

Vectorworks Learning Workshop

					All Attendees		Landscapes		Entertainment			
					All Industries		Buildings		AV/System Integration			
	Day 1					Day 2					Day 3	
Session 1 9:10-10:10 AM 60 minutes	Day 1 - Kickoff Welcome Session				Day 2 - Kickoff Resource Management				Day 3 - Kickoff Understanding Data			
Session 2 10:20-11:20 AM 60 minutes	GIS in Vectorworks		Introduction to ConnectCAD	Creating a Light Plot	Site Model Creation		Freeform Modeling	Collaboration Lab: Project Work & Networking Session	Using Data Visualization for Analysis		Introduction to Braceworks	Collaboration Lab: Project Work & Networking Session
Session 3 11:30 AM-12:30 PM 60 minutes	DWG Import/ Export				Grading Tools				Data Tags for Keys and Callouts	Shortcuts for Creating Details (Automate the Mundane)		
12:30-1:30 PM	Lunch				Lunch				Lunch			
Session 4 1:30-2:30 PM 60 minutes	An Introduction to Building Shell Objects - Part 1 (Walls, Doors, Windows)	File Setup, Concept Drafting Techniques, and Management for Site	Vectorworks Outside of Work	Paperwork for Production Electricians	Grading Workflow		Title Blocks & Templates	Collaboration Lab: Project Work & Networking Session	Stories & Story Levels	Irrigation Hydrozoning for Water Efficiency	Generating & Creating Textures	Collaboration Lab: Project Work & Networking Session
Session 5 2:40-3:40 PM 60 minutes	An Introduction to Building Shell Objects - Part 2 (Slabs, Roofs/Roof Faces)	Resource Creation for Site (Hardscapes, Landscape Areas, and Walls)	Paperwork in ConnectCAD	Showcase and GDTF	Strategies for the Geometric and Graphic Control of Plug-In Objects	Planting Design	Creating Custom ConnectCAD Devices & Equipment		Cloud Presentations	CD Shortcuts for Efficient and Profitability Using Viewports	Render Settings & Techniques	
Session 6 3:50-4:50 PM 60 minutes	Day 1 - Wrap-up How to Improve your Vectorworks Skills				Day 2 - Wrap-up Publishing and Presentation				Day 3 - Happy Hour			



VECTORWORKS®
A NEMETSCHEK COMPANY

Day 1

Kickoff [1hr]

Audience

All Industries

Time

Session 1

Description

Begin your three-day Vectorworks training event with our dynamic Kickoff Session. We'll welcome attendees and introduce the presenters, providing an overview of the schedule and event focus. This session also serves as your launchpad into Vectorworks, starting with a practical exploration of object types and document organization. This strong foundation will set the stage for successful learning throughout the event.

[Return to Schedule](#)

Day 1

GIS in Vectorworks [1hr]

Audience

All Industries

Time

Session 2

Description

Unlock the power of Geographic Information Systems (GIS) by learning file geolocation and harnessing site data for improved collaboration and streamlined workflows.

Learning Objectives

- Understand the basics of GIS integration in Vectorworks.
- Learn the steps for geolocating your file.
- Apply site data for workflow optimization with consultants.

[Return to Schedule](#)

Day 1

Creating a Light Plot [2hrs]

Audience

Entertainment

Time

Session 2-3

Description

Master the process of drafting a light plot using Spotlight tools, from initial design through to documentation and visualization for production.

Learning Objectives:

- Use Spotlight tools to design lighting plots.
- Generate documentation and visualizations from a light plot.
- Understand drafting standards for theatrical and event lighting.

[Return to Schedule](#)

Day 1

Introduction to ConnectCAD [2hrs]

Audience

AV and System Integrators

Time

Session 2-3

Description

Begin your journey into ConnectCAD by learning its concepts, interface, and the logic behind device and connections schematics.

Learning Objectives

- Grasp the fundamentals of ConnectCAD workflows.
- Understand device connectivity and schematic design processes.

[Return to Schedule](#)

Day 1

DWG Import/Export [1hr]

Audience

All Industries

Time

Session 3

Description

Join this essential session for working with DWG files—ensuring smooth data exchange with consultants and other platforms while maintaining your project's structure.

Learning Objectives

- Import and export DWG files efficiently.
- Address common compatibility issues.
- Incorporate referenced DWG data while maintaining file integrity.

[Return to Schedule](#)

Day 1

An Introduction to Building Shell Objects - Part 1 (Walls, Doors, Windows) [1hr]

Audience

Buildings

Time

Session 4

Description

Gain hands-on experience with the core elements of architecture—walls, doors, and windows. This session covers how to create, edit, and style these essential building shell objects for any project.

