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TRAINING SYLLABUS

MICROSTATION RENDERING MASTERCLASS

no. of delegates	Up to 6 maximum			
description	For attendees already familiar with MicroStation’s Luxology rendering engine, the Masterclass takes learning to the next level. This workshop covers all aspects of image creation and allows time for an open Q&A session where attendees are encouraged to bring their models along for review.			
prerequisites	The attendees should be proficient working in a 3D environment in MicroStation and be confident with the basics of rendering.			
objectives	The following product areas are covered during this course:			
	1.0	USING CAMERAS	<ul style="list-style-type: none"> • 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	
		2.0	LIGHTING <ul style="list-style-type: none"> • Light Manager • Global and solar lighting • Source lighting 	DYNAMIC VIEWS <ul style="list-style-type: none"> • Cut materials • Using materials with other formats
		3.0	MATERIALS <ul style="list-style-type: none"> • Using palettes and the Material Editor • Defining materials • Assigning materials • Working with multi-referenced models 	PRODUCING RENDERINGS <ul style="list-style-type: none"> • The Luxology dialog box • Environments • Rendering Settings • Image format, resolution & quality • Layers & export formats
			<ul style="list-style-type: none"> • Open Q&A, scenario testing & “surgery” 	6.0
			MASTERCLASS WORKSHOP	