



CAD Kitchens 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 A CAD KITCHEN 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
- inserting kitchen cabinets
- techniques for inserting cabinets
- editing cabinet parameters
- creating unusually sized cabinets using the Cabinet Editor
- generating and editing typical countertops
- moving and copying objects in three dimensions
- creating unusually shaped countertops
- inserting household appliances into the project
- slat base editor, adding profile to user base

- placement of trim along the drawn path
- replacement of kitchen furniture sets
- implementation of additional development using the tool "Free elements".
- replacement of sets from the visualization level
- use of kitchen base colors
- adding 3D models from the visualization level, combining functionality with 2D environment
- adding models to the user base using the "Converter" tool
- merging user databases
- overlaying 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:
szkolenia@cadprojekt.com.pl or call: tel. +48 505 138 863

The courses are organized by CAD Projekt K&A under the conditions specified in the training regulations.
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