Learning Objectives

- Identify the fundamental building shell objects in Vectorworks.
- Learn to place and modify walls, doors, and windows within a drawing.
- Understand the properties and styles specific to these objects.

[Return to Schedule](#)

Day 1

File Setup, Concept Drafting Techniques, and Management for Site [1hr]

Audience

Landscape

Time

Session 4

Description

Lay a strong project foundation by mastering file setup strategies, drafting methods, and management processes tailored for site design.

Learning Objectives

- Establish effective file setup protocols.
- Apply efficient concept drafting techniques.
- Manage files for complex site design projects.

[Return to Schedule](#)

Day 1

Vectorworks Outside of Work [1hr]

Audience

All Industries

Time

Session 4

Description

Unleash your creativity! Discover how Vectorworks can be used for hobbyist modeling—like video game asset creation, role playing game maps, and other imaginative projects.

Learning Objectives

- Identify creative non-traditional uses for Vectorworks.
- Practice modeling techniques for personal or recreational projects (e.g., games, crafts, art projects...)

[Return to Schedule](#)

Day 1

Paperwork for Production Electricians [1hr]

Audience

Entertainment

Time

Session 4

Description

Transform your lighting design into actionable paperwork. Learn to generate detailed hookups, schedules, and inventory lists that streamline production for electricians.

Learning Objectives:

- Create essential paperwork from lighting designs: hookups, schedules, inventories.
- Organize and manage lighting documentation workflows.
- Tailor paperwork for the needs of production electricians.

[Return to Schedule](#)

Day 1

An Introduction to Building Shell Objects - Part 2 (Slabs, Roofs/Roof Faces) [1hr]

Audience

Buildings

Time

Session 5

Description

Dive deeper into architectural modeling by learning to create slabs and various roof types. Discover how these components interconnect for robust digital building shells.

Learning Objectives

- Introduce slab and roof tools in Vectorworks.
- Practice building and editing slabs and roofs.
- Explore the integration of these objects in complete building modeling.

[Return to Schedule](#)

Day 1

Showcase and GDTF [1hr]

Audience

Entertainment

Time

Session 5

Description

Explore advanced lighting visualization by incorporating GDTF device profiles. Connect your Vectorworks design to a lighting console and use Showcase for immersive pre-visualization and testing.

Learning Objectives

- Incorporate GDTF profiles into a lighting design.
- Connect your design to lighting consoles.
- Visualize your setup in Showcase for testing and refinement.

[Return to Schedule](#)

Day 1

Paperwork in ConnectCAD [1hr]

Audience

AV and System Integrators

Time

Session 5

Description

Examine paperwork workflows unique to ConnectCAD. Learn to generate, customize, and manage reports, leveraging Vectorworks Cloud for efficient project documentation.

Learning Objectives

- Create and manage paperwork and reports in ConnectCAD.
- Distinguish between pre-formatted and custom reports.
- Use Vectorworks Cloud for paperwork management.

[Return to Schedule](#)

Day 1

Resource Creation for Site (Hardscapes, Landscape Areas, and Walls) [1hr]

Audience

Landscape

Time

Session 5

Description

Learn to build, manage, and utilize advanced site resources—including hardscapes, landscapes, and walls—that deliver rich 2D/3D graphics and robust data, boosting workflow efficiency.

Learning Objectives

- Create reusable resources for site design using Landmark tools.
- Enable automated 3D and data integration into site elements.
- Streamline workflows with advanced resource management.

[Return to Schedule](#)

Day 1

Wrap-Up - How to Improve Your Vectorworks Skills [1hr]

Audience

All Industries

Time

Session 6

Description

Close out the first day by diving into strategies for self-directed learning, to help accelerate your Vectorworks learning journey.

Learning Objectives

- Explore effective self-directed learning strategies to set personal learning goals, develop an independent learning plan and reflect on your progress.

[Return to Schedule](#)

Day 2

Kickoff — Resource Management [1hr]

Audience

All Industries

Time

Session 1

Description

Begin the day with a comprehensive overview of Vectorworks resources. Discover techniques to organize, manage, and maintain your digital assets for seamless project progression.

Learning Objectives

- Recognize various resource types in Vectorworks.
- Develop strategies for organizing and maintaining assets.

[Return to Schedule](#)

Day 2

Site Model Creation [1hr]

Audience

All Industries

Time

Session 2

Description

Build robust 3D site models by integrating data from surveys, GIS, and other resources—enabling precision in planning and visualization for landscape and architectural projects.

Learning Objectives

- Use diverse data sources to create site models.
- Combine survey, GIS, and other information for accurate 3D terrain.

