



Training program

CAD Decor PRO

HOW LONG THE TRAINING LASTS

3 days (18 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 practice is, that is why during our trainings you will work and learn on a specific project, thanks to which you will easily use 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 PRO ENVIRONMENT

- introductory issues and preparation of the group for the training
- 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 the project file
- drawing a sketch of the room and converting the sketch into walls, adding partition walls
- adding wall elements: windows and doors, basic bevels and additions
- navigating through the project, working with views
- creating non-standard objects in the "Free Elements" tool using pull points
- using the "columns and walls" tool
- visualization - general information
- applying ceramic tiles using the "Tiles" bar
- generating recesses and projections
- adding 3D models from the 2D environment, combining functionality with 3D environment
- adding custom tiles using "Tile Editor"
- tile layouts - rules for creating modular systems
- use of paint module
- combinations of tiles, grout and paint
- applying textures and standard materials
- exercises - working with the project



DAY 2

INTERIOR DESIGN BASED ON 3D ELEMENT DATABASES

- Inserting kitchen cabinets
- techniques for inserting cabinets
- generating and editing typical countertops
- creating a countertop with an unusual shape
- inserting white goods into the project
- trim base editor, adding a profile to the user base
- placing trim along a drawn path
- creating cabinets with unusual dimensions using the Cabinet Editor
- exchanging kitchen furniture sets from the 2D environment
- exchanging sets from the visualization level
- "dressing" the project with 3D models
- adding 3D models to the user base using the "Converter" tool
- merging user bases
- exercises - working with the project

DAY 3

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

- properties of materials - discussion of settings
- light in the project - settings and properties, application
 - halogens
 - spotlight
 - sunlight
 - emissive surfaces
 - backlights
- rendering Path tracing - discussion of the module
- correct framing of the scene
- use of camera angle
- use of color tones
- making photorealistic visualizations, saving images after Path tracing calculations
- making a visualization of several views at the same time
- making a spherical image
- making a visualization with the use of depth of field
- discussion of the documentation window
- generating documentation with the use of available pages
- discussion of functionality of individual pages
- editing the content of documentation, adding/subtracting pages
- adding layouts to generated pages
- saving documentation and exporting to PDF file
- Overview, basic information
- news check, own questions

YOU WANT TO KNOW MORE

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

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