

## Project: Reef Coffee Bar

This project is designed to provide you with an overview of some of the intermediate to advanced features of VectorWorks. You need to have prior knowledge of VectorWorks core features in order to fully understand and complete this project.

If you are not familiar with VectorWorks, please refer to our volumes 'A grounding in the drawing strategies and tools of VectorWorks' and "How to easily construct professional 3D Drawings'.

Upon completion of this project, you will be able to use and link layers, use keyboard shortcuts, understand drawing strategies, draw walls and furniture in 3D, draw and insert symbols, use tools from the 3D Power Pack, use the NURBS Circle tool, create 3D text, understand lighting basics, render simple textures and plain colours with RenderWorks, set up and manipulate perspective Views, save views.

If you do not have RenderWorks, use Open GL instead. You won't be able to use textures but it will nonetheless give you a feel for rendering and lighting.

### Initial Recommendations

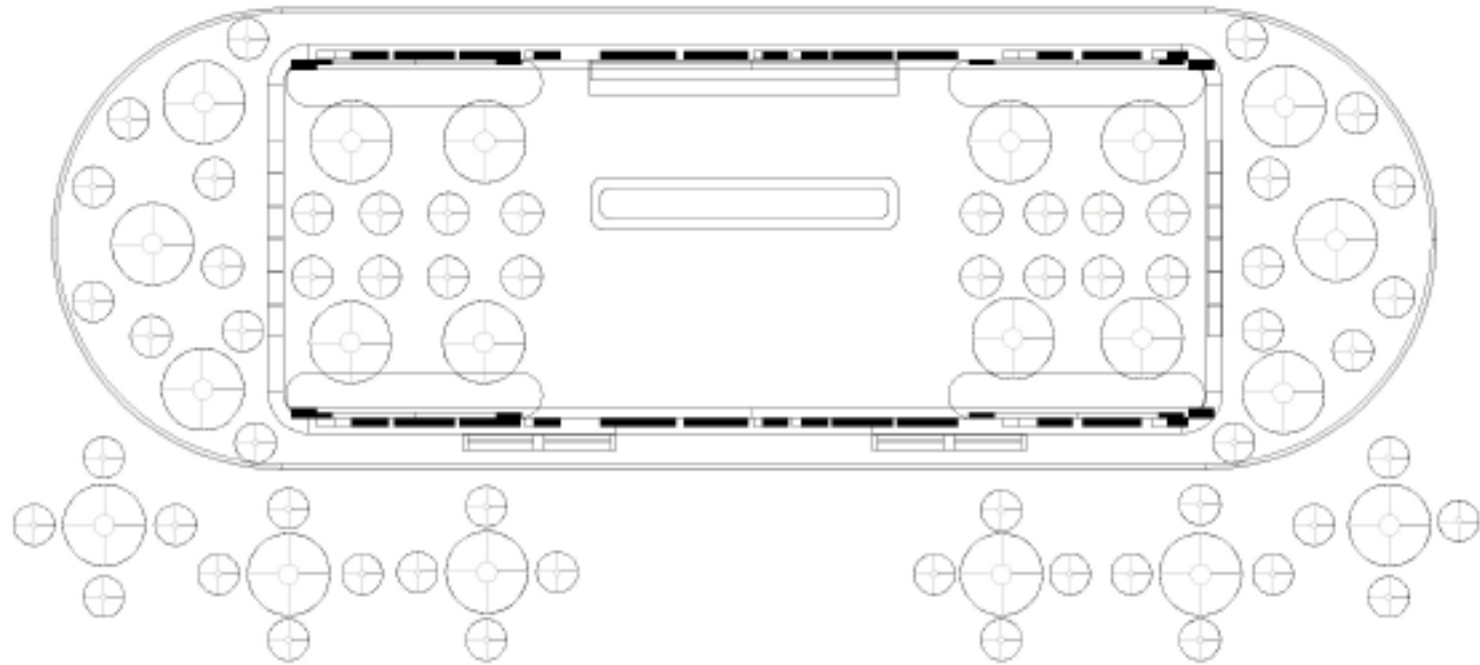
Save your work regularly! [File > Save as/Save \(Ctrl/Option + S\)](#). Call the file Reef Coffee Bar.mcd

**Use keyboard shortcuts as much as possible. You will work a lot faster.**

It may seem obvious but it is something I have noticed people often forget:  
**Before you can do anything to an object, you need to select it.**

### Let's begin to draw!

**Before you start, familiarise yourself with the images on page 1 to 5.**



**Project:** Reef Coffee bar

**Drawing:** Plan View

**Scale:** 1/50

**Date:**