

INTERIOR & EXTERIOR DESIGNING

AUTOCAD 2D



Duration:20 Days

Introduction

Familiarization
Production overview
Technical resources

Open and Save Drawings

Creating Drawings
Setting Units/Drawing Settings
Controlling the Display Area
Pan/Zoom
Views

Creating 2D Geometry

Lines/Arcs
Coordinates
Polar Tracking
Object Snap
Creating Objects
Circles
Ellipses
Polylines
Arcs and Splines
Construction lines

Layers

Creating layers
Settings

Editing objects

Copy
Trim/Offset
Chamfer/Fillet
Array
Polyline Editing
Mirroring
Stretching

Annotating & Crosshatching drawings

Text styles
Single line/Multiline text
Leaders
Hatching

Dimensioning

Creating dimension styles
Adding dimensions

Drawing information

Determining distance,
angle and area
Inquiry commands

Sharing design content

Multiple Design environ-ments
Blocks/Wblocks
Design center
Tool Palettes

Modifiers

Modifiers like Offset,
Extend,
Trim,
Move Copy
Mirror,
Rotate,
Scale Stretch,
Chamfer, Fillet
Array, L
ine type,
Line Weight,
Color etc.

Applying Layers

Creating Different Layers
Using Colors
Applying Filters like Lock, Unlock, Thaws

Elevating objects and applying Thickness

Elevation
Thickness

Exporting file from AuotCAD to 3dsmax,skechup.

INTERIOR & EXTERIOR DESIGNING

SKETCHUP & VRAY



Duration:45Days

Starting a project

- Setting up a project preferences
- Geographically locate your project
- Creating a template
- Modeling
- Construction
- Navigation
- Organization

Modeling

- Using lines, circles, polygons, arcs and surfaces to create 3D shapes
- Understanding edges and faces and how to avoid common mistakes
- Scale and precision
- Push -Pull, move and follow-Me tool
- Constraining object movement

Construction

- Using tape measure
- Dimensions
- Protractor
- Text
- Scale and precision
- Using axes

Navigation

- Zoom
- Pan
- Views – Standard and their uses
- Camera tools – field of view, creating cameras, position camera
- Making/saving and editing scenes

Organization

- Layers – what they do and how to use them
- Making groups and components – what they do and how to use them
- Scenes – creating, modifying and updating
- Outliner
- imported CAD file for modeling in SketchUp
- Creating groups
- Creating components
- Working with layers
- Hiding and unhiding objects
- Importing models from the Google Warehouse
- Using Photo Match to align cameras
- elevations
- using sketchup plugins
- image based modeling
- wadrobs,ceilings,bedrooms,kitchen modeling

Texturing

- Applying materials
- Making new materials
- Adjusting material mapping on faces
- Mapping materials to curved surfaces
- Editing material
- Mapping curved objects
- Creating Textures and Applying Materials
- create your own textures using photoshop

Lighting & Vray

- vary lights
- vray cameras
- Dome light
- vray materials
- Interior Light Settings
- Exterior Light Settings
- Lights, Shadows, Sun & Sky, Fog
- vray Rendering settings
- Reflections & Refractions materials
- Water & Glass materials
- and live projects,site visits

INTERIOR & EXTERIOR DESIGNING

3DSMAX & VRAY



Duration:45Days

3DS Max Modeling

Introduction to Autodesk 3ds Max Design
Navigate the 3DS Max User Interface
and Workspace
Setting Up a Project Workflow
imported CAD file for modeling in 3dsmax
Units Setup
3D Modeling from 2D Objects
Model with Primitives
Applying Transforms
Sub-Object Mode
Reference Coordinate Systems and
Transform Centers
Cloning and Grouping
Polygon Modeling Tools in Ribbon
The Lathe Modifier
2D Booleans
The Extrude Modifier
Boolean Operations
Using Snaps for Precision
Working with layers
Hiding and unhiding objects
Importing models from the archive 3d
Elvations
image based modeling
wadrobs,ceilings,bedrooms,kitchen modeling
celiings

Texturing

Materials
Introduction to Materials
Understanding Maps and Materials
Managing Materials
Standard Materials
Assigning Maps to Materials
Opacity, Bump, and Reflection Mapping
UV Unwrapping
color map,bump map
Applying materials
Making new materials
Adjusting material mapping on faces

Mapping materials to curved surfaces
Editing material
Applying the Specular Map
Creating Textures and Applying Materials
create your own textures using photoshop

Vray Lighting and Rendering

Usage of VRay light sources
inside interior space·
Different areas of light sources·
Settings of all VRay kight sources
VRay Functions that responsible
for the speed and quality of Render·
Ideal setting Rendering Setup·
Two different fundamental ways of
Rendering with VRay·
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)
vary lights
vray cameras
vray materials
Rendering and Cameras
Lights, Shadows, Sun & Sky, Fog
vray Rendering settings
Reflections & Refractions materials
Water & Glass materials
and live projects,site visits

INTERIOR & EXTERIOR DESIGNING

PHOTOSHOP



Duration: 10 Days

Photoshop and post-processing:

interface
tools
layers
Application usage
The most important buttons and actions
Brushes color effects
Step-by-step example of how to use
Photoshop Hot Keys
texture creations
patterns making
color corrections
add reflections
and refractions
skys replacement
add trees and charactors

Composition

Basic rules of balanced composition
Methods of artistic integrity of the image
Perspective and the volume in 3D scene
Detailed breakdown of interior space (by area)
Visual image stability Rhythm Light
Brightness Contrast Sunlight
Mixed lighting Coverage of the day / night Cameras
How to balance camera angles
Straight vs Curved angles
Frames Cropping
Frame ratio – Lens choices
Special effects – Depth of Field
How to bring "LIFE" into the image
Items relations – large and small
This training includes not only theoretical knowledge –
But the practical experience as well.

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