



Training program

CAD Decor with the Render PRO module

Using the CAD Decor program with Render PRO module*

Day I

Fundamentals of design in the CAD Decor 3.X
environment, designing using prepared 3D objects

1. Preliminary issues and preparing the group for training.
2. Basic information about the program.
3. Discussing of function of the project selection window.
4. Analysis of the bathroom project, on the basis of which the training will be conducted.
5. Creating a design file.
6. Move around the design, working with views.
7. Drawing a sketch of a room and changing the sketch into walls.
8. Editing a drawn room using the "Wall editor".
9. Inserting wall elements (i.e. basic bevels, standard windows and doors, parametric windows and additions).
10. Discussion about the points of attraction.
11. Drawing two-dimensional shapes with the use of drawing tools.
12. Moving and copying objects in three dimensions.
13. Realization of a simple plasterboard structure with the use of "Additional elements" tool.
14. The use of the "Columns and pillars" tool, examples of the use of solids.
15. Inserting interior elements and editing their parameters.
16. Adding models to the user database using the "Converter" tool.
17. Import and export of user database.
18. Visualization - general information.
19. Working with the Materials module, applying and editing textures.
20. Adding your own textures.
21. Applying tiles.
22. Replacement of tiles in the design.
23. Creating your own tile database using the "Tiles Editor".
24. The use of characteristic points in the tiles module.
25. Editing areas covered with tiles (including creating recess, cutting holes, moving tiles).
26. Mirror effect in the mirror.
27. Laying the decorations using decorative slats.
28. Tiles arrangement - rules for creating modular systems.
29. Tiles valuation, definition of optimization and stock of tiles.
30. Define of the optimization and stock of tiles.
31. The use of material properties in tiles.
32. The use of the protrusion/ recess function in the Paint module.





Day II

Visualization of the design: Render PRO and Technical documentation

33. Preparation of the design based on which the training will be conducted.
34. Discussing the settings of light parameters.
35. Overview of material properties settings (gloss, transparency, reflections, roughness, bump mapping).
36. Making a basic visualization with a record of the effect in jpg format.
37. Discussion of the functionality of the Professional Rendering module with the division into calculations of Radiosity and Path tracing.
38. Making Radiosity calculations
39. Using of Final gathering.
40. Using the Ray tracing calculation method.
41. Taking a photo in a visualization using Radiosity calculations.
42. Export of visualization to CAD Share-it application and obserVeR application.
43. Functions and recording of the camera path.
44. Presentation of the project in the form of the AVI movie.
45. Path tracing - functional overview, comparison with Radiosity calculations.
46. Making photorealistic visualization, recording photos after Path tracing calculations.
47. Take a photo sphere - 360 panorama and social media publication.
48. Discussion and application of colour tones.
49. Discussion of filters.
50. Making a sequential visualization of several views at the same time.
51. Discussing the documentation window.
52. Generating documentation according to available templates.
53. Discussing the functionality of individual pages.
54. Adding wall projections to generated pages.
55. Supplementing documentation with additional information, loading visualizations.
56. Conversion of objects into symbols.
57. Editing and creating a table.
58. Saving the documentation. Export of documentation to a pdf file.
59. Checking knowledge and questions.

*The 2-day training is carried out over 12 hours (including half-hour break).
Courses are organized by CAD Projekt K&A on the terms definite in the training regulations.

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