VRay ADVANCED INTERIORS

SYLLABUS

3DsMax and VRay – 30 DAY TRAINING 1-30 MAY

Are you ready to experience something VERY different, something VERY powerful that might substantially change your life as 3D Artist?

Would you like to grasp rapidly the magic of interior visualisation - to create images as “crazy” as that might be, but still look very realistic?

At this training you are about to experience the most intense and influential knowledge of interior visualisation process well known all over the WORLD.

If you are a beginner in 3Ds Max & VRay, this course will help you to reach professional level shortly and lead you to most rapid and significant 3D Realistic Rendering changes.

In case you have some experience in visualisation and would like just to improve your skills and systemize knowledge by increasing speed and quality of your work, this course will perfectly suit you.

If you use your own methods of work but you want to improve them, this course will give you the opportunity to review the basic notions of VRay lighting and efficiency in work.

You can get a complete idea of our studio working methods and further become financially free starting your own business - With knowledge comes responsibility!

If you are an architect or designer, who wants to visualise your own projects or improve your knowledge in 3D, this course is the fastest way to do it. If you want to avoid mistakes, get rid of your doubts, you need our professional training to satisfy all your needs.

The main purpose if course is to give you COMPLETE knowledge and Auxiliary MATERIALS for fast and successful interior visualisation.

Our aim is to lead you to get experience is fast and successful visualization of any interior. During this course you are learning both: theory and practice - I will give you scenario for any kind of work - You will see that it can be copied with ease.
Some background – How this training started?

"In July – August 2010 I've launched my first online training, with Weekly Webinars - and was amazed to discover how much progress can LIVE sessions do to "NEW to VRAY" user. The everyday communication was so much easier through the forum. Students were able to post their WIP and let me get to write them a feedbacks, with visual explanation on what to do next. THE END RESULTS WERE OUTSTANDING!

Few got to the front pages at EVERMOTION and other community forums/ websites - I was super exited :)

With our students we have made a huge progress! Through virtual dialogue and feedback we have reduced the distance to a minimum. Properly organised way of providing material encouraged the atmosphere of training avoiding it to be boring – All practice was made through 1:1 personal approach.
Any participant could ask question and receive a reply on the spot. Discussion went on in English, Russian and German languages.
The Content

1. System settings and rules of the scene for good work
   · Current software version
   · Tips on choosing the configuration of the computer
   · Setup Units & Units Scale
   · Important settings 3D MAX
   · Proper Import of DWG files
   · Use Proxy for complex objects
   · VRay scene converter in use
   · The location of the object in the scene
   · Rules for archival scenes

2. Effective modeling
   · Scaling and proportion rules
   · Principles of grouping objects
   · Effective and easy work with layers
   · Rules of modeling that serve effective work flow
   · Bans and most common Mistakes of modeling.
   · Key modifiers (Hot Keys) and their use
   · Modeling room in 10 minutes.
   · Required elements in interior design
   · 20 basic sizes and dimensions that you need to know and comply with
   · Rules for correct furniture modeling
   · Location of objects in the scene
   · Design elements
   · Library models description
   · Library of textures description
   · Ways for accelerating your work flow

3. Visualization
   · 3D Artists responsibilities
   · Standards of quality for the visualization of interior
   · Placement of decorative objects in the interior space
   · Placement of Environment/Background
   · UVW Mapping
   · Materials – all necessary information about it
   · Textures – all necessary information about it
   · Setting the Batch Render: step-by-step instructions
   · Rules for working with files, Preview and final image
4. Setting of the camera

- Detailed setup of VRay Physical Camera with all the important parameters
- General VRay Camera information
- Standard height of the camera
- Camera angle selection
- All about Color balance and its effective use
- The principle of ISO settings, linking to the interior
- Composite Production Camera

5. Light

- Usage of VRay light sources inside interior space
- Different areas of light sources
- Settings of all VRay light sources
- VRay Functions that responsible for the speed and quality of Render
- Ideal setting Rendering Setup
- Two different fundamental ways of Rendering with VRay
- How to optimize and speedup the render
- The principles of interior lighting
- Daylight Setup
- Step-by-step instructions for setting up daylight
- Mixed lighting Setup
- Step-by-step instructions for setting up mixed lighting
- Night and evening Setup
- Step-by-step instructions for setting up night lighting
- Coverage of the complex space
- The final work with the materials
- More efficient settings for scene optimization
- Pre-visualization (Preview Settings)
- The final visualization (Hi-Res Settings)

6. All the problems of Render and their solutions

- Methods for detecting and identifying bugs and errors
- Methods for isolating problematic objects / textures
- Using the curve scene.

