Course Book

Department of Architecture Department (DARE)

Third Year

Course Title
Digital Design and Presentation - 3Dmax

Course Code
CUE42046

Lecturer

Mr. Samal Othman Saied Baban

Course Name	Digital Design and Presentation - 3Dmax
Academic Year	2024-2025
Teacher in Charge	Lecturer: Mr. Samal Othman Saied Baban
Faculty / School / Department	DARE
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Time Table

Classes	Saturday: 10 AM – 13 PM (1Theory 2 practical)

Grade

-The Grade of this subject consist of number of stages to reach **pre final degree 50% and Final Exam Degree 50%,** the Percentage will be as shown below:

- Assignments and Activities will take 15% of degree percentage

- Quis will take 10% of percentage degree

- Mid term Exam will take 25% of the degree

Course Overview

Autodesk 3ds Max provides 3D modeling, animation, and rendering for use in design visualization, games, films, and television.3DMAX is one of the most important 3d software, which is instrumental in the formation of architectural forms 3D and increases the susceptibility of the students to know these forms. And how to take advantage of this program to present 3D Architectural projects.

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No. of hours/week:	1 hr. Theory + 2 hrs. practical
No. of Units:	4
Text Books:	- https://help.autodesk.com/view/3DSMAX/2023 3dmax Reference help 2023 -http://docs.autodesk.com/3DSMAX/15/ENU/3ds-Max-Help/index.html -3DMAX BIBLE 2014 by Kelly Murdock -3DMAX design 2014 fundamentals by Lower prices • Vary tutorial e-books by Luki Pettit
Course Objective:	- Developing skills in presentation techniques. - Teach students how to realize different aspects of 3d forms. - Increase students' ability to make sense of material and apply it to reality through similar examples. - Improve student ability to realize the project aspects in all its dimensions, whether at the level of the 2d, or 3D form.

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Weekly Course Outlines	
Weeks	**Topic**
1	How to install the program - Explain the program interface and all details about it
2	Explain the command panel (3dobjects box, cylinder, pyramid ,..... properties)
3	Explain an example using 3d form properties
4	Prepare quiz for the students giving them 3dform depending on previous lectures.
5	Clarify 2d shape (Line –Rectangle – Circle – Arc -.......)
6	Explain how to modify 2d shape using edit spline (vertex, segment, spline)
7	Through this lecture, are draw a small project depending on previous lectures.
8	Clarify how to modify 3d objects using (Edit poly, Edit mesh)
9	Continue in Explaining Edit poly and edit mesh
10	Through this lecture, are draw a small project depending on previous lectures.
11	Explain modifiers commands like (lattice, FFD2, FFD3, BEVEL, shell,
12	Explaining Modifiers commands (Classic forms)
13	Still in explaining Modifiers commands (Organic forms)
14	Giving the students small project to draw it through the lecture, it take three hours.

 Note: This course book contains 2 weeks of stopping lectures because of mid-exam, So the subject syllabus should be mixed with the previous or next lecture for the Exam.

-Some of last year's students works

Perspective

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