

Professional architectural CAD software

The all-in-one application for detailed 2D drawings and high quality 3D visualisations



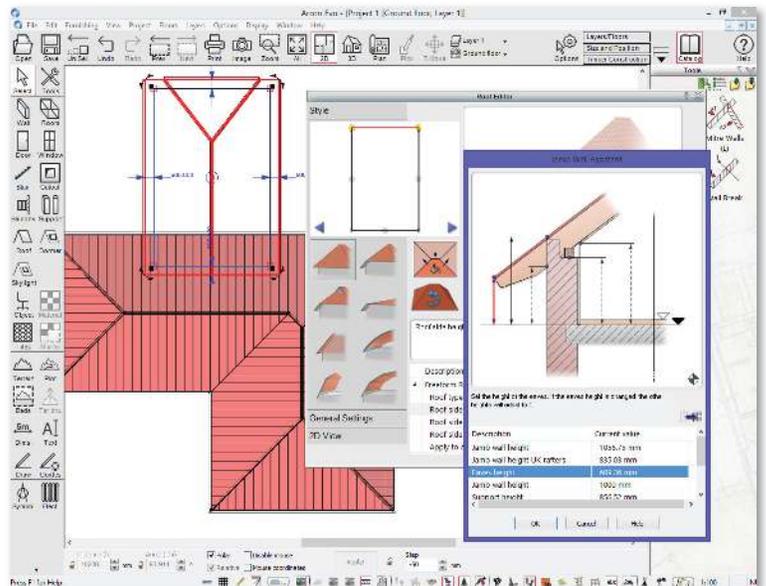
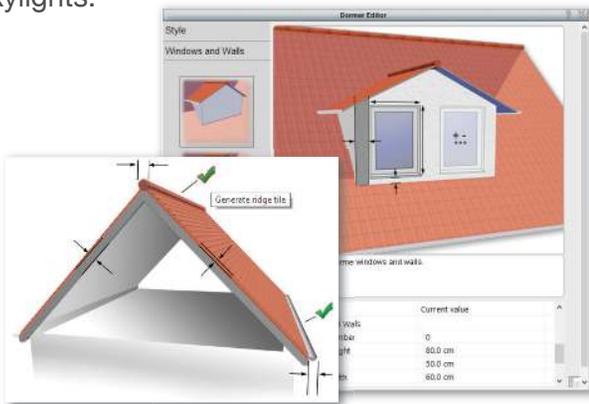
Arcon Evo combines visual design, professional CAD capabilities and clear project execution in a single program. The new software development is a powerful, flexible design package offering an extensive range of CAD tools for all aspects of building design allowing you to construct to the smallest level of detail. Together with detailed plans, produce automated 3D models, elevations, section details and working drawings to meet your clients brief quickly and easily.

Simple-to-use interface for 2D planning and design

The modular toolset provides tools and icons for specific elements of the design in a logical manner. Easily identifiable, each tool will guide you through a particular part of the design process and will be familiar to anyone having used Windows based software. Each tool can be customised and adapted to your preferred drawing style with full flexible options, easily accessed at any time.

