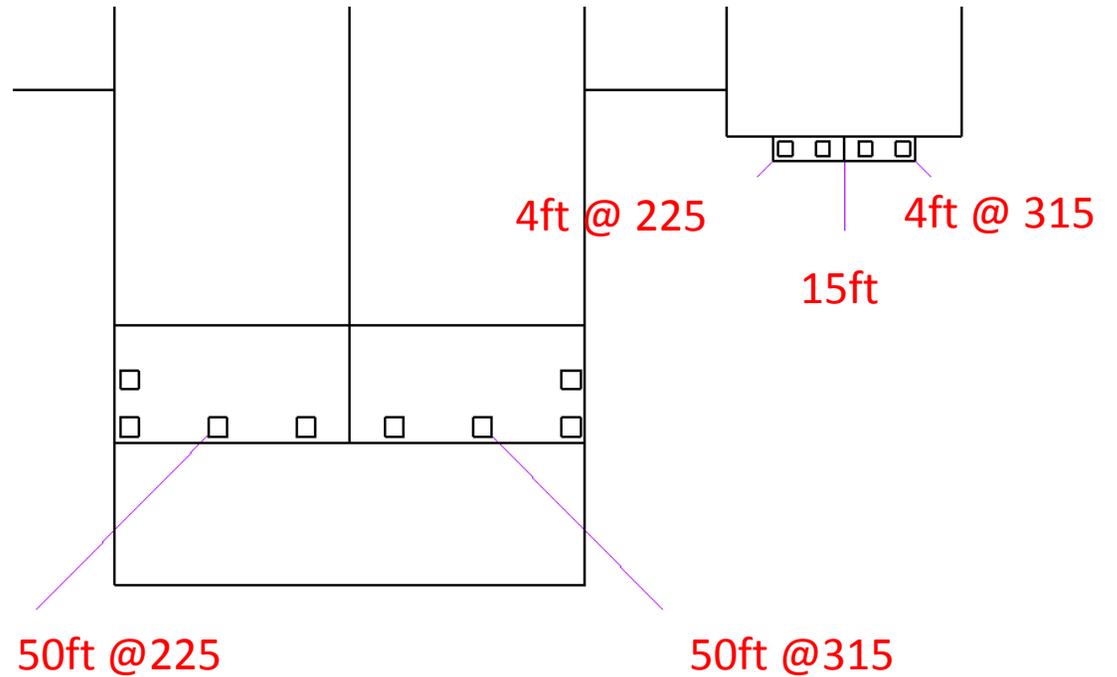


DSXF1 LED 1 A530/30K WFL MVOLT

Floodlighting Project

Construct reference lines to place the luminaires

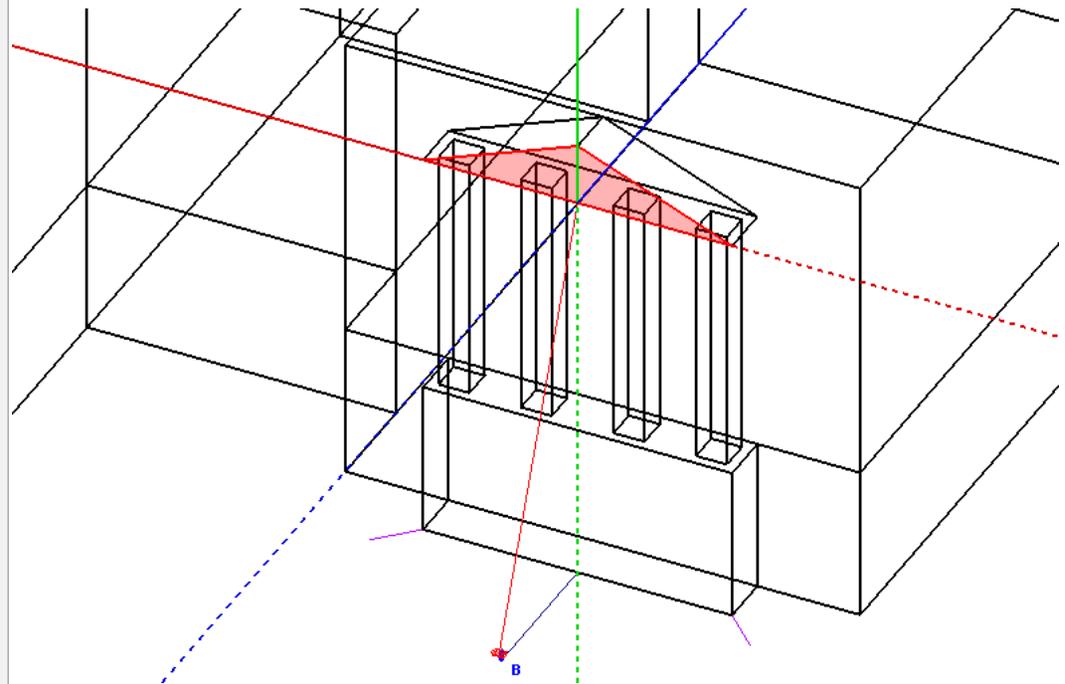
1. Create 3 construction lines for the east side building as shown
2. Create 2 construction lines for the main building as shown



