



## AGi32 Advanced Training Outline

### I. Quick Commands and Keyboard Shortcuts

### II. Importing CAD files – Exploring Options

- 3D: set surface properties
- 3D: coplanar merging
- 2D & 3D: curve increment
- After importing: Translate Origin
- Troubleshooting

### III. Luminaires Part 1

- Instabase user account: why this is advisable
- Instabase searches
- Luminaire Insertion Point, Luminous Box and Luminaire Symbol: how to avoid problems

### IV. Surface Types

- Explore all types except roadway
- Changing from one type to another:
  - Potential effects on calculations

### V. Surface Properties

- Removed
- Luminance: numerical value and color
- Daylight Exterior
- Color
  - How AGi32 calculates reflectance from RGB values
  - Color Bleed
  - Effect on calculated results
- Direct Flux Only (as a surface property)
- Exploring and comparing appearance of opaque, transparent, translucent and luminous surfaces

### VI. Textures

- Ways to apply texture (Tiled, stretch, etc.)
- How AGi32 calculates reflectance of Textures
- Custom Textures
- Preview Textures
- Displaying Textures (or not): differences in display uniformity

- Picture frame + Texture: hang it on a wall!
- VII. Display Options in Render Mode
- Pseudo Color
- Gray Scale
- Exposure

#### VIII. Enhancing the Appearance of the Visualization

- Adding Library Objects
  - Adjusting size, colors, textures
  - Placement, orientation
  - Effect on calculations
- Manual meshing
  - How does it work?
  - When can it be helpful?
- Adaptive Subdivision
  - How does it work?
  - When can it be helpful?
  - Automatic in some daylighting

#### IX. Enhancing the Appearance of the Visualization

- Secondary Sources
  - What are they?
  - When can they be helpful?
- Luminaire Subdivision
  - When does it happen automatically?
  - When to force it?

#### X. Ray Tracing

- What is it?
- How does it differ from Radiosity?
- Exploring the various Ray Trace options

#### XI. Luminaires Part 2

- Luminaire Collections
- Creating a custom luminaire symbol
- Making the new symbol a Smart Symbol
- Custom Luminaire Arrangements
- Luminaire Groups
- Luminaires with color filters
  - How AGi32 calculates transmittance from RGB values
- Show CCT effects
  - Caveats: cannot show color rendering with accuracy

#### XII. Project Manager

- Creating a project
- Transferring entities between projects
- Isolating and combining projects

- Accessing Surface Edit
- Modifying luminaires
- Freezing, locking, protection and passwords

### XIII. Scene Manager

- Luminaire Labels
- Create Scenes & Channels
- Assign luminaires to Channels
- Scene Map & Scene Summary (Schedule)

### XIV. Exterior Obtrusive Light: Analyzing Glare and Spill

- LEED v4 for site lighting
  - Brief review of the site lighting criteria
  - Setting up the calc grids
  - Compliance