

Training program

CAD Kitchens + Render PRO

HOW LONG THE TRAINING LASTS

2 days (12 hours / 6 hours each day)

WHERE IT IS HELD

stationary in Poznan or live **online**

The aim of the training is to acquire knowledge and skills in working with the CAD Kitchens program, including the creation of residential and commercial designs, the ability to professionally present a design, and the preparation of technical documentation with photorealistic visualizations of the designed interiors. After completing the training, participants will receive a **personalized certificate** confirming the acquired competences.

ISSUES YOU WILL LEARN ABOUT

DAY 1

BASICS OF DESIGNING IN THE CAD KITCHENS PROGRAM

- introductory issues and preparing the group for training,
- basic information about the program,
- discussion of the project selection window functions,
- analysis of the interior design on which the training will be based,
- creating a project file,
- drawing a sketch of the room and converting the sketch into walls,
- discussion of the "Doors and Windows" tool,
- adding wall elements: windows and doors, basic bevels, and accessories,
- navigating the project, working with views,
- visualization – general information,
- techniques for inserting cabinets,
- editing cabinet parameters,
- generating and editing typical countertops,
- creating countertops with unusual shapes,
- moving and copying objects in three dimensions,
- using the columns/walls tool,
- inserting household appliances into the project,
- creating cabinets with unusual dimensions using the "Cabinet Editor,"
- drawing two-dimensional shapes using drawing tools,
- creating unusual objects using the "Freeform Elements" tool,
- molding base editor, adding a profile to the user base,
- arranging finishing moldings along a drawn path,
- replacing kitchen furniture sets,



- inserting furnishings from 2D and 3D levels,
- interior furnishings – discussion of database archiving options,
- adding models to the user database using the “Converter” tool,
- merging user databases,
- applying textures and standard materials,
- using the paint module,
- exercises – working with a project.

DAY 2

CAD KITCHENS – OVERVIEW – RENDERING AND VISUALIZATION OF THE PROJECT – PATH TRACING – DOCUMENTATION OF THE COMPLETED PROJECT

- discussion of the “Overview” tool, editing lists, preparing to link to documentation,
- visualization - discussion of material properties,
- light in the project - settings and properties
 - halogens
 - spotlight
 - sunlight
 - emissive surfaces
 - backlights
- Path tracing rendering – overview of module functions,
- scene framing,
- camera angle application,
- discussion of color tone application,
- creation of photorealistic visualization, saving photos after path tracing calculations,
- creation of visualization using depth of field,
- saving visualization of several views simultaneously,
- documentation – discussion of the functionality of pages used in the project,
- adding layouts and cross-sections to generated pages,
- saving documentation and exporting to PDF,
- checking messages, own questions.

YOU WANT TO KNOW MORE

about the training or you are interested in other training write to us:

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