Floodlighting Project

Place and aim the luminaires

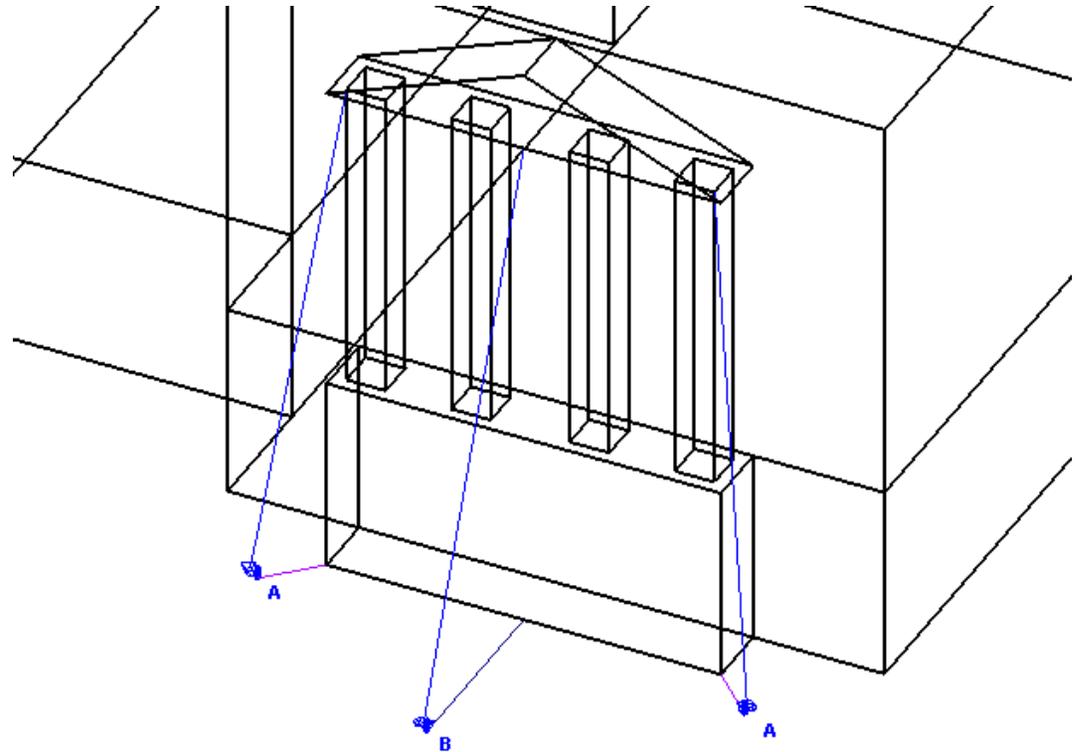
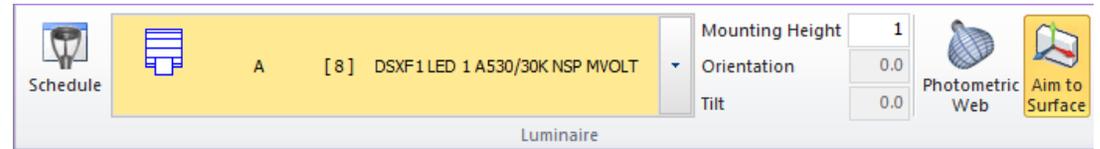
1. Select **Place and Aim** command
2. Select the **B** luminaire from the Luminaire List
3. Enter a **Mounting Height = 1 ft.**
4. Place the luminaire at the endpoint of the reference lines.
5. Verify the **Aim To Surface** button is active
6. Aim the luminaire to the peak of the triangular section.



