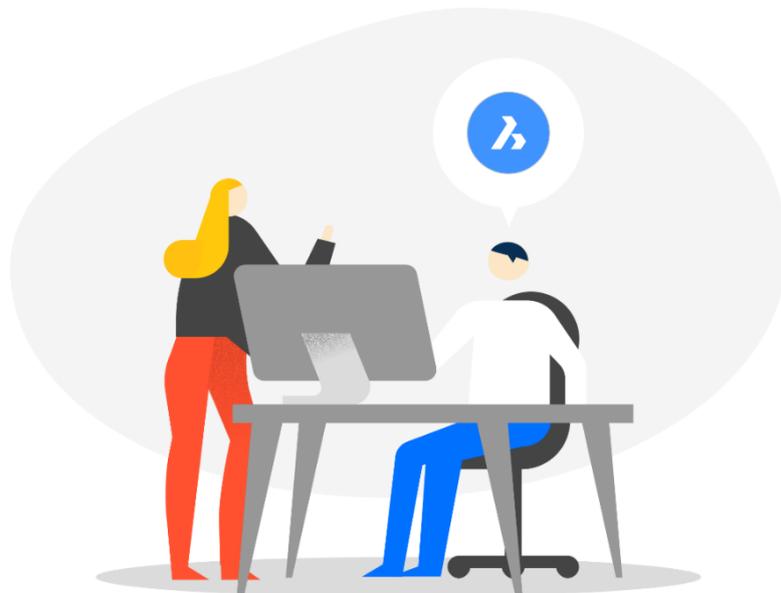


# A full Enscape workflow with BricsCAD BIM



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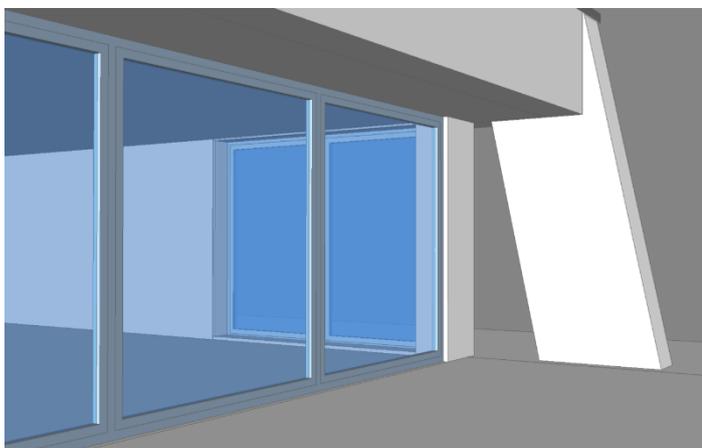
## 0. Introduction

- The step-by-step instructions also have figures included to provide additional context for select steps.
- Modules have “starter .dwg files” that should be used.
- The text in “**bold blue**” indicates BricsCAD BIM commands.
- The text in “**bold black**” is inserted and/or selected values/items.
- This exercise is in metric units (mm).

Enscape is a real-time rendering plugin for BricsCAD. With a single click, you can start Enscape in seconds and walk through your fully rendered 3D model. There is no need to export to other programs. All changes in BricsCAD are immediately available for display and evaluation in Enscape.

You can quickly explore different materials and design options to present to clients. With the option to create output renders, videos, and panoramas of your project, you can send the output files to your clients or colleagues, which allows for quick demonstrations. You can edit the changes in BricsCAD, and Enscape will immediately show the changes you have made to the project.

**Note:** Before you start this Enscape training, it’s preferred that you already have some basic knowledge about BricsCAD BIM. In this training, there will be some references to components, compositions, level of detail, BIM sections, etc. Thus, it is recommended that you first follow the V20 BIM Training, you can watch video tutorials on the [Bricsys YouTube channel](https://www.youtube.com/channel/UCB82oH0YJgPZyM) and download the documents needed for the training here: <https://my.bricsys247.com/v/?qpfDH9qQbfm3llspmerF82oH0YJgPZyM>



# 1. System requirements + How to Install the Enscape-plugin

## 1.1 System requirements

The minimum requirements to run Enscape:

- Windows 7 64 Bit or higher
- Intel i5 CPU or higher
- NVIDIA or AMD GPU with 2GB VRAM  
Supports OpenGL 4.3  
NVIDIA GeForce GTX 660/Quadro K2000 and newer  
AMD Radeon R9 260/FirePro W5100 and newer
- 4 GB RAM (8 GB recommended)
- 2 GB Video-RAM (4 GB recommended)

For more information about Enscape system requirements, visit <https://enscape3d.com/community/blog/knowledgebase/system-requirements/>.

For more information about Enscape specific features, you can visit their [knowledge-base](#) on their website.

## 1.2 How to install the Enscape plug-in

1. Download the Enscape-BricsCAD Connection from the Application Store, see start page BricsCAD V20 that redirects to the correct webpage: <https://www.bricsys.com/applications/a/?enscape-for-bricscad-real-time-rendering-a1358-al2367>
2. The installer copies the necessary files to the 'Program Files\Bricsys\Enscape'-folder.
3. Restart BricsCAD V20.
4. You now have a new tab named 'Enscape' in the ribbon of BricsCAD.

**Note:** The first time you will start the Enscape-plugin, you will be asked to provide a license key. If you don't have a license key yet, you can start by choosing the trial option.

## 1.3 How to uninstall the Enscape plug-in

Uninstall the connector from 'Add or Remove Programs' in Windows, by searching on 'Enscape' and click 'Uninstall'.

