



SZ DESIGN
"The Power Of Acknowledgment"

Modul

A | AUTODESK®
AUTOCAD®

3 | AUTODESK®
3DS MAX®

v-ray



09.00 Pagi - 5.00 Petang



Menara KIP, Jalan Kuching,
Kuala Lumpur

* Menerima jemputan untuk
mengajar di tempat anda

Teori, Latihan dan Amali



Anjuran SZ Design Sales & Services



Puan Shazeera Binti Sha'arani
013 - 2020320



Encik Mohd Sazli bin Mohd Daud
013 - 2020912



PESERTA AKAN MENERIMA

Sijil Penyertaan



Autocad Software
3ds-Max Software



Plug In V-Ray Rendering
Plug In Avi Studio



Library Autocad 2D untuk memudahkan
kerja Autocad yang berharga **RM1299**
Video tutorial yang berharga **RM2599**

3ds-Max Library **145 Gigabyte** yang
berharga **RM1599**

3ds-Max Material Library **2.05 Gigabyte**
yang berharga **RM795**



E-book Autocad sebagai rujukan selepas
tamat kelas



Consultant PERCUMA selepas tamat kelas
sebanyak 3 kali



Peserta boleh menggunakan buku Teks
Autocad dan 3ds-Max sepanjang kelas
berlansung

Peserta diberikan E-book Autocad
Shortcut



PAKEJ

Pakej A (2D BASIC & 3D ADVANCE)

MYR 2000

6 Hari

Belajar 2D Autocad (Lukisan Teknikal & Pelan Lantai)
3ds-Max Advance (3D Perspective Interior @ Exterior)

Pakej B (2D BASIC)

MYR 600

2 Hari

Belajar 2D Autocad (Lukisan Teknikal & Pelan Lantai)

Pakej C (3D BASIC)

MYR 700

2 Hari

Belajar 3ds-Max (Level 1)

Pakej D (3D ADVANCE)

MYR 1400

4 Hari

Belajar 3ds-Max Advance (3D Perspective Interior @ Exterior)

Pakej E (AUTOCAD ASAS & LUKISAN ELEKTRIK)

MYR 1400

4 Hari

Belajar 2D Autocad (Lukisan Teknikal & Lukisan Elektrik)

Pakej F (ARCHITECTURE PLAN)

MYR 2000

6 Hari

Belajar 2D Autocad dan Pelan Arkitek
(Lukisan Pelan Lantai, Pelan Bumbung, Pelan Sisi,
Lukisan Septik, Pejam Sanitari & Pelan Elektrik)

Pakej G (ENGINEERING & RC PLAN)

MYR 2000

6 Hari

Belajar 2D Autocad dan Pelan Jurutera
(Lukisan L-Bracket, Spanner, C-Plate, TChannel
dan Pelan RC)

Pakej H (MECHANICAL & ELECTRICAL)

MYR 1400

4 Hari

Belajar 2D Autocad dan Pelan Mekanikal
(Floor Plan, Cable Layout, Electrical Diagram,
Air Cond Trunking, Light Fitting Layout, Air Cond
Fitting Layout, Cable Fitting Layout, Electrical Looping Plan,
Air Cond Plan & Sprinkler)

NOTED : PAKEJ A = Pakej B + Pakej D

AutoCAD Asas Dan Lukisan Pelan Lantai

Pakej B

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

Pakej C

Day 1 :

TOOLS

- Create Panel - Geometry, Shapes, Light and Camera
- Transform Tools - Move, Rotate and Scale
- Zoom - Center All Object Into Viewport
- Modify Panel
- Material
- Arc rotate
- Undo and Redo
- Reflect Tool
- Quick Render

OBJECT PRIMITIVES

- Creating Basic 3D Shapes - Create Panell (Box, Sphere, Cylinder, Torus, Teapot, Con, Tube and Pyramid)
- Adjusting Primitives "Parameters"

MODIFIERS

- Stretch
- Bend
- Edit Poly
- FFD
- Noise

Day 2 :

SUB - OBJECT LEVEL

- Vertex
- Edge
- Border
- Polygon
- Element

POLY MODELING

- Extruding
- Lathing
- Compound Object
- Lofting

CAMERA

- Inserting a camera inside a 3DS MAX Scene
- Inserting and Positioning the 3DS MAX Camera
- Setting Camera



3DS MAX OUTLINE COURSE

LIGHTING

- ◆ Standard Lighting
- ◆ Target Spot
- ◆ Target Direct
- ◆ Omni
- ◆ Free Spot
- ◆ Free Direct
- ◆ Skylight

