

TECH DECODER



Interior Design

Syllabus of Interior Design

1.Introduction of 3ds max interface

2.Introduction of Standard Primitives

3.Introduction of Pivot Setting

Parameter

4.Introduction Spline modeling

5.Modifiers Taper, bend ,Twist

6.Assignment of Basic 3D modeling

7.Introduction of Polygon modeling

8.Creating 3D Interior Model Basic

9.Introduction Basic 3D Polygon

Modeling

10.Advance 3D Modeling Exterior

model/Interior model

11.Introduction of Materials

12.Introduction of Vray

13.Rendering a Scene in Vray

14.Creating Advance 3D Model of

a Interior of House and Exterior in vray

15.Creating Advance 3D Model of a

Interior of House and Exterior

in Corona

16.Post production in Photoshop

17.Lumion Software

TECH DECODER