

Week-9-Part-3-Clone-Folders

Hello, this is Eric Bobrow. And in this lesson, we're going to be looking at more options in the View Map, including the very special concept called Clone Folders. Here I have a very simple example file that I have drawn up, just with a few walls, a couple of doors and windows, and a few scattered objects. A chair, which is obviously movable furniture, some cabinets, which would be fixtures, and a tree, which is of course, landscape. [:39]

Now when I switch between the Drafting view that I am in right now, to a floor plan for construction documents, the chair and the tree disappear. When I go to the structural plan, it will actually just show the walls. And when I go to reflected ceiling plan, it is changing the view of walls and the doors and windows in them. So let's go back to the drafting floor plan. [1:08]

I'm going to create a new view for presenting to a client. Now, instead of using a layer combination for drafting, which has all of these elements showing, or floor plan, which shows what would be appropriate for construction document floor plan, I'll choose the layer combination called, "Presentation Plan". And you see that that turned off the section marker and the tree, but left the basic information for viewing the project walls and furniture and fixtures. [1:37]

So I will go in and create a new view by clicking this button. Say, "New View" I will name it, "Presentation Plan", and create it. So you see that that view showed up, and if I go back and forth between the drafting floor plan view and the presentation plan, it gets me the desired result. Now, if I want to create a similar one for the second floor, then I can go up to the next story up, first story, for those of you who are outside the U.S. Or second floor if you're in the U.S. Here, I am seeing the bedroom and I'll go and create in new view here. [2:17]

And we'll call this, "Upper Floor Presentation Plan". And you can see now, I've got the two different views. If I'd like to group them, so they're a little bit easier to manage, I can create in new folder which is this icon here, New Folder. And we'll just call them, "Presentations". So, to combine these two into that folder, I would select them, and drag them on top of the folder and it now, they're organized in the following manner. [2:48]

So, that was pretty quick, but there is a shortcut to this, which actually has some advantages for a variety of parts of the workflow. This is called the Clone Folder. So I have highlighted the Project Map as a whole, or the project at the top, so that when I create this, it will go right at the top of the list. And I will click on, Clone A Folder. This says, what part of the project do I want to clone? And I choose a part of the project map. I can clone stories, sections, elevations, all of these that you see. [3:26]

Now, I will say that I'd like to create one with all of the plans that is specifically for presentation. So I might call this, "Presentation Plans". So that is the name of the folder itself. And then, as with any view setting, I'm going to choose, what are the basic criteria for viewing. So, it did pick up the layer combination presentation plan that I had active, in this scale, quarter inch, which would be roughly 1 to 50, and other settings they're active at the time that I brought this dialogue. [4:05]

I'll say, "Clone", and you'll see this folder shows up. I'll just drag this up to the top of the list, and open it up. And you can see instantly there are, and here is the first floor, here's the ground floor, and here's the upper

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one. So, it's very similar to what I had. Now, why would we use a Clone Folder rather than doing that? Maybe it was a tiny bit quicker. Well, if I had more stories, three, four, five, 20, 50, then this single step of creating the Clone Folder would create all of them at once. [4:43]

So, if you have a very tall building, of course that's definitely an advantage. But you can also use Clone Folders for things like sections. Right now, there's one section drawn. Let me just show you where that is. I'll go back to the construction document floor plan. And you can see that I've drawn a single section through there. Now, when I open up the section, we'll see it's cutting through the building. And there's only one section drawn, and there's a section in this Clone Folder. [5:12]

You notice that the folder has a little icon symbol, because it is a Clone Folder. Whereas, this folder here has no icon, and that's sort of a general purpose folder. Now, let's see what happens when I go back to the floor plan, and I add another section line. So, I'll use the eyedropper to pick up the section here. But I will change this, it will be, "Section two". And I'll just draw a partial section right now going this way. [5:47]

So having drawn that, of course, it shows up immediately in the project map here. Because, anytime you create a source marker for something like a section, it will show up in the project map. It will also show up in the Clone Folder. So in other words, theirs if you already defined. So I could create three, four, five, 20, any number of sections, and there will be views to find for them. Now, when I double click on the section, so it instantly is there, I notice a couple of things that are not quite right. [6:19]

For example, I wouldn't want to show the movable furniture like this chair or the bed in the section, nor would I want to show this bit of a tree that was outside in the section. This is controlled, of course, by the layer combination. The layers right now are sections, which is certainly an appropriate name. But I'll go and open up the layer settings here, Command+L or CTRL+L will get you there quicker. And I'll go and say, the section layer combination, I really don't want to see furniture. And, I don't want to see plants. So I will click Update. And say OK. [6:59]

And now, this is cleaned up this particular section. But notice when I go to this section here, it's also cleaned it up. There was a chair showing before. So, any change that I make to a layer combination will affect any view that references it, and of course it will affect the section, since they all reference the same layer combination. Now, in terms of the sections, right now the the sections are set at a certain scale, 1/4 inch to a foot. I could decide that perhaps I want to make them a little bit bigger, 3/8 inch to a foot, which would be the equivalent of 1:35, or something like that.[7:45]

