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 approved ND

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TRAINING SYLLABUS

MICROSTATION RENDERING

no. of delegates	Up to 6 maximum	
description	With the incorporation of the Luxology engine, MicroStation provides professional level rendering capabilities. In order to capitalise on the capabilities that MicroStation offers, attendees will explore all aspects of visualising their projects. This course provides those attending with the foundations needed to quickly illustrate design concepts or produce contextual elevations and high-quality perspectives.	
prerequisites	It is important that those attending are proficient working in a 3D environment in MicroStation.	
objectives	The following product areas are covered during this course:	
	1.0 USING CAMERAS	<ul style="list-style-type: none"> • Assigning materials • Defining materials • Working with multi-referenced models • Managing materials effectively and dgnlibs
	<ul style="list-style-type: none"> • Locating your project • Setting up the shot • Camera controls • Saved Views • Previewing the image using Display Styles 	4.0 PRODUCING RENDERINGS
	2.0 LIGHTING	<ul style="list-style-type: none"> • The Luxology dialog box • Image format, resolution & quality • Solar studies • Post processing & image editing
	<ul style="list-style-type: none"> • Light Manager • Global and solar lighting • Source lighting 	
	3.0 MATERIALS	
	<ul style="list-style-type: none"> • Using palettes and the Material Editor 	