

Training Course Outline

LUMION

TRAINING COURSE OUTLINE

LUMION

COURSE DESCRIPTION

Explore Lumion's power in this intensive course focused on architectural visualization. From basics to advanced techniques, learn to navigate the interface, import models, apply materials, set lighting, and create stunning animations. Ideal for architects, designers, and visualization artists aiming to elevate their skills and impress clients.



TARGET GROUP

Lumion caters to anyone involved in the architectural design process who seeks to effectively communicate their ideas through captivating visualizations.



COURSE DURATION

Full Time: 2 Days (10.30am-5.30pm)



LEARNING OUTCOME

- By the end of the course, participants should be able to:
- Navigate Lumion: Efficiently use Lumion's interface.
- Import Models: Import 3D models effectively.
- Apply Materials: Apply realistic materials and textures.
- Master Lighting: Create realistic lighting effects.
- Animate Designs: Bring designs to life with animations.
- Optimize Rendering: Achieve high-quality renders.
- Integrate Workflow: Seamlessly integrate Lumion into workflows.
- Enhance Presentations: Create compelling visual presentations.
- Problem-Solve: Troubleshoot common issues.
- Inspire Creativity: Encourage creative exploration and innovation.

CAREER PATH

3D Visualizer, 3D Artist, Interior Designer, 3D Graphic Artist, 3D Designer, Architectural Visual Producer

CERTIFICATE

MTTC Certificate of Completion will be issued to participants with full attendance record upon completion of training.

TRAINING COURSE OUTLINE

LUMION

COURSE CONTENT

DAY 1

Step 1 : Installation and Setup

Download and Install Lumion :

- Visit the Lumion website and download the latest version.
- Follow the installation instructions provided by Lumion.

System Requirements :

- Ensure your computer meets Lumion's system requirements, which include a powerful graphics card, sufficient RAM, and a multi-core processor.

Step 2: Starting a New Project

Launch Lumion :

- Open Lumion from your desktop or start menu.

Create a New Scene :

- Click on "New" to start a new project.
- Choose a template or an empty scene to begin with.

Step 3: Importing a 3D Model

Prepare Your 3D Model :

- Ensure your 3D model is in a compatible format (e.g., .DAE, .SKP, .FBX, .MAX).
- Clean up your model in your 3D software (e.g., SketchUp, Revit, 3ds Max) to ensure there are no errors.

Import the Model :

- Click on the "Import" button in Lumion.
- Browse to your model file and import it into the scene.
- Position the model as needed using the move, rotate, and scale tools.

Step 4: Adding Environment and Objects

Add Terrain :

- Use the terrain editor to sculpt the landscape.
- Add mountains, hills, water, or any terrain features you need.

Add Objects :

- Use the library to add trees, plants, furniture, people, and vehicles.
- Place them around your scene to create a realistic environment.

Step 5: Adjusting Materials

Select Materials :

- Click on any surface of your imported model.
- Open the material editor by selecting the "Materials" tab.

Edit Materials :

- Choose materials from the Lumion library or create custom materials.
- Adjust properties like color, texture, reflectivity, and transparency.

DAY 2

Step 6: Setting Up Lighting

Sunlight :

- Adjust the sun's position and angle to get the desired shadows and lighting.
- Use the "Sun" tab to control the time of day.

Artificial Lights :

- Add lights from the Lumion library.
- Adjust intensity, color, and shadows to simulate night scenes or interior lighting.

TRAINING COURSE OUTLINE

LUMION

COURSE CONTENT

Step 7: Adding Effects

Add Effects :

- Click on the "Effects" tab.
- Add effects like depth of field, lens flare, vignette, and color correction to enhance the visual quality.

Weather Effects :

- Add weather effects such as rain, snow, fog, and wind for dynamic scenes.

Step 8: Rendering

Image Rendering :

- Click on the "Photo" mode.
- Set up your camera angles and save each view.
- Click "Render" and choose the resolution and quality settings.

Animation Rendering :

- Click on the "Movie" mode.
- Create camera paths and set keyframes.
- Add effects as needed and render the animation.

Panorama Rendering :

- Click on the "Panorama" mode to create 360-degree views.

Step 9: Final Touches and Export

Review Your Work :

- Check all views, materials, and lighting settings.
- Make any necessary adjustments.

Export :

- Export your images, videos, or panoramas in the desired format.
- Use the highest quality settings for final presentations.