## 1.4 Before we start

1. **Copy** the content (folders: '**Enscape training**' and '**.resources**') inside the folder 'Materials used in training'.
2. And **Paste** them in the following path: `C:\ProgramData\Bricsys\RenderMaterials\UserMaterials`.
3. Make sure the **Render materials directory path** in the BricsCAD **settings** has the following path (`C:\ProgramData\Bricsys\RenderMaterials\UserMaterials`) to make sure the 'Enscape training'-folder will appear in the Render materials Panel.

# 2. Navigate your model in Enscape

## 2.1 In the BRICSCAD window

1. Open '**Villa model\_start Enscape.dwg**'.
2. Open the Enscape tab in the ribbon.



3. Click **START ENSCAPE**  to open the Enscape window.

## 2.2 In the ENSCAPE window

1. Starting in **FLYMODE**, fly closer to the house by pressing the **W + CTRL-key**.
2. When you are above the floor slab, you can switch to **WALKMODE** by pressing the **Space bar**.
3. You can click the mouse to adjust the views.
4. Other **Navigate Instructions** in Enscape:



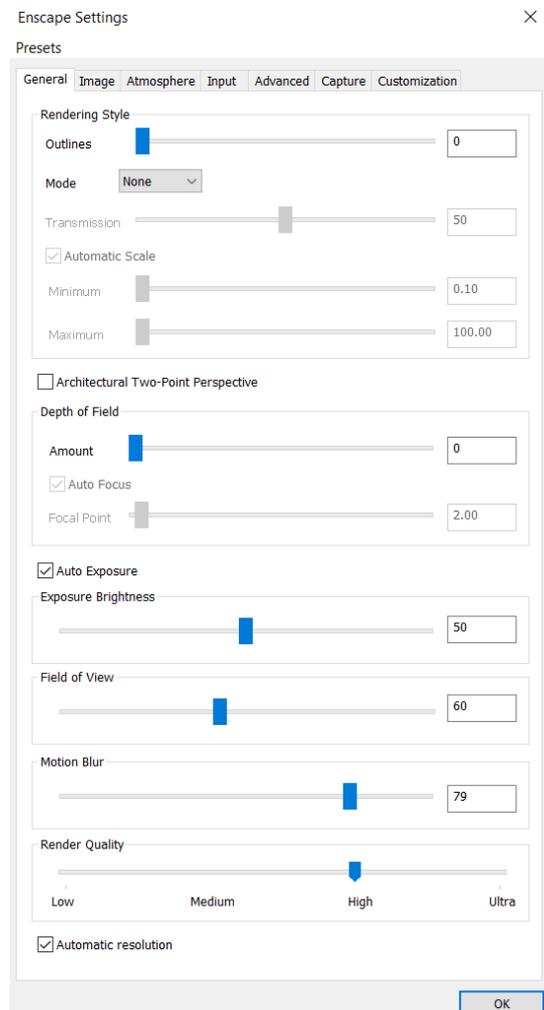
## 2.3 Enscape Settings

### In the BRICSCAD window

Open the Enscape **Settings dialog** by clicking **SETTINGS**  in the ribbon or type in **ENSCAPESETTINGS** in the commandline. You can find more information about saving and importing presets in the following link:

The Enscape Settings consists of 7 tabs:

- **General:** general Rendering style options, Depth of field and Exposure settings. You can find a more in-depth explanation in the following tutorial link: <https://youtu.be/0PqtiBoDxEY>
- **Image:** Contrast and Color settings. You can find a more in-depth explanation in the following tutorial link: <https://youtu.be/mbZ7wKBF0zE>
- **Atmosphere:** Horizon/background options, Fog, Clouds and Sky orbs. You can find a more in-depth explanation in the following tutorial link: <https://youtu.be/PkCHJeV3IMM>
- **Input:** Mouse navigation settings
- **Advanced:** Spectator options. You can find a more in-depth explanation in the following tutorial link: <https://youtu.be/bZtQfkCVdP4>
- **Capture:** Image, Video and Panorama options. You can find a more in-depth explanation in the following tutorial link: <https://youtu.be/MrY8DuNx3v0>
- **Customization:** Interface options.



## 2.4 Load Enscape Presets

### In the BRICSCAD window

1. Open the Enscape **Settings dialog** by clicking **SETTINGS**  in the ribbon or type in **ENSCAPESETTINGS** in the commandline.
2. Click **Presets** on the upper left corner of the dialog.
3. Choose **Load Preset**.
4. Choose the file '**trainingsettings.json**' in the Starter\_files-folder.
5. Click **OK** to exit the Settings dialog.

**Note:** You can restore to the default settings by clicking Presets and choose **Reset to Default**.

## 3. How to apply Render materials with the Render materials Panel

In BricsCAD, there are two methods to add render materials to your model.

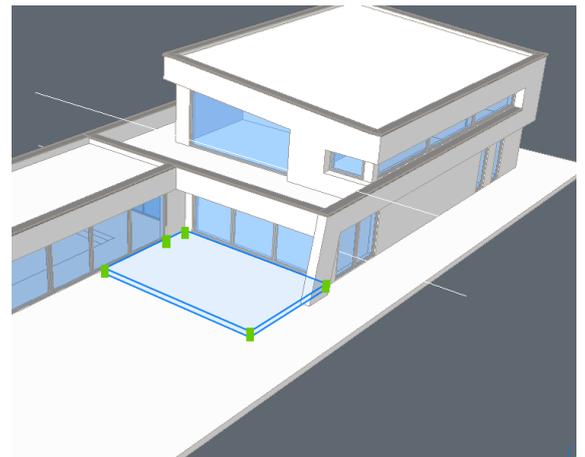
- Directly apply render materials (without compositions) to the solids/surfaces in your model, using the Render materials Panel.
- Apply render materials via compositions, using the Compositions Panel (see chapter 5).

