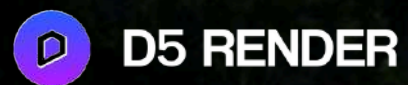


MASTERING ARCHITECTURAL VISUALIZATION

Explore how to enhance BIM models with high-quality rendering, real-time visualization, and immersive presentations.



COURSE OBJECTIVES

Archicad

D5 Render

Twinmotion

Enscape



- To gain proficiency in rendering architectural models created in Archicad using Archicad, Twinmotion, Enscape and D5 Render.
- To understand the principles of photorealistic rendering and their application in architectural visualization.
- To learn to effectively utilize live-syncing, data export, and rendering settings for efficient workflow.
- To develop skills in texturing, lighting, and material creation for high-quality renderings.
- To create compelling still images and dynamic videos for architectural presentations.



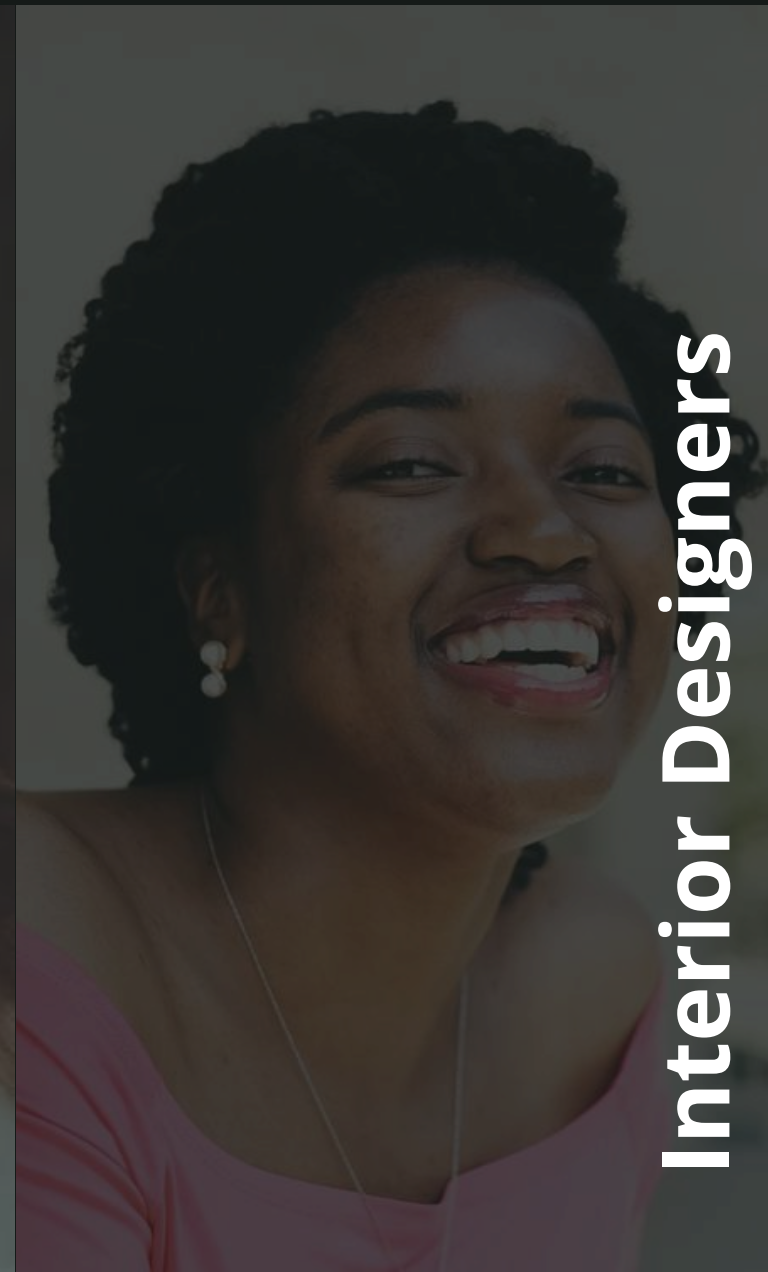
WHO CAN LEARN



Architects



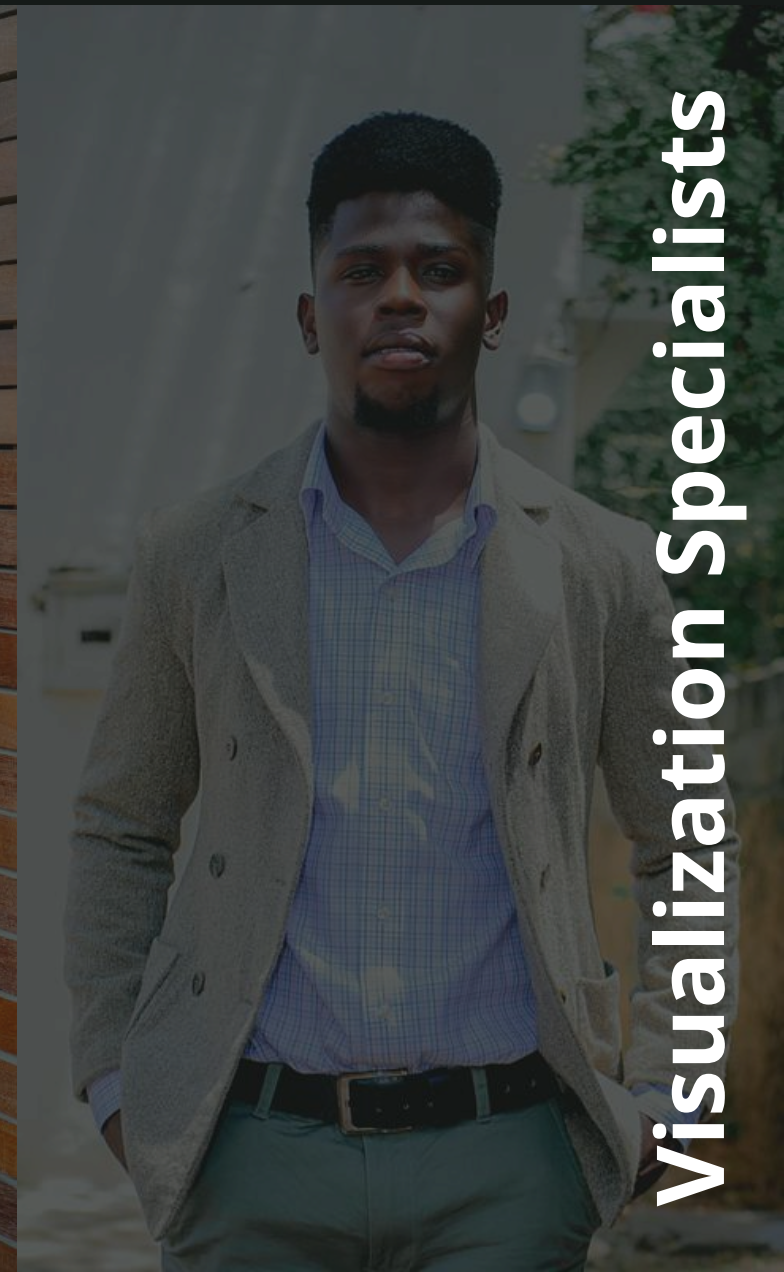
3D Modelers



Interior Designers



Architectural Designers



Visualization Specialists



PREREQUISITES

- Basic understanding of architectural principles and design concepts.
- Working knowledge of Archicad software.
- Familiarity with 3D modeling concepts (basic).

TRAINING PROGRAM

₹ 15,000

18% GST Extra



Training Dates

April 3,10,17,24

&

May 8,15,22,29

01

Total : 8 classes (Only Thursdays)

02

Duration 8 hours (1 Hours per class)

03

Online Training with Zoom meetings

04

Time: 5.00pm to 6.00 pm

05

Course Completion Certificate

06

Recording Session for future reference

MODULE 1

Introduction to Architectural Rendering

01

Rendering Concepts

- Principles of photorealism and realism in architectural visualization.
- Types of rendering (ray tracing, path tracing, global illumination).
- Importance of rendering in architectural communication.
- Rendering Terminologies

02

Rendering Software Overview:

- Introduction to Twinmotion, Enscape, and D5 Render.
- Key features and capabilities of each software.
- Comparison of strengths and weaknesses.
- Choosing the right rendering software for specific projects.

