TOOLS FOR PROFESSIONALS

GUIDE FOR HANDLING DWG, TIPS AND TRICKS

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FRITZ HANSEN RECOMMENDS   OTHER IN SERIES   MATCHING PRODUCTS

ZOOM

GALLERY
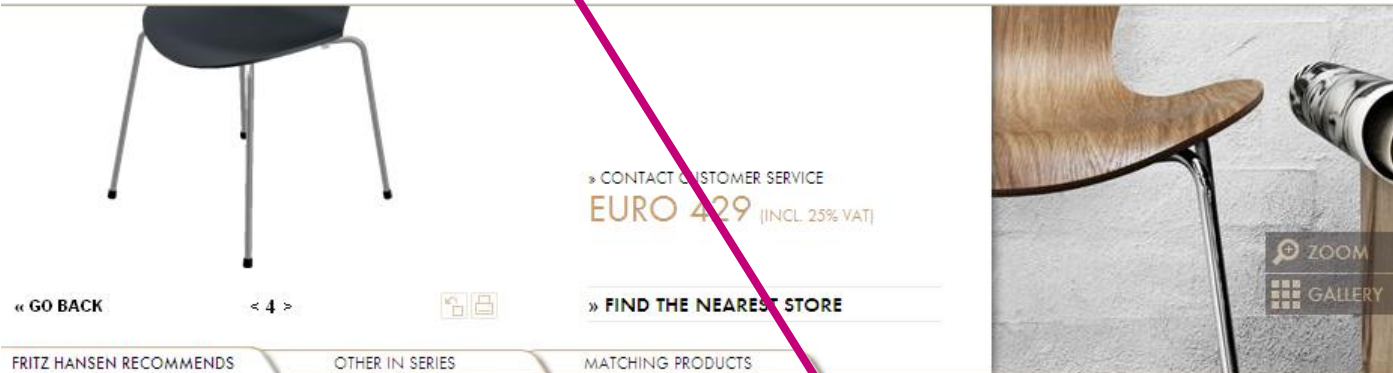
SPECIFICATIONS

SERIES 7™

ARNE JACOBSEN 1955

The Series 7™ designed by Arne Jacobsen is by far the most sold chair in the history of Fritz Hansen and perhaps also in furniture history. The pressure moulded veneer chair is a further development of the classic Ant™ chair. The four-legged stackable chair can be seen as the culmination of the use of the lamination technique. A technique refined to perfection during the Twenties and Thirties by Søren C. Hansen, the grandson of the founder, Fritz Hansen. The visionary Arne Jacobsen exploited the possibilities of lamination to perfection resulting in the iconic shape of the chair. Series 7 represents the chair in the Fritz Hansen collection with the widest range of applications. It is lightweight and stackable and offers options such as armrests, castors etc. Choose from an extensive palette of colours and finishes, fabric or leather upholstery or wood qualities. Series 7 is available with a chrome or a satin chromed base in three different heights.

DOWNLOAD MATERIAL

» SEE ALL

» PRODUCT FACTS

» MAINTENANCE

TOOLS FOR PROFESSIONALS

» SEE ALL

» 3D MAX FILES

» 3DS FILES

» OBJ FILES

» 2D DWG FILES

» 3D DWG FILES

» LINE DRAWINGS (JPEG)

46,5   80,5   46,5   78,5   69,5   32   60

3107   3207   3177

TOOLS FOR PROFESSIONALS

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- ABOUT DWG FILES
  - Handling of downloaded DWG files to be inserted as blocks in an AutoCAD drawing.
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  - The material created and mapped

THE DIFFERENT FILE TYPES

WHAT CAN THEY BE USED FOR & HOW?

MAX – 3DSMAX 2008
Use this file for visualization and rendering. This is the highest quality polygonal mesh, ready to use.

3DS – 3D STUDIO
Old 3DS format is still being used for import and export between lots of 3D packages. This file equals the DWG file in geometry but is handled easier by some applications such as for example ArchiCad.

OBJ – WAVEFRONT OBJECT
As with 3DS this is a global format with very good capabilities of sharing between wide ranges of 3D applications. Optimal mesh topology as well.

DWG - AUTOCAD 2000
This object can be imported in AutoCAD 2000 and newer. It has fewer polygons than the OBJ and MAX format.

