TRAINING FOR ARCHITECTS & INTERIOR/EXTERIOR DESIGNERS

real animation works (Ltd)

Chester House
Unit 2.11-Kennington Park
Business Centre
1-3 Brixton Road, SW9 6DE
info@realanimationworks.com
0208 698 3587
0207 720 2581
0797 032 5184

3DSMAX

Training provided by certified professionals

Introduction
1. Introduction
2. Basic interface and layout study
3. Basic and extended primitives
4. Basic layout setting for Architects

Modeling
1. Edit Poly Modeling
2. Extrude
3. Chamfer
4. Cut and Slices
5. Symmetry Mirror Modeling
6. Designing a table and chair
7. Designing a full 3D house using box
8. Lines and Shapes
9. Importing a plan from AutoCAD/Vectorworks
10. Making an interior space
11. Doors and Windows
12. AEC extended
13. Railing and Trees
14. Stairs

Modifiers
1. Compound objects
   a. Connect
   b. Scatter
   c. Pro Boolean
   d. Loft
   e. Terrain
2. Bend
3. Taper
4. Twist
5. Stretch
6. Skew
7. FFD
8. Wave and Ripple
9. Lattice
10. Lathe

Basic Lights
1. Omni Light
2. Spot Light
3. Direct Light
4. Light effects

Camera
1. Free Camera
2. Target camera
3. Camera Animation / Path Animation

Texturing and Rendering
1. Diffuse and Bump Mapping
2. Environment and Background images
3. Rendering images
4. Mental Ray and Vray Advance rendering and lighting
5. Final Project in the presence of tutor

www.realanimationworks.com
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AUTOCAD

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INTRODUCTION
• Interface (HOME/INSERT/ANNOTATE/VIEW/ETC)
• Command Line
• Status Toggles (SNAP/GRID/POLAR/OSNAP/OTRACK/ETC)
• Drawing Controls
• Units
• Workspace

HOME
Draw
• Line
• Polyline
• Circle
• Arc
• Rectangle
• Ellipse
• Spline
• Polygon
• Ray
• Hatching
• Gradient

Inquiry
• Measure
• Select All

Modify
• Move
• Copy
• Rotate
• Mirror
• Fillet
• Trim
• Extend
• Erase

• Offset
• Explode
• Array
• Stretch
• Break
• Polyline Edit

• Hatch Edit
• Scale (Two methods)

Layers
• Creating Layers
• Managing Layers
• Isolate/Un Isolate
• Changing Layers
• Line Type
• Line Weights

Annotation
• Dimensions
• Text
• Dimension Style
• Text Style
• Leaders

Properties
• Colours
• Line weights
• Line Types
• Line Type Scaling

Block
• Create
• Insert
• Edit
• Explode
• Export

INSERT
• Insert
• Attach

VIEW
• Navigate
• View
• Windows

PLOT/PRINT
• Model Space
• Layouts/Workspaces
• Viewports
• Layout Scaling
• Paper Setup
• What To Plot
• Plot Scale
• Plot Offset
• Plot Options
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PHOTOSHOP

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Introduction to Photoshop
Opening and saving and managing multiple files
Interface Overview
Image Formats
Interface

Navigation of windows in Photoshop
Zooming in images
Panning around
Scroll Images
Rotating images

Resolution and Image Size
Image size and Resolution
Resolution Standards
Selection and editing
Selection methods
Marquee tools
Lasso Tools
Magic wand tool
Moving your selection
Crop tool

Color Correction
Brightness
Contrast
Color Balance
Levels

Retouching Images
Healing brush
Spot healing
Clone Stamp
Text
Creating text
Font type and styles
Font size

Scale and Rotate
Transforming Objects
Rotating using Freeform
Scaling using Freeform
Saving
Saving PSD
Saving a JPEG