



# Architecture Visualization

## Course Overview

Visualizing your work was never this easy. Learn the core concepts and methods for presenting computer-aided designs in their best lights, and make your clients happy.

## **Pre-Production and Design Theory**

- History of architecture
- Structural drawing
- Perspective concept
- Conceptual design
- Set design

## **Plan and Elevation Drawing**

- Elevation drawing
- Digital elevation drawing

## **System settings and Rules of the scene for good work**

- Tips on choosing the configuration of the computer
- Setup Units & Units Scale
- Important settings 3D MAX
- Proper Import of DWG files
- Use Proxy for complex objects
- V-Ray scene converter in use
- The location of the object in the scene
- Rules for archival scene

## **Effective modelling**

- Scaling and proportion rules
- Principles of grouping objects
- Effective and easy work with layers
- Rules of modelling that serve effective workflow
- Key modifiers (Hot Keys) and their use
- Modelling room
- Required elements in interior design
- 20 basic sizes and dimensions that you need to know and comply with
- Rules for correct furniture modelling
- Location of objects in the scene
- Design elements
- Library models description
- Library of textures description
- Ways for accelerating your workflow

## **Visualization**

- 3D Artist's responsibilities
- Standards of quality for the visualization of interior
- Placement of decorative objects in the interior space
- Placement of Environment/Background

- UVW Mapping
- Materials all necessary information about it
- Textures - all necessary information about it
- Setting the Batch Render
- Step-by-step instructions
- Rules for working with files, preview, and final image

## **Setting of the Camera**

- Detailed setup of V-Ray Physical Camera with all the important parameters
- General V-Ray Camera information
- Standard height of the camera
- Camera angle selection
- All about Colour balance and its effective use
- The principle of ISO settings, linking to the interior
- Composite Production Camera

## **Light**

- Usage of V-Ray light sources inside interior space
- Different areas of light sources
- Settings of all V-Ray light sources
- V-Ray Functions that are responsible for the speed and quality of Render
- Ideal setting Rendering Setup
- Two different fundamental ways of Rendering with V-Ray
- How to optimize and speedup the render
- The principles of interior lighting
- Daylight Setup
- Step-by-step instructions for setting up daylight
- Mixed lighting Setup
- Step-by-step instructions for setting up mixed lighting.
- Night and evening Setup
- Step-by-step instructions for setting up night lighting
- Coverage of the complex space
- The final work with the materials
- More efficient settings for scene optimization
- Pre-visualization (Preview Settings)
- The final visualization (Hi-Res Settings)

## **Portfolio Design**

## **Duration - 3 Months**