The authorized training center of Kingdom University offers a training program required for Autodesk certified professionals 3DS MAX for students, architects, and interior Designers.

**Duration**

40 hours

**OVERVIEW**

In this training course, trainees learn how to use 3D Studio Max to model, apply the material, add lights and cameras, render still images, and animate architectural or interior scenes. Scenes could be imported from AutoCAD as 3D or as 2D and fully modeled in Max. Although this course is titled for architects and interior designers, it provides the fundamental knowledge for anyone who wishes to use 3DS Max. The end of the course focuses on the architect and interior aspects of the software.
OBJECTIVES

• Be professional users of Autodesk 3Ds Max.
• Apply 3Ds max to develop architectural, Interiors, and Graphics projects.
• Be ready to attempt exam of professional certification of 3Ds max.
• Be certified professional of 3Ds Max.

OUTCOMES

• Use the Interface
• Use Selection and Transformation Tools
• Create and Modify Mesh Objects
• Create and Modify Poly Objects
• Import AutoCAD 2D Files and Model in Max
• Organize AutoCAD Files Using Layers and Plines
• Import Plines from AutoCAD Files to Create 3D Objects in Max
• Use Standard Lights
• Create a Night View Using Photometric Lights
• Create Daylight Systems
• Add and Modify Cameras
• Create a Basic Animation
• Create, Get, Modify, and Save Materials
• Import a 3D Hut from AutoCAD to Assign Materials, Add Backgrounds, and Render
• Model objects using a variety of techniques
• Design and apply materials
• Adjust basic lighting
• Animate simple objects
• Build and animate simple, effective environments.

AUDIENCE

Students, Architects, interior designers, decorators, graphic designers, artists, animators, TV graphic designers, art directors, and anyone interested in creating 3D presentations. This course develops the professional skills for architectural modeling, rendering and animation. It also provides knowledge for higher-level courses such as V-Ray, Max Modeling, Max Animation, Lighting, Lumion, etc.

TRAINERS

Autodesk Certified Instructors

COURSE OUTLINE

01 - THE INTERFACE
02 - SELECTION AND TRANSFORMATION TOOLS
03 - MIRRORING, ALIGNING, GROUPING, AND CLONING OBJECTS
04 - CREATING PRECISE BASIC ARCHITECTURAL OBJECTS
05 - CREATING SCENE
06 - INTRODUCTION TO LIGHTING, CAMERAS, AND ANIMATION
07 - INTRODUCTION TO MESH OBJECTS
08 - MODELING USING MESH OBJECTS
09 - POLY OBJECTS
10 - SHAPES
11 - USING SHAPES TO CREATE 3D OBJECTS
12 - IMPORTING 2D PLANS FROM AUTOCAD AND MODELING IN 3DS MAX
13 - IMPORTING AUTOCAD POLYLINES TO MODEL A HOUSE IN 3DS MAX
14 - INTRODUCTION TO ANIMATION
15 - STANDARD LIGHTS
16 - THE STANDARD LIGHTING SYSTEM
17 - THE DAYLIGHT SYSTEM
18 - NIGHT VIEW
19 - STANDARD MATERIAL
20 - UVW MAPS
21 - RENDERING A HUT IMPORTED FROM AUTOCAD
22 - RENDERING A LARGE HOUSE IMPORTED FROM AUTOCAD
23 - WALKTHROUGHS
24 - EXAM PREPARATION
The authorized training center of Kingdom University offers a training program required for Autodesk certified professionals AutoCAD for students, architects, and interior designers.

**Duration** 40 hours

**OVERVIEW**

In this training course, trainees learn how to use AutoCAD to develop 2Ds and 3Ds drawings, apply the material, add lights and cameras, and render still images of architectural or interior scenes. Scenes could be imported from image files as 2D and fully created in AutoCAD. Although this course is titled for architects and interior designers, it provides the fundamental knowledge for anyone who wishes to use AutoCAD. This course covers the essential core topics for working with the AutoCAD software. The end of the course focuses on the architect and interior aspects of the software. The teaching strategy is to start with a few basic tools that enable the trainees to create and edit a simple drawing, and then continue to develop those tools. More advanced tools are introduced throughout the class.
### OBJECTIVES
- Be professional users of Autodesk AutoCAD.
- Apply AutoCAD to develop architectural and interiors’ drawings.
- Be ready for attempt exam of professional certification of Autodesk AutoCAD.
- Be certified professional of AutoCAD.

### OUTCOMES
- Understand the AutoCAD workspace and user interface.
- Using drawing, editing, and viewing tools.
- Organizing drawing objects on layers.
- Inserting reusable symbols (blocks).
- Preparing a layout to be plotted.
- Adding text, hatching, and dimensions.
- Use AutoCAD for daily working process.
- Navigate throughout AutoCAD using major navigating tools.
- Understand the concept and techniques to draw.
- Create multiple designs using several of tools.
- Create layers to control the objects’ visibility.
- Explain drawing using annotations.
- Plot or print the drawing by scale.
- To use constraint for certain design.

