

Brief General Overview

- Initial orientation of the program interface
- Menus, icons and help tools
- General hot keys for increased productivity (Handout)
- Library and Project browsers

Set-up for specific designs

- Defaults and Default Templates (Handout)
- Preferences and their settings
- Basics of file management

House Wizard

Creating the Shell for Design Purposes

- Drawing the exterior walls
- Dimensioning the shell
- Creating interior rooms
- Assigning room names (Handout-Room Spec Dialogue Box)
- Adding additional floors
- Developing stairs
- Generating simple roofs: hips, gables, dormers, multiple pitches. (Handout)

Detailing the Shell

- Placing walls, door and windows
- Placing and editing cabinets and appliances
- Assigning and changing materials for individual rooms
- Creating different room heights
- Adding moldings (crown, chair rail, base, other)
- Adding wall coverings
- Creating new materials, finding new materials (CD from Chieftalk) (Handout)
- Draw electrical.
- Framing
- Materials List
- Schedules
- Plot Plans (Handout)

Develop working drawings. (Handout-Layouts)

Creating Presentation Views

- Working with the different camera types
- Creating render views
- Creating elevations
- Creating photo realistic images of a design
- Use of the zoom tools.
- VRML

Many additional items are included and presented as appropriate in the course of the trainings. These include:

- Use of the camera tools.
- Use of the zoom tools.
- Using the library to both retrieve and store objects.
- Use layers and layer sets to control drawing and layout display. (Handout)
- Assignment of materials and textures.
- Multiple selection, copy and replication of objects.

Finally – topics requested by those attending are included when at all possible