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**Syllabus**

**BSc Architecture and Spatial Planning**

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| **Subject** | **3D MODELING** |
| **Type** | **Semester** | **ECTS** | **Code** |
| OBLIGATORY (O) | 3 | 3 | 30-3DM-352 |
| **Course Lecturer** | Msc. Gëzim Radoniqi |
| **Course Assistant** | Dren Nishliu |
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|  **Aims and objectives** | The aim of the module is to introduce students to digital 3D Modeling and Visualization by introducing basic understanding of 3dsMax software, through 3D Modeling concepts and techniques, materials | shaders, lightning, visualization and animation. This module will assist students in working on their exercises through analysis and complex geometric shapes, as well as realistic visualizations.Objectives:* Understanding concepts of digital drawing and 3D Modeling
* Better perception of space and geometry
* Understanding concepts of realistic renderings
* Understanding importance and role of digital tools in profession
* Acquire skills for presentation of their work by applying them on other subjects during studies.
* Understand role & possibilities that software offers in design from research, analysis, presentation etc.
* Learn basics on how to menage external data and integrate interoperability workflows using CAD/BIM & 3D Modeling software
* Learn very basics of using visual programming
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| **Learning Outcomes** | Upon completion of this course, students should be able to: * Gain knowledge on basic concepts and techniques of 3d Modeling and visualization using 3D Software
* Learn and advance their skills in exploring geometric volume manipulations, doing creative work on their assignments through giving ideas | development | analysis of shapes/forms
* Learn to create complex geometry and shapes in 3D Software using Polymodeling and NURBS Modeling techniques
* Apply skills in creating architectural presentations through visualizations using render engines such as Corona or Vray Renderer preparing them to work in the industry
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