In this training, both methods will be explained. Let's start with the first method: Applying render materials with Render Materials Panel. For more information about Render materials in BricsCAD, you can visit our Help page: <https://help.bricsys.com/hc/en-us/articles/360006520754-Rendering-Materials>

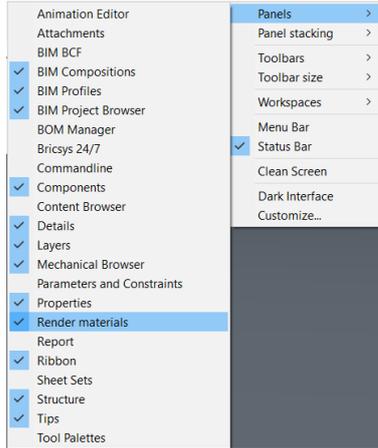
**Note:** When Render materials are attached to an entity both applied directly with the Render materials Panel and compositions attached, the composition materials will be shown (when Level of detail = 2). Thus, if an entity already has a composition and you want to change the render material, don't try to 'overrule' it with the Render materials Panel, but change the composition plies instead.

### 3.1 In the BRICSCAD window

1. Zoom into the terrace of the house.
2. **Note:** You should still see the full house on your BricsCAD window, otherwise Enscape will not fully render the house and you will have missing parts in the Enscape window.
3. Click on the slab in front of the house.
4. Open the **Render materials Panel**  on the right-hand side of your screen. If the panel is not shown, right-click a



blank menu area and select **Render materials**.



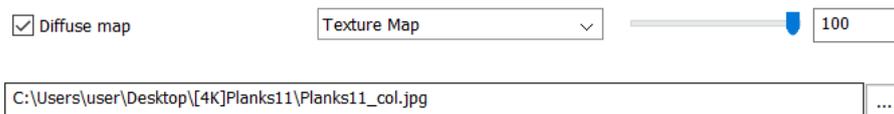
5. It should appear with an icon in the Tool Panel. If it appears as a standalone, drag it over Tool Panel and position cursor until the large rectangle turns blue and release.
6. Select the folder **Woods** in the Render materials Panel.
7. Select a wooden material wanted, for example, '**Light Wood**' and drag it into the model and drop it on the slab you selected previously.

**Note:** you can also double-click the material wanted, and the material will apply to all the selected entities

### 3.2 Creating new Materials

#### *In the BRICSCAD window*

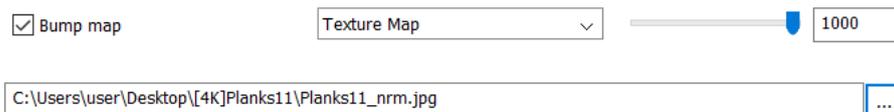
1. Open the **Materials dialog** by typing **MATERIALS** in the commandline or by opening the **Drawing Explorer**. Here are all the materials, used in your drawing, listed. The materials of the composition plies are also listed here.
2. Click on the icon **New** to add a new material.
3. Give the new material a name, for example '**Wooden Planks**'.
4. Check on **Diffuse map** and add a texture image by adding a path.



5. Choose '**Planks11\_col.jpg**' as the texture image in the folder '**[4K]Planks11**'.

**Note:** You can download some of your own texture images, I downloaded mine from [CCOTextures](http://CCOTextures.com).

6. Check on **Bump map** and add a normal image by adding a path.
7. Choose '**Planks11\_nrm.jpg**' to add as a bump map:



8. Change the scale of the maps from 1 to **2000** for both **Width** and **Height**.
9. Close the Materials dialog.

### 3.3 In the BRICSCAD window

1. Select the same slab again.
2. Open the **Properties Panel** . There you will find a dropdown menu under **3D Visualization > Material** of all the materials used in this drawing.
3. Go to Materials and change the material from 'Light Wood' to the newly created material '**Wooden Planks**'.
4. You can see that the newly created material looks more realistic since the texture image is a higher quality image and you added a bump map.



### In the ENSCAPE window

5. You can pan around the Enscape view to see the results.

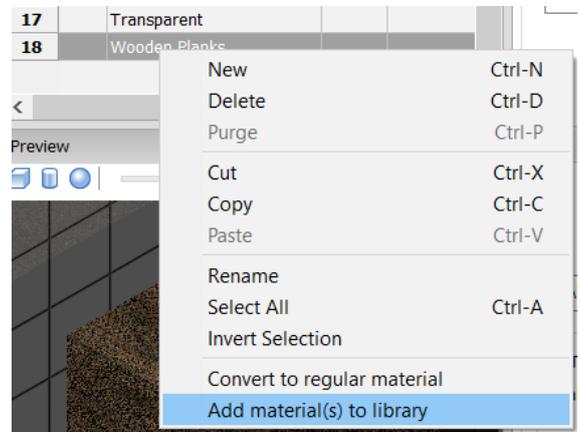
### 3.4 Add material(s) to library

#### In the BRICSCAD window

1. Open the **Materials dialog** again.
2. Go to the material 'Wooden Planks' and hover the cursor over it.
3. Right-click and select **Add material(s) to library**.
4. Close the Materials dialog.

