CAD PROJEKT K&A

CAD Decor – I and II level

a detailed program of a 2-day extensive training for CAD Decor*

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. Drawing 2D shapes using various drawing tools.
11. Overview of the entity snaps (characteristic points of elements).
12. Creating simple solids with straight edges using the 'Any elements' tool
(i. e. plaster-cardboard elements, concealed toilets, shelves, worktops and others).
13. Using the 'Posts and arc walls' tool, examples of application of different kinds of solids.
14. Insertion of interior design elements and edition of their dimensions.
15. Adding 3D models to the User Database using the 'Converter 3D' tool.
16. Creating your personal database of ceramic tiles.
17. General information about the visualization mode.
18. Application and edition of textures.
19. Adding your own textures.
20. Use of the Tikkurila paints module.
21. Application of ceramic tiles using the tools available in the 'Tiles' tab.
22. Exchanging tiles in the project.
23. Edition of areas covered with tiles (i. e. creating niches, cutting orifices, moving tiles).
24. Inserting a mirror between the tiles.
25. Application of decorative tiles.
26. Arrangement of sets of tiles – how to create tiles modular systems.
27. Setting the parameters of optimization and reserve of tiles.
28. Valuation of ceramic tiles and paints used in the project.

29. Generation of tiles documentation.

30. Setting the parameters of the light sources.

31. Defining the parameters of halogen lights (intensity, range, angle, style).

32. Generation of a basic visualization and saving the result as a JPG picture file.

33. Using the Professional Rendering Module to achieve an effect of a daylight visualization.

34. Explanation of principles of operation of the 'Radiosity' calculations.

35. Overview of the differences between the basic and advanced light emission.

36. Overview of the scene diagnostics options.

37. Overview of the advanced rendering features.

38. Conducting the 'Radiosity' calculations.

39. Setting the 'Global Illumination' parameters.

40. Overview of the 'Colour tones' function.

41. Explanation of principles of operation of the 'Final Gathering' algorithm.

42. Suggested applications of the 'Raytracing' algorithm.

43. Overview of camera features and recording a path for the video.

44. Presentation of the project in a form of an AVI video.

45. Saving an advanced visualization as a JPG file and comparing with a basic visualization.

46. Knowledge check and your own questions.

*a 2-day training is realized within 12 hours (6 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.

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