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3D Architecture Tutorial

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Course Overview

We will learn how to use Maya tools specific to understanding setting up the floor and then 3D's Max for interior modeling, wall modeling, windows and furniture modeling in detail with practical exercises

3D Architecture Skills

You will learn following skills:

This 3D Architecture Tutorial aims to teach numerous techniques on creating 3D models from the basic level to the most polished ones.

Learning high-end software 3DS Max is not an easy task, especially, when the user is a beginner.

Course Features



Course Duration-
25+ Hours



Number of Courses



Verifiable
Certificates



Lifetime Access



Technical
Excellence

About 3D Architecture

3D Architecture or Architectural Visualization is the art of creating 2D and 3D images that contain the attributes of a proposed architectural design.

Using powerful 3D architectural and rendering software architects, designers and 3D artists can control designs in real time, quickly transforming between concepts and reality by making and creating multiple versions of the designs.

3DArchitecture Course

This is a Bundle Course that includes complete in-depth 3D Architecture Learning Courses combined into one Complete Course.

This Bundle perfectly meets the requisite of the industry and gives you a better chance of being hired as a 3D Architecture professional.

Section 1. Setting up Floor Plan in Maya

- Setting Up Image Floor Plan
- Creating 3D Structure
- Creating Frame for Window
- Creating Window and Doors
- Toilets and Dining Area
- Creating terrace Attached with Living Room
- Creating Dry Balcony Attached with Kitchen
- Creating Walls for Door Frames
- Creating Wooden Frames for Main Door
- Creating Wooden Frames for Bedrooms and Toilets

Section 2. Bedroom Interiors

- Introduction to the Bedroom Interiors
- Creating Children Bedroom
- Creating 3D Bed Droors
- Creating Pillows
- Creating Bedsheet Using Cloth
- Creating Corner Desk with Drawer
- Creating Study Table
- Creating Seat, Back Rest and Base of Chair
- Creating Arm Rest and Smoothing the Chair

Section 3. Living Room Interiors

- Creating Dining Table
- Creating Dining Chair
- Creating Sofa Set
- Creating Box for Sofa
- Creating Centre Table
- Creating Table Lamp for Corner Desk
- Working on Top Corner of Lamp
- Creating Rocking Chair for Balcony
- Import Living and Dining Interiors

Section 4. Making Bathroom & Kitchen Interiors

- Introduction to Creating and Bathroom Interiors
- Creating Base Platform for Kitchen
- Creating Platform with Sections
- Making Drawers for the Platform
- Creating Sink on the Platform
- Creating Faucet for the Sink
- Creating Microwave Oven
- Creating Refrigerator
- Adding Divisions for Refrigerator
- Creating Gas Stove
- More on Creating Gas Stove
- Creating Protection Rings
- Working on Poly Cylinder

Section 5. Assigning Shaders and Textures

- Introduction to Topics
- Putting All Elements In Different Layers
- Texturing the Sofaset
- Texturing the Center Table and Corner Desk
- Texturing the Tv Cabinet and Tv
- Texturing the Dining Table and Chairs
- Texturing the Rocking Chair
- Texturing the Lampshade
- Texturing the Kitchen Cabinet

Section 6. Lighting and Rendering

- Introduction to Lighting and Rendering
- Assigning Basic Lights
- Adjusting Different Parameters
- Mental Ray Setup
- Occlusion Shader
- Editing the Reflection of the BG
- Conclusion

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3DS Max Complete Interior

Section 1. Interfaces 3ds Max

- Introduction to 3D max Interface
- Rename and select
- Geometry View
- Directions
- Changing Axis dimensions
- Rotating the Sphere

Section 2. Basic Modeling

- Basic Modeling Chair
- Making Curve Shape
- Making Additional Chair Shape
- Attaching an Object
- Making Chair portion
- Hide and Unhide Objects
- Making Rest Portions of Chair
- Attaching the Chair Portions

Section 3. Interior Modeling

- Interior Modeling
- Modeling the Plan
- Top View Modeling
- Selecting Edge and Vertex
- Perspective View

Section 4. Wall Modelling

- Basic wall interior

Section 5. Wall Modelling

- Living Windows Interior
- Window- Perspective View
- Window Adjustments
- Window Base
- Window- Deselecting
- Bedroom Windows Interior

Section 6. Sofa Modeling

- Creating Sofa
- Starting with Sofa Modeling
- Attaching Surface
- Selecting Faces
- Sofa Modeling- Collapse
- Final Sofa Modeling

Section 7. Dining Table and Chair modeling

- Dining Table Modeling
- Dining Table Pillar
- Dining Table Base
- Dining Table and Chairs
- Arranging Table and Chairs

Section 8. Bed and Bedroom Modeling

- Bed Cloth Modeling
- Adding Objects in Bed Cloth Modeling
- Cloth Model for Pillows
- Importing the Bed
- Back Panel of Bed
- Back Panel of Bed Continue
- Cloth Bedsheet Modeling
- Importing Cloth Over Bedsheet
- Master Bedroom

Section 9. Kitchen Modeling

- Sink
- Crossection
- kitchen Box
- kitchen Down Box
- Sink Setup
- Drawers
- Understanding Proportion

Section 10. TV Panel and Other Tables Modeling

- TvTable Modeling
- TvTable Perspective View
- Led Tv Modeling
- Tv Panel Modeling
- Leaving Table Modeling
- Bedroom Table
- Table Lamp

Section 11. Texturing

- Floor Cloth Modeling
- Floor Texture Adding
- Wooden Floor Modeling
- Floor Mat Texturing
- Texturing the Bed Sheet
- Pillow Texturing
- Bedroom Panel Texturing
- Dining Table Texturing
- Adding Sofa Texture
- Change in Sofa Texture
- Table Lamp Texture
- Kitchen Texture
- Wall Painting
- Applying Wall Texture
- Adding Corner Texture



Frequently Asked Questions

Is it essential to learn AutoCAD before starting this 3D Architecture tutorial?

This course is about 3D Architectural Modelling and it is not essential to learn AutoCAD. There are students who work on 3DS MAX or AutoCAD or both. Having prior knowledge about AutoCAD is definitely an advantage to every learner who wants to start using this training. It is the students desire to just have a brief about AutoCAD or to learn it.

Will this 3D Architecture tutorial help me to grow my Career?

Yes. It is a career based training, aimed to teach different techniques of 3D Architecture and it will help you to create different projects using various techniques and tricks with 3DS Max and Maya. If you take up this 3D Architecture Tutorial you will not only learn the software but also obtain command over the various methods and process of 3D World which in turn will automatically open many career opportunities.



Customer Reviews

“

I am very appreciative for the access to this course. I like the fact that the instructor took the time for each section to be able to distinguish specifics within the design. There are a lot of intangibles that go into designing a diagram of a house and the instructor did a great job of not making it over whelming.

Mark Cain

”

I enjoy the training as the lectures are taught in a very interesting way. The information about 3DS Max is delivered in a concise and simple way. The examples given in the lectures explain what to use when in a project, it is very helpful to use them.

Jonas Dale



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For Queries please contact:

Email : info@educba.com



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