**p3Ds Max Level -1**

**Duration:** 24 Hours.

**Overview:**   
Students Learn How to create 3D model For an Interior or Exterior Scenes By importing plans & Elevations from AutoCAD. The 3D models include traditional buildings like Villas and multi floors buildings. The Students MUST Apply Projects Both in Lecture & At home.

**Outline:**

1. Introduction to 3dsmaxinterface
2. Controlling the Views
3. Selection tools & methods
4. Transform  Tools
5. Linking 3dsmax with AutoCAD & layers
6. 2D editing most important issues in 3Dsmax
7. Extrude Modifier : Converting 2D  shapes & plans to 3D models
8. Basic Editable  Poly options
9. Applying interior Project
10. Lathe  & bevel Modifiers
11. Compounds
12. Applying Exterior Project  on All the Course previous subjects including by importing plans & elevations from AutoCAD to create a Final 3D model for exterior Scene

**Prerequisite:**   
Student Must have knowledge in AutoCAD 2D - draw, Modify & Layers tools for creating plans & elevations.

**3Ds Max Level -2**

**Duration:** 24 Hours.

**Overview:**  
Students Learn  How To Render The 3D model  For  An Interior or Exterior Scene Using Photo Realistic Vray Renderer from Chaos Group . The Rendering Process requires applying different techniques of lighting and Vray materials. Student must apply 3 projects one exterior scene and 2 interior scenes in this course during lectures and at home.

**Outline:**

1. Standard Lighting Using Omni light & Spot light
2. Render Scene  Testing  Settings & Global Illumination in Vray
3. Setting up Day lighting for an Exterior Scene
4. Using HDRI images for  GI Environment & adding Background
5. Material Editor general Settings
6. Vray material Diffuse channel
7. Vray material reflection & Glossiness channels
8. Vray material refraction channel
9. Vray material Bump channel
10. Vray material Opacity channel
11. Using maps in Vray Material
12. Applying An Exterior Project In Day Light & final Render Settings
13. Setting up Day lighting for an Interior  Scene With testing Render  Settings
14. Using Vray Light in an interior Day light Scene
15. merging furniture with vray materials to the interior scene
16. Vray- Arch shaders materials
17. Applying An Interior Project In Day Light & final Render Settings
18. Setting up Artificial lighting for an Interior  Scene With testing Render Settings
19. Photometric lights & IES lights
20. Creating Hidden light using vray lights
21. Creating spot lights
22. Applying An Interior Project  Artificial lighting & final Render Settings
23. Applying An Exterior  Project In Artificial lighting & final Render Settings

**Prerequisite:**   
3dsmax design 2012- Level 1 - Basic 3D modeling for classical Buildings.

**3Ds Max Level -3**

**Duration:** 24 Hours.

**Overview:**   
To enhance the student knowledge with advanced techniques in 3d max Organic modeling to create organic buildings towers, 3Dmodels with twisted & curved surfaces.  The student also learns advanced Vray techniques .Finally the Students Must Use Photo shop for post production, And Create 3D Animation to present or visualize the whole project.

**Outline:**

1. More On Editable Poly
2. Basic Organic modeling issues
3. Creating 3D Organic Model Building
4. Create Tower , twisted & Curved structures
5. Vray Sun & Sky
6. Vray Displacement & Vray Fur
7. Vray Blend material
8. Vray Proxy
9. Using Photo Shop for Editing Lighting
10. Using Photo Shop for Editing Maps & Renders
11. Using Photo Shop for Adding People , Trees , Plants ,Shadows , Reflection , Transparency
12. 3D Animation Basics
13. Creating a Camera Animation
14. Rendering An Animation

**Prerequisite:**   
3dsmax Level 2.

ـــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــ

**Auto cad**

**Duration:** 45 Hours.

**Overview:**   
Students learn in this session on how to draw geometric autoCAD program and how to pursue the engineering drawings by the engineer in charge in the work of construction and follow-up data autoCAD and convert them to digital graphics

**Outline:**

Part I: Environment program, run it, the window opening, the program environment.

Part II: Drawing Settings, construction engineering, implementation of the steps when you open the file.

Part III: Texts and dimensional, transparent commands, text,

Part IV: Points, lines.

Part V: Of objects and shapes.

Part VI: Editor.

Part VII: And the matrix blocks.

Part VIII: draw three-dimensional.

Part IX: Hatch, classes and measurements.

Part X: printing.

Section XI: kitchen and basic components.

Part XII: plans for the training program.

**Prerequisite:**   
no need.

ـــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــ

**Adobe premiere pro cs5**

**Duration:** 30 Hours.

**Overview:**   
The student learns how to program editing on Premier and how to install sounds and cutting sections of audio and video files and how to control the characteristics of the audio file and audio and video .

**Outline:**

1. Extensions with which the program
2. Interface to use the program
3. Create a working interface
4. Prepare a working document
5. Import work items
6. Preparation of Project window
7. Esters of video files
8. Recording audio files
9. The use of a gradual shift
10. Generation and control of texts
11. See the work of other projects
12. Project work of each student for the session

**Prerequisite:**   
no need.

ـــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــــ