

AutoCAD Asas Dan Lukisan Pelan Lantai

Pakej A

Day 1 :

Getting Started

- Setting Drawing unit
- Exploring AutoCAD User Interface

Basic Drawing Skill

- Navigating 2D Drawings
- Drawing Lines and Polyline
- Drawing Circle and Arc
- Rectangle & Polygon
- Eclipse

Using Drawing Aids

- Grid and Snap
- Ortho and Polar Tracking
- Running Object Snaps
- Object Snap Tracking

Editing Entities

- Creating Selection Sets
- Move and Copy
- Lengthen and Stretch
- Rotate, Mirror and Scale
- Trim and Extend
- Fillet and Chamfer
- Array, Erase, Explode and Offset

Day 2 :

Creating and Editing Text

- Creating Text Styles
- Writing Lines of Text
- Writing and Formatting Paragraphs of Text Using MTEXT
- Editing Text

Dimensioning

- Styling Dimensions
- Adding Dimensions
- Editing Dimensions

Controlling Object Visibility And Appearance

- Changing Object Properties
- Setting the Current Layer
- Altering Object's Layer Assignments
- Controlling Layer Visibility
- Applying Line type
- Assigning Properties By Object or by Layer
- Managing Layer Properties

Organizing Objects

- Defining Blocks
- Inserting Blocks
- Editing Blocks

Printing And Plotting

- Configuring Output Devices
- Creating Plot Style Tables
- Using Plot Style Tables
- Plotting in Model Space
- Plotting in Layout in Paper Space
- Exporting to an Electronic Format

3DS MAX OUTLINE COURSE ADVANCE

Day 3 :

- Understanding 3DS Max user interface
- Understanding 3DS Max modelling concepts
- Understanding & using 3DS Max viewports
- Understanding 3DS Max heirarchy of buttons and shortcut keys
- Viewing & Navigating your 3DS Max viewports using pan, zoom & orbit tool
- Creating basic 3D shapes (standard primitives like box, sphere & cylinder)
- Understanding the 3DS Max Gizmo (X-axis, Y-axis & Z-axis indicator)
- Using the Move, Rotate & Scale Tool correctly
- Copying 3D objects using 3DS Max Clone function
- Changing 3DS Max visual styles from shaded to wireframe
- Using & setting 3DS Max objects snaps (endpoint, midpoint & grid point)
- Changing 3DS Max views using shortcut keys
- Basic 3DS Max Modelling techniques

Day 4 :

- Using the 3DS Max Auto Grid function to the target 3DS Surfaces
- Using 3DS Max angle snap, align & mirror tool
- Using 3DS Max Layer manager tool
- Moving & Rotating in 3DS Max accurately using offset values
- Buiding a Simple 3D Stage
- Setting 3DS Max materials like metallic colours, grass, chrome, steel, wood etc.
- Adding in materials into the created 3DS Max scene.
- Grouping & Ungrouping 3D models
- Building a Simple 3D bathroom with materials texture Rendering a basic 3DS Max scene into an image jpeg

Day 5 :

- Inserting V-ray lighting into 3DS Max scene (V-ray Plane Light, V-ray Sun & V-ray les)
- Changing background einvironment of a 3DS Max scene
- Inserting Basic Lightings inside a 3DS Max scene
- Setting units measurement in 3DS Max like mm or inches
- Using 3DS Max Modify button to change 3D objects parameter
- Changing 3D object's colour, length, width & height measurements
- Shaping 3D models using Editable Polygon function (Vertex & Polygon)
- Moving vertex to shape a 3D model
- Extruding polygon to shape a 3D model
- Manipulating vertex & polygon to futher shape a 3D model
- Rotating polygons to shape 3D models
- Using advanced material mapping technique with UVW map functions
- Saving customized material as a template as a library (.mat file)
- Mapping materials on a multiple sub-objects (assign material to selection)
- Drawing simple 2D shape like line, arc, cicle ellipse & text in 3DS Max
- Using 3DS Max Pro-Boolean function
- Building am Interior Design structure of a building an Interior Design structure of a building with specific measurements
- Importing readymade 3DS models library (.3ds files) into 3DS models library such as sofa, cabinet, table kitchen & etc
- Buiding an Interior Design structure using 3DS Max
- Inserting a camera inside a 3DS Max scene
- Inserting & Posoitioning the 3DS Max Camera



Day 6 :

Understanding V-Ray Rendering concepts

- Changing the default 3DS Max renderer to V-Ray Renderer
- Setting & Customizing V-Ray materials
Inserting V-Ray Light Plane inside the 3DS Max scene
- Creating V-Ray Light Material using material settings
- Constructing an enclosed interior design with V-Ray lightings
- Creating a window opening for the interior design
- Inserting V-Ray Sun effects into 3DS Max scene (sun light from window)
- Configuring the V-Ray Renderer settings to achieve realistic renderings
- V-Ray Rendering techniques for high speed renderings
- V-Ray Rendering techniques with high quality renderings
- Importing 3DS models library (.3ds files) into 3DS Max file (.max)
- Importing AutoCAD drawings (.dwg files) into 3DS Max file (.max)