

Why Interior & Exterior Architect Designer Certifications ?

Understand and create a 3 Dimension Architectural Layout and Design Create a 3D interior and Exterior designs.

Architecture visualization plays a crucial role in designing virtual interiors, landscapes, 3D modeling of furniture, and more.

Audience Profile :

- Anyone who has basic knowledge of 3D software and wants to learn 3D architectural visualization
- Anyone who wants to create stunning, high-end arch viz imagery
- Anyone interested to learn nuances of photorealistic rendering
- Anyone who wants to learn V-ray material and lighting for 3D architecture visualization

Prerequisites:

- A college Degree in Architecture Engineering.



Course Overview:

- Interior designers design and create living and working spaces for a variety of clients, either as freelancers or as part of a design firm.
- Designers often specialize in a particular area, such as green spaces, home design or corporate workspaces.
- This Interior & Exterior Designer Learning path is going to help you to gain the skill of photorealistic 3d visualization in Autodesk Revit, 3ds Max and V-ray.
- You'll learn all the secrets of photorealistic rendering, complex Vray materials and correct postprocessing in Photoshop.

In this Learning path

1. **Adobe Photoshop**
2. **Revit for Architectural Design**
3. **Autodesk 3ds Max and V-ray**

Adobe Photoshop Outline:

- Getting Around Photoshop
- Basic Image Retouching
- Selecting with Magic Wand, Quick Selection Tool & Quick Mask Mode
- Replacing Backgrounds & Tweaking Color
- Creating Text & Adding Effects
- Image Tweaking & Effects
- Retro Movie Poster
- The Basics of Preparing Digital Photos for Print.
- Saving Photos for the Web
- Non-Destructive Editing: Adjustment Layers and Masks
- Non-Destructive Editing: Working with Smart Objects & Other Amazing Tools
- Type Mastery
- The Pen Tool: Working Creatively with Paths
- Type Mastery 02: Text & Effects
- Working with Presets
- Project Essentials: Working for Print
- Working with Illustrator
- Filter Highlights
- Special & Legacy Effects
- Color Grading using Levels
- Color Grading Using Curves
- Retouching Techniques Part I
- Retouching Techniques Part 2
- Retouching: Liquify
- Displacement Technique
- Blending Modes Techniques & Effects
- Working In Perspective
- Compositing: Matching Color
- Working with Lighting Effects
- Organic Text
- Advanced Selection Techniques
- Large Project Design
- Working with Camera Raw

Training Solutions:

✓ Offline Classroom Instructor-Led Training in our labs or onsite Locations.

✓ Virtual Instructor-Led Training Via Virtual Video Conferencing Tools.

Why Learners Prefer CLS as their Training Services provider ?

- Premium Training Services Accredited from Global Technology Vendors.
- Best Rated Experts & Certified Trainers in Egypt.
- Official Training Hours, Practice Labs, Hands-on Learning.
- CLS Training Classrooms are designed with High Edge PCs and Training Facilities.
- Return on Training Investment is Guaranteed to boost performance.



Revit for Architectural Design Outline:

- Getting Started
- Course overview
- Get the software
- See where you stand
- Modeling for architectural design
- Create and edit wall types
- Practice Exercise: Create a wall type
- Create and modify curtain walls
- Create roofs, floors, and ceiling types
- Configure stairs
- Configure railings
- Create openings in building elements
- Create and modify columns
- Create relationships between components
- Create materials and material libraries
- Apply materials
- Paint materials
- Configure rooms
- Create families
- Configure family geometry
- Recognize family workflows
- Practice Exercise: Adjust family visibility
- Challenge Exercise: Create a basic 3D parametric family
- Documentation for architectural design
- Create and use view templates
- Practice Exercise: Create revisions
- Create and apply filters
- Apply and use visibility overrides
- Use the tools in the View Control Bar
- Apply and use object styles
- Create view types
- Create and edit area schemes and area plans
- Course challenge exercise

- Introduction to Autodesk 3ds Max
- 3ds Max Outputs in Industry Preview
- User interface of 3ds max Part-1
- User interface of 3ds max Part-2
- Viewport navigation and display Modes
- Creating and transforming objects
- Working with basic standard primitives
- Working with extrude and Loft modifier
- Working with Lathe and Bevel modifier Preview
- Creating cornices and beadings with splines
- Introduction to poly modeling
- What is polygon modeling?
- Components of polygon
- Polygon editing tools
- Modifiers-Bend, Taper, Twist
- Working with AEC extended
- Working with AEC Design Elements
- Creating doors & windows for architecture
- Create various types of plants
- Explaining CAD files
- Basics of CAD files Preview
- Importing .dwg files into 3ds max
- Creating basic structure
- How to setup working units Preview
- Creating doors & windows
- Refining the building and adding stairs
- Modeling Kitchen interior and its assets
- Modeling the sink and faucet
- Modeling Kitchen chimney and hotplate
- Modifying objects using FFD and Soft selection
- V-ray Lights and camera
- V-ray light types and their features Preview
- V-Ray Sun vs. HDRI

