




# INTERIOR & EXTERIOR DESIGNING

Autocad | 3ds Max | Revit | V-ray | SketchUp | Lumion



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## AUTOCAD (2D)

- 2d drawing (basics of building construction ,building information modelling)
- Building design(planning & hatch editing, elevation, section & texting selection.
- Specification of planning (details of doors and windows, details of square feet calculation)
- Organaising for construction documents
- Creating PDF output
- Exercise . Revision

## 3DS MAX

- Shape modelling (buildings , sofa, bed, etc....)
- Key frame animation
- 3d effects (flag animation, cloth animation, water animation, etc....)
- Walk through animation
- Mentel ray (material ,lighting, camera, render setup)
- Vray (material, lighting, camera, render setup)
- Title animation
- Websites to download 3d models, merge models, merge model using the path.
- PBR materials , VMPP
- Camera , 360. Depth of field
- Lights
- Lights theory
- Render setup
- Render elements
- Post production techniques
- Forest pack a tile. Sweep profile, project manager,
- Render an interior
- Render an exterior
- Exercise . Revisio



# REVIT

## Introduction to BIM & Autodesk Revit

- BIM and Autodesk Revit
- Overview of the Interface
- Starting Projects
- Viewing Commands Basic Drawing & Modifying Tools
- Using General Drawing Tools
- Editing Elements
- Working with Basic Modifying Tools
- Working with Additional Modifying Tools

## Plan set up

- Setting up Levels
- Creating Structural Grids
- Adding Columns, Footing & Beams
- Linking and Importing CAD Files

## Template creation

- Setting up & updating Templates

## Modeling Walls

- Modeling Walls
- Modifying Walls (Texture, Revels & Sweep)

## Working with Doors & Windows

- Inserting Doors and Windows
- Loading Door & Window Types from the Library
- Creating Additional Door & Window Sizes

## Working with Curtain Walls

- Creating Curtain Walls
- Adding Curtain Grids
- Working with Curtain Wall Panels
- Attaching Mullions to Curtain Grids

## Modeling Floors

- Modeling Floors
- Creating Shaft Openings
- Creating Sloped Floors

## Modeling Roofs

- Modeling Roofs
- Creating Roofs by Footprint
- Establishing Work Planes



## Modeling Stairs, Railings & Ramps

- Creating Component Stairs
- Modifying Component Stairs
- Working with Railings
- Sketching Custom Stairs
- Creating Ramps

## Adding Tags and Schedules

- Adding Tags, using callouts
- Adding Rooms and Tags
- Creating Drafting views

## Creating Construction Documents

- Creating Schedules & Exporting to excel
- Creating Sheets & adding floor plans & scaling respectively
- Exporting to cad or .pdf formats.

## Creating Images

- Creating rendering Images & exporting to JPEG
- Creating Walkthroughs & exporting to AVI format.

## Enscape 3D

- Render plugin ,Video and image

# SKETCHUP

## Introduction

- Overview
- Sketchup workflow
- Google sketchup interface
- Preferences
- Basic navigation methods

## Tools and template

- Template overview
- Basic tools line, circle etc
- Free hand tool, arc
- Push pull tool

## Editing

- Selection techniques
- Moving and copying
- Arraylinear
- Array circular
- Divisioning
- Scaling with tape tool
- Aling tool
- Divide with construction points

## Layer

- Layer window
- Adding and removing objects
- Visibility control

## Groups and components

- Group and explode
- Making component
- Dynamic component

## 3d tools

- Follow me
- 3d text
- Union, subtraction, intersection
- Photo match

## Color and material

- Painting exture
- Creating exture
- Texture scaling
- Opacity
- Project texture

## Import

- Importing from cad
- Cleaning cad drawings
- Build from cad
- Placing google earth map
- Importing from 3d warehouse

## Export

- Exporting images
- Exporting animation
- Creating walkthrough
- Creating section views & dimensioning



# LUMION




- Starting a project – Project Setup, Screen Layout
- Controlling the Camera
- Modeling Environment and Modifying Terrain
- Adding a Water Plane and/or Ocean
- Importing – Updating Models with Geometry
- Placing Content from the Library
- Moving, Adding, Deleting and Scaling Models
- Advanced Transformations
- Content Specific Properties
- Using Layers
- Assigning and Modifying Materials
- Saving Material Sets
- Merging Materials with Terrain
- Advanced Materials (Glass, Waterfalls, Self Illumination, Glows)
- Environment Settings
- Setting Sun Direction and Height
- Cloud Setting
- Environment Setting
- Adding / Modifying Light Fixture
- Creating Still Images
- Creating Animations
- Animating Objects
- Camera Presets
- Animating Camera Zoom
- Creating a camera Pan
- Speed of Clips
- Working with existing still images
- Importing an existing movie file
- Working with Filters
- Filter Specific Settings
- Adding Special Effects to Individual clips & entire movies
- Adding Multiple Effects
- Using Theater Mode Export & Rendering Options
- Rendering the final output as a movie file





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