Notice: If you need to place lots of furniture, use the "ultra-lowpoly.dwg". This will allow you to place more objects and still keep performance up.
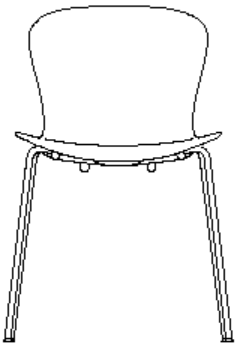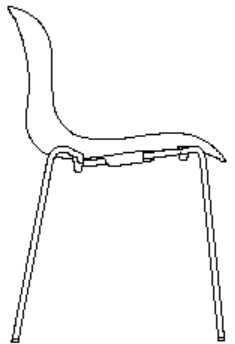
THE DIFFERENT VIEWS

DWG FILES
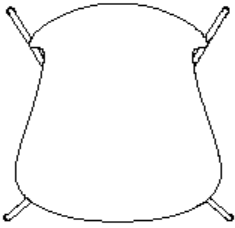
- **2D Plan**
  Viewed from the top

- **2D Elevation**
  Viewed from the side

- **2D Section,**
  Intersected, Viewed from the side

- **3D Isometri**
 Viewed obliquely from above

CHANGING VIEWS

IN AUTOCAD

Although the DWG drawings, when opened, display the furniture's in 3D mode, <u>2D views is available</u> to the user if he/she needs it. The user just needs to change views.

Most users operate in AutoCAD When handling DWG's. Please see sequence for changing views in AutoCAD.

1) When drawing is opened the view is displayed isometrically .

2) To change view (front view is chosen in example) go to VIEW on the menu bar and scroll down to 3D. In the 3D submenu - choose the desired view.

3) View is changed to front view.
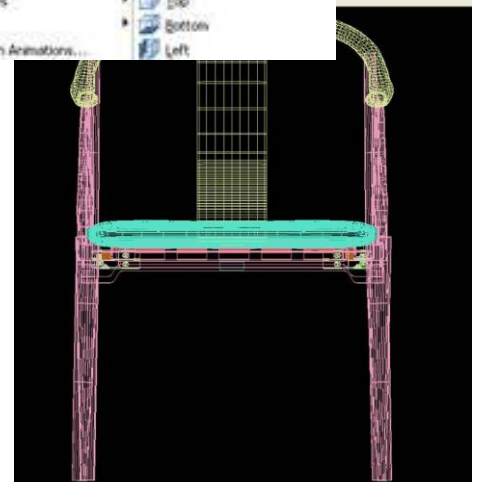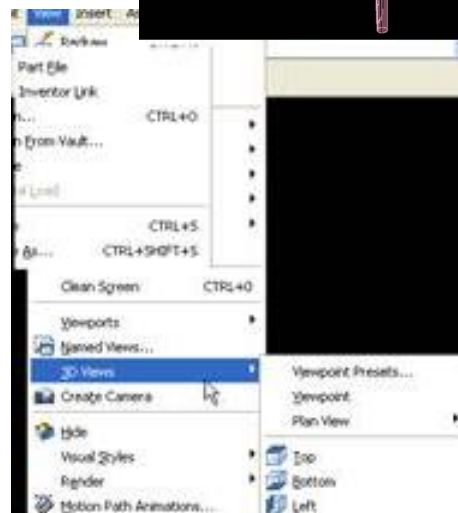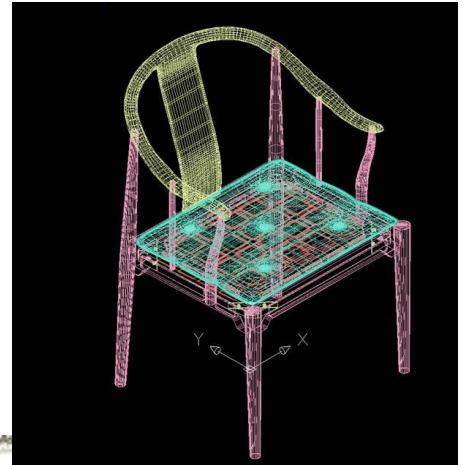
ABOUT DWG FILES

All 2D and 3D files, and image texture (png) retrieved from specific product page, for example.

http://www.fritzhansen.com/en/egg-easy-chair-3316

Dwg files can be opened in AutoCAD version 2010 and later versions. If you work in an older version, see **DWG TrueConvert** which can be downloaded for free from Autodesk on this link:

http://usa.autodesk.com/adsk/servlet/pc/index?id=6703438&siteID=123112

HANDLING OF DOWNLOADED DWG FILES
- be inserted as blocks in an AutoCAD drawing

- Avoid too heavy files

- There are 2D and 3D DWG files to download. The one 3D file is a Light version. For the sake of drawing file size, it is recommended to use 2D files to layout plans, elevations, and generally if it is not necessary to see the furniture in 3D

