



3D Interior Design Professional

Course Length: 3 Weeks

3Ds Max powerfully explores the creation of 3D objects and how to bring in objects from other software such as Autodesk Revit, AutoCAD, and Civil 3D for Visualization. Additionally, it teaches you to prepare the scenes for renderings by adding materials, lights, and cameras. Finally, the guide covers an understanding of various renderers included with the software as well as image creation and animation techniques.

Advanced topics such as character modeling, character animation, and rigging, are not covered in this course.

Topics Covered

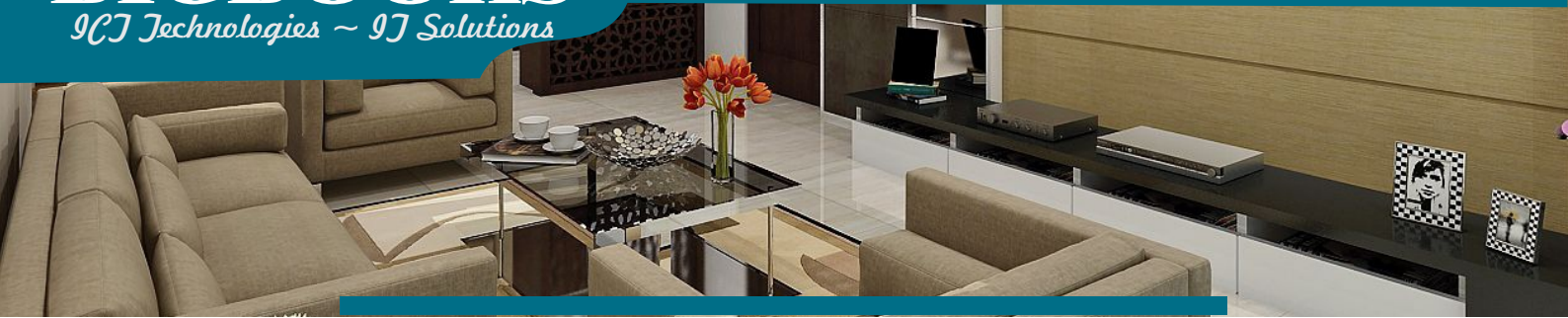
- The process of Design and 3Dimension
- Designing for Interior Spaces
- Building Compositions
- 3D Interior Finishes
- Furnishings and Finishes
- Working with Cameras and Exposure Control
- Rendering & Animation for Visualization

Prerequisites

- Experience with basic design and computer basic knowledge is recommended. .

Course description shown for 3D Interior Design. Topics, curriculum, and/or prerequisites may change depending on software version.





Training Course Outline

Chapter 1: The process of Design and 3Dimension

- 1.1 The Elements and Principles of Design
- 1.2 Developing Design Concepts and Schematic Design
- 1.3 Finalizing the Design
- 1.4 Modern interior design features

Chapter 2: Designing for Interior Spaces

- 2.1 Communicating the Design
- 2.2 Designing for Human Health and Safety
- 2.3 Residential Spaces
- 2.4 Commercial, Cultural and Institutional Spaces
- 2.5 Environmentally Healthy Design and Historic Interiors

Chapter 3: Building Compositions

- 3.1 Building Constructions, Components and Environmental Systems
- 3.2 Plumbing, Electrical, Communications and Fire Safety Systems
- 3.3 Lighting

Chapter 4: 3D Interior Finishes

- 4.1 Finish Selection and Specification
- 4.2 Finish Flooring
- 4.3 Wall and Ceiling Finishes

Chapter 5: Furnishings and Finishes

- 5.1 Selecting Furnishings
- 5.2 Textiles
- 5.3 Furniture
- 5.4 The Finishing Touches

Chapter 6: Working with Cameras and Exposure Control

- 6.1 Camera Position
- 6.2 Exposure control and Daytime lighting
- 6.3 Camera control

Chapter 7: Rendering and Animation for Visualization

- 7.1 Rendering output: Vray, Scanline, Arnold etc..
- 7.2 Rendering Quality
- 7.3 Keyframe, Workthrough, output

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