

Basic course data			
Academic unit:	Faculty of Architecture, Design and Wood Technology		
Program:	Green Architecture and Interior Design		
Course title:	Visualization and Graphic Communication		
level:	Bachelor		
Course status:	Mandatory		
Year of studies:	I		
Number of hours per week:	3		
Value on credit - ECTS:	6		
Subject teacher:	Prof.Ass.Florit Hoxha		
Contact details:	florit.hoxha@ushaf.net		
Course description:	This course will introduce students to advanced 3D modeling and the operation of visualizations through 3DS MAX software, Corona renderer and photo editing through Adobe Photoshop.		
Course objectives:	The aim of this course is for students to gain advanced knowledge on various 3d object modeling techniques, application of materials (Corona materials) and use of lighting (Corona Lights) in order that students can generate realistic images and editing in Adobe Photoshop of their designs.		
Expected learning outcomes:	<p>By the end of this course, students will be able to:</p> <ul style="list-style-type: none"> • Creates advanced 3D Models (Interior products) • Applying Materials • Using Light parameters in correctly way • Creating 3d Animations • Importing and modifying the 3d models from different formats • Photoediting a Render • Creating a Portofolio 		
Contribution to student workload corresponding to student learning outcomes			
Activity	Hours/Day	Week	Total
Lectures	2	15	30
Theoretical / laboratory exercises	1	15	15

Practical work	3	1	3
Contacts with the teacher / consultations	1	5	5
Field exercises	3	1	3
Test			
Homework	2	15	30
Student's own study time (in the library or at home)	4	15	60
Final preparation for the exam	1	3	3
Time spent on assessment (final exam)	1	2	1
Projects, presentations, etc.			
Total			150
Teaching methodology:			
	Combined lectures and exercises using Autodesk 3DS Max software.		
Assessment method:			
	Assignments: 40%, Final exam: 60%		
Literature			
Basic literature:			
	[1]. Autodesk 3DS Max 2017, Fundamentals 1st Edition by Ascented. [2]. Introduction to Graphic Communication, Second Edition 2018 by Harvey Levenson and John Parsons.		
Additional literature:			
	[3]. Autodesk 3DS Max 2020: A Detailed Guide to Modeling, Texturing, Lighting and Rendering, 2nd Edition by Pradeep Mangain		
Designed lesson plan:			
Week	The lecture that will take place		
Week 1:	Entry on Visualization		
Week 2:	Autodesk 3DS Max UI - User Interface		
Week 3:	Transformation of objects		
Week 4:	Modeling techniques - Lines		
Week 5:	Modeling techniques - Edit Poly		
Week 6:	Interoperabililty		
Week 7:	Cameras		
Week 8:	Corona Renderer		
Week 9:	Corona Materials		
Week 10:	Corona Lights		
Week 11:	Effects		
Week 12:	Entry on Graphic Communication		

Week 13:	Basics tools in Photoshop
Week 14:	Editing a photorender with Photoshop
Week 15:	Creating a portfolio

Academic Policies and Rules of Conduct:

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