



Training program

CAD Decor PRO*

Day I

Thematic scope discussed during the training

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 interior on which the training will be leaded.
5. Creating a project file.
6. Moving around the design, working with views.
7. Drawing a sketch of a room and changing the sketch into walls.
8. Inserting wall elements (i.e. basic bevels, standard windows and doors, parametric windows and additions).
9. Realization of a simple plasterboard structure with the use of "Additional elements" tool.
10. Discussion about the points of attraction.
11. Drawing two-dimensional shapes.
12. Creation of solids with straight and arched edges using the "Additional elements" function (plasterboard structures, shelves, worktops, arched bathtub housing, etc.), based on previously created two-dimensional shapes.
13. Techniques of inserting cabinets.
14. Editing cabinets parameters.
15. Generation and edition of typical worktops.
16. Creating worktops with an unusual shape.
17. Use of the "columns and walls" tool, examples of the use of solids.
18. Profile editor for finishing slats. Auto-generation of slats.
19. The arrangement of finishing slats along the drawn path.
20. Inserting Household Appliances.
21. Valuation of the kitchen and introduction of cabinets components to valuation.
22. Additional dimensioning.
23. Creating a cabinet with unusual dimensions using a cabinet editor.





Day II

Thematic scope discussed during the training

24. Inserting elements of interior equipment and simple edition of their parameters.
25. Exchange of sets from the 2D environment.
26. Adding models to the user database using the "converter" tool.
27. Connecting user databases.
28. Visualization - general information.
29. Applying and editing textures.
30. Setting properties of materials.
31. Adding own textures.
32. Using the colours of the kitchen database.
33. Exchange of sets from the visualization.
34. Applying ceramic tiles using the "Tiles" strip.
35. Exchange of tiles.
36. Adding own tiles using the "Tile Database Editor".
37. Placing a mirror in tiles, introducing decorative strips.
38. Generation of recess and protrusion.
39. Tiles layouts - rules for creating modular systems.
40. Tiles valuation, definition of optimization and supply of tiles.
41. Generation of tiles documentation.





Day III

Thematic scope discussed during the training

42. Setting of light parameters.
43. Halogen lights, defining a lighting style, grouping lighting, discussion of luminous surfaces.
44. Making a basic visualization with a record of the effect in JPG format.
45. Discussing the functionality of the Render PRO with the division into Radiosity and Path tracing calculations.
46. Making Radiosity calculation and during the operation of the process:
47. Final gathering – explanation of the function.
48. Using the Raytracing option.
49. Path tracing - functional overview, comparison with Radiosity calculations.
50. Export of visualizations to CAD Share-it and obserVeR applications.
51. Functions and recording of the camera path.
52. Project presentation in the form of the AVI movie.
53. Discussing the documentation window.
54. Generating documentation according to available templates.
55. Discussing the functionality of each pages.
56. Editing the contents of documentation, adding / subtracting pages and auto-generating wall projections in a technical drawing.
57. Adding wall projections to generated pages.
58. Supplementing documentation with additional information, loading visualizations.
59. Change of objects into symbols.
60. Editing and creating a table.
61. Saving the documentation. Exporting documentation to a PDF file.
62. Checking knowledge and questions.

*The 3-day training is carried out over 18 hours (6 hours for each day, including half-hour break each day).
Courses are organized by CAD Projekt K&A on the terms definite in the training regulations.

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