Introduction to 3D Modelling in Vectorworks

Vectorworks is a line of industry-specific 2D/3D design and BIM software solutions that allows designers to advance their ideas from concept through completion.

An introduction to 3D design and modelling for those with little or no previous 3D experience. The course will introduce the basic concepts and approaches to 3D design and visualisation using Vectorworks.

Introduction to the basics and so much more:

The course runs from 9.30 am to approximately 4.30 pm.
Duration: 1-2 day foundation/intro.

Course content

Introduction to 3D design

Hybrid 2D/3D design,walls, symbols & plug-in objects

3D modelling tools & commands

Setting up perspective presentations

Visualisation using Vectorworks

Animation and presentation techniques

Q and A

Artlantis is the perfect software for Vectorworks 2013 users, allowing them to present their projects with 3D photorealistic renderings. Artlantis enables you to improve and bring realism to your Vectorworks models with 3D objects and textures. Texture your models with high resolution shaders to obtain a very realistic effect, then set your scene with as many light sources as you want.

These two programs will work for you in a complementary way, helping you to complete even the most ambitious projects, and giving your presentations the look you want. Now, let's see in detail what Artlantis brings to your Vectorworks model.

This course deals with creating and managing more complex 3D projects with a high level of detail. It examines methods of modelling complex shapes and objects and preparing the model for rendering within Artlantis. It focuses on setting up realistic visualisations and animations. This course encourages users to develop high level 3D design and visualisation skills.

Introduction to the basics and so much more:

The course runs from 9.30 am to approximately 4.30 pm.
Duration: 1-2 days.

Course content

Advanced 3D modelling techniques.

Managing the 3D design process.

Rendering using Vectorworks.

Visualisation using Artlantis.

Animation and virtual reality using Artlantis.

Creating presentation with Vectorworks.

Q and A

2D CAD Vectorworks Design Course

Vectorworks is a line of industry-specific 2D/3D design and BIM software solutions that allows designers to advance their ideas from concept through completion.

Beginners and intermediate users benefit from a structured training programme which guarantees learning and understanding of Vectorworks from first principles. Following an introduction to the Vectorworks environment, guided learning and tutorials ensure that
all abilities are progressed rapidly.

This course focuses on the underlying concepts of Vectorworks and teaches users how to be more efficient and productive using improved working methods.

The course runs from 9.30 am to approximately 4.30 pm.
Duration: 1-2 day foundation/intro.

Course content

Introduction to the working environment.

Setting up drawings & templates.

5 ways to draw.

2D drawing and editing tools.

Keyboard shortcuts.

Attributes and Constraints.

Using resources, hatches & symbols.

Organising layers, classes & sheets.

Importing & exporting files.

Q and A

Our Advanced 2D Vectorworks Architect training course is perfect if you are already proficient in Vectorworks and want to take your skills to an advanced level. You will benefit from learning lots of time saving techniques that improve productivity, efficiency and quality during the design process.

The course runs from 9.30 am to approximately 4.30 pm.
Duration: 1-2 days.

Course content

Tailoring work spaces and keyboard shortcuts for your practice.

Using practice layers, class, sheets and viewport standards.

Setting up efficient CAD drawing templates.

Workgroup referencing and team working for complex projects.

Using view ports and sheets including advanced functions.

Making the most of symbols and design layer view ports Advanced 2D graphic presentation techniques.

Using worksheets within Vectorworks to create schedules, including area, window, door and equipment schedules.

Practice CAD management issues.

Q and A

Beginners / intermediate Cinema 4D

An introduction to Cinema 4D as a high-end design tool for architectural; presentation. The course will focus on essential techniques for creating winning presentation. It covers importing 3D models for Vectorworks, 3D libraries and internet as well as explaining the tools, palettes and menu commands that are required to produce high quality images.
This course will also explore some of the more advanced features of Cinema 4D with techniques that are useful during the design process such as animation and shadow studies.

The course runs from 9.30 am to approximately 4.30 pm.
Duration: 1-2 day foundation/intro.

Course content

Modelling in Vectorworks for export to Cinema 4D.

Understanding and tailoring the Cinema work space.

Setting up camera and lighting including sky objects.

Creating managing and apply materials.

Advanced lighting techniques and radiosity.

Rendering still images for print, web and multimedia.

Using 3D resource libraries to add trees, cars and entourage.

Updating between Vectorworks and Cinema 4D.

Introduction to path based animation.

Using Cinema 4D Architecture Edition.

Q and A

Advanced Visualisation using Artlantis

This course encourages users to develop high level 3D design and visualisation skills. It examines methods of modelling complex shapes and objects and preparing the model for rendering within Artlantis. The course provides a full coverage of visualisation process is covered from importing, lighting, texturing to dressing and final rendering and focuses on sitting up realistic visualisation and animation.

The course runs from 9.30 am to approximately 4.30 pm.
Duration: 1-2 days.

Course content

Preparing the 3D model for export to Artlantis.

Introduction to the visualisation process.

Setting up cameras for perspectives, and elevations.

Setting up lighting for internal and external renderings.

Creating and Applying shaders.

Using libraries of resources to dress the model.

Rendering tips to improve realism.

Introduction to radiosity (global illumination) techniques.

Setting up animations and exporting movies and QTVR.

Sun shadow studies.

Final rendering setting and batch rendering.

Tips on final retouching using Photoshop.

Q and A