MATERIAL

- ◆ Colour
- ◆ Bump Maps
- ◆ Jpeg Maps
- ◆ Reflect
- ◆ Refract
- ◆ Reflection Glossiness

3DS MAX OUTLINE COURSE ADVANCE

PAKEJ D

Day 1 :

- 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 2 :

- 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 3 :

- 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 4 :

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)

AutoCAD Asas Dan Lukisan Elektrik

Pakej E

Day 1 :

Interface

- Navigating a Drawing

Basic Drawing Tools

- Lines, Circles, Retangles
- Polar Tracking
- Erasing Objects
- Creating a Simple Drawing

Drawing Precision

- Object Snaps
- Polar Tracking Options
- Object Snap Tracking
- Snap & Grid Settings

Making Changes

- Move & Copy
- Rotate & Scale
- Mirror
- Grip Editing

Drawing Organization

- Templates
- Units
- Layers
- Controlling Layer States

Day 2 :

Advanced Object Types

- Arcs
- Polylines
- Polygons
- Ellipses

Getting Information

- Object Properties
- Measuring

Advanced Editing

- Trim & Extend
- Stretching Objects
- Fillets & Chamfers
- Offset & Array

Setting Up a Layout

- Printing Concepts
- Working in Layouts
- Copying Layouts
- Creating Viewports

Printing

- Printing Layouts
- Printing from Model Space Adding Text
- Modifying Text
- Adding Leaders
- Creating Tables

Hatching

- Creating Hatches
- Modifying Hatches

Dimensions

- Linear Dimensions
- Radial and Angular Dimensions
- Editing Dimensions

Day 3 :

Introduce Latest Symbol

- ◆ Single Phase
- ◆ Triple Phase
- ◆ Incoming Supply
- ◆ Earthing
- ◆ Meter
- ◆ MCB / MCCB
- ◆ RDC
- ◆ Cut Out Fuse
- ◆ SPD
- ◆ Life Phase
- ◆ Neutral Phase

Day 4 :

Schematic Drawing

- ◆ Single Phase
- ◆ Triple Phase

Belajar 2D Autocad dan Pelan Arkitek

Pakej F

Day 1 :

FLOOR PLAN & DETAIL

- Scale

Main Structure

- Door
- Window
- Staircase
- Sanitary

Outside

- Pc Drain
- Colum
- Soak way
- Concrete Apron
- Plastered Booth Side
- Gully Trap
- Mirror
- Main hole gradient
- Gutter Trap
- UPVC waste Pipe

Properties

- Door
- Window
- Test Area
- Floor Furnish

Day 2 :

ROOF PLAN

- Roof Construction
- Roofing tiles
- Battens Size

Water Tank

- Water Tank Placement

Advance Visual

- Building Below Roof
- Roofing Tiles Degrees
- Water Flow

Create Roofing Layout

- Hatching
- Select Pattern
- Scale Tiles Size
- Setting Tiles Degree

Day 3:

Front Elevation

- Top Roof Level
- Ceiling Height Level
- Floor Level
- Ground Level
- Pitch Degree
- Door Elevation
- Window Elevation

Right Elevation

- Top Roof Level
- Ceiling Height Level
- Floor Level
- Ground Level
- Pitch Degree
- Door Elevation
- Window Elevation

Section B

- Top Roof Level Section
- Ceiling Height Level Section
- Floor Level Section
- Ground Level
- Door Section
- Window Section

Ceiling Layout

- Create Ceiling Size
- Ceiling Layout Arrangement

Electrical Layout

- Pvc conduct Electrical
- Electrical Trunking Layout Arrangement
- Down Light Arrangement
- Fan Arrangement
- Switch Point Placement
- Meter Box Location
- Fuse Box Location
- Socket Location

Day 4 :

Left Elevation

- Top Roof Level
- Ceiling Height Level
- Floor Level
- Ground Level
- Pitch Degree
- Door Elevation
- Window Elevation

Rear Elevation

- Top Roof Level
- Ceiling Height Level
- Floor Level
- Ground Level
- Pitch Degree
- Door Elevation
- Window Elevation

- Window Schedule
- Door Schedule

Day 5:


