

evolveconsultancy

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approved ND

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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

- Locating your project
- Setting up the shot
- Camera controls
- Saved Views
- Previewing the image using Display Styles

2.0 LIGHTING

- Light Manager
- Global and solar lighting
- Source lighting

3.0 MATERIALS

- Using palettes and the Material Editor
- Defining materials
- Assigning materials
- Working with multi-referenced models

- Managing materials effectively and dgnlibs

4.0 DYNAMIC VIEWS

- Cut materials
- Using materials with other formats

5.0 PRODUCING RENDERINGS

- The Luxology dialog box
- Environments
- Rendering Settings
- Image format, resolution & quality
- Layers & export formats

6.0 MASTERCLASS WORKSHOP

- Open Q&A, scenario testing & "surgery"