5. Open the **Render materials Panel** .

Now a new folder is added named '**User defined**'. In this folder, you can find the 'Wooden Planks' material you have just created. Now you can use this material on in other drawings as well.

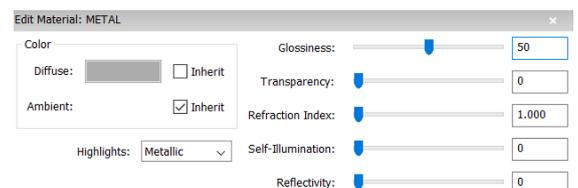


### 3.4 Edit existing render materials

#### In the BRICSCAD window

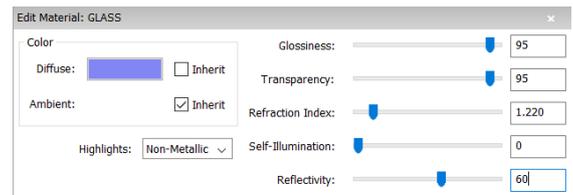
Before we start saving views, let's first adjust some render materials settings of the Window components to make it more realistic in Enscape.

1. Show the windows layers in the **Layer Panel**  where it is assigned to. WINDOW\_FRAME and WINDOW\_PANEL should be assigned with METAL and GLASS-layer with material GLASS.
2. Close the Layer Panel.
3. Open the **Materials dialog**.
4. Change the following settings for METAL:
  - Diffuse: **shade of grey**
  - Highlights: **Metallic**
  - Glossiness: **50**



5. Change the following settings for GLASS:

- Diffuse: **shade of blue**
- Glossiness: **95**
- Transparency: **95**
- Refraction Index: **1.22**
- Reflectivity: **60**



6. Make sure to **REGEN**  your materials in your drawing to be sure that the changes are applied.

## 4. Using Enscape keywords

### 4.1 In the BRICSCAD window

1. Go back to the Home page of the **Render materials Panel**



2. Select folder '**Enscape training**'
3. Choose material named '**Ground**' and drag and drop it on the remaining (white) slab without any material.

### In the ENSCAPE window

4. You can pan around the Enscape view to see the results.

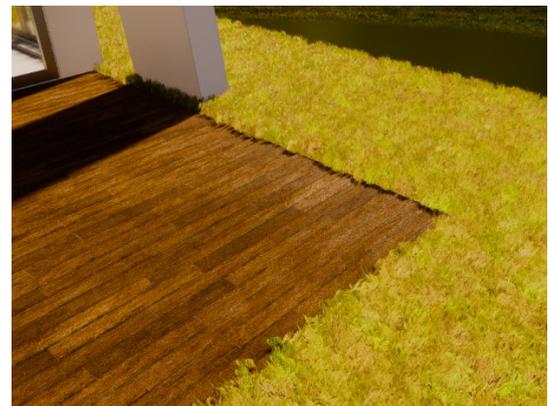


### 4.2 Keyword: Grass

#### In the BRICSCAD window

1. Go to the **Materials dialog**.
2. Search for the material you have just added 'Ground03'.
3. Double-click on the material to change the name.
4. Change the name from 'Ground03' to '**Grass**'.

Any time the word 'Grass' is used in a material name, grass will be rendered in Enscape. You can use diffuse colors to choose options of green, but also texture maps can be used as well.



### 4.3 Keyword: Water

#### In the BRICSCAD window

1. Open the BIM section '**Floor 0**' by double-clicking the section plane or Quad select **CLIPDISPLAY** .

### ***In the ENSCAPE window***

2. You can pan around and check the grass rendered in Enscape.
3. Walk/Fly over to the swimming pool of the house.

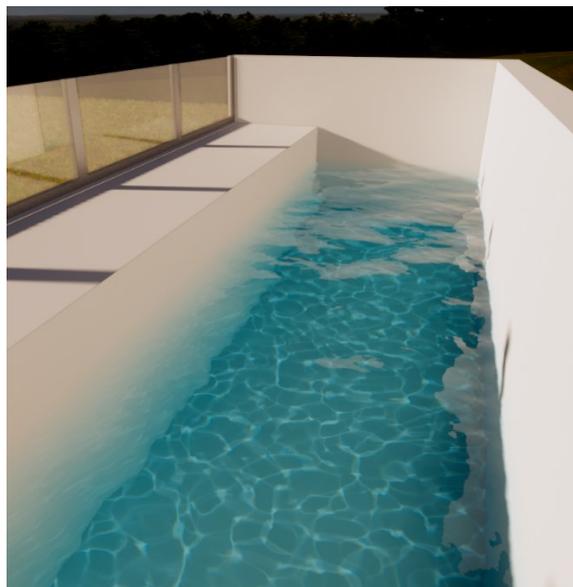
**Note:** since you have activated the BIM section, you can see live changes of your BIM model in Enscape. Everything you change in BricsCAD like deleting, adding, replacing entities, will be updated in real-time in Enscape. You can turn this off by clicking **TOGGLE**

**OFF LIVE UPDATES**  in the BricsCAD ribbon or type in **ENSCAPETOGGLELIVEUPDATE** in the commandline.

### ***In the BRICSCAD window***

4. Zoom into the swimming pool.
5. Select the solid in the pool.
6. Open the **Render materials Panel**  and choose the folder named 'Water'.
7. Drag and drop material '**Water Blue Two**' into the drawing.

Any time the word 'Water' is used in a material name, water will be rendered in Enscape. You can also create your own water material by including the word 'water' in the material name and give it a diffuse color in a shade of blue.



