

2020 Visual Impression: Advanced Rendering for Giza

When you have completed this training, you will understand how to perform the following tasks:

- Apply a material from Visual Materials to products that are not enriched
- Apply a custom material from Visual Materials
- Modify and save a material from Visual Materials
- Create and save a User Material
- Create and modify interior walls
- Control items to be placed precisely on a surface
- Scale an image to be used on a window or item from Extras
- Modify an image to span multiple windows on one wall
- Show manufacturer presentation finishes
- Show system placed ceiling lights
- Allow an accent material to be placed on a wall
- Convert scene to a 2-point perspective
- Setup default room settings
- Create an animation of a scene
- Create presentation from scene assets
- Publish a scene to 2020 Visual Impression Mobile
- Share a presentation in 2020 Visual Impression Mobile
- Collaborate on a project with a teammate in 2020 Visual Impression Mobile
- Modify a presentation in 2020 Visual Impression Mobile
- Sync changes to scene to 2020 Visual Impression Mobile

Suggested Classes to Further Your 2020 Training

Click on the class name to see the agenda.

2020 Giza:

[Furniture Layouts](#)
[Frame Designer](#)
[Drawing a Room](#)
[Drawing a Building](#)

[Schedule & registration >>](#)

2020 Worksheet:

[Product Specification](#)
[Efficiency Tools](#)

[Schedule & registration >>](#)



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