Floodlighting Project

Place and aim the luminaires

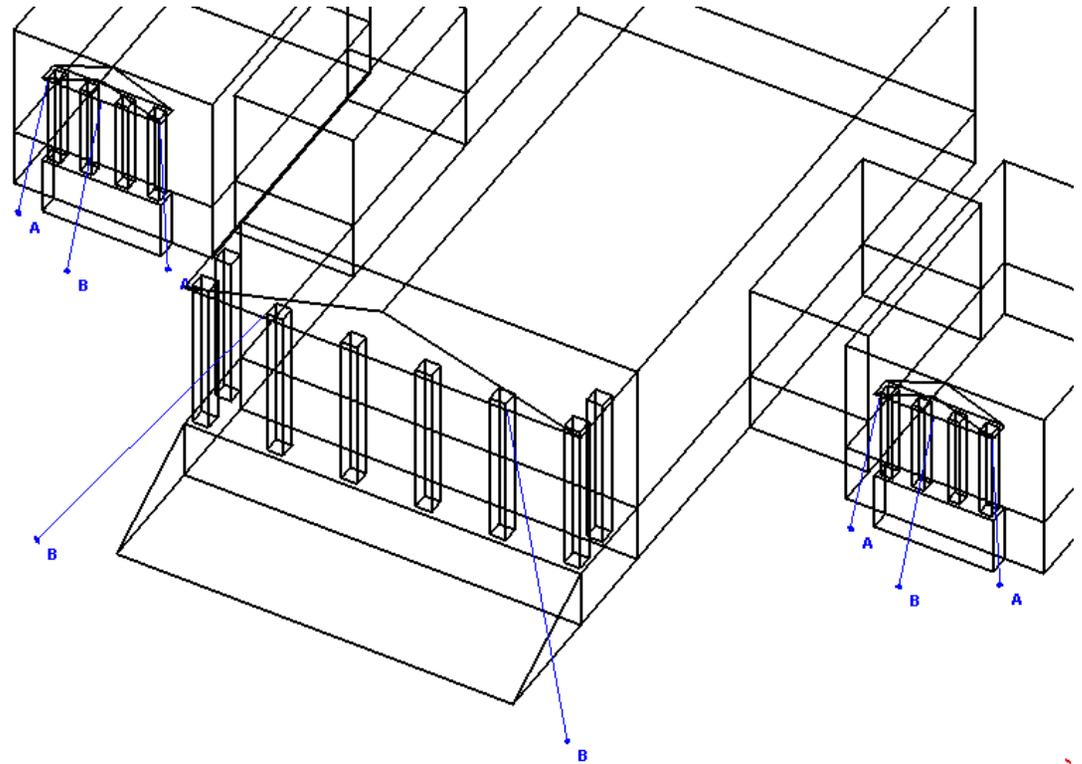
1. Select **Place and Aim** command
2. Select the **A** luminaire from the Luminaire List
3. Place the luminaire at the endpoint of the 2 side reference lines.
4. Verify the **Aim To Surface** button is active
5. Aim the luminaire to the corners of the triangular section.



Floodlighting Project

Place and aim the luminaires

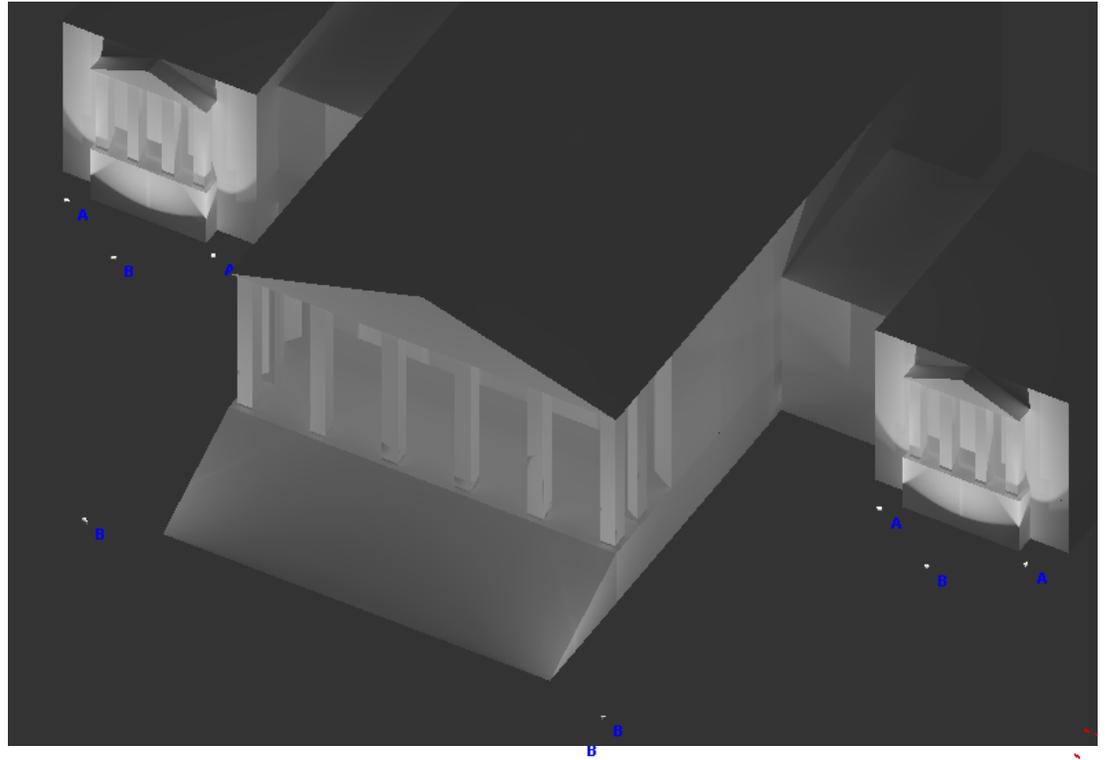
1. Select **Place and Aim** command
2. Place the B luminaires on the side of the main building
3. Copy the luminaires from the east side building to the west side building
4. Verify the **Aim To Surface** button is active
5. Aim the luminaire to the corners of the triangular section.



