



# CAD Decor PRO

a detailed program of a 3-day training for CAD Decor PRO\*

1. Introduction and preparation for the training.
2. Basic information about the program.
3. Overview of features available in the 'Project selection' window.
4. Analysis of the project which will be used during the training.
5. Creation of the new project file.
6. Navigation in the project, using various views.
7. Drawing a sketch and creating the walls on its basis.
8. Editing the drawn interior using the 'Walls editor'.
9. Inserting wall elements (such as basic bevels, standard doors and windows, parametric windows and additions: protrusions, niches and orifices).
10. Creating a simple plaster-cardboard element using the 'Any elements' tool.
11. Overview of the entity snaps (characteristic points of elements).
12. Drawing 2D shapes using various drawing tools.
13. Generating solids with straight and rounded edges using the 'Any elements' tool (e.g. plaster-cardboards, shelves, worktops, bathtubs arched enclosures and others) on the basis of the previously prepared 2D forms.
14. Cabinets insertion techniques.
15. Edition of cabinets parameters.
16. Generation and edition of typical worktops.
17. Creation of worktops in untypical shapes.
18. Overview of the worktops documentation.
19. Using the 'Posts and arc walls' tool, examples of application of different kinds of solids.
20. Generation of cornices and skirting boards.
21. Arranging cornices and skirting boards on a prepared path.
22. Overview of the editor of profiles.
23. Implementation of household appliances.
24. Valuation of a project of a kitchen. Adding components of cabinets to the valuation.
25. Overview of the 'Valuation Manager'.
26. Edition of the 'Price-list'.
27. Generation and edition of the overall project documentation.
28. Additional dimensioning.
29. Edition of kitchen cabinets database.
30. Creating a cabinet of untypical dimensions using the 'Cabinets Editor'.
31. Insertion of interior design elements and edition of their dimensions.
32. Adding 3D models to the User Database using the 'Converter 3D' tool.
33. Combining various user databases of 3D models.
34. General information about the visualization mode.
35. Application and edition of textures.
36. Setting basic properties of materials.



37. Setting advanced properties of materials.
38. Adding your own textures.
39. Overview of the Tikkurila paints module.
40. Using the colours provided for the kitchen cabinets database.
41. Exchanging sets of kitchen cabinets.
42. Application of ceramic tiles using the tools available in the 'Tiles' tab.
43. Exchanging tiles in the project.
44. Adding your own tiles using the 'Tile Database Editor'.
45. Inserting a mirror between the tiles and applying decorative strips.
46. Generation of protrusions on the basis of previously applied tiles.
47. Arrangement of sets of tiles – how to create tiles modular systems.
48. Valuation, optimization and reserve of tiles.
49. Generation of tiles documentation.
50. Setting the parameters of the light sources.
51. Defining the parameters of halogen lights (intensity, range, angle, style).
52. Generation of a basic visualization and saving the result as a JPG picture file.
53. Explanation of principles of operation of the 'Radiosity' calculations.
54. Overview of the differences between the basic and advanced light emission.
55. Overview of the scene diagnostics options.
56. Suggested applications of 'Two-sided material' option.
57. Overview of the advanced rendering features.
58. Setting the 'Global Illumination' parameters.
59. Conducting the 'Radiosity' calculations and realizing the following tasks in the meantime:
  - daylight visualization without a view behind the window;
  - night visualization without a view behind the window;
  - modification of the parameters of light sources;
  - night visualization with the view behind the window;
  - daylight visualization with the sunlight and a view behind the window.
60. Overview of the 'Colour tones' function.
61. Explanation of principles of operation of the 'Final Gathering' algorithm.
62. Explanation of principles of operation and suggested applications of the 'Raytracing' algorithm.
63. Overview of camera features and recording a path for the video.
64. Presentation of the project in a form of an AVI video.
65. Saving an advanced visualization as a JPG file and comparing with a basic visualization.
66. Preparation of a cutting pattern of the designed kitchen using the CAD Cut program.
67. Knowledge check and your own questions.

\*a 3-day training is realized within 18 hours (6 hours per each day, including 1/2 hour lunch break).

Courses are organized by CAD Projekt K&A under the terms and conditions provided in the Trainings Rules and Regulations.