If I say OK, then, having changed that, and we open this section up, we'll see that the section now is set for that particular scale. So making a global change to the settings of the Clone Folder will affect all of the views that are related to it. Now, we do have a A Clone Folder for details, or we can have it for details and worksheets and other things. And I'm going to show you some of the other ways that we can work with it, by switching over to the sample project that I often use to demonstrate. [8:30]

So for example, if I go to the "Details" Clone Folder here, and we look at this example detail, and I turn off the

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virtual trace, we're seeing this particular detail at a scale at 1 inch to 1 foot, which would be 1:12. If I would like to change that to a different scale, I can do that. I can go into the settings for this particular one. And even though it's part of a clone, I could change this and say, you know, I really want it to be a little bit larger here, or perhaps maybe quite a bit larger. I'll just say 3 inches to a foot, which would be 1:4. [9:05]

And you can see that now, the building elements didn't really change, but the text got much smaller, which means that there would be more room to be putting in details, of course, at the larger scale. So, in a Clone Folder, we can change the layers or scale, anything that we like that would help make that particular few more appropriate. I'll show you some other options that we have for Clone Folders. For example, if I look at the floor plans here, and I go up to the top, here it says upper roof plan. Well, the name "Upper Roof Plan" is something that was manually put in. So changing the name of this view, even though it's part of a clone, the actual story in the project map is called "Top Plate". So here we have ones that are obviously named for their function, foundation, first floor, second floor. Why is this called "Top Plate"? [10:11]

Well, to answer that In MasterTemplate, we decided that because all of the sections and elevations typically have a story reference that is drawn out to the side, it would be good to put the one for the upper story with a name that we would like to call out. So every one of these elevations has "top plate" in this case. The story, when we actually create the view of it, we can change it's name. So here, we change it here, but of course, in the one for reflected ceiling, there is no reflected ceiling for the roof area. So we changed the name to "N/A" indicating that it is not appropriate, or not being used. [11:00]

If I go to something like a structural plan, we could have the roof framing plan there. So we're naming all of these "Custom" in the Clone Folder. But all of these, if I double click on this, this is the ground floor or first floor structural plan, and this is the second floor structural plan. So each one of these Clone Folders basically defines a style. It defines a layer combination, as scale, a model view option, a way of looking at the building model, in this case, for a particular story, that is different in another way, for example, on the same story, or on the upper or second floor. Double click here, and this is the one for the floor plan. [11:51]

So, the Clone Folders are a quick way of defining a viewing style, or a group of viewpoints that are all part of the same viewpoint folder in the project map. Now, you may think that when I have the reflected ceiling plan Clone Folder, that I should just delete this extra view, that it isn't going to be used. The reflected ceiling plan of the roof or foundation. But the problem is, and I'll just bring this up, there's nothing really drawn here. If I were to click on this "X" to delete it, first of all, it's not undoable. That is true for any view. If you go to delete it, it will delete that particular way of viewing the viewpoints. That's called "The View". But it will cause extra problems if you do it in a Clone Folder, because it will delete the entire folder of views. Which you could do, but it would definitely cause problems if you wanted to use the other views in that folder. [12:55]

Now, here, we can't really get rid of the story, because the story is where we drew the roof elements. But, there are times when, for example, let me just draw an extra section on the plan. So I'll go to the first floor plan, and let me just draw a section marker. Maybe I'm going to cut a section through the front door here, and just a little mini section in this area. And this section is called, "CD - 04". Section B, I'll just call it "Temp Section". So this section, if I were to open it up in the Clone Folder for sections here, you can see it. It may be

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useful for certain purposes for being able to work on some of the model, and work out some of those details. [13:55]

But if this is not something that I really want to keep later on, I might want to delete it. But I don't want to delete in the Clone Folder here, I'll get that message that it will delete not only the view, but the entire folder. What I want to do is actually go to the project map, and delete the view here, or the viewpoint here. It will still warn me that it's not undoable, but what will happen is when I delete it, the marker disappears, but the other sections don't disappear. And the clone folder as a whole is still retained. [14:32]

Of course, all the other sections are still in good shape. So, that is a little warning there, do not delete a view from a clone folder. If you want to delete, for example, an extraneous section, a temporary section, or a detail that you don't need anymore, go back to project map, and find it there and delete it. Or, you can delete the source marker. In other words, if I highlight this and say, "Select section marker on the home story" and zoom to it, you'll see that I can see which marker it is, and if I don't need it anymore, I can delete it here on the story, which would remove it from the project map. And therefore also from the clone folder. [15:18]

So, Clone Folders are very powerful and they are flexible. But there is that one warning, don't delete a view from the middle of the Clone Folder.