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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 | | | |
| **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 | | | |