[Return to Schedule](#)

Day 2

Freeform Modeling [2hr]

Audience

All Industries

Time

Session 2-3

Description

Experiment with a wide range of modeling tools—from simple extrusions to advanced NURBS and subdivision objects—to unlock your ability to create detailed, custom 3D forms.

Learning Objectives

- Explore different 3D object modeling techniques (extrusions, NURBS, subdivision).
- Combine multiple modeling tools for custom creations.
- Enhance models with advanced freeform methods.

[Return to Schedule](#)

Day 2

Collaboration Lab: Project Work and Networking Session [4hrs]

Audience

All Industries

Time

Session 2-5

Description

Join the Collaboration Lab to advance your own projects, gain real-time feedback from experts, and connect with fellow professionals. This interactive workshop offers a flexible space to work independently or collaboratively, ask questions, receive personalized support, and expand your professional network. Drop in during any session to share ideas, troubleshoot challenges, and build valuable relationships with peers and mentors—all in an open, supportive environment designed to fuel your success.

[Return to Schedule](#)

Day 2

Grading Tools [1hr]

Audience

All Industries

Time

Session 3

Description

Start your journey in site grading by mastering base tools and concepts, forming a foundation for modeling terrain and site modifications accurately.

Learning Objectives

- Understand foundational grading concepts.
- Learn to use key site modeling tools for grading.
- Apply grading to real-world scenarios.

[Return to Schedule](#)

Day 2

Title Blocks and Templates [1hr]

Audience

All Industries

Time

Session 4

Description

Learn to establish efficient workflows by developing template files and title blocks, ensuring consistent, professional documentation standards across your projects.

Learning Objectives

- Set up and use templates for consistent project management.
- Create and customize title blocks.
- Apply best practices in documentation standards.

[Return to Schedule](#)

Day 2

Grading Workflow [1hr]

Audience

Landscapes

Time

Session 4

Description

Build on your grading knowledge with practical application—using modifier tools for complex, real-world site grading to meet design and regulatory requirements.

Learning Objectives

- Utilize advanced modifier tools for site grading.
- Apply grading tools in real-world project examples.
- Achieve design goals for fully graded sites.

[Return to Schedule](#)

Day 2

Strategies for the Geometric and Graphic Control of Plug-In Objects [1hr]

Audience

All Industries

Time

Session 5

Description

Delve into effective plug-in object management. This session starts with architectural elements (doors, windows, cabinets), extending into plug-ins from diverse industries, focusing on precise control over their geometry and graphics.

Learning Objectives

- Control the shape and appearance of plug-in objects.
- Apply techniques across industries for various plug-ins.
- Manage doors, windows, cabinets, and other custom objects.

[Return to Schedule](#)

Day 2

Creating Custom ConnectCAD Devices & Equipment [1hr]

Audience

AV and System Integrators

Time

Session 5

Description

Take ConnectCAD to the next level by creating custom devices and equipment. Enhance the look, function, and utility of your schematics for unique project requirements.

Learning Objectives

- Customize ConnectCAD devices and equipment visually and functionally.
- Add new device types to your workflow.
- Enhance clarity of connectivity diagrams.

[Return to Schedule](#)

Day 2

Planting Design [1hr]

Audience

Landscapes

Time

Session 5

Description

Harness the power of Vectorworks' planting tools. Learn efficient methods to create, organize, and visualize planting schemes for any landscape project.

Learning Objectives

- Use planting design tools in Vectorworks.
- Streamline the creation and placement of plant objects.
- Develop efficient planting plans for different landscape types.

[Return to Schedule](#)

Day 2

Wrap-up – Publishing and Presentation

Audience

All Industries

Time

Session 6

Description

Conclude the second day with an exploration of various publishing and presentation techniques to help get the most out of your designs.

[Return to Schedule](#)

Day 3

Kickoff — Understanding Data [1hr]

Audience

All Industries

Time

Session 1

Description

Begin Day 3 by demystifying the model's data landscape—from dimensions to records, IFC, and beyond. Learn extraction, organization, and analysis with robust Vectorworks tools.

Learning Objectives

- Recognize various data types in your model.
- Learn methods for extracting and managing model data.
- Use worksheets, data tags, and formulas for data organization.

[Return to Schedule](#)

Day 3

Collaboration Lab: Project Work and Networking Session [4hrs]

Audience

All Industries

Time

Session 2-5

Description

Join the Collaboration Lab to advance your own projects, gain real-time feedback from experts, and connect with fellow professionals. This interactive workshop offers a flexible space to work independently or collaboratively, ask questions, receive personalized support, and expand your professional network. Drop in during any session to share ideas, troubleshoot challenges, and build valuable relationships with peers and mentors—all in an open, supportive environment designed to fuel your success.

