

Basic course data			
Academic unit:	Faculty of Architecture, Design and Wood Technology		
Program:	Interior Architecture and Furniture Design		
Course title:	CAD III		
level:	Bachelor		
Course status:	Mandatory		
Year of studies:	II		
Number of hours per week:	4		
Value on credit - ECTS:	5		
Subject teacher:	MSc. Faton Spahiu		
Contact details:	faton.spahiu@ushaf.net		
Course description:	This course will introduce students to 3D modeling and the operation of visualizations through 3DS MAX software and Vray renders.		
Course objectives:	The aim of this course is for students to gain basic knowledge on various 3d object modeling techniques, application of materials (Vray materials) and use of lighting (Vray Lights) in order that students can generate realistic images of their projects in interior design.		
Expected learning outcomes:	<p>By the end of this course, students will be able to:</p> <ul style="list-style-type: none"> • Creates 3D Models (Interior products) • Applying Materials • Using Light parameters in correctly way • Creating 3D Animations • Importing and modifying the 3d models from different formats. 		
Contribution to student workload corresponding to student learning outcomes			
Activity	Hours/Day	Week	Total
Lectures	2	15	30
Theoretical / laboratory exercises	1	15	30
Practical work	1	1	1
Contacts with the teacher / consultations	1	1	1
Field exercises			
Test			
Homework			
Student's own study time (in	4	15	60

the library or at home)			
Final preparation for the exam	1	3	3
Time spent on assessment (final exam)	1	2	1
Projects, presentations, etc.			
Total			125
Teaching methodology:			
	Combined lectures and exercises using Autodesk 3DS Max software.		
Evaluation method:			
	Class attendance: 10%, Weekly assignments: 10%, Semester assignments: 20%, Final exam: 60%, Total: 100%		
Literature			
Basic literature:			
	[1]. Autodesk 3DS Max 2017, Fundamentals 1 st Edition by Ascented. [2]. Vray. The Complete Guide, January 1, 2008 by Francesci Legrenzi		
Additional literature:			
	[3]. Autodesk 3DS Max 2020: A Detailed Guide to Modeling, Texturing, Lighting and Rendering, 2 nd Edition by Pradeep Mamgain [4] Mastering Autodesk 3DS Max 2013, September 2012 by Jeffrey Harper		

Designed lesson plan:	
Week	The lecture that will take place
First week:	Entry on Visualization
Second week:	Autodesk 3DS Max UI - User Interface
Week third:	Transformation of objects
Week four:	Modeling techniques - Lines
Week fifth:	Modeling techniques - Edit Poly
Week sixth:	Interoperability
Week seven:	Cameras
Week eight:	Vray Renderer
Week ninth:	Vray Materials
Week ten:	Vray Lights
Week eleven:	Effects
Week twelve:	Product Rendering
Week thirteen:	Rendering an Interior scene
Week fourteen:	Rendering an Exterior scene
Week fifteen:	Animations

Academic policies and etiquette:

Regular attendance, keeping calm and active engagement in dialogue during lectures and exercises is mandatory.