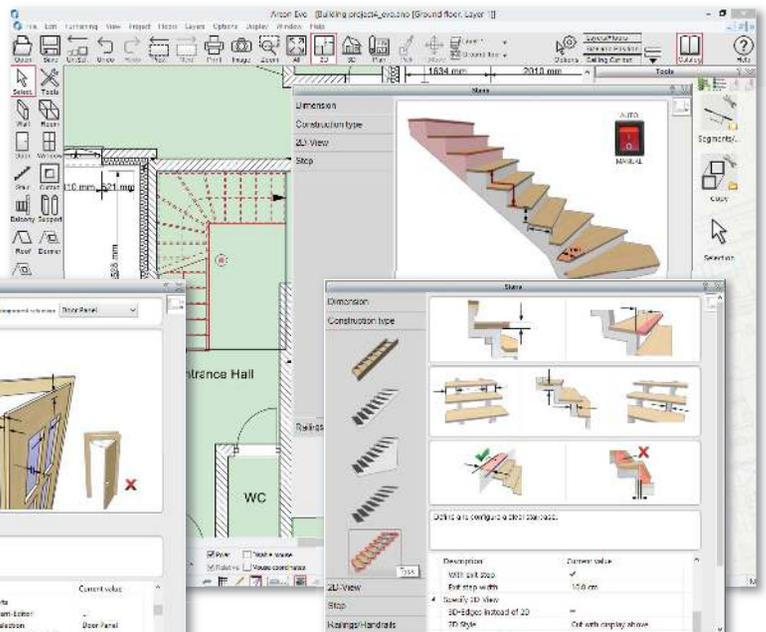
Complex roof designs

Select from any of the standard roof types in the library or use the free form roof editor and blending tool to create complex multi-roof structures. Easily edit the roof parameters from pitch and eaves height right through to wood construction details. Then modify the roof easily with dedicated tools for dormer windows and skylights.



Advanced staircase editor

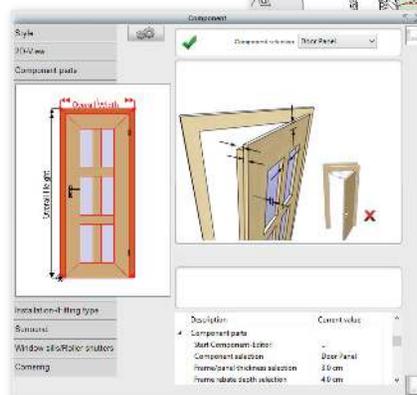
Supports many complex stair types. You can adjust the parameters and see the changes instantly in 3D.



The roof designer provides clear dialogue options to help understand the elements that can be controlled. With flexible details available to each roof side, the construction and display of even the most complex of roofs is easier than ever before.

Customisable windows and doors

Extensive window and door customisation tools allows for endless variations to be produced. Select an existing type from the library and change any aspect to ensure it suits your design requirements. Save your selections, preferences and new designs to the library for use in future projects.



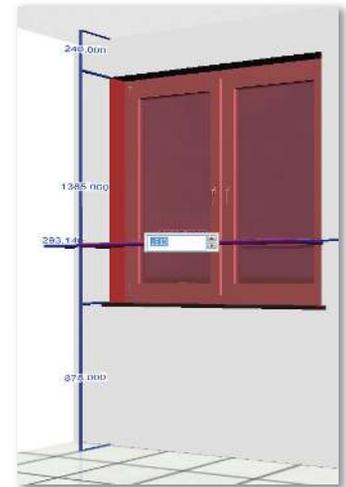
Working in 3D mode

The flexible 3D mode let's you fully interact with the model. Make direct changes to individual construction elements and their component parts using the new in-line measurement tool and dialogue boxes.

Enhance the appearance of your 3D model from a large selection of materials and 3D textures. Apply to facade, cladding or roof surface. Create high-quality renderings with ambient shade and real-time shadows and reflections. Your projects can quickly and effectively be turned in to a full visualisation scene. Its compact format enables fast scene building, combining close-to-reality quality and simple handling.

In-line measurements

The new in-line measurements feature provides a fast, easy and visual method for making direct changes on-screen in and around selected elements. Usable in both 2D mode and 3D mode, in-line measurements can be used to change the size and position of elements such as windows, doors, walls, roofs, skylights, dormers, stairs, symbols, furnishing items etc.



