

A GUIDE TO CREATE AND MANAGE STYLED OBJECTS WITH VECTORWORKS



VECTORWORKS®
ARCHITECT

TABLE OF CONTENTS

INTRODUCTION	2
CREATE/EDIT/SAVE/DISTRIBUTE	3
CREATE	4
EDIT	7
SAVE	8
DISTRIBUTE	9
SUMMARY	10

INTRODUCTION

Styled objects in Vectorworks Architect can help designers maintain project consistency. Further, having a standard for styled objects can help maintain a firm's entire object library. Think of styles as a way, for example, to create window and door types with their classes clearly delineated and color/frame profiles controlled by the defined style.

Styled objects come with many benefits. They grant you both control and consistency, and, when needed, added flexibility. Developing styled objects becomes particularly important for maintaining office standards as firms move towards BIM workflows. In fact, it's conceivable that a firm could rely only on styled objects in project documentation.

CREATING AND MANAGING STYLED OBJECTS

Spaces, elevators, doors, windows, pilasters, cabinets, data tags, title blocks, ramps, slabs, and walls are all great candidates for creating and maintaining styles for these often-used design elements. Keep in mind that not all objects in Vectorworks are set up to use styles. Styles are available only for objects that have been configured by the developer to accept styling parameters.

There are two variables to consider when creating a styled object — should you set a parameter to “By Style” or should you set it to “By Instance?” Parameters set to “By Style” will behave identically for all instances of the style. Parameters set to “By Instance” are set independently for each instance of the style.

CREATE/EDIT/SAVE/DISTRIBUTE

CREATE

To create styled objects, select the object and then right-click to select “New Plug-in Style from Unstyled Plug-in...” from the contextual menu. You can also select the same option from the “Style” drop-down in the Object Information Palette (OIP).

Depending on what type of object you’re styling, a dialog box lets you set parameters to “By Style” (bent arrow icon) or “By Instance” (slider icon). The example is taken from the Window Settings dialog. It shows that parameters such as the Window Shape (ex. Circle, Oval, Rectangle) are set “By Style” and as a result will remain constant, whereas the Width, Height, and Elevation are set “By Instance” and therefore can be changed.



FIGURE 1: Contextual Menu

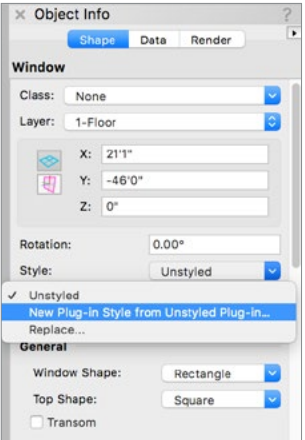


FIGURE 2: Create in OIP

CREATE/EDIT/SAVE/DISTRIBUTE (CONT'D)