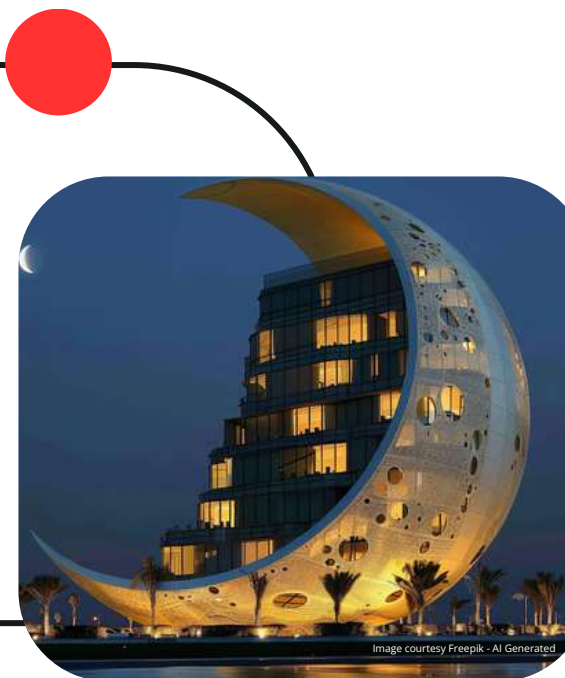


Image courtesy of Graphisoft

INTRODUCTION

MODULE 2

Working with Archicad Models

01

Model Preparation for Rendering

- Checking model geometry for errors and inconsistencies.
- Optimizing model complexity for efficient rendering.
- Assigning materials and textures in Archicad.
- Creating and organizing layers for better workflow.

02

Data Export and Live-Syncing

- Exporting Archicad models to Twinmotion, Enscape, and D5 Render.
- Understanding live-syncing workflows and their benefits.
- Troubleshooting common issues with data transfer.



Image courtesy of Svetlana Kravchenko architect & Graphisoft



Image courtesy of idei.club

MODULE 3

Twinmotion

01

Twinmotion Interface and Workflow

- Navigating the Twinmotion interface.
- Utilizing the material library and creating custom materials.
- Implementing atmospheric effects (fog, rain, snow).
- Creating and animating cameras.

02

Lighting and Day/Night Cycles

- Understanding global illumination and indirect lighting.
- Working with lights (point lights, area lights, sun/sky).
- Creating realistic day and night.
- Utilizing image-based lighting (IBL).

03

Rendering Settings and Output

- Adjusting render quality and resolution.
- Choosing appropriate render settings for different outputs.
- Rendering still images and animations.
- Exporting renderings for presentations and presentations.



Image courtesy of Zaha Hadid Architects & Twinmotion



MODULE 4

Enscape

01

Enscape Interface and Workflow

- Navigating the Enscape interface.
- Real-time rendering and walkthroughs.
- Utilizing the material library and creating custom materials.
- Implementing environmental effects (clouds, fog, water).
- Creating and animating cameras.

02

Lighting and Day/Night Cycles

- Understanding real-time rendering and its limitations.
- Working with lights and adjusting light levels.
- Creating day and night cycles.
- Utilizing environment maps for realistic lighting.
-

03

Rendering Settings and Output

- Adjusting render quality and resolution.
- Rendering still images and animations.
- Exporting renderings for presentations and presentations.



MODULE 5

D5 Render

01

D5 Render Interface and Workflow

- Navigating the D5 Render interface.
- Working with the scene graph and material editor.
- Utilizing the material library and creating custom materials.
- Implementing atmospheric effects (fog, rain, snow).
- Creating and animating cameras.

02

Lighting and Day/Night Cycles

- Understanding physically-based rendering (PBR).
- Working with lights and adjusting light levels.
- Creating realistic day and night cycles.
- Utilizing image-based lighting (IBL).

03

Rendering Settings and Output

- Adjusting render quality and resolution.
- Choosing appropriate render settings for different outputs.
- Rendering still images and animations.
- Exporting renderings for presentations and presentations.



Image Courtesy Agacan Kaya & D5 Render

Image Courtesy Zerren & D5 Render

MODULE 6

Advanced Rendering Techniques

01

Creating PBR Materials

- Understanding PBR materials and their properties (albedo, roughness, metallic, etc.).
- Creating custom materials using textures and maps.
- Applying materials to objects for realistic appearance.