Standard rendering

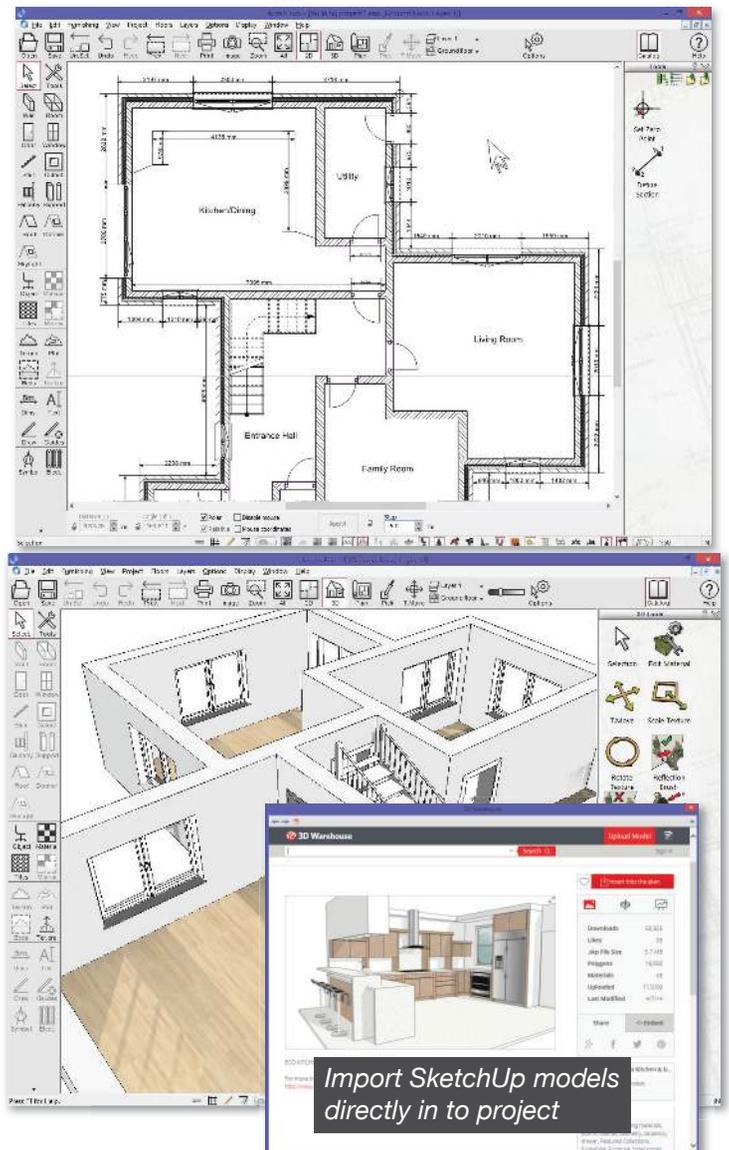


Rendering using 3D texture overlay

No longer apply tiles as flat textures to roof surface for example but as 3D instead.

Other key features

- Layering function for adding wall hatchings and wrapping detail around windows/doors
- Plan layout mode for producing detailed drawing sets for planning applications
- Save unlimited plan layouts for use with future drawing projects
- Further enhance drawings with 2D tools and building regulation details available
- Advanced timber construction display in walls, floors and roof
- Easily modify wall levels at varying heights
- Create complex multiple roof structures using blending tool
- Extensive range of windows, doors and skylights
- Bi-folding doors available
- BIM compatible via IFC interface
- STL export for 3D printing capabilities
- Other supported formats include DXF/DWG, 3DS, Google Earth, Collada, o2c
- Mobile 3D visualisation on tablets via o2c viewer
- Set geographic position through Google Maps to display accurate lighting conditions
- Pre-set lighting scenes available. Modify existing ones or create your own
- Place SketchUp models directly in to drawing or 3D scene via the 3D Warehouse interface
- Landscaping tools for marking out plot, paths, ponds etc and for setting ground levels
- Convert 2D shapes in to 3D objects
- Use terrain brush for quickly applying landscape materials and contours directly in to 3D scene
- Define individual areas on walls for applying specific materials



Import SketchUp models directly in to project

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