

VECTORWORKS BASICS TO INTERMEDIATE



(16 hours) One to One

real animation works (Ltd)
Turn your Imagination Into reality

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Training provided by
certified professionals

Introduction to Vectorworks

Vectorworks Interface

Palettes

Opening and Filing files

Creating Objects and shapes

Undo/Redo

Snaps

Applying Graphic Attributes

Dimensions

Modeling and Drawing

Tools and other Commands in Detail

Integration between Autocad and Vectorworks

Creating, Modifying and Editing

Text

Dimensions

Callout text Tool

Organizing Information

Design Layers and Sheet Layers

Classes

Design Layer and Class Options

Assigning Objects to Layers and Classes

Viewports and Sheet Layers

Drawing Buildings

Setting up the Layer Heights

Drawing Walls

Creating a Roof

Creating a Model

Setting a Perspective

Applying Graphics to Your Model

Creating Static Sections and Elevations

Creating Live Sections and Elevations

Part 2: Vectorworks Architect

File Setup for scaling drawing

Document Setup

Text Styles

Custom Dimension Standard

Property Line

Different Methods of Making a Model

Using a Scanned Image

Creating a Layer for the Scanned Image

Creating the Site Model

Height in Relation to Boundary

Creating the Lower Floor

Creating the Upper Floor

Concept Drawings

Preparation

Plan Viewport

Perspective Viewports

Creating the Walls

Creating the Roof

Developed Design Drawings

Doors and Windows

Drawing Buildings

Standard Vectorworks Doors and Windows

Windows and Door Manager

Geometry Settings

Class and Color Settings

Copy or Apply Attributes

Updating the Concept Plan

Site Modifiers

Stairs

Printing

Standard Title Blocks (Drawing Border)

Drawing Labels

Notes, Keynotes, and Callouts

Working Drawings