

Projects' Description

1. Exterior visualization

Project description:

The purpose of this project was to create an architectural visualization "Exterior". To do so, the Autodesk AutoCAD and/or the Autodesk 3D Studio Max Design was used for modeling, the Autodesk 3D Studio Max Design was used for texturing, lightening and rendering (Light Tracer or Mental ray), and the Adobe Photoshop was used for texture creation and post processing.

As a prototype students can use real building and/or environment.

2. Interior visualization

Project description:

The purpose of this project was to create an architectural visualization "Interior". To do so, the Autodesk 3D Studio Max Design was used for modeling, texturing, lightening and rendering (Mental ray), and the Adobe Photoshop was used for texture creation and post processing.

As a prototype students can use real rooms.

3. Flora

Project description:

The purpose of this project was to create a photorealistic visualization of plants. To do so, the Autodesk AutoCAD and/or Autodesk 3D Studio Max Design was used for modeling, Autodesk 3D Studio Max Design was used for texturing, lightening and rendering (Light Tracer or Mental ray), Adobe Photoshop was used for texture creation and. The goal is to create a filing of living plant.

As a prototype students use a photo.

4. Jewellery modeling

Project description:

The purpose of this project was jewellery creation and visualization. To do so, the Autodesk 3D Studio Max Design was used for modeling, texturing, lightening and rendering (Mental ray), Adobe Photoshop was used for texture creation and post processing.

As a prototype students can use a design of real things.

5. Character/Environment for kids' movie

Project description:

The purpose of this project was to create a 3D character and/or environment: then the created character/environment is used in animation project "kids' movie". To do so, the

Autodesk 3D Studio Max Design was used for modeling and texturing, and Adobe Photoshop was used for texture creation. The constrain of character/environment creation is a specified target group (babies, 3-5 years old, 6-7 years old, etc.) for animation project "Kids' movie". As a prototype students can use an illustration from book.

6. Self-portrait

Project description:

The purpose of this project was to create a 3D model of real person. To do so, the Autodesk 3D Studio Max Design was used for modeling and texturing, and Adobe Photoshop was used for texture creation and post processing. The goal is to model a realistic 3D head and based on it to create a portrait.

Students can use different portrait's techniques.

7. Robots

Project description:

The purpose of this project was to design and to create a robot for animation project. To do so, the Autodesk 3D Studio Max Design was used for modeling and texturing, and Adobe Photoshop was used for texture creation and post processing.

8. Character design

Project description:

The purpose of this project was to create a character's biography and based on it to design a 3D character. To do so, the Autodesk 3D Studio Max Design was used for modeling and texturing, and Adobe Photoshop was used for texture creation and post processing.

9. Product visualization

Project description:

The purpose of this project was to create a product visualization. To do so, the Autodesk 3D Studio Max Design was used for modeling, texturing, lighting and rendering (Mental ray), and Adobe Photoshop was used for texture creation and post processing.

Students can use free models without texturing.