

Tárgytematika / Course Description

Advanced Architectural Visualisation

EKNM_EETA034

Tárgyfelelős neve /

Teacher's name: dr. Radosza Attila

Félév / Semester: 2020/21/2

Beszámolási forma /

Assesment: Folyamatos számonkérés

Tárgy heti óraszám /

Teaching hours(week): 0/4/0

Tárgy féléves óraszám /

Teaching hours(sem.): 0/0/0

OKTATÁS CÉLJA / AIM OF THE COURSE

The aim of the course is teach digital and virtual design with computer programs, through practical tasks. During the semester typography, poster editing, tab editing and computer visual design tasks will be solved in connection with a specific project.

TANTÁRGY TARTALMA / DESCRIPTION

- 1) Informative lesson _ lecture for digital design
- 2) SketchUp Pro 2018 - principles, operation, structure, basic modeling
- 3) SketchUp Pro 2018 – modelling tasks
- 4) SketchUp Pro 2018 – modelling tasks
- 5) 3D Studio MAX - Getting to know the program interface, menus, commands
- 6) 3D Studio MAX - Getting to know the program interface, menus, commands
- 7) 3D Studio MAX - Assign material properties to external objects. Material characteristics, usage textures
- 8) 3D Studio MAX - Assign material properties to external objects. Material characteristics, usage textures
- 9) 3D Studio MAX - Using light sources, incorporating them into a scene, light source view
- 10) 3D Studio MAX - Using different cameras, incorporating them into a scene, camera views.
- 11) 3D Studio MAX - Possibilities of 3D modeling.
- 12) 3D Studio MAX - Possibilities of 3D modeling.
- 13) 3D Studio MAX - Photo-realistic image capture options
- 14) 3D Studio MAX - Photo-realistic image capture options.

SZÁMONKÉRÉSI ÉS ÉRTÉKELÉSI RENDSZERE / ASSESMENT'S METHOD

Performing semester assignments.

KÖTELEZŐ IRODALOM / OBLIGATORY MATERIAL

- Kelly R. Murdock: 3D Studio MAX x Biblia I.-II.