[Return to Schedule](#)

Day 3

Introduction to Braceworks (2hrs)

Audience

Entertainment

Time

Session 2-3

Description

Explore rigging and load analysis in Vectorworks using Braceworks. Build interconnected rigging systems and perform structural calculations to ensure design safety and compliance.

Learning Objectives

- Model and analyze rigging systems with Braceworks.
- Connect truss, hoists, and bridles in your design.
- Calculate and verify loads and forces for structural integrity.

[Return to Schedule](#)

Day 3

Cloud Presentations [1hr]

Audience

All Industries

Time

Session 6

Description

Step into the future of presentation: Learn to build cloud-based and augmented reality presentations, enabling interactivity and collaboration from anywhere in the world.

Learning Objectives

- Create engaging cloud-based and AR presentations using Vectorworks.
- Share and collaborate using innovative digital presentation tools.

[Return to Schedule](#)

Day 3

Data Tags for Keys and Callouts [1hr]

Audience

All Industries

Time

Session 3

Description

Master the annotation workflow: Use data tags for keys and callouts, adapting both default and custom tags to strengthen the clarity and efficiency of your drawings.

Learning Objectives

- Use default and custom data tags for annotations.
- Apply data tags for drawing keys and callouts across industries.
- Customize data tags to fit project standards.

[Return to Schedule](#)

Day 3

Stories and Story Levels [1hr]

Audience

Buildings

Time

Session 4

Description

Streamline multi-story design by learning how to set up and coordinate stories. Integrate story levels with building shell object styles for efficient modeling and documentation.

Learning Objectives

- Set up and manage stories and story levels.
- Coordinate story levels with building shell objects.
- Use stories for consistent project organization and efficient change management.

[Return to Schedule](#)

Day 3

Generating and Creating Textures [1hr]

Audience

All Industries

Time

Session 4

Description

Bring projects to life by learning the full workflow for creating and applying textures. Explore the AI Visualizer to expand your rendering possibilities.

Learning Objectives

- Create custom textures in Vectorworks.
- Use AI Visualizer to generate new texture options.
- Apply textures for enhanced visualization and rendering.

[Return to Schedule](#)

Day 3

Render Settings and Techniques [1hr]

Audience

All Industries

Time

Session 5

Description

Elevate your presentations—discover the full capabilities of Renderworks by adjusting settings and applying specialized techniques for high-quality project imagery.

Learning Objectives

- Explore Renderworks settings for optimal visualization.
- Utilize advanced rendering techniques to enhance drawings.

[Return to Schedule](#)

Day 3

Using Data Visualization for Analysis [1hr]

Audience

All Industries

Time

Session 2

Description

Discover and leverage data visualization tools for deep project analysis—enabling faster, more informed decisions through meaningful visuals.

Learning Objectives

- Unlock data visualization tools for project analysis.
- Set up custom visualizations for rapid insights.
- Apply visualization results to inform design decisions.

[Return to Schedule](#)

Day 3

Shortcuts for Creating Details (Automate the Mundane) [1hr]

Audience

All Industries

Time

Session 3

Description

Boost productivity by automating routine detailing processes. Learn shortcuts to streamline creation, placement, and editing of modifiable details for a more profitable workflow.

Learning Objectives

- Automate repetitive detailing tasks.
- Master workflows for creating and modifying design details efficiently.
- Use shortcuts to maximize productivity and profitability.

[Return to Schedule](#)

Day 3

Irrigation Hydrozoning for Water Efficiency [1hr]

Audience

Landscapes

Time

Session 4

Description

Take site sustainability to new heights—use analytical tools to create and manage efficient irrigation hydrozones, supporting water usage optimization and accurate reporting.

Learning Objectives

- Analyze and design hydrozones for water efficiency.
- Use reporting tools for water usage and irrigation design.
- Refine site plans to maximize water conservation.

[Return to Schedule](#)

Day 3

CD Shortcuts for Efficient and Profitability Using Viewports [1hr]

Audience

All Industries

Time

Session 5

Description

Revolutionize your construction documentation process. Learn to efficiently use and manage viewports—speeding plan development and boosting project profitability.

Learning Objectives

- Optimize viewport creation and management for construction documentation.
- Utilize viewport styles for speedy plan development.
- Enhance output efficiency from design layers to final deliverables.

[Return to Schedule](#)

Day 3

Wrap-up – Happy Hour [1hr]

Audience

All Industries

Time

Session 6

Description

Celebrate the successful close of this three-day training event with a lively happy hour. This is a special opportunity for attendees, speakers, and organizers to connect in a relaxed setting. Join us to unwind, enjoy refreshments, and toast the achievements and new connections.

[Return to Schedule](#)