02

Advanced Lighting Techniques

- Using HDRI maps for realistic lighting.
- Creating custom light sources and lighting setups.
- Understanding global illumination and its effects.



Image courtesy of Graphisoft

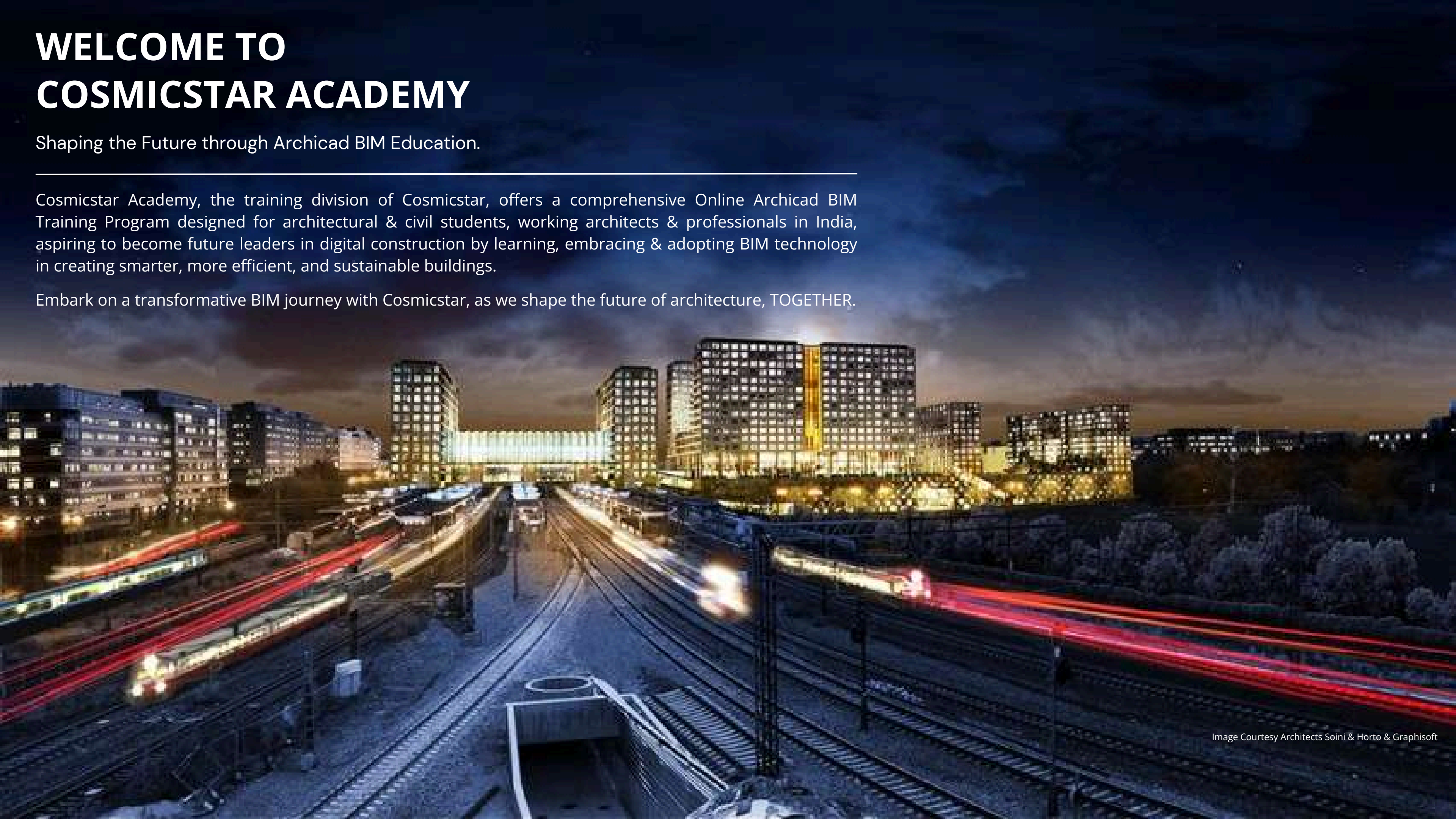


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