CURRICULUM - Corona Rendering for 3dsmax - 2021

INSTRUCTOR : ALYA BDAIRY

Chapter #	Title	covered topics	Exercises	Potential number of sessions	
1	Hello Corona	-General introduction on what's coming in the course -General understanding on how to follow this course -Offering some useful resourses such as software programs or websites	**I'm Corona but I'm not contagious** Corona Renderer introduction and an overview on some websites that will help you during and after the course by becoming the ground base to your work	2	1-**Hello Corona:** general introduction for corona rendering that will be due in the next sessions 2-**Offering Resourses:** that include high quality images and textures, models from top brands, environment images and many more...
2	Download and Enjoy!	-Introducing corona renderer -Websites where you can download corona renderer -Installation procedure -Setting up your first corona scene	**1-Corona Renderer - An overview :** Introducing corona renderer and listing the potential involved in using this render engine **2-Installation technique:** After downloading corona renderer you might wonder how to install it. Here you can find your answer! **3- Enjoy you first corona scene:** Setting up your corona scene after installing the render engine and now it's time to enjoy the new features!	3	1-**I'm corona and here's what I can do:** This engine has so many pros that will be mentioned thoroughly 2- **Download and enjoy:** Listing websites to download from + installation technique 3- **Our first corona scene:** Introducing the new features that come after installing the render engine and a quick overview on what's coming next
3	Let's start basic	-Analysing the workflow through this course -Interface for corona renderer -corona toolbar -corona converter -Render setup	**Your renderer, your settings!** Starting with introducing the workflow in this course and ending with going through the Render Setup with corona assigned, a bunch of cool features will be mentioned individually	2	1-**Corona Render Interface:** toolbars, corona converter features and many more 2-**Dealing with Render Setup:** Adjusting settings for corona to get expert results
4	All about Corona Camera	-general introduction -photographic parameters -Editable splines -tilting and shifting -tone mapping -perspective	**1-Introducing the basics of corona camera:** General understanding of the basics of corona camera and its main features **2-Going pro with corona camera:** This exersice comes with a bonus showing tips and tricks on how to master photographic camera placement and settings **3-Camera for Interior Scene:** Camera wise this exersice shows the camera placement in an interior render	3	1- **Basic Corona camera:** overview on the main features of the corona camera 2-**Advanced Corona camera:** showing professional settings that make any scene look more photographic and eye-catchy 3-**Camera for Interior Scene:** Placement of corona camera in an indoor setting
5	Light up your scene!	-General illumination -Corona Sun -Corona lights -HDRI -Lighting in different scenes -Materials and Light -Render Lights	**1-Illumination:** Direct and Indirect and how it affects the scene **2-Using Materials as a source of Illumination:** Indirect illumination is also possible using basic materials which will be explained thoroughly **3-Corona Lights and Sun:** How to places corona lights and sun+going through advanced settings **4-Environment & HDRI:** Learning how to deal with hdri + listing some hdri sources **5-Interior & Exterior scene lights:** Going pro with mastering light placement for both interior and exterior scenes	6	1-**Direct & Indirect Illumination:** A detailed overview+bonus tips before lighting a scene 2-**Indirect Illumination using materials:** Basic objects and using them as an indirect light source 3-**Corona Lights:** Placement and Corona light settings+the wonders of ies lights 4-**Corona Sun and HDRI:** Placement & adjustment of corona sun+go pro with HDRI 5-**Lights for Interior Scenes :** Placement & settings for indoor scenes 6-**Product Render Light**
6	Corona Frame Buffer	-Tone mapping -LUT -bloom and glare -noise -comparison -History tab - VFB	**1-Overview on post and Stats tab:** adjusting tone mapping, VFB and many more **2-History tab:** how to compare your renders for best results **3-Render & frame buffer elements:** adding presets to use later on in post-production	5	1-**How post tab works:** learning about tone mapping, luts, noise, and many more 2-**Stats tab:** how to use VFB 3-**Let's compare renders:** It makes it a lot easier to modify when comparing renders side by side in history 4-**Adding render elements & frame buffer icons:** Essential steps to add more realism in post-production phase+learning about frame buffer buttons **(2 sessions)**
7	Let's create textures	-creating materials -material slots -diffuse/reflection/bump/displacement -uvw mapping -unwrapping -Composite maps -Bercon noise -Clouds	**1-Creating basic textures:** Master creating materials with different properties **2-Tiling, UVW mapping and Unwrapping** Adjusting materials to xyz coordinates, scaling, rotating and many more **3-Applying generic maps** Learning about Corona AO, composite maps, bercon noise and gradient maps **4-Applying Volume textures** Learning about volume materials and creating clouds **5-Be an expert with materials:** create scatter materials and learn about opacity channel, translucency, corona light and layered materials	4	1-**Let's create textures:** go pro with creating photorealistic materials **(2 sessions)** 2-**Material Modifiers:** UVW mapping, Unwrapping, creating materials for unwrap 3- **Corona AO:** Ambient Occlusion
8	Bonus Challenge!	-Trees, forest packs and proxy	**1-Advance in Corona Proxy & trees:** **2- All the tips that no one told you about**	2	1-**Trees and Corona proxy + Tips and tricks special episode**
9	Your first Realistic Corona scene!	-Reviewing & mastering previous work	**1-Product Render** **2-Retouching** practicing the previous exersice in an indoor scene **3-Finalize your interior scene:** Learning about composite maps and many others	6	1-**Advanced materials: (3 sessions)** 2-**Pro Materials:** In addition to many lighting adjustments 3-**Compact Material Editor** 4-**Post-production of your interior scene**
				33	