



ArchiTerra is the solution for Archicad users to create and manage 3D terrain models. It is a useful tool especially if you need to work with large sites, allowing the insertion of other elements such as roads, plateaus, buildings and others.

**A common problem faced by Archicad users is the creation and management of 3D terrain models.**

**The ArchiTerra plugin was developed to resolve this problem.**

ArchiTerra is the newest Archicad plugin we are offering for distribution.

To create a realistic setting, designers often need to contextualize their projects within certain surroundings. This allows the environmental impact of the project to be monitored throughout the planning phase. The need for such functionality may also arise for city planning or landscaping purposes, requiring the creation of more or less vast 3D terrain models.





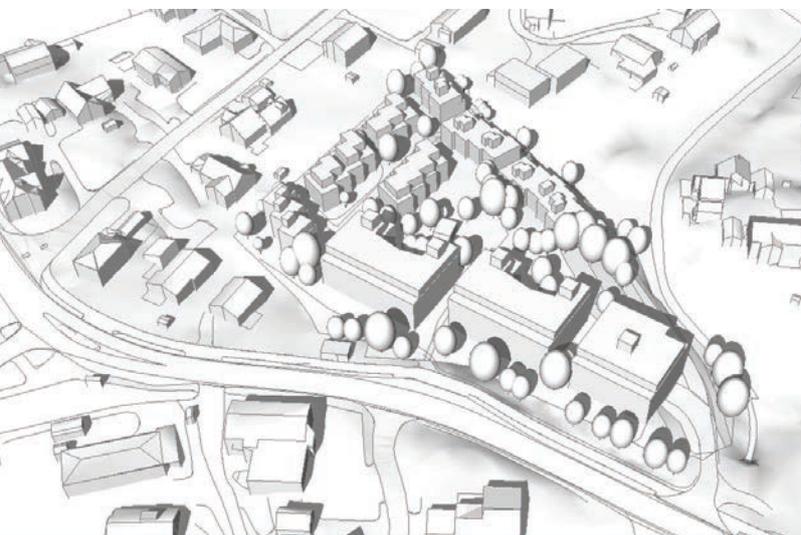
# ARCHITERRA MAIN FEATURES

- ✓ Import different formats of 3D Terrain data
- ✓ Import different formats of 2D Terrain data
- ✓ Terrain design work:
  - creation of roads with real earthmoving
  - creation of plateaus with real earthmoving
  - creation of railways with real earthmoving
- ✓ Placing terrain elements in 2D / 3D
  - definition of walls, retaining walls
  - placement of schematic buildings
  - display of rivers and water basins
- ✓ Land mass calculation
- ✓ Coloured slope analysis
- ✓ Creation of a more lifelike environment for the project
- ✓ Perpetual license and License borrowing



# OVERVIEW OF THE FEATURES

- import and create 2D/3D terrain model from TXT, DWG formats
- indicate the level lines on the model in 2D/3D
- creating new Roads on the terrain surface with a real earthmoving
- creating Road crossings
- creating new Railways on the terrain surface with a real earthmoving
- create Railway crossing
- placing Bridges and overpasses for motor vehicle traffic or for rail traffic with custom defined bridge section profile
- creating Plateaus with real earthmoving, with variable height and slope



- creating Walls following the terrain slope
- creating Retaining walls
- creating rivers and water basins
- placing schematic building mass in environment of new designed building
- colour Slopes of the morphology and contour lines in 2D and 3D
- calculation of real earthmoving
- controlling the project's environmental impact while still in the planning stage
- export data in TX format



