General Information	Subject name, code and number of credits	DSN 324 Application Software - 3 (3ds Max visualization – 1) 6 ECTS
	Department	Architecture and design department
	Program (bachelor's, master's)	Bachelor
	Academic semester	Fall 2025
	Instructor(s)	Ilaha Tahmazli
	E-mail:	ilaha.tahmazli@khazar.org
	Lecture Room/Schedule	Neftchilar campus
	Office hours	At times agreed upon with students
Prerequisites	-	
Language of instruction	English	
Type of subject (compulsory, elective)	Selective	
Textbooks and additional literature	1. Arch Viz Champ. (n.d.). Arch Viz Champ. Retrieved from: https://www.youtube.com/@archvizcamp 2. Cardoso, J. (2021). V-Ray 5 for 3DS Max 2020: 3D Rendering Workflows Volume 1. CRC Press. 3. Murdock, K. (2020). Kelly L. Murdock's Autodesk 3DS Max 2021 complete Reference Guide. SDC Publications. 4. Jones, S. (2013). 3ds Max in 24 Hours, Sams Teach Yourself. Sams Publishing. 5. VizAcademy Uk. (n.d.). VizAcademy Uk. Retrieved from: https://www.youtube.com/@VizAcademyUK	
Course outline	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.	
Course objectives	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.	

<table>
<tr><td>Results of teaching (learning)</td><td colspan="3">As a result of the educational process, the student will learn:

• principles of 3D modeling;
• material preparation and application;
• necessary principles for the complete preparation of interior visualization;
• scene setup;
• light and camera setup;
• rendering principles;
• post production of renders;
• presentation board preparation.</td></tr>
<tr><td rowspan="3">Teaching methods</td><td>Lecture</td><td colspan="2">x</td></tr>
<tr><td>Practical tasks</td><td colspan="2">x</td></tr>
<tr><td>Analysis of practical issues</td><td colspan="2">x</td></tr>
<tr><td rowspan="8">Evaluation</td><td>Components</td><td>Date/Deadline</td><td>Percentage (%)</td></tr>
<tr><td>Task 1</td><td></td><td>10</td></tr>
<tr><td>Task 2</td><td></td><td>10</td></tr>
<tr><td>Attendance</td><td></td><td>5</td></tr>
<tr><td>Activity</td><td></td><td>15</td></tr>
<tr><td>Midterm exam</td><td></td><td>25</td></tr>
<tr><td>Final exam</td><td></td><td>35</td></tr>
<tr><td>Total</td><td></td><td>100</td></tr>
<tr><td>Rules

(Education policy and conduct)</td><td colspan="3">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 the interior design element shared with him/her by the instructor. 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 design elements using the computer graphics program by applying the modeling principles taught by the instructor. The screenshots of the model from different views should be submitted through assignment section created by the instructor in the Teams application.

Deadline:
Task 1 should be prepared and submitted till the time of the midterm exam.

Task 2
Task 2 will involve creating close-up renders. Students will prepare various renders for their own chosen close-up designs by applying the principles taught by the instructor regarding light setup, scene preparation etc. The purpose of this task is to fully master the principles of scene creation learned during the lesson. The screenshots of the close-up scene design from different views, and their renders should be submitted through assignment section created by the instructor in the Teams application.</td></tr>
</table>

Deadline:
Task 2 should be prepared and submitted till the 2 weeks beforehand of the final exam.

Attendance:
The maximum score for attending classes is 5 points. The number of points is based on: if 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.

Activity:
The activity is designed to monitor the progress of the project that the student has to work on during the semester. Each student must come prepared to class every week during the 15-week semester and present the current status of the project to the instructor. If there is sufficient progress in the project, the activity is evaluated with 1 point for the current week. It encourages the student to constantly work on the project during the semester, and the parallel application of the learned knowledge on the project ensures the consolidation of this knowledge.

Midterm Exam:
Students must prepare and hand over the design of the scene, which has been reviewed in advance and certain requirements have been presented by the instructor, on the day and time of the exam provided by the department.

Final exam:
In the final exam, students are supposed to present interior projects that they will work on during the semester. Depending on the number, students should be divided into 3 or 4 groups and individually prepare the design of each room of the plan given by the instructor. Each group should choose a design style and not repeat each other, and each student should design and deliver one of the rooms in the apartment based on this chosen design style. The presentation of the project will be done on the day and time of the final exam set by the department through the presentations and printed presentation boards prepared by the students.

