

Lumion 3D Training

- Controlling the camera
- Lumion's hotkeys
- Using the Settings window
- Modeling for Lumion
- Additional models
- Importance of materials
- Solving common problems
- Exporting 3D models
- Using the COLLADA format
- Exporting animations
- Creating a Project in Lumion
- Creating a scene
- Using the nine presets
- Sculpting the terrain
- Creating and using a height map
- Configuring the Editor quality
- Using layers
- Importing 3D models
- Adding Lumion content
- Placing and reallocating 3D models
- Hotkeys
- Accurate placing
- Updating a 3D model with new geometry
- Replacing 3D models
- Common problems (troubleshooting)
- Locking a 3D model
- Applying and Creating Materials
- Available materials in Lumion
- Adding materials
- Special materials

- **Importing materials**
- **Tweaking imported materials**
- **The Glass special features**
- **Creating materials in Lumion**
- **Using the Standard material**
- **Creating bump maps**
- **Working with materials**
- **Organizing materials**
- **Saving materials**
- **Copying and pasting materials**
- **How to solve flickering**
- **Creating Your 3D World**
- **The 3D models available**
- **Placing content**
- **Working with multiple objects**
- **Controlling the models**
- **Selecting different objects**
- **Editing models' properties**
- **Tweaking the grass**
- **Scattering elements**
- **Lighting in Lumion**
- **The Lumion weather system**
- **Lumion lights**
- **Interior illumination**
- **Tweaking spotlights**
- **Improving lighting**
- **Best practices with spotlights**
- **Improving reflections**
- **Creating Realistic Visualizations**
- **Special effects—fire, smoke, and fog**
- **Applying and controlling the special effects**
- **The differences between the Photo and Movie modes**

- **Using the Sun Study for accurate lighting**
- **Tweaking shadows**
- **Creating realistic reflections**
- **Improving realism with camera effects**
- **Rendering still images**
- **Non-photorealistic Visualizations with Lumion**
- **Non-photorealistic Render**
- **Using NPR visualizations**
- **Creating NPR using Lumion**
- **Artistic effects—what is available**
- **Controlling Lumion's effects**
- **Exploring artistic effects**
- **Creating conceptual visualizations**
- **The Painting and Watercolor effects**
- **The Sketch effect**
- **Creating technical illustrations with the Manga and Cartoon effects**
- **Correcting perspectives in Lumion**
- **The Sharpness effect**
- **Animation Techniques**
- **Lumion animation—a quick overview**
- **Planning your movie**
- **Working with cameras**
- **Creating a camera path**
- **Composition and how to use it**
- **Editing clips**
- **Changing the length of clips**
- **Camera-filming techniques**
- **Deleting and controlling multiple clips**
- **Animating effects and layers**
- **Using layers to control objects**
- **Advanced Features**
- **Detailed Import and Output Formats**

- **Model Library**
- **High Quality Animated Characters**
- **3D Sound Effects**
- **Material Library**
- **Environment & Weather**
- **Scene Editor**
- **20 Scene Layers**
- **Movie Editor**
- **Animation**
- **Movie Effects**
- **Special Effects**

Lumion is 3D rendering software made especially for architects. Lumion is the **fastest way to render high quality still pictures and videos**, and it makes it so easy to import our 3D models from any 3D modeling software, such as SketchUp, AutoCAD, Revit and 3ds Max, and create a scene in minutes.

NOTE

Duration of training is lump sum 45 hours but it's up to learner, so it doesn't matter how much time you will take to complete the training. If your grasping level is good then it will be completed in 30 hours only. We charged fee for course not for days/hours/months.

Please call/whatsapp/e mail us for further queries.

Duration	: 45 Hours
Training Mode	: Online or Classroom
Daily Hours	: 1-2 Hour
Fee	: INR 10000.00, USD 150.00



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