Vectorworks For Entertainment Design: Using Vectorworks To Design And Document Scenery, Lighting, And Sound

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Synopsis
The first book in the industry tailored specifically for the entertainment professional, Vectorworks for Entertainment Design covers the ins and outs of Vectorworks software for lighting, scenic, and sound design. With a detailed look at the design process, from idea to development, to the documentation necessary for execution, Vectorworks for Entertainment Design will encourage you to create your own process and workflow through exercises that build on one another. The text stresses the process of developing an idea, visualizing it, and evolving it for presentation, documentation, or drafting. The author focuses on both the technical how-to and the art of design, giving you the tools you need to learn and then use the application professionally. Fully illustrated with step-by-step instructions, it contains inspirational work from Broadway, major regional companies, and non-theatrical, entertainment design.

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Customer Reviews
I'm new to Vectorworks, but am using the academic (watermarked) version 2015. Much of the text references features found in earlier versions. The work files provided online somehow cannot be used by the latest version of the app, which lowers this text's value add for newbies. The net: well-written but dated.

Very helpful in learning Vectorworks. However, at least in the Kindle Edition, the images are too low resolution to read clearly (way too low), which is problematic because the text relies on them heavily.
at times to illustrate important Vectorworks settings. The author also often skips steps in the step-by-step instruction leaving the student to spend large amounts of time trying to puzzle out why something isn’t working exactly as described in the text. I suspect that, in the author’s tremendous familiarity with the program, he forgets to describe the little tricks and techniques he seamlessly uses to accomplish some of the tasks he asks the student to perform. This can cause quite a bit of frustration for the student, but, of course, once it’s figured out, the student is far less likely to forget. It makes the learning process a little painful and unnecessarily arduous at times. Beware: There have also been software interface changes since this book was published using Vectorworks 2014 and Vectorworks 2015. Not a big deal, but sometimes things described in the text simply aren’t there, or where they’re described to be.

This is a great book in that it takes this complex program and focuses on what we use it for in our industry. It dives into little tips and tricks you may have missed if you are an experienced user. The downside is there are a few places where the instructions become convoluted and hard to follow. The only way that I was able to make it through was to draw on what I already knew having taught myself the program over the past 7 years. There are places where the directions are wrong or the wording is wrong. I recommend cover to cover reading...do not skip or skim because you may miss a trick or two. The authors knowledge of theatre design and Vectorworks is unquestionable and there are a few tips on design as well. Hopefully there will be a 2nd edition that will clear up some of the confusion and this book will become an extremely valuable resource to both new comers and veterans.

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