### AUDIENCE
Students, Architects, interior designers, decorators, graphic designers, artists, animators, TV graphic designers, art directors, and anyone interested in creating 2Ds and 3Ds presentations. This course develops professional skills for architectural documentations and provides knowledge for higher-level courses such as Revit, 3Ds max and Maya.

### TRAINERS
Autodesk Certified Instructors

### COURSE OUTLINE
| 01  | GETTING STARTED WITH AUTOCAD INTERFACE |
| 02  | BASIC DRAWING AND EDITING COMMANDS    |
| 03  | PROJECTS: CREATING A SIMPLE DRAWING   |
| 04  | DRAWING PRECISION IN AUTOCAD          |
| 05  | MAKING CHANGES IN YOUR DRAWING        |
| 06  | PROJECTS: MAKING YOUR DRAWINGS MORE PRECISE |
| 07  | ORGANIZING YOUR DRAWING WITH LAYERS   |
| 08  | ADVANCED OBJECT TYPES                 |
| 09  | ANALYZING MODEL AND OBJECT PROPERTIES |
| 10  | PROJECTS: DRAWING ORGANIZATION AND INFORMATION |
| 11  | ADVANCED EDITING COMMANDS             |
| 12  | CREATING AND IMPORTING BLOCKS         |
| 13  | ANNOTATIONS                           |
| 14  | SETTING UP A LAYOUT                   |
| 15  | HATCHING                              |
| 16  | PRINTING DRAWING                      |
| 17  | DIMENSIONS                            |
| 18  | COMPLEX OBJECTS                       |
| 19  | EXAM PREPARATION                      |
The authorized training center of Kingdom University offers a training program required for Autodesk certified professionals Revit for students, architects, and interior Designers.

**Duration** 40 hours

**OVERVIEW**

Building Information Modeling (BIM) is an intelligent model-based process that provides insight for creating and managing building projects faster, more economically, and with less environmental impact. Revit is Autodesk's industry leading Building Information Modeling program that enables architects to efficiently create coordinated and consistent model-based designs.

This course takes the trainee on the first steps in learning journey, teaching them the fundamental skills they need to start designing buildings in Revit with accuracy and precision. Project success also depends on solid documentation and communication with project teams and you’ll discover these best-practice workflows to use in Revit. Follow a series of structured lessons, with accompanying datasets, that give you hands-on experience using tools that are key to your professional development. Practice your new skills and test your knowledge with the exercises, challenge assignments, and a final test that accompany the course. Turn your skills into actionable results by learning the critical skills required for both modeling and documentation workflows.
OBJECTIVES

• Be professional users of Autodesk Revit.
• Apply Revit to develop architectural and Interiors’ drawings.
• Be ready for attempt exam of professional certification of Autodesk Revit.
• Be certified professional of AutoCAD.

OUTCOMES

• Work with the Revit interface and understand the common workflow for design projects.
• Set up project standards.
• Create and edit walls and curtain walls.
• Place doors and windows.
• Model a variety of roofs, including gabled, hip, shed, and mansard.
• Create fasicas and gutters.
• Create stairs and railings.
• Use structural layout and design to work with grids, place columns and beams, and work with beam systems.
• Present and document the design.

• Create perspectives, renderings, and walkthroughs.
• Create section and elevation drawings from the model.
• Create detail callouts and add extra detail items, annotation, and keynotes to create construction drawings.
• Develop drawing sheets for publication.
• Create schedules to document information from the model, including creating rooms and scheduling their areas, and exporting schedules for use in a spreadsheet.

AUDIENCE

Students, Architects, interior designers, decorators, graphic designers, artists, animators, TV graphic designers, art directors, and anyone interested in creating modeling and managements. This course develops professional skills for architectural documentations and coordination.

TRAINERS

Autodesk Certified Instructors

COURSE OUTLINE

01 - GETTING STARTED
02 - INTRODUCTION TO REVIT
03 - SETTING UP USING PROJECT STANDARDS
04 - MODELING WALLS
05 - MODELING DOORS AND WINDOWS
06 - MODELING ROOFS
07 - MODELING STAIRS AND RAILINGS
08 - MODELING COMPOUND WALLS
09 - MODELING WITH STRUCTURAL COMPONENTS
10 - RENDERING FOR VISUALIZATION
11 - CREATING WALKTHROUGHS FOR VISUALIZATION
12 - CREATING SECTIONS AND ELEVATIONS FOR BUILDING DOCUMENTATION
13 - CREATING SCHEDULES FOR BUILDING DOCUMENTATION
14 - EXAM PREPARATION
The authorized training center of Kingdom University offers a training program required for Autodesk certified professionals Maya for students, architects, and interior Designers.