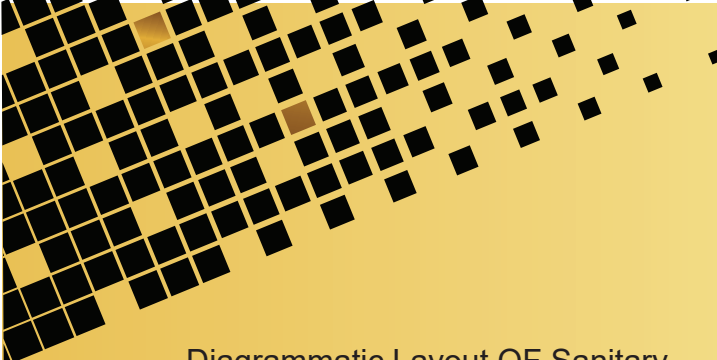
Section A

- Top Roof Level Section
- Ceiling Height Level Section
- Floor Level Section
- Ground Level
- Door Section
- Window Section

Day 6 :

Diagrammatic Layout of Plumbing

- Ceiling Level
- Ground Level
- Assumed Level
- Main Pipe
- Water Meter
- Stop Cock
- Water Meter
- Scour Pipe Supply
- Pvc Overflow Pipe
- Main Rising Pipe
- Water Tank
- Distribution Pipe
- Water Closet
- Shower
- Tap



Diagrammatic Layout OF Sanitary

- Ceiling Level
- Ground Level
- Assumed Level
- Main Pipe Flow
- Waste Pipe
- Gutter Trap
- Manhole
- Gradient
- Gradient

Day 4 :

GROUND BEAM

- GB1 (125x450)
- GB2 (125x450)
- GB3 (125x450)
- GB4 (125x450)
- GB5 (125x450)
- GB6 (125x450)
- GB7 (125x450)
- GB8 (125x450)
- GB9 (125x450)
- GB10 (125x450)
- GB11 (125x450)
- GB12 (125x450)
- GB13 (125x450)
- GB14 (125x450)
- GB15 (125x450)
- GB16 (125x450)

Day 5 :

ROOF BEAM

- RB1 (125x450)
- RB2 (125x600)
- RB3 (125x600)
- RB4 (125x600)
- RB5 (125x450/600)
- RB6 (125x450)
- RB7 (125x450)
- RB8 (125x450)
- RB9 (125x600)
- RB10 (125x600)

Day 6 :

ROOF BEAM

- RB11 (125x450)
- RB12 (125x450)
- RB13 (125x450)
- RB14 (125x450)
- RB15 (125x450)
- RB16 (125x450)
- RB17 (125x450)
- RB18 (125x450)
- RB19 (125x450)
- RB20 (125x450)
- RB21 (125x450)
- RB22 (125x450)

Belajar 2D Autocad dan Pelan Engineer

Pakej G

Day 1 :

TECHNICAL DRAWING

- L-Bracket Spanner, C-Plate, T-Plate Channel

Day 2 :

RC PLAN @ REINFORCEMENT PLAN

- Pad Foundation Key Plan
- Ground Beam
- Layout Plan
- Roof Beam Layout Plan
- Foundation Reinforcement Schedule
- Column Reinforcement Schedule (Group)

Day 3 :

RC PLAN @ REINFORCEMENT PLAN

- Ground Slabs Detail
- Pad Footing Detail
- Typical R.C Linton Beam
- Typical Stiffener Column For Brick Wall

Belajar 2D Autocad Dan Pelan Mekanikal

Pakej H

Day 1 :

FLOOR PLAN, CABLE LAYOUT & ELECTRICAL DIAGRAM

AIRCOND TRUNKING

- Indoor
- Outdoor

Electrical Schematic Diagram

- FROM MAIN DB
- CABLE TRUNKING
- MCCB
- ELCB
- Red, Yellow & Blue

Day 2 :

LIGHT FITTING LAYOUT

- Title Block
- Legend
- Fluorescent Light

AIRCOND FITTING LAYOUT

- Title Block
- Legend
- Ceiling Cassette
- Wall Mount

CABLE FITTING LAYOUT

- Legend
- Symbol
- Tim
- Rack
- Sub DB
- AV Room

SINGLE LINE ELECTRICAL DRAWING

- Main DB
- ELCB
- 3 CORE 10mm Cable
- Sub DB

Day 3 :

COMMERCIAL BUILDING

- Floor Plan
- Furniture Layout Plan

ELECTRICAL PLAN

- Socket To The Wall
- Socket To The Furniture
- Socket To The Floor
- Telephone Point To The Applicant
- Data Point To The Applicant

Day 4 :

ELECTRICAL LOOPING PLAN

- From DB
- To The Wall Socket
- To The Furniture Socket
- To The Floor Socket

AIR COND PLAN

- Air Cond Supply Grill
- Round Type
- Air Return Supply Grill
- Round Type
- Air Return
- Supply Grill
- Square Type

SPRINKLER

- Sprinkler Point
- Fire Extinguisher