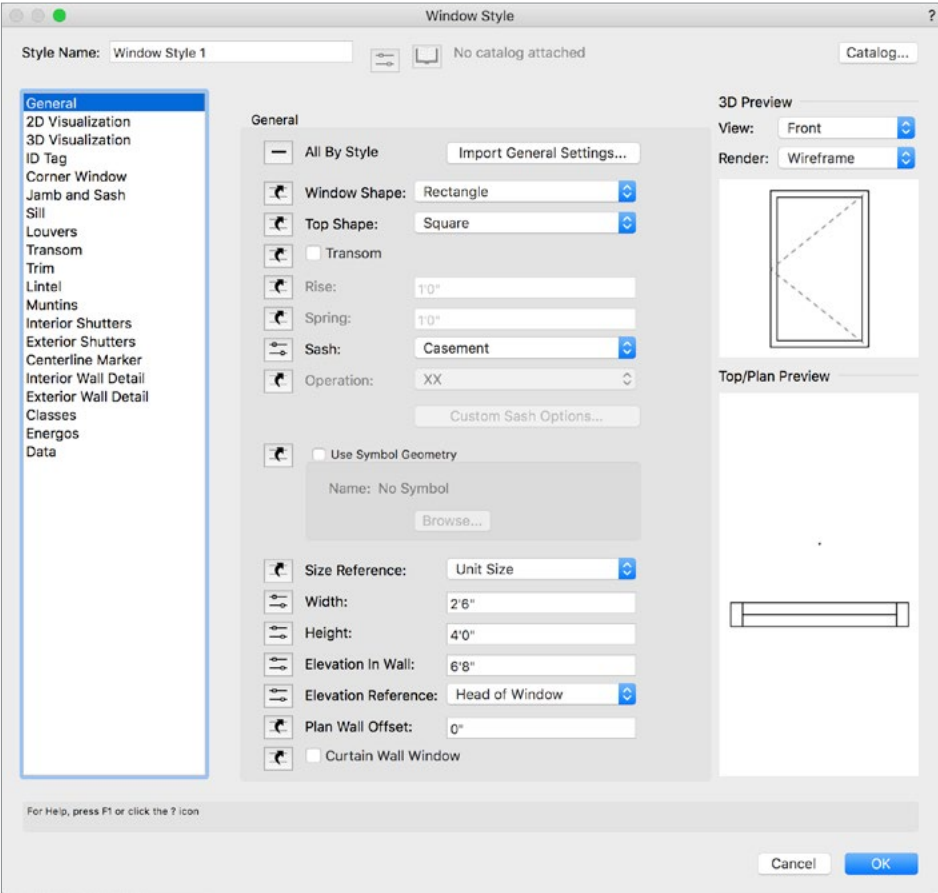


FIGURE 3: Edit Window Dialog

CREATE/EDIT/SAVE/DISTRIBUTE (CONT'D)

An example of these choices is described in the Window Schedule, which shows several sizes and sash operations. The Window Types legend graphically shows casement windows, awning windows, and fixed glass windows all using the same window style.

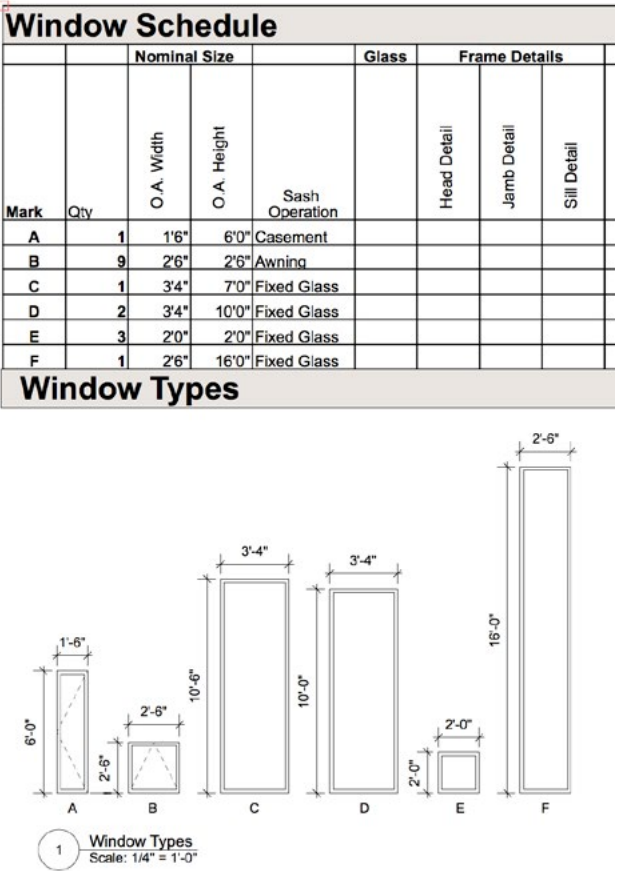


FIGURE 4: Window Schedule and Type Legend

CREATE/EDIT/SAVE/DISTRIBUTE (CONT'D)

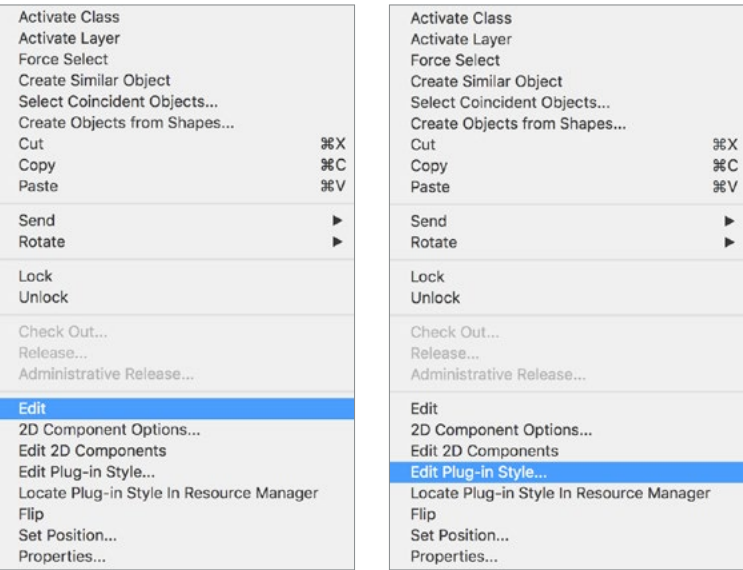


FIGURE 5: Edit by Instance

FIGURE 6: Edit by Style

EDIT

Once you’ve created the styled object, it will be available in the Resource Manager and can be placed in an appropriately named folder.

Selecting and editing an individual styled object using the “Edit” command lets the designer change the parameters that are set to “By Instance” in the object’s style dialog, as opposed to changing a parameter using the “Edit Plug-in Style” command that is set to “By Style” that will, as mentioned above, change all objects using that style.