Floodlighting Project

Render the lighting design

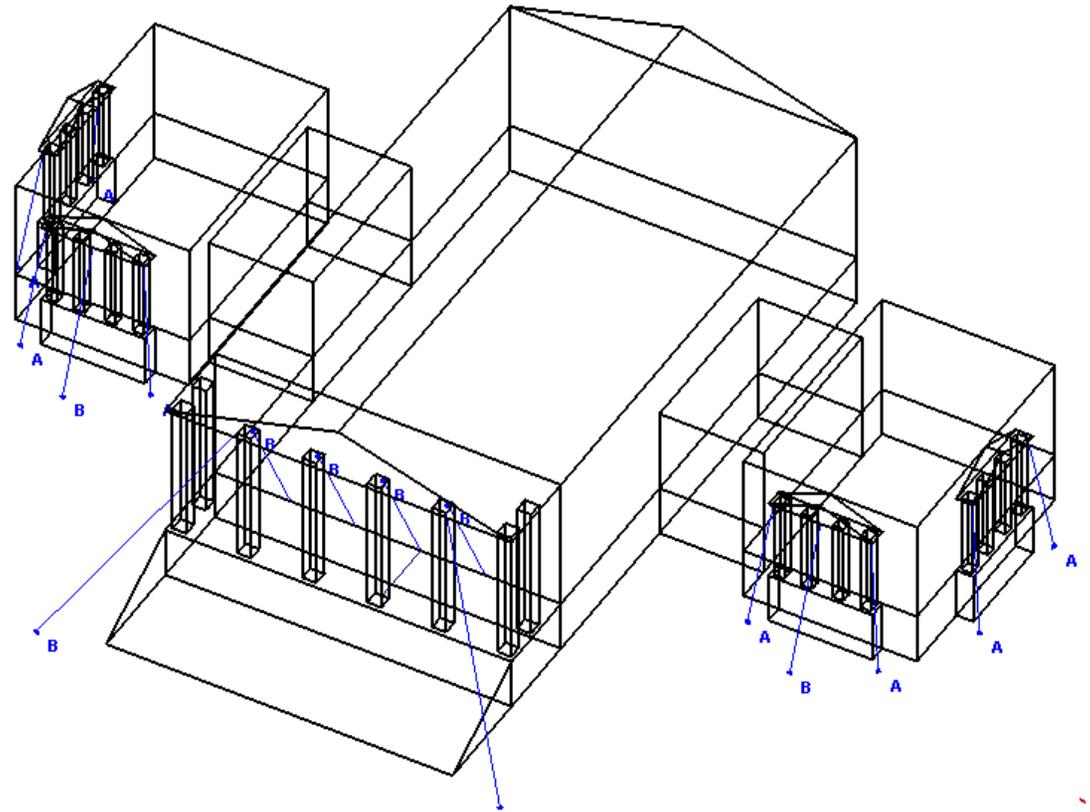
1. Your rendering should look similar to the rendering on the right



Floodlighting Project

Additional changes to building

1. You can use the Copy and Rotate commands to add to the east and west side buildings



Floodlighting Project

Rendering of modified design

1. You can change the background of the Design Environment for renderings. From the Tools tab, select Settings, then select the Environment tab and change the Render Background to a dark gray.