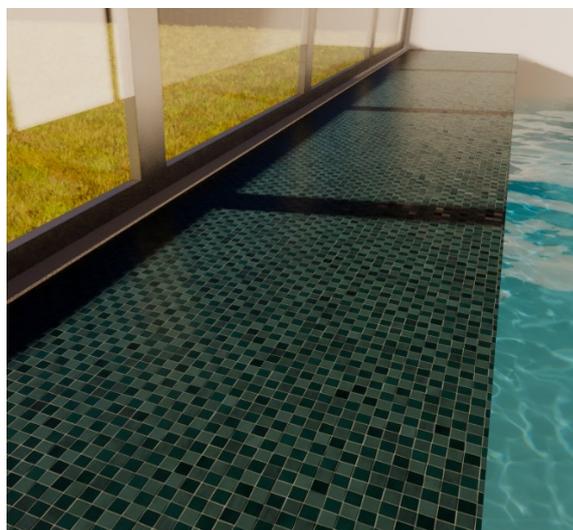
## **4.4**

### ***In the BRICSCAD window***

1. Go back to the Home page of the **Render materials Panel** .
2. Select folder '**Enscape training**'
3. Choose material named '**Tiles22**' and drag and drop it on the remaining (white) slab by the swimming pool.  
**Note:** you can also double-click the material wanted, and the material will apply to all the selected entities
4. Close the BIM section.
5. Close the Render material Panel.

### ***In the ENSCAPE window***

6. You can pan around the Enscape view to see the results.



## 5. How to apply Render materials with Compositions

### 5.1 Add a new composition

#### *In the ENSCAPE window*

1. Fly and zoom into the corner of the walls.

#### *In the BRICSCAD window*

Since this is a BIM model, all the solids are classified as a BIM building element, like walls and slabs. Compositions are attached to these building elements. When we turn on the Level of Detail (LOD) in this drawing, you will see the render materials attached to the compositions of each building element.

2. Turn **ON** the **LEVEL OF DETAIL**  to display the render materials of the composition plies or type in **LEVELOFDDETAIL** in the commandline and set it to **2**.

**Note:** Render materials used in compositions will override existing materials (added with the Render materials Panel, see chapter 3) attached to the solid.

3. Select the wall on the corner of the house.

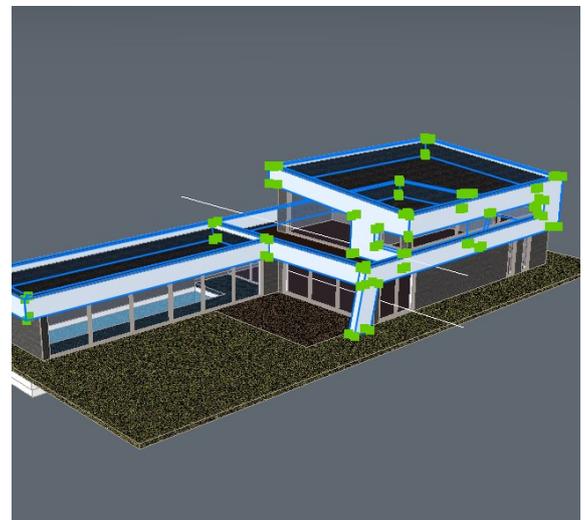
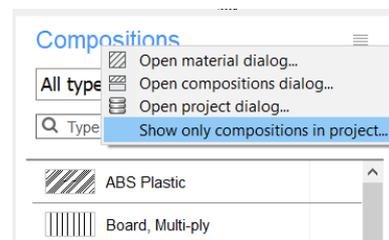
4. Open the **Compositions Panel** . Click on the hamburger menu on the right to **Show only compositions in project**.

5. Use the **Structure Browser**  with configuration **classification.cst** to select all 3D Solid entities in the drawing.

If you don't have the classifications.cst, it is provided in the **'Starter files'**-folder, copy and paste the .cst in the supportfolder. You can open the supportfolder by typing **SUPPORTFOLDER** in the commandline.

6. Choose **'Concrete Blocks'** from the **Compositions Panel** .

7. Drag and drop the chosen composition onto the 9 solids selected.
8. Double-click the 'Concrete Blocks' composition, the **Compositions dialog** will appear.  
Here you can define the appearance and materials for each ply in the composition.
9. Double-click the 'Concrete, Precast' material and the **Physical Materials dialog** will open.
10. In the tab **Appearance**, you can see the render material used for this composition. In this case, it is **'Concrete38'**.



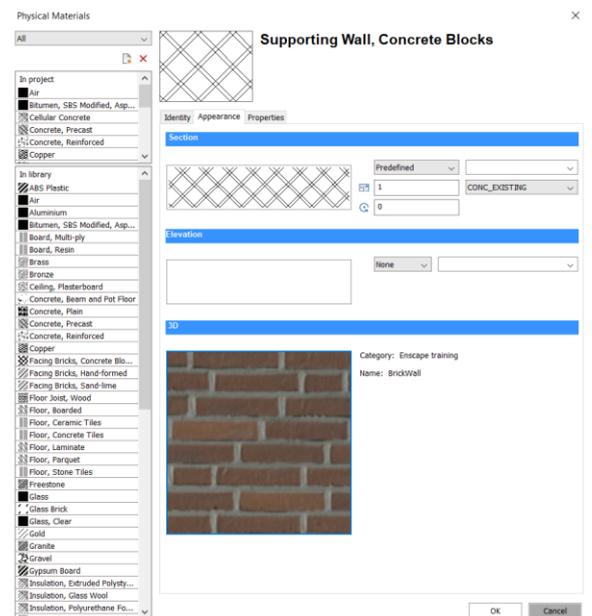
## 5.2 Edit an existing composition

### In the ENSCAPE window

1. Pan around to check the newly added concrete material.
2. Switch back to WALKMODE by pressing the **Space bar** and walk to the exterior wall on the side of the house.

