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:	**3**		
Value on credit - ECTS:	**6**		
Subject teacher:			
Contact details:			
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:	By the end of this course, students will be able to: • 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	15
Practical work	0	0	0
Contacts with the teacher / consultations	1	3	3
Field exercises	0	0	0
Test	0	0	0
Homework	0	0	0
Student's own study time (in	4	15	60

the library or at home)			
Final preparation for the exam	3	13	39
Time spent on assessment (final exam)	1	3	3
Projects, presentations, etc.	0	0	0
Total			**150**

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 1st 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, 2nd 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:	**Interoperabililty**
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.