

LVV CE Autodesk

LVV 8090 Autocad: Create/Present 3D Models (1-1) 1.5 crs.

Covers the creation of 3D models to help visualize and present designs. Includes visual styles, model walk-throughs, materials, lighting, and electronic distribution. Students will need some experience using AutoCAD software prior to enrollment.

LVV 8091 Introduction to 3D Modeling (0.5-1) 1 cr.

Teaches students how to operate powerful 3D Modeling applications to develop and print a design. Introduces industry-leading software applications and interface and modeling toolsets. Helps build a foundation for working within a 3D Modeling application.

LVV 8092 Introduction to 3D Printing/Scanning (0.5-1) 1 cr.

Explains how 3D Printing is considered to be the next life changing technology. Explores the concepts, tools, and methods used in 3D Printing and Scanning. Describes the processes, filaments, and materials used to produce a 3D Printed prototype. Recommended Preparation: AutoCAD Creating and Presenting 3D Models, Introduction to 3D Modeling or equivalent knowledge.

LVV 8311 3DS Max Essentials (1.5-1) 2 crs.

Covers the essentials of 3D design using Autodesk 3DS Max. Includes modeling, animation, materials, lighting, and rendering. Teaches skills and techniques that can be applied in a production environment, television, video game development or movie animation. Requires familiarity with Windows and experience with 3D art and design.

LVV 8312 3DS Max for Design Visualization (1.5-1) 2 crs.

Provides a fundamental understanding of using 3DS Max to create 3D environments for conceptual exploration, design validation, and visual communication. Includes hands-on exercises to demonstrate the modeling process. Teaches techniques that can be applied to mainstream drafting industries.

LVV 8314 3DS Max MAXScript Essentials (1.5-1) 2 crs.

Teaches you techniques for automating tasks in 3DS Max using MAXScript language. Demonstrates interacting with a 3DS Max scene and using scripts to automatically control actions. Encompasses almost all of the 3DS Max features.

Prerequisite: LVV 8311 with an outcome of satisfactory (S) or consent of instructor or program coordinator.

LVV 8330 3DS Max Advance Modeling and Mapping (1.5-0.5) 1.5 crs.

Focuses on creating both low-poly (in-game) and high poly models with particular attention paid to the normal mapping process. Includes use of the projection system in 3DS Max, tips on achieving the best results from your normal maps, how to edit normal maps using Photoshop, and using normal maps for both real time and pre-rendered projects.

LVV 8411 AutoCAD 2009 Essentials (1.5-1) 2 crs.

Covers the creation of basic 2D drawings using drawing and editing tools, organization of drawing objects on layers, addition of text and basic dimensions, preparations for plotting, and more sophisticated techniques for drawing setup and productivity.

LVV 8412 AutoCAD 2009 Intermediate (1.5-1) 2 crs.

Builds on the basic concepts of the AutoCAD 2009 Essentials course. Improves productivity when creating, annotating, and printing drawings with AutoCAD. Discusses boundaries, regions, templates dimensioning, annotation, blocks, layouts, views, sheet sets, tables, and an introduction to 3D models.

Prerequisite: LVV 8511 with an outcome of satisfactory (S) or consent of instructor or program coordinator.

LVV 8720 Revit Architecture Essentials (1.5-0.5) 1.5 crs.

Teaches building information modeling and the tools for parametric building design and documentation. Includes fundamental features of Revit Architecture, schematic design and construction documentation, and design visualization.

LVV 8721 Revit Architecture Intermediate (1-0.5) 1 cr.

Builds on concepts introduced in Revit Architecture Essentials. Covers advanced techniques for creating complex designs and professional-looking renderings, conceptual designs, creating and customizing objects, and team collaboration tools. Recommended preparation: LVV 8720 or equivalent experience.

LVV 8722 Revit Architecture Advanced (1-0.5) 1 cr.

Explores advanced features of Revit Architecture that streamline the design process with a central 3-D model. Includes Conceptual Design (massing studies, space planning, visualization and rendering) and BIM Management (setting up Revit and creating custom families. Recommended preparation: LVV 8721 or equivalent experience.

LVV 8723 Autodesk Revit Mep Fundamentals (1.5-0.5) 1.5 crs.

Teaches the concepts and principles of creating 3D parametric models of MEP systems from engineering design through construction documentation. Includes the user interface and HVAC basics, electrical, and piping/plumbing components of the Revit MEP software engineering modeling tool. Discusses how to create, document, and print the parametric model. Recommended Preparation: LVV8411 or knowledge of Computer Aided Design. Some knowledge in MEP engineering experience beneficial but not required.