### In the BRICSCAD window

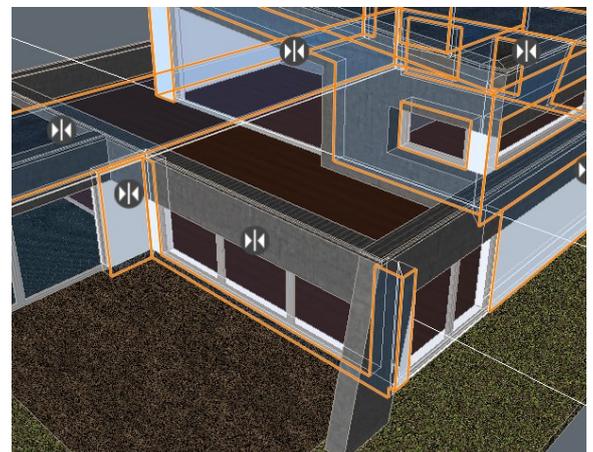
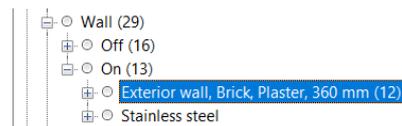
3. Select the wall.
4. Open the **Properties Panel**  to check the composition of the wall: **Exterior wall, Brick, Plaster, 360 mm**.
5. Open the **Compositions Panel**  and find the same composition that was used.
6. Double-click the composition '**Exterior wall, Brick, Plaster, 360 mm**', the **Compositions dialog** will appear.
7. Double-click the material '**Supporting Wall, Concrete Blocks**', and the **Physical Materials dialog** will open.
8. In the tab **Appearance**, you can see the Render material used for this composition. In this case, it is 'Concrete03'.
9. Click on the Render material image and a dialog will pop up with a list of render materials in your library.
10. Type in the search bar 'Enscape training' to find the brick material wanted.
11. Select the render material '**BrickWall**'.
12. Click OK to close the dialog.



## 5.3 Reapply the adjusted composition

### In the BRICSCAD window

1. Open the **Structure Browser**  with configuration **classification.cst**.
2. Select all the exterior walls with composition '**Exterior wall, Brick, Plaster, 360 mm**'.
3. Drag and drop the composition again into the drawing, on the 12 exterior walls.
4. Check the reference faces: all the reference face should be on the exterior surface of the wall. The two walls in front of the terrace slab, have the reference face on the interior side, so we will have to flip the reference face of both walls.
5. Press **Enter** to finish applying,
6. Close the Structure Browser and the Compositions Panel.



## 6. How to create Saved Views

### 6.1 In the BRICSCAD window

1. Navigate using zoom and orbit, to the dining area until you get a similar view (see image on the right).

**Note:** Make sure your viewing style is in Perspective to have a more accurate saved view in Enscape. You can check this in the **Properties Panel > View > Perspective > ON**. And close the Properties Panel afterward.

2. Click on **CREATE VIEW**  in the ribbon.
3. Type in **S** to **Save**.
4. Name the view: **View 1**
5. Do the same for **View 2**: the swimming pool.
6. You can delete or adjust existing views by clicking **VIEW**  or type in **VIEW** the commandline.

### In the ENSCAPE window

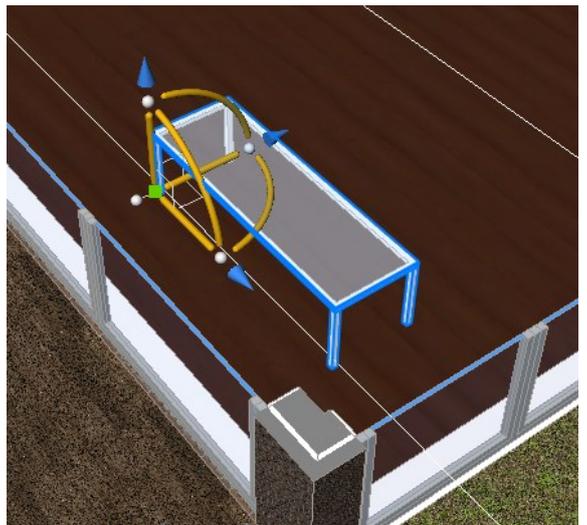
7. On the right-hand side of the window, you can find all the saved views in the drawing.
8. Click on the view wanted to switch between views.
9. Leave the view on '**View 1**'.



## 7. How to add Components to the model

### 7.1 In the BRICSCAD window

1. Zoom back out again and open the floor section from Level0.
2. Open the **Components Panel** .
3. Select 'Furnishing Elements' and choose '**Furniture Dining Table Glass**'.
4. Drag and drop it into the drawing, placing it near the window.
5. Select the table and open the **Properties Panel** .
6. Change the **Length parameter** to **2500mm**.
7. Use the **MANIPULATOR**  to adjust the location of the table.



## 7.2 Components with multiple materials

### In the BRICSCAD window

1. Open the **Components Panel** .
2. Select 'Furnishing Elements' and choose '**Furniture Chair Design**'.
3. Drag and drop it into the drawing, placing it next to the table.
4. Use the **MANIPULATOR**  to adjust the correct location of the chair.

