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**silicon
beach**
TRAINING

Vectorworks



Duration: 1-6 days

Prerequisites

There are no prerequisites for this course

In this modular Vectorworks training course, you will learn how Vectorworks is one of the leading CAD packages available, providing professional design solutions for the AEC, entertainment, landscape design and machine design industries.

These comprehensive 1-day modules, led by professional architects & designers can be tailored to your individual requirements.

Course Content

2D Modelling Foundation - 1 day

- Overview of Vectorworks
- Setting up the preferences
- Basic 2D tools - lines, rectangles and arcs
- 2D selection tool - selection, moving and resizing
- Navigation - pan, zoom and other viewing tools
- Attributes - line weight, style, colour and fill colour and options
- Page set-up - paper size/orientation, scale and units
- Templates and setting the default drawing
- Accurate drawing - snaps/constraints
- Numeric entry
- Worked examples - window, door and staircases
- Keyboard shortcuts
- Using Layers
- Using 2d line and polygon tools
- Manipulating surfaces - add, clip, intersect surface
- Supervised work on own drawings

2D Modelling Intermediate - 1 day

- Working smart:
- Symbols and plugins
- The wall tool
- Setting cavities and wall styles
- Joining walls
- Inserting doors and windows
- Polygons, polylines and curves
- 2D reshape tool
- Advanced data entry - floating datum
- Dimensioning
- Design layers and classes
- Sheet layers and viewports
- Introduction to spreadsheets - door and window schedules etc
- Supervised work on own drawings

continued...

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Related Courses

Premiere: 2 days

Photoshop: 2 days

After Effects: 2 days

Illustrator: 2 days

Links

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Vectorworks (continued)



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3D Modelling Foundation - 1 day

Duration 1 day assuming thorough 2D knowledge

- The "workshop" analogy - extrusions(bandsaw) and sweep (lathe)
- Basic 3D constructions using the above
- 3D viewing and navigation - flyover tool, walkthrough tool and set 3D view tool. Also saving views
- Architectural modelling using the wall tool, the roof tool and plug-in objects and symbols
- Hybrid symbol use and generation
- Layer linking to produce multiview models and complete buildings from individual layers
- Solids modelling: add solids, subtract and intersect solids
- Extrude along path and nurbs polylines
- Multiple extrudes
- Convert to mesh combined with multiple extrudes

3D Modelling Intermediate - 1 day

- Nurbs modelling:
 - Lofting Nurbs
 - Joining Nurbs
 - Splitting Nurbs
 - Extracting curves
 - Stitching Nurbs into solids
- Rounding and filleting
- Offsetting
- New Drape surface
- Case study - modelling a mouse!

Rendering with Renderworks or Artlantis - 1 day

- Use of Classes for materials
- Applying basic materials and tweaking
- Applying realistic lighting
- Applying inbuilt textures
- Creating your own textures and using image based textures from the web
- Applying graphics
- Setting custom views
- Rendering a high res still
- Setting up a walkthrough animation and rendering it
- Performing a sun study
- Setting up QTVR panorama scenes and rendering them
- Setting up QTVR object movies and rendering them

continued...

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Related Courses

Course1: x Days

Course2: x Days

Course3: x Days

Course4: x Days

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Vectorworks (continued)

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Spotlight - 1 day

- Lighting Positions and Labels
- Light Plot Structure
- Adding Lighting Positions
- Lighting Position Properties
- Setting Up Instrument Label Legends
- Creating and Editing Instruments
- Adding Lighting Instruments
- Lighting Instrument Properties
- Aligning Instruments
- Selecting Instruments and Objects
- Editing Instruments and Objects
- Using Circuit Tools
- Focusing Instruments
- Obtaining Photometric Data
- Adding Accessories and Objects
- Adding Accessories
- Placing Stage Objects on the Light Plot
- Paperwork and Schedules
- Creating a Key to Instrumentation
- Generating Paperwork
- Reviewing Generated Paperwork
- Printing Generated Paperwork
- Creating an Editable Worksheet
- Creating Hanging Cards
- Spotlight Export and Import
- Exporting Instrument Data
- Exporting Patch Information
- Importing Instrument Data
- Data Transfer Between Spotlight and Lightwright
- Visualizing the Lighting Design
- Inserting Gobo Projections
- Showing Gobo Projections
- Managing Scenes
- Animating Scenes



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Related Courses

Course1: x Days

Course2: x Days

Course3: x Days

Course4: x Days

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