**Architectural modeling in 3Dsmax  
for Beginners (course outline)**

**Section 1: Introduction & basics**

Lecture 1: Introduction

Lecture 2: Interface

Lecture 3: View ports

Lecture 4: View ports navigation

**Section 2: 2D plan configuration basics**

Lecture 5: Importing CAD 2D file in 3DsMAX

Lecture 6: Importing 2D image plan file in 3DsMAX

Lecture 7: Enabling Direct-X

Lecture 8: Plain dimensions for image plan

**Section 3: Start creating 3D walls**

Lecture 9: 3D wall through 2D line

Lecture 10: Plain position

Lecture 11: First 3D wall on plan

Lecture 12: Complete wall outline -1

Lecture 13: Complete wall outline-2

Lecture 14: Complete wall outline-3

Lecture 15: Curved wall

Lecture 16: Resizing image plain

Lecture 17: Unit setup (very important)

Lecture 18: Importing CAD plan

Lecture 19: Layers manager

Lecture 20: Measuring tape

Lecture 21: Defining Walls

Lecture 22: Walls justification

Lecture 23: Overview

**Section 4: Doors & Windows**

Lecture 24: Defining doors

Lecture 25: Door parameters

Lecture 26: Sliding & BiFold doors

Lecture 27: Awning window

Lecture 28: Casement, Fixed, Pivoted, Projected & Sliding windows

Lecture 29: Attaching walls

Section 5: Stairs

Lecture 30: L-Type Stairs

Lecture 31: Spiral Stairs

Lecture 32: Straight Stairs

Lecture 33: U-Type Stairs

**Section 6: Railing**

Lecture 34: Side Railing for stairs

Lecture 35: Applying side railing

Lecture 36: Applying doors in structure

Lecture 37: Creating space for windows

**Section 7: Roof & 1st floor**

Lecture 38:Defining roof

Lecture 39:Creating space for staircase

Lecture 40:Creating 1st floor

Lecture 41:How to take a quick render

Lecture 42:Detaching elevation plan

Lecture 43:Modifying the roof

Lecture 44:Defining path for railing on roof

Lecture 45:Applying railing on roof

**Section 8:Materials & Lights basics**

Lecture 46:Starting to learn about materials& lights

Lecture 47:Teapot

Lecture 48:How to apply first omni light

Lecture 49:How to apply basic material

Lecture 50:Architectural materials set

Lecture 51:Omni light settings

Lecture 52:Applying image on 3D model

Lecture 53:Applying Sky light

Lecture 54:Applying omni light with sky light

Lecture 55:Applying skylight on structure

Lecture 56:Applying materials on walls

**Section 9: Some other essentials**

Lecture 57:Creating a corner window

Lecture 58:Applying material on corner window

Lecture 59:Converting structure in to one group

Lecture 60:Creating platform for structure

Lecture 61:Creating slop

Lecture 62:Applying materials of platform and slop

Lecture 63:Creating road

Lecture 64:

Foliage (plants & trees)

Lecture 65:Downloading and importing 3D models

Lecture 66:Applying Sky in background

Lecture 67:Applying Sky in Photoshop

**Section 10:Camera animation & rendering**

Lecture 68:Applying camera

Lecture 69:Animating the camera

Lecture 70:Rendering the camera animation

Lecture 71:Saving the image sequence

**Section 11:Other standard lights**

Lecture 72:All other standard lights

**Section 12: Interior rendering**

Lecture 73:Interior plan rendering

Lecture 74:Applying slice modifier for interior renders

**Section 13:Ending**

Lecture 75:Ending the course