5. Add Solid color from the **Render materials Panel**  to the chair.
6. **Note:** most components have the **Properties> Material set ByBlock**, which means the component will have the material you have applied. When you want a component to have multiple materials, you should open a copy and save a new component.

7. Select the chair and Quad select **OPEN A COPY** .
8. A new drawing will be opened with the chair component named '**Furniture\_Chair\_Design1**'.
9. Select the legs of the chair.

10. Open the **Render materials Panel**  and select **Metal> Steel One**.

**Note:** some material like metals are by default 'Self-illuminating', go to the Materials dialog to change it back to 0.

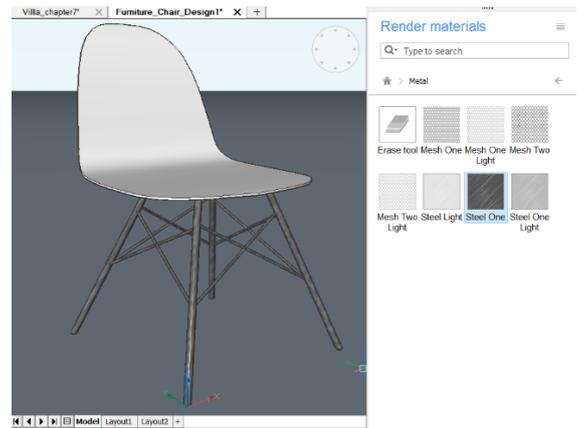
11. Double-click the material to apply the metal material to multiple solids.
12. **Save** the drawing.
13. Go back to the **Villa model\_start Enscape.dwg** and

**REPLACE**  the chair.

14. Type in '**Fi**' to choose From File: the chair drawing you just saved.
15. Now you can add a Solid color to the chair seat while keeping the legs of the chair a metal material.

**Note:** Solid colors are by default 'Self-illuminating', go to the Materials dialog to change it back to 0.

16. **COPY REPEAT**  and **MIRROR**  the chairs so you have 6 chairs around the table.



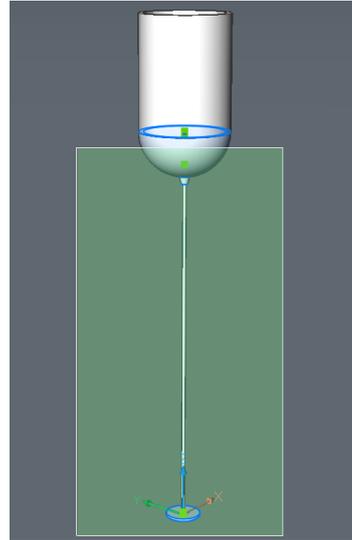
## 7.3 Adding Light fixtures

### In the BRICSCAD window

1. Close the floor section.
2. Open the **Components Panel** .
3. Select 'Furnishing Elements' and choose '**Lighting\_Ceiling Lamp\_Cylinder**'.
4. Drag and drop it into the drawing, placing it above the dining table.
5. Use the **MANIPULATOR**  to adjust the correct location of the Lamp.

**(Optional)** You can switch to the Enscape model to pan to a better view.

6. Select the lamp and Quad select **OPEN A COPY** .
7. A new drawing will be opened with the lighting component named '**Lighting\_Ceiling Lamp\_Cylinder1**'.
8. Open the **Render materials Panel** .
9. Select the lower entities of the lamp (see image on the right).
10. Add a Solid color **Black** to those entities by double-clicking the solid color wanted.  
**Note:** Solid colors are by default 'Self-illuminating', go to the Materials dialog to change it back to 0.
11. Select the lamp cap.
12. Add render material **Redway materials> clear glass** to it.



## 7.4 Creating a light bulb

### In the BRICSCAD window

1. Select the lamp cap and **HIDE**  it. .
2. Open the dropdown menu from **Primitives** in the BricsCAD ribbon.
3. Select **SPHERE**  or type in **SPHERE** in the commandline.
4. Zoom in the lamp and snap in the middle of the hanger.  
**Note:** Make sure the ESNAP is toggled ON and option Center is active.
5. Type in **65mm** for the radius.
6. Use the **MANIPULATOR**  to move the light bulb up by **65mm**.
7. Open the Materials dialog.

- Select the material '**clear glass**'. If you want to adjust Redway materials, you need to right-click on the material name and select **Convert to regular material** to change the settings:

- Diffuse color: **shade of blue**

- Transparency: **50**

- Add a new material and name it '**Light bulb**'.

- Select the new material and apply the following material settings:

- Diffuse color: **shade of light yellow**

- Glossiness: **70**

- Transparency: **50**

- Self-Illumination: **80**

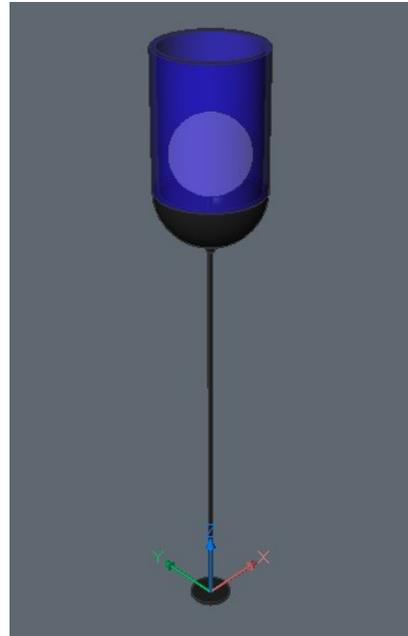
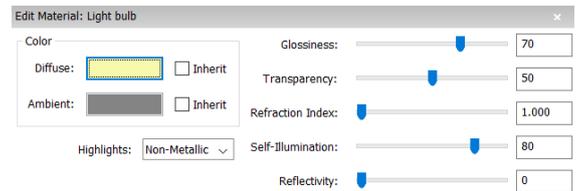
- Close the Materials dialog.

