Creator:
Lonnie Rafael Alcaraz

LRA Designs
Video Tutorial Index

Tutorial #	Tutorial Name	Duration	Description
VectorWorks Drafting:			
1a	2d Drafting and Editing Part 1	31:00	The basics of Drawing, Editing and Navigation
1b	2d Drafting and Editing Part 2	27:00	The basics of Drawing, Editing and Navigation
2a	3d Drafting and Editing Part 1	26:00	The basics of 3d Modeling - Creation
2b	3d Drafting and Editing Part 2	37:00	The basics of 3d Modeling - Editing
3a	Organic Modeling Part 1	18:30	Organic Modeling: NURBS Curves and Surfaces
3b	Organic Modeling Part 2	21:30	Organic Modeling: The Loft Tool
3c	Organic Modeling Part 3	10:30	Organic Modeling: The Push/Pull Tool
3d	Organic Modeling Part 4	6:30	Organic Modeling: Extract and Create Contours
3e	Organic Modeling Part 5	8:00	Organic Modeling: Project, Shell Outside and Analysis
3f	Organic Modeling Part 6	14:15	Organic Modeling: Drape Surface, Fillet Surface, Stitch and Trim, Revolve with Rail and Create Helix Spiral
3g	Organic Modeling Part 7	6:30	Organic Modeling: Create Planar Caps, Unfold Surfaces, Extend NURBS
3h	Organic Modeling Part 8	4:00	The Twist and the Taper Face Tool
4	Groups and Symbols	22:00	Basic definition and use of Groups and Symbols
5	Hybrid Symbols	37:50	How to create and use Hybrid Symbols, the Auto Hybrid Tool and a review of Layer and Screen Plane objets in reference to Hybrid Symbols
6	Wall, Windows and Doors	25:00	Directions on how to use Windows, Walls and Doors in 2d and 3d
7	Working Planes	9:00	Basic definition and use of Working Planes
8	Scale Objects	7:30	How to use the scale object tool
9	Eyedropper Tool	3:00	How to use the eyedropper tool
10	Multi-scene Play Object/Class Setup Part 1	31:16	How to setup a scenic file for a show that has moving scenery
11	Layer Plane and Screen Plane Objects	11:00	An in depth description of how Layer Plane and Screen plane objects work and affect Symbols
VectorWorks Organization:			
1	Design and Sheet Layers	55:20	Basic description and use of Design and Sheet Layers
2	Classes	26:00	Description of Classes and examples of how to use them
3	Saved Views	20:00	Description of Saved Views and examples of how to use them
4	VW Libraries	6:00	How to access information in the VectorWorks Libraries
5a	Viewports (DL and SHT) Part 1	26:00	Creating and using Design Layer and Sheet Layer Viewports

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Tutorial #	Tutorial Name	Duration	Description
5b	Viewports (DL and SHT) Part 2	16:00	Creating and using Design Layer and Sheet Layer Viewports
5c	Viewports (DL and SHT) Part 3	4:00	Creating and using the Multiple Viewport Tool
6	Viewport Sections: Design Layers	14:00	How to create and use Design Layer Section Viewports
7	Viewport Sections: Sheet Layers	13:00	How to create and use Sheet Layer Section Viewports
8	Workgroup References	24:00	Basic definition and use of Workgroup References
9	Visibility Tool	3:00	How to use the Visibility Tool
10	Batch Printing	8:00	How to do Batch Printing and Export PDF Batch
11	Templates	8:30	How to create and use Templates
VectorWorks Settings:			
1	Navigation	4:20	Navigating a file - zooms, pans, etc.
2	Palettes	20:15	Basic Definition and use of the various palettes: Navigation, Visualization, Resrouce Broswer, Object Info Palette and the Attributes Palette
3	Resource Browser	15:00	Definition and use of the Resource Browser
4	Object Info Palette	15:30	Definition and use of the Object Info Palette
5	Preferences	30:00	Detailed look at VW and Document Preferences
6	Workspace Editor	18:15	How to create and modify your workspace using the Workspace Editor
7	AutoCAD Import & Export	17:30	How to import and export ACAD drawings
8a	Record Formats/Smart Objects and Titleblocks Part 1	22:25	Definition of a Record Format and how to create Smart Objects, like Title Blocks
8b	Record Formats/Smart Objects and Titleblocks Part 2	26:25	Definition of a Record Format and how to create Smart Objects, like Title Blocks
9	Custom Selections	9:00	How to use the custom selection tool
10	Scripts	7:25	How to create basic scripts
11	Program Setup: User Folders	7:30	How to setup your copy of VW to access imformation in a custom folder.
VectorWorks RenderWorks			
1a	RenderWorks Basic Part 1	24:20	How to use RenderWorks: Creating and Editing Textures & Texture Mapping
1b	RenderWorks Basic Part 2	30:00	How to use RenderWorks: Creating and Editing Textures & Texture Mapping
2	Image Props	13:00	How to create and use Image Props
3	Render bitmap Tool	2:15	How to use the Render Bitmap Tool

