

L J UNIVERSITY
L J SCHOOL OF DESIGN
Syllabus for Bachelors of Design
Second Year I Semester 4

CODE	SUBJECT	CREDIT
10180406	Digital Methods IV	2
AIM		
	To enhance the visualizing skills of the students by exposing them to the latest modeling software's. To familiarize the students with the concepts of 3D modeling. To enable them to experiment with forms, mapping, rendering and presentation techniques	
CONTENT:-		
	<p>INTRODUCTION TO 3DS MAX</p> <ul style="list-style-type: none"> An overview of GUI, types of modeling, transforming objects, Compound objects, modifiers & modifier stack. <p>MODELLING TECHNIQUES</p> <ul style="list-style-type: none"> Lathing, displacement, lofting, Boolean operations using standard and compound primitives, modeling with lofts, low polygon modeling and nurbs modeling. <p>TEXTURES AND TEXTURE MAPPING</p> <ul style="list-style-type: none"> Using material editor, material browser, mapping textures <p>RENDERING</p> <ul style="list-style-type: none"> Lighting, cameras and render effects, environment mapping, fogs and atmospheres. <p>PHOTOSHOP</p> <ul style="list-style-type: none"> Photoshop interface, creating and saving images, basic image editing, Photoshop tool box and tools, using layers, special effects. 	
METHODOLOGY:-		
	<ul style="list-style-type: none"> Theoretical understanding of software and its applications through presentation Practical understanding of all tools Practicing actual drafting of plans, sections and elevations for any space 	
REFERENCE BOOK:-		
	<ul style="list-style-type: none"> 3DS MAX 8 Bible – Kelly C.Murdock Photoshop CS Bible – Deke McClelland Adobe Photoshop 7.0 classroom in a book – Adobe creative team 	