

## 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 & Corona )

#### 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 & Corona)**

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

### **Lighting (V-Ray & Corona)**

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

### **Camera (V-Ray & Corona)**

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

### **Particles and Dynamics**

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

### **Rendering (V-Ray & Corona)**

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

### **Project Work**

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