

General Information	Subject name, code and number of credits	DSN 324 Application Software - 4 (3ds Max visualization – 2) 3 KU/ 6 ECTS
	Department	Architecture and design department
	Program (bachelor's degree, master's degree)	Bachelor
	Academic semester	Spring semester of the 2023/24 academic year
	Instructor(s)	Ilaha Tahmazli
	E-mail:	ilaha.tahmazli@khazar.org
	Lecture Room/Schedule	Neftchilar campus, room 402N Thur. 11:50 – 13:20 13:40 – 15:10
	Office hours	At times agreed upon with students
Prerequisites	Application Software - 3 (3ds Max visualization – 1)	
Language of instruction	English	
Type of subject (compulsory, elective)	Selective	
Textbooks and additional literature	<ol style="list-style-type: none"> 1. Arch Viz Champ. (n.d.). Arch Viz Champ. Retrieved from: https://www.youtube.com/@archvizcamp 2. Cardoso, J. (2021). <i>V-Ray 5 for 3DS Max 2020: 3D Rendering Workflows Volume 1</i>. CRC Press. 3. Murdock, K. (2020). <i>Kelly L. Murdock's Autodesk 3DS Max 2021 complete Reference Guide</i>. SDC Publications. 4. Oner oncer. (n.d.). Oner Oncer. Retrieved from: https://www.youtube.com/@OnerOncer2 5. Jones, S. (2013). <i>3ds Max in 24 Hours, Sams Teach Yourself</i>. Sams Publishing. 6. VizAcademy Uk. (n.d.). VizAcademy Uk. Retrieved from: https://www.youtube.com/@VizAcademyUK 	
Course outline	<p>Application software (3ds Max visualization) teaches the basics of computer graphics, which plays a key role in the presentation of projects worked on during the activity in the field of design. 3ds Max is a computer graphics program for creating 3D models, animations, and digital images. This program covers the various stages of model design, material creation and application, scene lighting, rendering, and animation design. The basis of the course designed to provide visualization of projects is practical teaching and assignments.</p>	
Course objectives	<p>The purpose of teaching computer graphics software (3ds Max) is to ensure that an individual learns the visualization of any project he will be working on during his studies as well as during his real work activities. In addition to visualizing projects, students will also learn how to create 3D models and certain principles for obtaining high-quality renders during the course of the subject. During the training period, the principles that the subject instructor will teach by working on practical examples during the lesson are planned to be applied by the students in parallel during the lesson, and as a result it will allow immediate full absorption of information by students. Also, during the semester,</p>	

	the preparation of certain tasks related to both interior and exterior design will ensure the study of visualization principles in both areas.		
Results of teaching(learning)	<p>As a result of the educational process, the student will learn:</p> <ul style="list-style-type: none"> • principles of 3D modeling; • material preparation and application; • necessary principles for the complete preparation of interior visualization; • necessary principles for the complete preparation of exterior visualization; • scene setup; • light and camera setup; • rendering principles; • post production of renders; • presentation board preparation. 		
Teaching methods	Lecture	x	
	Practical tasks	x	
	Analysis of practical issues	x	
Evaluation	Components	Date/Deadline	Percentage (%)
	Task 1		10
	Task 2		10
	Attendance		5
	Midterm exam		30
	Final exam		45
	Total		100
Rules (Education policy and conduct)	<p>Task 1 Task 1 should be designed based on the application of modeling principles taught during the lesson. The assignment requires the student to model kitchen furniture designed based on the requirements of the design style chosen by him. The assignment must be made using only the taught 3ds Max software and must be submitted by the student. The purpose of the task is for the students to be able to model furniture using the computer graphics program by applying the modeling principles taught by the instructor.</p> <p>Task 2 Task 2 will involve creating materials in 3ds Max. Students will prepare various interior and exterior materials by applying the principles taught by the instructor regarding material preparation. The purpose of this task is to fully master the principles of material creation learned during the lesson, as well as the skills of applying the prepared materials on models.</p> <p>Deadline: Tasks should be prepared and submitted till the time of the midterm exam.</p> <p>Attendance: The maximum score for attending classes is 5 points. The number of points is based on: if</p>		