CREATE/EDIT/SAVE/DISTRIBUTE (CONT'D)

SAVE

Styled objects can be organized, saved, and managed with the Resource Manager’s familiar folder structure.

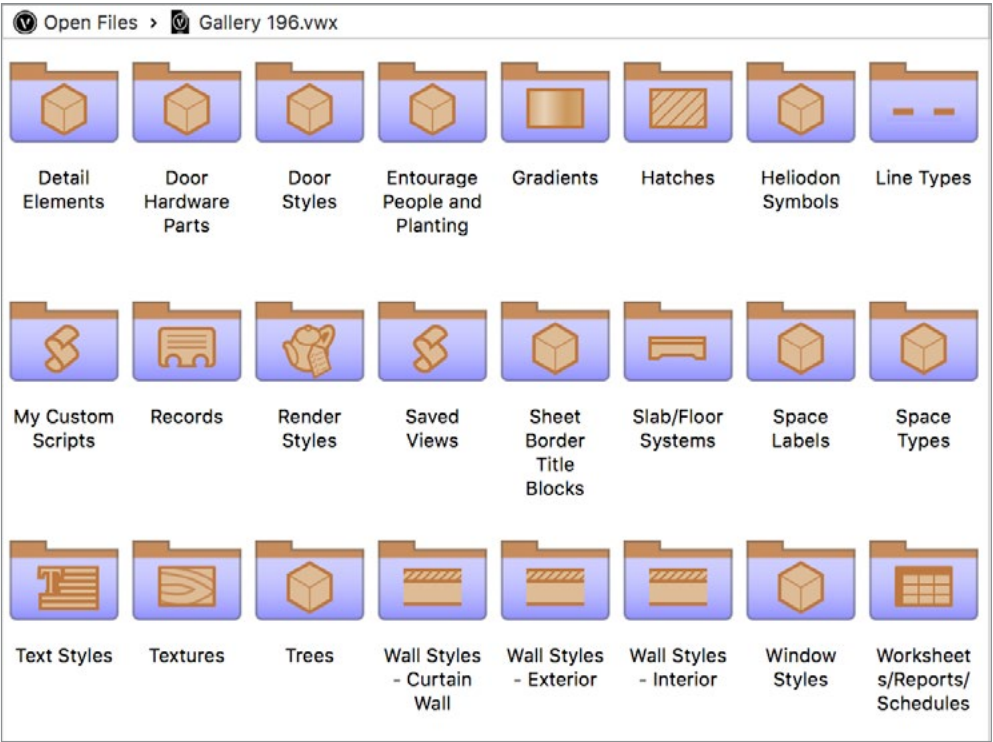


FIGURE 7: Styled Objects Folders in Resource Manager

CREATE/EDIT/SAVE/DISTRIBUTE (CONT'D)

DISTRIBUTE

Whether your shop is small or large, you can keep tabs on the styled objects you use most often in the Resource Manager. You can keep Wall styles, slab styles, etc. at your fingertips with a “Favorites” file. A Favorites file can be created and placed on a server that’s accessible by multiple users within a firm, allowing styled objects to be readily available for use.

To create a “Favorites” file, select the Resource Manager. Near the top left, select the drop-down arrow next to the icon that looks like a gear. In the drop-down, select “Add New Favorites Files” and navigate to the file that you want to make into a Favorite. The link to that file will now show in the Resource Manager under “Favorites.” When you select a Favorite, the resources within the file are shown in the Resource Manager (you are not actually opening the file). You can now choose to import a resource from the Favorites file into your active file.

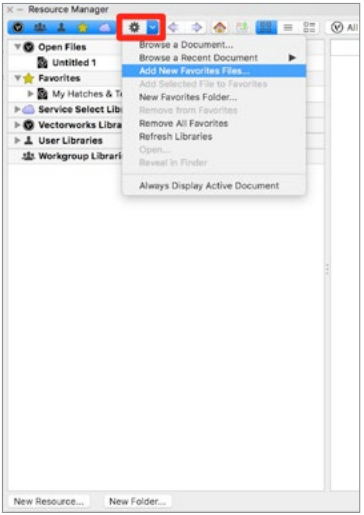


FIGURE 8: Add New Favorites file



FIGURE 9: Locate Favorites File

SUMMARY

In summary, styled objects offer great benefits to designers by allowing them to create objects that offer standardization, control, consistency, and flexibility when needed. An object's size, shape, color, texture, and line weight can be elegantly managed, edited, and shared.

LEARN MORE

about how Vectorworks can help you
implement and develop BIM workflows.

Email us at hello@vectorworks.net.

VECTORWORKS, INC.

7150 Riverwood Drive, Columbia, MD 21046-1295 USA

VECTORWORKS.NET

T 410.290.5114

©2019 Vectorworks, Inc. All rights reserved.