

Vector Works Fundamentals - Event and Stage Design

Course Outline

The three day course is designed to have a break of at least a day between course days to ensure time for information to sink as well as developing skills through homework exercises.

In between the course days students are able to contact the instructor and are also given access to the YouTube library with many walk throughs that cover topics from the lessons at videos.pcces.com.au.

Who Is this Course For?

This course is targeted towards people with existing experience with Vector Works who want to discover more efficient ways of drawing and learn the concepts behind how Vector Works is designed to be used. For some this will involve some re-training in how they currently perform tasks and in many cases trying to break bad habits.

The course is targeted to the events industry and will cover the main aspects of drawing an event from scratch. Prior to the course students are asked to complete a survey that will allow the instructor to tailor the course to suit the needs of the majority in the class.

What to Bring?

A willingness to learn is essential and whilst we understand that it's important to stay in touch with the rest of the world please do your best to ignore any phone calls that aren't critical until designated break periods. Apart from that you will need:

- ▶ A working laptop or computer with Vectorworks 2015 or later installed prior to Day 1. The spotlight add-on will be required for the final day of the course, additionally we advise that you download the fundamental libraries and spotlight libraries at a minimum.
- ▶ A valid Vectorworks License key or dongle - evaluation version is totally fine just remember you can't save so screenshot your work often for your records.
- ▶ An external mouse is advised to increase productivity. External keyboards are totally optional.

Computers can be supplied at the training venue at an additional cost.

Secondary screens will be supplied, although if possible please bring HDMI adaptors suited to your laptop make/model.

Contact Us

If you have further questions don't hesitate to ask us questions.

Email: james@pcc.es
Phone: 0401199331

Day 1

<p>Introduction and History Differences in Workspaces Preferences The Basic Layout Units Squares - The king of all shapes</p> <ul style="list-style-type: none">• How to draw• Modes• The Magic of Tab <p>Object Information Palette Circles - Queen of all shapes Misc 2D Objects 2D Deform</p> <p>Rotation</p> <ul style="list-style-type: none">• Tool Use• By Rotate <p>Mirror</p> <ul style="list-style-type: none">• Tool Use• By Menu <p>Duplication</p> <ul style="list-style-type: none">• Copy, Cut, Paste, Paste in Place• Move by Points Duplication <p>Snapping</p> <ul style="list-style-type: none">• Standard Layout• In Depth Discussion with Examples <p>Moving Objects</p> <ul style="list-style-type: none">• By Object Info• By Move <p>Sending in the 2D world</p> <p>Exercise - 100mm Squares and Circles</p> <p>Add Surface Clip Surface Intersect Surface Polygons vs Polyline When and where to trace a shape</p> <p>Exercise - Tracing Animals</p> <p>Lunch</p> <p>Layers vs Classes (the great debate) Layer Scale (1:1 vs 1:Anything) Categories Class Generic Styles Navigating Layers and Classes</p> <p>The Navigation Panel Saved Views</p>	<p>Unified View</p> <p>Attributed Panel</p> <ul style="list-style-type: none">• Pen Type• Pen Colour• Fill Type• Fill Colour• Opacity• Headers and Tails <p>Extrusion - Moving away from the plane and boring. Looking around in 3D</p> <p>Exercise - Making Boxes: Relationships</p> <p>Moving In 3D Rotation 3D Mirror 3D</p> <p>The hazards of Inaccuracy: 3D Peril Snapping in the 3D World</p> <p>Discussion: Why lines are the Devil</p> <p>Add Solid Subtract Solid Intersect Solid</p> <p>Exercise - Mini Block Puzzles: Cut Away Life</p> <p>3D Oddities</p> <ul style="list-style-type: none">• Sphere• Hemisphere• Cone <p>Advanced 3D</p> <ul style="list-style-type: none">• Extrude Along a Path• Tapered Extrude• Sweep• Lofting <p>NURBS</p> <p>Exercise - Building Blocks: Lego 101 - Part A</p>
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Day 2

<p>Recap Day 1</p> <p>Building Shell:</p> <ul style="list-style-type: none">WallsDoorsWindowsSlabsRoofStairs <p>Importing Plans</p> <ul style="list-style-type: none">• DWG• PDF• JPEG/BMP/PNG <p>Exercise - Draw a Venue: Simple Venue - Part A</p> <p>The Resource Browser Making an using Symbols 2D vs 3D</p> <p>Lunch</p> <p>Recap on Layers Design Layers vs Sheet Layers</p> <p>Paper Space Sizes and Printing</p> <p>Borders Title Blocks (Basic Intro)</p> <p>Viewports</p> <ul style="list-style-type: none">• Standard Style• Section Viewports• Detail Viewports• Multiple Viewports• Editing• Cropping• Annotations<ul style="list-style-type: none">▶ Drawing Labels▶ Generals Notes vs Text▶ Callouts▶ Text Presets▶ Dimensioning<ul style="list-style-type: none">- Constrained- Unconstrained- Chained Dims <p>Exercise - Building Blocks: Lego 101 - Part B</p>	<p>Discussion: Annotations on the Viewport vs Design Layer Annotations</p> <p>Discussion: Line Weight Options: Zoom Line Thickness</p> <p>Event Goodies:</p> <ul style="list-style-type: none">• Seating arrangements• Stage Design• Lecterns <p>Exercise - Draw a Venue: Simple Venue - Part B</p>
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Day 3

<p>Recap Day 1 & 2</p> <p>LED Screens</p> <p>Projectors - Lens and Blend Calculations</p> <p>Truss</p> <ul style="list-style-type: none">• Truss Tool• Truss Symbols• Hybrid Truss Objects <p>Lighting</p> <p>Light Position Objects</p> <p>The Lighting Library</p> <p>Exercise - Draw a Venue: Simple Venue - Part C</p> <p>Rendering and Presentation Styles</p> <ul style="list-style-type: none">• Saved Views• Hidden Line• Dashed Hidden Line• Examples of Use• OpenGL: The God or Rendering• Final Quality vs Fast Quality• Rendering in Viewports• Updating Viewports <p>Perspective</p> <p>Walkthroughs</p> <p>Orbital Animations</p> <p>Animation works - Mention</p> <p>Cinema4D - Mention</p> <p>Image Props</p> <p>Templates</p> <ul style="list-style-type: none">• How to create• How to load• Design Your Own Title Block<ul style="list-style-type: none">- Basic 101- VAA Advanced Title Block	<p>Time Permitting Extras</p> <p>Worksheets</p> <p>Records</p> <p>Fields</p> <p>Formula</p>
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