

Vectorworks Core Concepts & Landmark Styles and Data for Site

OEM: Nemetschek • Code: VECTORWORKS_CORE_CONCEPTS_LANDMARK_STYLE

COURSE DESCRIPTION

VECTORWORKS CORE CONCEPTS: This two-day Vectorworks training class is designed for new users from any industry. If you're an existing user who is self-taught but feels there are gaps in your knowledge, this class is also a great fit for you. This training will help you build a strong foundation and enhance your skills. We'll cover core concepts, tools, and commands essential for your work—whether you're focused on buildings and interiors (Architect), parks and landscapes (Landmark), or events and entertainment (Spotlight). Expect hands-on instruction that will guide you through creating, editing, and publishing your designs. The first day will introduce the user interface and basic 2D operations. You'll learn how to create and edit objects while keeping your files organized and using features for efficient documentation. The second day will introduce 3D and hybrid 2D/3D objects, explore the Vectorworks symbol libraries, and review procedures for importing DWGs, PDFs, and image files. **VECTORWORKS LANDMARK: UNDERSTANDING STYLES AND DATA FOR SITE USE:** Take your Vectorworks skills further with the tools and workflows that drive design production and output. This course builds a working understanding of how data powers accurate, efficient, and profitable design. You'll start with data and data management in Vectorworks — a powerful but often overlooked part of the software, and the most efficient way to analyze and quantify a design. From there, you'll build styles for plants, hardscapes, landscape areas, curbs, fences, and walls, and learn best practices for adding and controlling the data inside them. You'll then connect the pieces: Record Formats, Data Tags, Graphic Legends, and Worksheets, and how each relates to the others and to embedded object data. The course closes with Data Visualization, showing you how to control graphics and analyze designs in ways static drawings can't. By the end, you'll have a data-driven workflow you can apply to real projects — one that saves time and protects your margins.

AUDIENCE PROFILE

- All Industries

PREREQUISITES

VECTORWORKS CORE CONCEPTS

- A good grasp of basic drafting concepts, including drawing plans and elevations, is recommended.
- Laptop with an activated license of Vectorworks 2026. Upon request, a temporary evaluation license can be issued for use during this class.

VECTORWORKS LANDMARK: UNDERSTANDING STYLES AND DATA FOR SITE USE

- This is an intermediate level class. Attendees should be proficient with core Vectorworks tools, commands, workflows, and the user interface. Completion of the Vectorworks Core Concepts class or on-demand Vectorworks Core Associate Certification will help prepare you for this class.
- Attendees should have general computer skills and a good grasp of basic drafting concepts, including drawing plans, elevations, document scale, and drawing units. Completion of the Vectorworks Core Concepts class or the on-demand Vectorworks Core Associate Certification course will help you prepare for this class .

- Laptop with an activated license of Vectorworks Landmark or Design Suite 2026 or newer. Upon request, a temporary evaluation license can be issued for use during this class.

COURSE OBJECTIVES

By the end of this course, participants will be able to:

VECTORWORKS CORE CONCEPTS

- Use essential tools and commands to create and edit 2D, 3D, and hybrid 2D/3D objects.
- Organize the contents of your design to make your workflow more efficient.
- Access the default resource libraries and deploy ready-made assets to enhance your designs.
- Import external documents to provide context and jump-start your efforts.
- Annotate and publish an array of 2D and 3D representations of your project.

VECTORWORKS LANDMARK: UNDERSTANDING STYLES AND DATA FOR SITE USE

- Build and control data within Landmark Styles (plants, hardscapes, landscape areas, walls, curbs, fences)
- Create custom Data Tags, Worksheets, and Graphic Legends
- Apply Record Formats to structure object data
- Use Data Visualization for in-depth design analysis

COURSE OUTLINE

Module 1: VECTORWORKS CORE CONCEPTS

- Use essential tools and commands to create and edit 2D, 3D, and hybrid 2D/3D objects.
- Organize the contents of your design to make your workflow more efficient.
- Access the default resource libraries and deploy ready-made assets to enhance your designs.
- Import external documents to provide context and jump-start your efforts.
- Annotate and publish an array of 2D and 3D representations of your project.

Module 2: VECTORWORKS LANDMARK: UNDERSTANDING STYLES AND DATA FOR SITE USE

- Build and control data within Landmark Styles (plants, hardscapes, landscape areas, walls, curbs, fences)
- Create custom Data Tags, Worksheets, and Graphic Legends
- Apply Record Formats to structure object data
- Use Data Visualization for in-depth design analysis