<p>the student attends all classes on the subject during the semester, he is given 5 points, 1 point is deducted for every 2 classes not attended. If the total number of lessons missed during the semester for the subject is more than 25% of the norm (illness, family situation, etc.), the student is not admitted to the exam session, and a certain decision is made about it.</p> <p>Midterm Exam: A review of the interior project is planned for the midterm exam, which the student will work on during the semester. The assignment should be prepared by the student using 3ds Max software.</p> <p>Final exam: The exterior project is required to be completed and handed over for the final exam. The projects will be evaluated by the commission appointed by the department. Also, in the final exam, the student is required to present all the projects he has worked on during the semester, including the exterior project, as a coursework on a common tablet.</p> <p>Completion of the course: The student's knowledge is evaluated with a maximum of 100 points. An overall success rate of 61% and above is considered to complete the course. A failed student can take this subject again in the next semester or the next year.</p> <p>Rules of conduct of the student: A student is not allowed to violate the University's internal disciplinary rules and use a mobile phone.</p>			
Schedule (subject to change)			
Week	Date	Topics of the subject	Textbook/Resource
1	15.02.2024	Furniture modeling, loading of finished models and placing them on stage	1. Jones, S. (2013). <i>3ds Max in 24 Hours, Sams Teach Yourself</i> . Sams Publishing, 85-108.
	15.02.2024	Syllabus and content discussion. Practical application of the topics taught in the first class.	2. Murdock, K. (2020). <i>Kelly L. Murdock's Autodesk 3DS Max 2021 complete Reference Guide</i> . SDC Publications.
2	22.02.2024	Material base. Preparation of materials.	1. Jones, S. (2013). <i>3ds Max in 24 Hours, Sams Teach Yourself</i> . Sams Publishing, 109-130.
	22.02.2024	Practical application of the topics taught during the class.	2. Murdock, K. (2020). <i>Kelly L. Murdock's Autodesk 3DS Max 2021 complete Reference Guide</i> . SDC Publications.
3	29.02.2024	Preparing of the zone in 3D format based on the plan	1. Murdock, K. (2020). <i>Kelly L. Murdock's Autodesk 3DS Max 2021 complete Reference Guide</i> . SDC Publications. 2. VizAcademy Uk. (n.d.). VizAcademy Uk. Retrieved from:

	29.02.2024	Practical application of the topics taught during the class.	https://www.youtube.com/@VizAcademyUK
4	07.03.2024 07.03.2024	Preparing floor (Floorgenerator) Application of floorgenerator in modeled interior	1. Arch Viz Champ. (n.d.). Arch Viz Champ. Retrieved from: https://www.youtube.com/@archvizcamp
5	14.03.2024 14.03.2024	Modelling moldings (Sweep modifier) Application of moldings in modeled interior	1. Jones, S. (2013). <i>3ds Max in 24 Hours, Sams Teach Yourself</i> . Sams Publishing, 61-70.
6	21.03.2024	Holiday	
7	28.03.2024	Ceiling modelling Lighting Applying ceiling modeling principles to the existing project Application lighting principles to the existing project	1. Jones, S. (2013). <i>3ds Max in 24 Hours, Sams Teach Yourself</i> . Sams Publishing, 145-156. 2. Murdock, K. (2020). <i>Kelly L. Murdock's Autodesk 3DS Max 2021 complete Reference Guide</i> . SDC Publications.
8	04.04.2024 04.04.2024	Lighting of exterior Interior design Practicing exterior lighting Practicing all interior design related principles on the project	1. Jones, S. (2013). <i>3ds Max in 24 Hours, Sams Teach Yourself</i> . Sams Publishing, 145-156. 2. Murdock, K. (2020). <i>Kelly L. Murdock's Autodesk 3DS Max 2021 complete Reference Guide</i> . SDC Publications. 3. VizAcademy Uk. (n.d.). VizAcademy Uk. Retrieved from: https://www.youtube.com/@VizAcademyUK
9	11.04.2024	Holiday	
10	18.04.2024 18.04.2024	Midterm Exam	
11	25.04.2024 25.04.2024	Rendering process related to interior Application of rendering principles on the interior project	1. Cardoso, J. (2021). <i>V-Ray 5 for 3DS Max 2020: 3D Rendering Workflows Volume 1</i> . CRC Press.
12	02.05.2024	Exterior design	1. Murdock, K. (2020). <i>Kelly L. Murdock's</i>

	02.05.2024	Practice related to exterior design	<p><i>Autodesk 3DS Max 2021 complete Reference Guide</i>. SDC Publications.</p> <p>2. VizAcademy Uk. (n.d.). VizAcademy Uk. Retrieved from: https://www.youtube.com/@VizAcademyUK</p>
13	09.05.2024	Rendering process related to exterior	1. Cardoso, J. (2021). <i>V-Ray 5 for 3DS Max 2020: 3D Rendering Workflows Volume 1</i> . CRC Press.
	09.05.2024	Application of rendering principles on the exterior project	
14	16.05.2024	Preparation of final visualization	1. Oner oncer. (n.d.). Oner Oncer. Retrieved from: https://www.youtube.com/@OnerOncer2
	16.05.2024	Practicing the techniques related to preparation of final visualization on the existing renders	
15	23.05.2024	Presentation board preparation	
	23.05.2024	Presentation board preparation	
Final Exam			