**OVERVIEW**

Trainees will learn how to create work through the fundamentals of animation and 3D with Maya. This course will get you started on modelling with more consistent and professional results. We will touch on sculpting, organis surfaces, reflectivity and tie it all together with movement and animation.

**OBJECTIVES**

- Be professional users of Autodesk Maya.
- Apply Maya to develop architectural and Interiors molding and characters.
- Be ready for attempt exam of professional certification of Autodesk Maya.
- Be certified professional of Maya.
OUTCOMES

• Understand an Overview of Maya
• Know Maya Scenes
• Working with Polygons
• Working with Meshes
• NURBS-based Modelling
• Cleaning up NURBS
• Using Materials
• Using Textures
• Rendering your Scene
• Animating in Maya

AUDIENCE

Students, Architects, interior designers, decorators, graphic designers, artists, animators, TV graphic designers, art directors, and anyone interested in creating modeling and animation. This course develops professional skills for architectural documentations and cartoon movies.

TRAINERS

Autodesk Certified Instructors

COURSE OUTLINE

01 - UNDERSTANDING THE MAYA INTERFACE
02 - SETTING UP FILES AND MAYA PROJECTS
03 - CONFIGURING VIEWPORTS
04 - CUSTOMIZING THE INTERFACE
05 - NAVIGATING THE MAYA WORKSPACE
06 - USING THE HOTBOX AND MARKING MENUS
07 - SELECTING OBJECTS
08 - USING THE MOVE TOOL
09 - ROTATING AND SCALING OBJECTS
10 - WORKING WITH PIVOTS
11 - UNDERSTANDING THE CHANNEL BOX
12 - THE ATTRIBUTE EDITOR
13 - ORGANIZING MAYA SCENES
14 - WORKING WITH THE OUTLINER
15 - DEALING WITH HIERARCHIES
16 - OBJECT GROUPS
17 - EXPLORING HYPERGRAPH
18 - HIDING AND SHOWING OBJECTS
19 - WORKING WITH LAYERS
20 - WORKING WITH SELECTION MASKS
21 - CREATING POLYGONAL MODELS
22 - DIFFERENCES BETWEEN NURBS AND POLYS
23 - SELECTING POLYGONAL COMPONENTS
24 - USING SOFT SELECT AND REFLECTION
25 - SCULPTING WITH THE SCULPT TOOL
26 - THE COMBINE AND SEPARATE COMMANDS
27 - WORKING WITH SUBDIVISION SURFACES
28 - WORKING WITH EDGE LOOPS
29 - USING EDGE FLOW FOR SMOOTH GEOMETRY
30 - REORIENTING GEOMETRY USING SPIN EDGE
31 - DRAWING DETAIL WITH THE CONNECT TOOL
32 - MIRRORING GEOMETRY
33 - MODELING WITH NONLINEAR DEFORMERS
34 - MODELING WITH LATTICES
35 - AN INTRODUCTION TO NURBS MODELING AND EDITING
36 - USING NURBS PRIMITIVES
37 - THE NURBS CURVE TOOLS
38 - USING NURBS REVOLVE
39 - REFINING NURBS MODELS
40 - EXTRACTING NURBS CURVES FROM SURFACES
41 - OPEN/ CLOSE CURVES AND SURFACES
42 - CREATING CURVES ON A SURFACE
43 - PROJECTING CURVES ON SURFACES
44 - TRIMMING NURBS SURFACES
45 - USING FILLETS TO CONNECT SURFACES
46 - CONVERTING NURBS TO POLYGONS
47 - CREATING MATERIALS
48 - OVERVIEW OF MAYA RENDERERS
49 - THE BASICS OF MATERIALS
50 - CREATING AND APPLYING MAPS
51 - USING BITMAPS AS TEXTURE
52 - WORKING WITH THE HYPERSHADE WINDOW
53 - USING THE RAMP MATERIAL
54 - DISPLACEMENT AND BUMP MAPS
55 - MENTAL RAY MATERIALS
56 - APPLYING TEXTURES
57 - TEXTURE MAPPING
58 - PROJECTING TEXTURES ON SURFACES
59 - APPLYING MULTIPLE MATERIALS
60 - UV MAPPING
61 - THE UV TEXTURE EDITOR
62 - RENDER SETTINGS
63 - LIGHTS AND LIGHTING TYPES
64 - RENDERING SHADOWS
65 - CAMERA BASICS
66 - DEPTH OF FIELD
67 - MOTION BLUR
68 - REFLECTIONS AND REFRACTIONS
69 - MATCHING LIGHTS AND SHADOWS TO IMAGES
70 - BATCH RENDERING
71 - THE ANIMATION INTERFACE
72 - SET KEY
73 - THE GRAPH EDITOR
74 - THE DOPE SHEET
75 - ANIMATING OBJECTS ALONG SPLINE PATHS
76 - GHOSTING ANIMATION
77 - ANIMATION PLAYBACK USING PLAYBLAST
78 - CREATING ANIMATION CYCLES
79 – EXAM PREPARATION