- Select the sphere.

- Open the **Properties Panel**  and change the material to '**Light bulb**'.

- Click of Quad select **UNISOLATEOBJECTS**   so you can see the light cap again like the image on the right.

- Save** the drawing.



## 7.5

### In the BRICSCAD window

- Go back to the **Villa model\_start Enscape.dwg**
- REPLACE**  the existing lamp.
- Type in '**Fi**' to choose From File: the drawing you just saved.
- COPY REPEAT**  the lamp by **800mm** so you have 3 lamps above the table.



## 8. How to create Render images

### 8.1 *In the BRICSCAD window*

1. Open the Enscape **SETTINGS**  in the ribbon.
2. Go the tab Capture and choose your resolution preferred, in this case, **'Full HD'**.

### *In the ENSCAPE window*

3. Open the Enscape window to a full screen so you have a better preview for the render you are going to make.
4. Pan around to see the result.
5. Walk to have a better overview of the table and windows.
6. Change the time of the day.

### *In the BRICSCAD window*

7. Go back to the BricsCAD window and click **RENDER IMAGE**  in the ribbon or type in **ENSCAPESCREENSHOT** in the commandline
8. A new dialog will pop up asking you where to save your render. Choose your destination file and name your render image **'Screenshot0.png'**.

You can see the render status of the image on your Enscape window.



### 8.2 **Batch render images**

### *In the BRICSCAD window*

1. You can also render all the saved views at once. For this, you can select **BATCH RENDERING**  in the ribbon or type in **ENSCAPEBATCHEXPORT** in the commandline.



## 9. How to create Render videos

### 9.1 Time-lapse video

#### *In the ENSCAPE window*

1. Walk outside to the corner of the terrace.  
**Note:** In WALKMODE, when going from exterior to interior, you cannot walk through a wall or window (except for Door components). The trick is to hit the **Space bar** when you reach the wall, fly a little bit forward with the **W-key** and then hit the **Space bar** again to go back to Walking mode.
2. Pan around to face the dining area.
3. Change the time of the day to show the lights in the dining area.
4. Type in **K** to show the Enscape **Video Editor**.
5. Click '**Add keyframe**'. You will see a triangle appear on the timeline.
6. Click '**Add keyframe**' again to add a second keyframe.
7. Click on the triangle (first keyframe).  
**Note:** should be (1/2) to be the first keyframe, otherwise click the triangle on the right to switch keyframes.
8. Set the **Time of Day** to around **13:00** and click **Apply**.
9. Switch to the second keyframe (2/2).
10. Set the **Time of Day** to around **19:00**.
11. Set the **Timestamp at 8 seconds** and click **Apply**.
12. Click **Back**.
13. Click **Preview** to check the video.

**Note:** Before you click Leave to exit the Video Editor, your video path will not be automatically saved. So. Before you exit your Video Editor, you should save your video path.



### 9.2 Save and render video.xml

#### *In the BRICSCAD window*

1. When you are satisfied with your Preview, you can click **SAVE PATH**  in the ribbon or type in **ENSCAPESAVEVIDEOPATH** in the commandline.
2. A new dialog will pop up asking you where to save your video path. Choose your destination file and name your video path '**Time lapse.xml**'.
3. To render a video, you can click **RENDER VIDEO**  in the ribbon or type in **ENSCAPERENDVIDEO** in the commandline.
4. A new dialog will pop up asking you where to save your render video. Choose your destination file and name your render video '**Time lapse.mp4**'.

You can see the render status of the video on your Enscape window.

### In the ENSCAPE window

5. Since your video path is saved, you can click **Remove all** and **Leave** to exit the Video Editor.

## 9.3 Walkthrough video

### In the ENSCAPE window

1. Walk/Fly over the entrance of the house.
2. Type in **K** to show the **Video Editor**.
3. Click '**Add keyframe**'.
4. Fly/Walk forward to change the view and click '**Add keyframe**' (Repeat as many times as you need).

When you are done adding keyframes you can visually check your video path in the 3D space by moving away from your path.

Each keyframe is represented as a camera. You can visually add in keyframes by clicking on the video path. If you want to see the view and settings of a particular keyframe, you can double-click on the camera.

5. Click **Preview** to check the video.



### In the BRICSCAD window

6. To render the video, click **RENDER VIDEO**  in the ribbon or type in **ENSCAPERENDVIDEO** in the commandline.
7. A new dialog will pop up asking you where to save your render video. Choose your destination file and name your render video '**Walkthrough.mp4**'.

You can see the render status of the video on your Enscape window.

8. Click **Remove all** to clean the video editor.

## 10. Create a Standalone .exe

### 10.1 In the BRICSCAD window

1. Click **EXPORT STANDALONE**  or type in **ENSCAPECREATESTANDALONE** in the commandline.

The Executable export function provides the same experience and quality that Enscape does, but does not require Enscape and BricsCAD to run.

2. A new dialog will pop up asking you where to save your standalone file. Choose your destination file and name your standalone '**Villa.exe**'.