

L J UNIVERSITY
L J SCHOOL OF DESIGN
 Syllabus for Bachelors of Design
 Third Year I Semester 5

CODE	SUBJECT	CREDIT
10180504	Digital Methods - 5	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:-		
	<ul style="list-style-type: none"> ● INTRODUCTION TO 3DS MAX An overview of GUI, types of modelling, transforming objects, Compound objects, modifiers & modifier stack. ● MODELLING TECHNIQUES Lathing, displacement, lofting, Boolean operations using standard and compound primitives, modelling with lofts, low polygon modelling and nurbs modelling. ● TEXTURES AND TEXTURE MAPPING Using material editor, material browser, mapping textures ● RENDERING Lighting, cameras and render effects, environment mapping, fogs and atmospheres. 	
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 	