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Tutorial #	Tutorial Name	Duration	Description
4	Rendering Modes and Views with Cameras	16:15	How to use the Camera Tool, how to export a rendered image and Render Modes
6	RenderWorks Backgrounds	7:40	How to create and the use of RenderWorks backgrounds
7a	RenderWorks Lighting Part 1	27:00	How to do lighting in RenderWorks: Types of Lights and tactics for lighting
7b	RenderWorks Lighting Part 2	30:00	How to do lighting in RenderWorks: Types of Lights and tactics for lighting
7c	RenderWorks Lighting Part 3	20:00	How to do lighting in RenderWorks: Types of Lights and tactics for lighting
8	The Walkthrough Tool	2:00	How to use the walkthrough Tool
VectorWorks Spotlight			
1a	Insertion Tools Part 1	34:30	How to use the Spotlight Insertion Tools for Lights, Accessories and Positions
1b	Insertion Tools Part 2	32:00	How to use the Spotlight Insertion Tools for Lights, Accessories and Positions
2	Spotlight Label Legends	32:30	How to create and manipulate Label Legends, along with some AutoPlot tools for spotlight included
3	Advanced Tools in Spotlight	26:20	How to use numbering, aligning, find and modify and other advanced tools in Spotlight
4a	Auto-Plot All Part 1	28:30	How to use AutoPlot tools for Spotlight created by Sam Jones: http://www.autoplotvw.com/APSL_Desc.asp
4b	Auto-Plot All Part 2	30:00	How to use AutoPlot tools for Spotlight created by Sam Jones: http://www.autoplotvw.com/APSL_Desc.asp
5	Key, Savvy Symbol and Section Tools	5:00	How to use Savvy Section and Key tools created by Josh Benghiat: http://www.benghiatlighting.com/software
6	VW-LW Connection	6:45	How to setup data exchange between VectorWorks Spotlight and Lightwright
7a	3d Sectioning Part 1	25:00	How to setup a 3d file to be able to section a light plot
7b	3d Sectioning Part 2	20:00	How to setup a 3d file to be able to section a light plot
7c	3d Sectioning Part 3	22:00	How to setup a 3d file to be able to section a light plot
8	Spotlight Lighting Instrument Key	15:35	How to create a symbol key for your light plot
VectorWorks UCI Specific:			
1	Setup a Scenic File	40:00	How to setup a Scenic file according to UCIrvine Drawing Standards
2	Setup a Sound File	32:30	How to setup a Sound file according to UCIrvine Drawing Standards
3	Setup a 2d lighting File	35:00	How to setup a Light Plot file according to UCIrvine Drawing Standards
4	Setup a 3d Lighting File	14:00	How to setup a 3d Lighting Sectioning file according to UCIrvine Drawing Standards
5	Setup a Rendering Lighting File	20:30	How to setup a Lighting Rendering file according to UCIrvine Drawing Standards

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Tutorial #	Tutorial Name	Duration	Description
VectorWorks Quick Tools:			
1	The Projector Tool	19:00	How to use the projector tool
2	Seating Layout	11:00	How to create seating layouts
3	3d Text along Path	5:30	How to use the 3d Text along path tool
4	The Curtain and Truss Tool	8:20	How to use the Curtain and Truss tools
5	Purge	3:00	Basic definition and use for the Purge Command
6	QuickTime Panorama and Objects	5:30	How to use the Quicktime Panorama and Object Tools Note: Quicktime has stopped supporting this functionality so it may no longer work.
7	Human Figure Tool	6:30	How to use the Human Figure Tool
8	Text Styles and the Callout Tool	14:30	How to use Text Styles and the Callout Tool
9	Sheet Layer Section VP to 2d Section Layer	6:00	How to use the Sheet Layer Section Viewport tool to create a quick 2d Section that you can then edit.
10	Creating a Stage	2:00	How to use the Create Stage Tool
11	Animation	16:00	How to use the Create Animation tool to create 3d Walkthroughs and Orbits
12	The Hatch Editor	6:00	How to create and edit Hatches using the Hatch Editor
13	Linetypes	3:20	How to create and edit Linetypes from the Resource Browser
14	Crop a Bitmap	1:20	How to crop a bitmap image
15	Clip Cube	1:45	How to use the Clip Cube tool to see parts of a 3d model better
16	Sound Tools	9:30	How to use the Speaker and the Speaker Array Tool
Lightwright:			
1a	Basic Use Part 1	40:30	Basic tools in Lightwright
1b	Basic Use Part 2	22:30	Basic tools in Lightwright
2	Worknotes	9:30	Using Worknotes
3a	Printing Part 1	18:00	Using Layouts and Printing
3b	Printing Part 2	20:00	Using Layouts and Printing

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Tutorial #	Tutorial Name	Duration	Description
Adobe Acrobat:			
1a	Basic Use Part 1	19:00	How to create and edit PDF documents using Adobe Acrobat Writer
1b	Basic Use Part 2	21:00	How to create and edit PDF documents using Adobe Acrobat Writer
2	Create a Calling Script	12:00	How to create a calling script using Adobe Acrobat Writer and convert a scanned script.
3	Forms	5:30	How to create forms using Adobe Acrobat Writer
MS Excel			
1	Basic Tutorial on MS Excel	28:00	How to view and print in Excel, along with some quick formatting and formula tools.