



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**

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 it is to practice, so during our training you will work and learn on a specific project, so you can easily apply 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 KITCHENS 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 project, on the basis of which the training will be carried out
- creation of the project file
- drawing a sketch of the room and turning the sketch into walls
- discussion of the "Doors and windows" tool
- adding wall elements: windows and doors, basic bevels and additions
- moving around the project, working with views
- discussion of pull points
- visualization - general information
- inserting kitchen cabinets
- techniques for inserting cabinets
- editing cabinet parameters
- generating and editing countertops
- creating countertops with unusual shapes
- moving and copying objects in three dimensions
- inserting white goods into the project
- creating cabinets with unusual dimensions using the Cabinet Editor
- drawing two-dimensional shapes using drawing tools
- creating unusual objects using the "Free Elements" tool



- slate base editor, adding profile to user base
- placement of trim following drawn path
- replacement of kitchen furniture sets
- adding 3D models from visualization level, linking functionality with 2D environment
- adding models to user base using "Converter" tool
- linking user databases
- overlaying textures and standard materials
- use of paint module
- exercises - working with project

DAY 2

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
 - halogens
 - spotlight
 - sunlight
 - emissive surfaces
 - backlights
- rendering Path tracing - discussion of the module functions
- framing the scene
- use of camera angle
- making photorealistic visualization, saving photos after Path tracing calculations
- discussion of using color tones
- making photorealistic visualization, saving pictures after Path tracing calculations
- making a visualization record of several views at the same time
- making a spherical picture
- making a visualization with the use of depth of field
- discussion of the documentation window
- generating documentation according to available templates
- discussion of functionality of individual pages
- editing documentation content, adding/subtracting pages
- adding layouts and sections to generated pages
- saving documentation and exporting to PDF file
- Overview, basic information
- checking of knowledge, own questions

YOU WANT TO KNOW MORE

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

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