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.

Rules of conduct of the student:
A student is not allowed to violate the University's internal disciplinary rules and use a mobile phone.

Schedule (subject to change)

Week	Date	Topics of the subject	Textbook/Resource
1		**Main Toolbar** **Acquaintance with the syllabus and assignments. Discussion of the lecture topic.**	1. Jones, S. (2013). 3ds Max in 24 Hours, Sams Teach Yourself. Sams Publishing, 85-108. 2. Murdock, K. (2020). Kelly L. Murdock's Autodesk 3DS Max

			2021 complete Reference Guide. SDC Publications.
2		**Standart Primitives** **Practical application of the topics taught during the class.**	1. Jones, S. (2013). 3ds Max in 24 Hours, Sams Teach Yourself. Sams Publishing, 109-130. 2. Murdock, K. (2020). Kelly L. Murdock's Autodesk 3DS Max 2021 complete Reference Guide. SDC Publications.
3		**Edit Spline** **Practical application of the topics taught during the class.**	1. Murdock, K. (2020). Kelly L. Murdock's Autodesk 3DS Max 2021 complete Reference Guide. SDC Publications. 2. VizAcademy Uk. (n.d.). VizAcademy Uk. Retrieved from: https://www.youtube.com/@VizAcademyUK
4		**Edit Poly** **Practical application of the topics taught during the class.**	1. Murdock, K. (2020). Kelly L. Murdock's Autodesk 3DS Max 2021 complete Reference Guide. SDC Publications. 2. VizAcademy Uk. (n.d.). VizAcademy Uk. Retrieved from: https://www.youtube.com/@VizAcademyUK
5		**Modelling moldings (Sweep modifier)** **Practical application of the topics taught during the class.**	1. Jones, S. (2013). 3ds Max in 24 Hours, Sams Teach Yourself. Sams Publishing, 61-70.
6		**Preparing floor (FloorGenerator)** **Practical application of the topics taught during the class.**	1. Arch Viz Champ. (n.d.). Arch Viz Champ. Retrieved from: https://www.youtube.com/@archvizcamp
7		**Material Library** **Lights Setup (Interior)**	1. Jones, S. (2013). 3ds Max in 24 Hours, Sams Teach Yourself. Sams Publishing, 145-156.

		Practical application of the topics taught during the class.	2. Murdock, K. (2020). Kelly L. Murdock's Autodesk 3DS Max 2021 complete Reference Guide. SDC Publications.
8		**Midterm Exam**	
9		**Camera Setup (Corona Camera)** **Practical application of the topics taught during the class.**	1. Murdock, K. (2020). Kelly L. Murdock's Autodesk 3DS Max 2021 complete Reference Guide. SDC Publications. 2. VizAcademy Uk. (n.d.). VizAcademy Uk. Retrieved from: https://www.youtube.com/@VizAcademyUK
10		**Interior Design (Practice)** **Interior Design (Practice)**	1. Murdock, K. (2020). Kelly L. Murdock's Autodesk 3DS Max 2021 complete Reference Guide. SDC Publications. 2. VizAcademy Uk. (n.d.). VizAcademy Uk. Retrieved from: https://www.youtube.com/@VizAcademyUK
11		**Interior Design (Practice)** **Interior Design (Practice)**	1. Murdock, K. (2020). Kelly L. Murdock's Autodesk 3DS Max 2021 complete Reference Guide. SDC Publications. 2. VizAcademy Uk. (n.d.). VizAcademy Uk. Retrieved from: https://www.youtube.com/@VizAcademyUK
12		**Interior Design (Practice)** **Interior Design (Practice)**	1. Murdock, K. (2020). Kelly L. Murdock's Autodesk 3DS Max 2021 complete Reference Guide. SDC Publications. 2. VizAcademy Uk. (n.d.). VizAcademy Uk. Retrieved from:

			https://www.youtube.com/@VizAcademyUK
13		**Render Setup** **Application of rendering principles on the interior project**	1. Cardoso, J. (2021). V-Ray 5 for 3DS Max 2020: 3D Rendering Workflows Volume 1. CRC Press.
14		**Preparation of final visualization (Post Production)** **Practicing the techniques related to preparation of final visualization on the existing renders**	1. VizAcademy Uk. (n.d.). VizAcademy Uk. Retrieved from: https://www.youtube.com/@VizAcademyUK
15		**Preparation of final visualization and presentation board** **Preparation of final visualization and presentation board**	
Final Exam			