7. Photoshop and post-processing

- Application usage
- The most important buttons and actions
- Brushes color effects
- Step-by-step example of how to use Photoshop
- Hot Keys
8. Composition

- Basic rules of balanced composition
- Methods of artistic integrity of the image
- Perspective and the volume in 3D scene
- Detailed breakdown of interior space (by area)
- Visual image stability
- Rhythm
- Light
- Brightness
- Contrast
- Sunlight
- Mixed lighting
- Coverage of the day / night
- Cameras
- How to balance camera angles
- Straight vs Curved angles
- Frames
- Cropping
- Frame ratio – Lens choices
- Special effects – Depth of Field
- The most important objects in interior
- Vegetation
- How to bring “LIFE” into the image
- Items relations – large and small.

This training includes not only theoretical knowledge – But the practical experience as well.
**Workshop №1** - If you don’t have your own projects or they do not satisfy you, it is possible to take advantage of our half made scenes.

Take any of given scene and work on it till you reach desired result using my feedback and your fantasy. You may refine the scene according to your taste.

I am always here to assist you with design, to answer on all your questions and to teach you easy lighting settings before you create the final scene - These scenes are made to do FAST lighting tests.

**Workshop №2**

The program designed to lead you all the way through – from modelling classic interior from scratch – to finalizing realistic looking 3D visualization. You can create 3D scenes from scratch and practice your modeling skills by using our DWG “Architectural Plans”.

30 DWG Architectural Plans
All this scenes can and should be used in your portfolio to show your clients.

Good portfolio attracts high quality clients!

**Bonuses** - These materials can speed up your development on the first stages of your business. Now specifically for participants of the training I give it absolutely free. As I said, it is important for me that you will get excellent results as soon as possible. Now you have to make sure it happened!

**Bonus #1**

Certified criticism to your works:
- You can receive a feedback on your work in progress and final image. Criticism based on design and visualization with concrete examples followed by suggestions to the perfect render.
- I will explain exactly how to make corrections and what to amend in the fastest way.

Within next 2 months you may continue to send me your new works and ask any questions you need – receiving my comments and fixing your work – is the proper way to create outstanding portfolio!

**Bonus #2**

WIP’s of all works of all participants of training. About 700 images – Learn from other students mistakes! You don’t need to test anything – you just use a pre-made samples.

**Bonus #3 - 3Ds Max VRay Models**
Bonus #4
PREMIUM DESIGN 3D Scenes

PREMIUM 3Ds Max VRay SCENES
**Bonus #5**

As a special bonus you will receive my ADVANCED POST WORK - Training:

Apply proper color correction and white balance techniques in less than 3 minutes.

Learn to work with VRay Passes (Render Elements) - to improve your image look.

Add Photorealistic aspects and lens distortion, to make your image look like a Real-Photo.

*All this and much more about Photoshop with Plugins for Arch. Viz. Artists.*

*In this training you will discover the easiest and fastest ways of adding photo-realistic aspects to your renders. Using plugins and software to create 3D Images that look like real photos. See the most common mistakes that users do and learn from them.*

*Get direct feedback to your work and improve it till you get realistic image. Make contacts and business connection inside out private FORUM.*

*Explore our personal working process – see exactly how we do it. And finally enjoy the BONUSES our personal Support all the way! Techniques and post production methods that you are going to discover here cannot be found on internet! These training materials are our personal development and we are ready to pass those secrets to YOU.*

*Topics that are going to be covered in this training:* What is realism and how to achieve it. VRay Passes combination – the unique method. Realistic aspects; Chromatic aberration, Vignette, Depth of field, Soft edges, Lens distortion – How to achieve it and what are the best
plugins for that task. 4 Recorded LIVE Wenimars – 8 hours of total VRay training – you the
most frequently asked questions – problem solving till the PHOTOREALISTIC RESULT!

We would like to draw your attention and inform you that:
Our visualization training system is most detailed and effective in the industry!

All scenes can be copied with ease.

YOU ARE GETTING A TREASURE MAP TO NAVIGATE YOUR LIFE TO SUCCESS AND
PROSPERITY.

Pricing

VRay ADVANCED Interiors – 497 USD
1. Detailed comments on every image.
2. One month support after downloading the materials.
4. Feedback – 24 hour support – You get feedback every day!
Live Feedback – once a week. Answers to all questions – Friday or Saturday –
total of 4 real-time Skype conference calls + Screen sharing.
5. Two bonus consulting sessions in case you've made a scene based on all previous
requirements.
6. All bonuses and scenes included!

Registration
1. You can see the general information about this Training here (on this page)
2. If you have any questions - send them to vrayart.support@gmail.com
3. Purchase the training under this link

LIMITED TO 20 USERS

BELIEVE IN YOURSELF AND YOU WILL MAKE IT BIG