CAD Decor Training
with Render PRO Module

HOW LONG THE TRAINING LASTS
2 days (12 hours / 6 hours each day)

WHERE IT IS HELD
stationary in Poznan or live **online**

WHAT YOU WILL LEARN
During the training you will learn to use the tools necessary in the work of a designer. We know how important it is to practice, so during our training you will work and learn on a specific project, so you can easily apply the acquired knowledge in your work. At the end of the training you will receive a **personal certificate** confirming the acquired skills.

ISSUES YOU WILL LEARN ABOUT

DAY 1.

BASICS OF DESIGN IN CAD Decor ENVIRONMENT

- basic information about the program
- discussion of the functions of the project selection window
- analysis of the interior design on the basis of which the training will be carried out
- creation of a project file
- drawing a sketch of the room and turning the sketch into walls
- discussion of the "Doors and windows" tool
- adding wall elements: windows and doors, basic bevels and additions
- moving around the project, working with views
- visualization - general information
- discussion of attraction points
- drawing two-dimensional shapes using drawing tools
- creating non-standard objects using the "Free Elements" tool
- techniques for inserting 3D models
- adding 3D models from the visualization level, combining functionality with 2D environment
- 3D converter - creating your own database of 3D models
- drawing solids of straight and curved buildings using the "Free elements" function (countertop for washbasin, bathtub casing)
- moving and copying objects in three dimensions
- applying ceramic tiles using the "Tiles" bar
- adding custom tiles using "Tile Editor"
- embedding a mirror into tiles

- generation of recesses and projections
- tile layouts - principles of creating modular systems
- tile pricing, definition of optimization and tile inventory
- applying textures and standard materials
- using the paint module
- exercises - working with the project

DAY 2.

RENDERING AND VISUALIZATION OF THE PROJECT - PATH TRACING, DOCUMENTATION OF THE COMPLETED PROJECT

- material properties - discussion of settings
- adding custom textures
- light in the project - settings and properties
  - halogens
  - spotlight
  - sunlight
  - emission surfaces
  - backlights
- Path tracing rendering - discussion of the module functions
- scene framing
- use of camera angles
- making photorealistic visualization, saving images after Path tracing calculations
- discussion of the use of color tones
- taking a spherical picture
- making visualization with the use of depth of field
- making a record of visualization of several views simultaneously
- discussion of the function and how to save the project as an AVI movie
- discussing the documentation window
- generating documentation according to available templates
- discussing the functionality of individual pages
- editing the content of the documentation, adding/subtracting pages
- adding layouts and sections to generated pages
- saving documentation and exporting to PDF

YOU WANT TO LEARN MORE

about the training or you are interested in other training please contact us:
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www.en.cadprojekt.com.pl