- If the file must be 3D, it is recommended to use the Light version where possible and then only use the version with multiple Surfaces into veritable Rendering scenes in AutoCAD

- Adaptation of DWG files should be expected before they are ready for use in customer projects
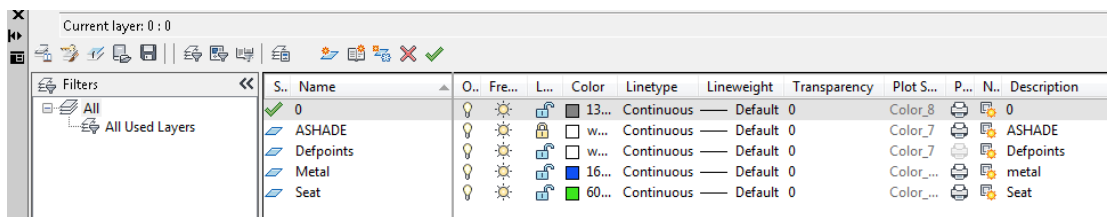
2D

- DWG file contains furniture divided into 5 AutoCAD blocks, one block for each view: Plane, Left, Right, Front and Back.
- The objects are located in layer 0
- One can perhaps. choose to create W blocks of each view or to create a Dynamic Block.

3D DWG

- DWG file contains the furniture created by a Polyface Mesh model.
- If all the objects are located as single units when the furniture is selected, it is because the object is grouped. With the command **Group** (AutoCAD 2011) or **CLASSIC GROUP** (AutoCAD 2012) group can be selected and then dissolve it, so it becomes possible to identify the different components in separate layers.

The parts will be placed on separate layers in the following way:
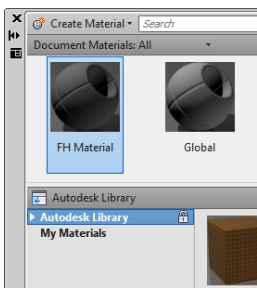
- Establish a layer for each material

- Move the parts onto their respective layers via the Properties and change the settings so there is **ByLayer** next to Color, Line Type, Line Weight and Material as shown, this is very important.
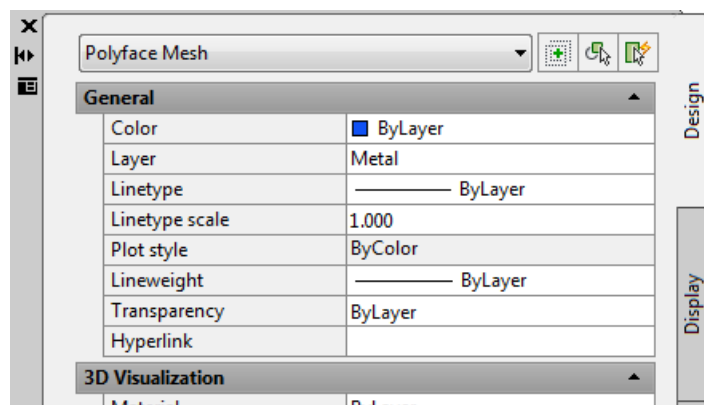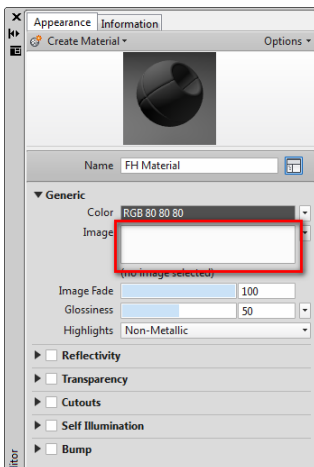
THE MATERIAL CREATED AND MAPPED:

1.

- Download texture file (png)

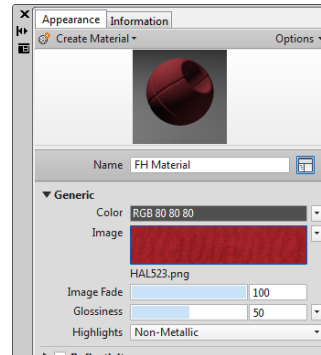- Choose Materials Browser

- Create a new material

2.

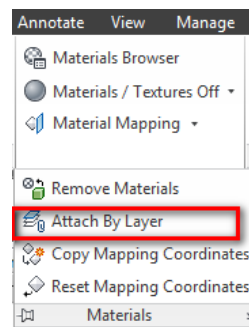- In the Materials Editor printed in the white box next to Image

3.

- Browse to the right image

4.

- Choose Attach by Layer

5.

- Pull the material over to the right layer