



Courses Details for Interior/Architectural based 3D's Max

This course suits the needs of design visualization industry. This will be especially useful for product design, & Building (Interior & Exterior) design. The purpose of this course is to enable students to be a topnotch in design visualization. This will bring adequate knowledge to the Designers, how to work with 3ds Max in the Design visualization industry.

3D's Max with V-Ray

Introduction

- Introduction
- Interface and layout study
- Extended primitives
- layout setting for Architects

Normal Track : 3 Months

Fast Track : 45 Days

Modifiers

- Compound objects
- Bend, Taper, Twist
- Stretch, Skew ,FFD
- Lattice

Modeling

- Edit Poly Modeling
- Extrude
- Chamfer
- Cut and Slices
- Symmetry Mirror Modeling
- Designing a table and chair
- Designing a house using box
- Lines and Nurbs
- Importing a plan from AutoCAD
- Making an interior space
- Doors and Windows
- AEC extended
- Railing and Trees
- Stairs



Texturing & Materials (V-Ray)

- Diffuse and Bump Mapping
- Ink and Paint
- Environment and Background Images
- Material Library/Architectural Materials

Lighting (V-Ray)

- Omni, Spot, Direct Lights
- Sky Light and Light Tracer Rendering
- Light Effects, IES Lights,
- Ambient, Sun & Mesh Lights

Camera (V-Ray)

- Free and Target Camera
- Camera Animation
- Dome & Physical Camera

Particles and Dynamics

- Particle Systems (Rain System)
- Object Properties and Motion Blur

Rendering (V-Ray)

- Rendering Images
- Rendering Moving Images
- V-Ray Image Rendering
- Global Illumination and HDRI Rendering

Project Work

- V-Ray Day Light Render (Interior)
- V-Ray Night Light Render (Interior)
- V-Ray Morning Light Render (Interior)
- V-Ray Day Light Render (Exterior)
- V-Ray Night Light Render (Exterior)
- V-Ray Morning Light Render (Exterior)