



3D ARCHITECTURAL VISUALIZATION BROCHURE

Course Outline, Class Schedule, Cost & System Requirements

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Training Centre
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Confidentiality Agreement This agreement is a traditional agreement, including the most common provisions that most savvy individuals and established business would expect to see.

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Section #1. Welcome

Section #2. About 3D Architectural Visualization

Section #3. System and Other Requirements

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Our mission is to provide a practical and affordable training experience that meets each student's interests, abilities and needs within a robust curricular framework while inspiring creativity.

Welcome to Orange VFX Training School

Dear Prospective Student,

Thank you for showing interest or applying for our training courses on: 3D Animation Jumpstart, 3D Character Design, 3D Character Acting, Motion Graphics, Video Editing, Broadcast Design, Cinematography, 3D Digital Sculpting, 3D Architectural Visualization and Animation.

You have made the right choice. Orange is Nigeria's leading provider of 3D animation, motion graphics, training and visual effects services. As our student you will enjoy the benefits of learning from seasoned professionals with lots of experience. We employ a practical hands-on approach to learning.

We strive to promote and support student development and organizational effectiveness by providing high-quality educational training. Our courses are practical and designed to meet individual, group or departmental, and institutional needs and objectives. We work hard to enhance individual learning and development as the means for creating a better workplace environment and for building a stronger industry in West Africa.

Once again thank you for choosing Orange. We hope you have an awesome learning experience.

Best regards,

Richard EO

Richard Oboh
Creative Director/Corporate Head



ABOUT

3D ARCHITECTURAL VISUALIZATION

Become a 3D ARCHITECTURAL VISUALIZATION PRO in 3 weeks

The course is about creating photorealistic architectural still images and all workflow stages. You will start from zero and build your project from beginning using Autodesk Revit for modelling and project presentation. Going through texturing, lighting and rendering with vray for 3dsmax. Then you will switch to Photoshop for post-production.

Who is this course designed for?

Architects, 3D Visualizers, Interior Designers and anyone in the Creative Design industry looking to develop their 3D rendering skills or to get inspired through learning and doing.

This is also a big chance for Architecture and Interior Design Companies to train their staff in 3D visualization and improve their deliveries to clients.

What will I learn after the course?

- Idea compositing and getting inspiration
- Modelling major concept and additional details
- Setting up right light and combine it with environment colour and feeling
- Rendering settings and rendering process
- Post production using photoshop

Duration

3 weeks

Price

N150,000

Days

Mondays to Fridays

Time

9am-11am, 11am-1pm,
1pm-3pm, 3pm-5pm,
5pm-7pm(evening)

Study Mode

Full Time (Weekdays 9am-5pm)
or Evening (5pm-7pm)
and Weekend
(on request 10am-4pm)

Softwares

Autodesk Revit, Vray for 3ds Max,
Adobe Photoshop



System Requirements

Students should bring their laptops which should meet or exceed the following hardware configurations.



- Windows® 8, Windows® 7, Vista or XP
 - 32-bit/64-bit Intel or AMD multi-core processor
 - 2 GB of RAM minimum (8 GB recommended)
 - 16 GB of free disk space for installation
 - Qualified hardware-accelerated OpenGL® graphics card
 - 3-button mouse
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Will I get a certificate at the end of my training?

Students will qualify for a certificate of training only if they pass the assessment exam at the end of the training course. Final score is based on attendance (10%), tests (30%) and a final examination (60%) based on the standard grading system.

Course Outline

Architectural visualization, or Arch Viz, is a broad term that describes “seeing” architectural designs before they are built. It encompasses everything from basic sketches to more sophisticated 3D renderings and interactive virtual tours. Exterior and Interior 3D architectural visualization of projects are created in different stages. From Conceptual, planning and pre-planning processes, we teach the dynamics of Arch Visualization. Also we are focused on techniques showing students how to help their clients present their ideas in best way possible.



MODELLING (AUTODESK REVIT)

01

INTRODUCTION TO REVIT

- Revit user interface overview
- Working with a project
- Navigation controls
- Navigation between views

02

BASIC DRAWING AND EDITING

- General drawing tools
- Editing revit elements
- Basic modifying tools
- Creating levels
- Importing CAD files
- Creating structural grids
- Adding columns

03

DRAWING AND MODIFYING WALLS

- Creating exterior walls
- Creating interior wall
- Edit wall profile

04

DOORS AND WINDOWS

- Adding doors and windows
- Loading families

Course Outline

05

FLOORS/ROOF/ STAIRS

- Creating floors
 - Shaft opening
 - Sloped floors
 - Creating roofs
 - Roof by footprint
 - Roof by extrusion
 - Creating stairs
 - Creating railings
 - Other vertical circulation elements
-

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COMPONENTS

- Adding components
 - Adding site component
 - Model in place component
 - Sweep
 - Blend
 - Sweep blend
 - Extrusion
 - Void extrusion
-

07

MATERIALS AND RENDERING

- Assigning Autodesk material
 - Painting materials on surfaces
 - Rendering settings in revit
 - Rendering process in revit
 - Exporting to 3ds max
-

TEXTURING, LIGHTING, RENDERING (VRAY FOR 3DS MAX)

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INTRODUCTION

- Basic overview of 3ds max user interface
 - Basic navigation controls in 3ds max
 - Working with move, rotate and scale
 - Importing 3d model from revit
-

09

TEXTURING

- Creating vray basic materials
 - Applying vray materials
-

Course Outline

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CAMERA

- Setup vray physical camera
 - Vray camera settings for interior and exterior scenes
-

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LIGHTING

- Create vray light
 - Create vray sun light
 - Working with HDRI map
-

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IMPORTING 3D MODELS

- How to import 3d models from evermotion and other 3d models library content
 - Texturing external 3d models
 - Merging texture path
-

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PLUGINS

- Working with itoo forest pack
 - Working with railclone
 - Working with ivy generator
 - Working with multiscatter
 - Working with Batzal Roof Designer
-

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RENDERING

- Setting up vray test resolution settings
 - Setting up vray final/high resolution settings
 - Rendering elements
 - Saving 3d renders
-

POST PRODUCTION (ADOBE PHOTOSHOP)

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INTRODUCTION

- Basic overview of photoshop
 - Navigation in photoshop
 - Using all tools, adjustments, layers, masks, effects, and much more.
-

Course Outline

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COMPOSITING AND ILLUSTRATION

- Composite 3D objects and render elements from 3ds Max as layers in Photoshop.
 - Create realistic auto-blending color-matched skies, greenery, trees and more.
 - Create artistic illustrations with the smart filter gallery and art history brush, and learn how to do 3D painting using advanced render output from 3ds Max.
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MULTIPLE EXPOSURE MAGIC

- Manually expand an image's dynamic range, and process true HDR imagery in Extended.
 - Eliminate moving objects from architectural images, study pedestrian flows, and create artistic effects with smart object image stacks.
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UNDERSTANDING PERSPECTIVE

- Access and composite royalty-free 3D content into architectural interiors without leaving Extended.
 - Match the perspective of 3D buildings to site photos.
 - Copy textures in perspective and shift the perspective of photos using vanishing point and 3D layers.
 - Harness the power of lens correction, lens blur, and lens flare to create more compelling imagery.
-

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FINAL EXAM, STUDENT ASSESSMENT AND GRADUATION

Sample Works



Bishop's Quarters

Residential visualization of an apartment building

Interior Previz



An interior visualization of the waiting area of a hospital.



Shopping Centre

3D Previz for an ultra-modern shopping complex



LET'S START
YOUR DREAM

CONTACT

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