SOFTWARE COMPATIBILITY FOR REALTIME LANDSCAPING ARCHITECT, GOOGLE SKETCHUP 7 AND COREL GRAPHICS SUITE IN THE GENERAL TERM INTITLED CAD (COMPUTER ASISTED DESIGN)

COMPATIBILIZAREA PROGRAMELOR REALTIME LANDSCAPING ARCHITECT, GOOGLE SKETCHUP 7 ŞI SUITA COREL 11 SUB CONCEPTUL GENERAL DE AMENAJARE PEISAGERĂ ASISTATĂ DE CALCULATOR

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Abstract. *The concept of cad (computer assisted design) must be looked from a global point of view where the entire programs used in landscape design are compatible. Generally speaking this fact is possible, but must of the software producers tend to make unique software with fewer possibilities for software compatibility with other programs. In order to fulfill a software compatibility landscape designers who are using computer accuracy in their designs must be capable to use different software's and known their strong and week points to make a perfect landscape design generated through cad techniques. The present paper wants to illustrate multiple compatibilities between three landscape design software Realtime Landscaping Architect, Goggle Sketch Up 7 and Corel Graphics Suite.*

Key words: library creation, symbol, model, CAD

Rezumat. *Conceptul general de proiectare asistată de calculator trebuie privit dintr-o perspectivă globală, unde programele de amenajare peisageră asistată de calculator sunt compatibile între ele. Cu referiri generale acest lucru ar fi posibil, însă majoritatea producătorilor de programe tind să facă din programele lor „unicaturi" lăsând puţine posibilităţi pentru eventuale compatibilităţi cu alte programe. Pentru a face posibilă compatibilitatea dintre diferite programe de amenajare peisageră utilizatorii de programe trebuie să cunoască cel puţin utilizarea a trei programe, insistând pe punctele forte sau slabe ale acestor programe, rezultatul final concluzionându-se într-o amenajare peisageră asistată de calculator cât mai corectă şi funcţională. Lucrarea doreşte prezentarea posibilităţilor de compatibilizare a trei programe de amenajare peisageră Realtime Landscaping Architect, Goggle Sketch Up 7 şi Corel Graphics Suite.*

Cuvinte cheie: creare bibliotecă, simbol, model, CAD

MATERIAL AND METHODS

The present paper reveals the importance of using the compatibility between CAD software's. In most of the cases landscape software programs are meant to be looked as singular CAD solutions. With the interrelated usage of *Realtime*

Landscaping Architect, *Google SketchUP 7* and *Corel Graphics Suite* I propose a different approach in CAD techniques by creating a custom library of 3D or 2D symbols with the help of the mentioned above programs. The tests where carried on a medium equipped computer: CPU AMD Duron 950 MHz, Memory 640 MB RAM, Video Board - NVIDIA FX 5500 - 256 MB

RESULTS AND DISCUSSIONS

For creating 2D objects or 3D Realtime Picture Editor represents the perfect solution for this problem. With a simple crop function the designers can make exact replicates of existing plant cultivars or exterior furniture from a picture. Through this method the plant library or the accessory library of the program is constantly improved by adding new objects by the software user.

The following figures are explaining the main steps for creating and importing a new object in the plant library.

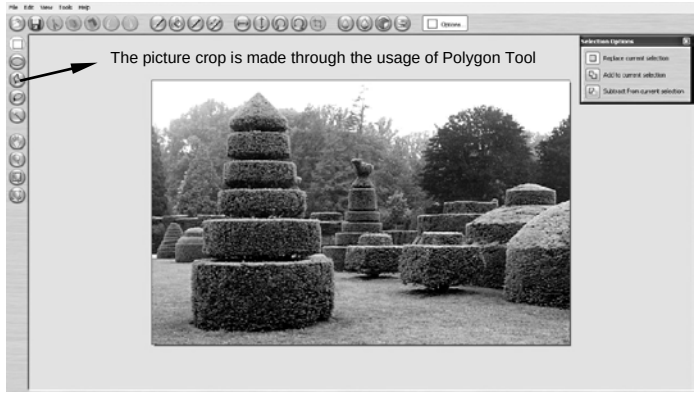

Fig. 1. The importing method of a picture in *Realtime Picture Editor*

Once imported the picture it must me cropped by using the Polygon Tool. At the end of the cropping method the result would look like the figure 2.

Fig. 2. The cropped vegetative form

As we can se in the figure 2, all the background of the picture disappears once with the cropping of the picture. At this point I saved the new topiary art with the extension tga (recommended for the best quality of the picture). Also through this extension the picture will maintain the transparency effect.

The final example of the imported topiary art model is showed in figure 3.

Fig. 3. The imported new object in *Realtime Landscaping Photo*

A forward approach for improving the plant and object library of *Realtime Landscaping Architect* software I made it by importing 3D models from *Goggle Sketch Up 7* program.

Here is a simple example how I accessed the library of *Goggle Sketch Up 7* through *Realtime Landscaping Architect* software.

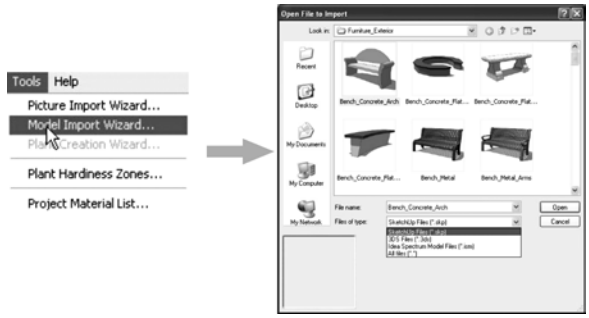

Fig. 4. Importing 3D Sketch UP models through Realtime Landscaping software

The advantage of the 3D imported object is that it can be moved and looked from any kind of perspective. This is a major strong point of an imported 3D object against an imported picture that can be looked only by the perspective when the picture was taken.

Corel Draw Suite witch is a powerful vectorial design software can benefit from the importing of 2D symbols.

This issue can be resolved by importing through the tga extension all the 2D symbols of the *Realtime Landscaping Architect* software.

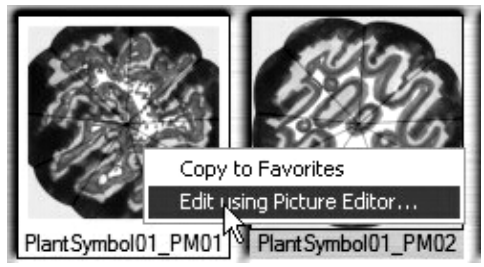

Fig. 5. Exporting method of 2D models from Realtime Landscaping software

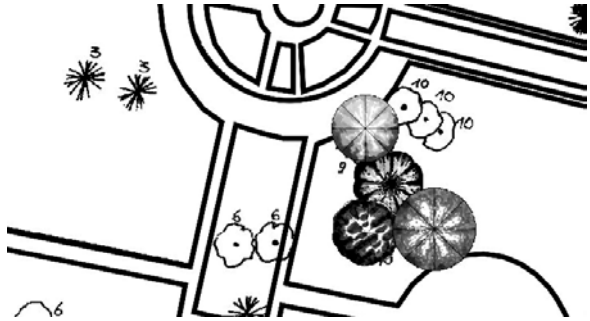

Fig. 6. Imported 2D symbols in Corel Draw software

When I exported the 2D symbols from the *Realtime Landscaping* program I selected the extension of the file tga. This extension is recommended for best quality and its transparency effect.

CONCLUSIONS

Following the mentioned above steps a landscape designers who is using CAD software's can improve the plant library or the object library. The presented solution tends to improve and facilitate the work in different types of software's.

All the presented programs can be looked as 100% compatible through CAD perspective. When the user finished importing all the 2D symbols from the Realtime Landscaping library, Corel Draw becomes a powerful landscape design program.

Goggle Sketch Up 7 is another free of charge software that can be used for its 3D libraries or 3D modeling of a landscape project.

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