JUNIOR 3D ARTIST COURSE INFO

Your Guide to becoming an archviz pro

brick | academy

WELCOME

In this document we collected everything you need and need to know about learning at Brick Academy's Junior 3D Artist Course.

It may be quite lengthy, but we promise, although it just an overview, this PDF covers everything, from the details of the study plan to the exams and starting your career as an architectural visualization professional.

Terms and conditions are detailed in your training contract that you will receive, if you book a seat.

OUR NEXT COURSE

SPRING SEMESTER

22 May - 21 June

LOCATION

Brick Visual Office's Academy Classroom
Budapest, Hungary, Perc street 8.

COURSE PRICE

2,550 €

This month-long course at Brick Academy may be your first step in architectural visualization, or you may already have some experience, either way, you are on your path to become a 3D artist and we guarantee you won't get bored.

This chapter of the course info will guide you through the program course, your whole month dedicated to architectural visualization and learning.

PROGRAM

WHAT YOU WILL LEARN
DURING THE COURSE

You will have workshops and mentor days. What are those?

Workshop days are basically for listening, learning and going through tutorials together. You will have presentations and demonstrations that you will try in practice at the mentor days.

Mentor days: at Brick Academy, you will always have someone to ask for advice. Unlike in any other 3D courses, here four mentors will help a maximum of 12 people in a group to acquire knowledge and necessary skills. On the mentor days, you will practice what you heard before with the constant guidance and assistance of our mentors.

WORKSHOP | DAY 01
INTRODUCTION

- An introduction to archviz

- The fundamentals of 3Ds Max in archviz

- Tips and tricks for imported models, layouts and more (ways of importing models from other 3D software)

- General modeling and modifiers, spline and polygonal modeling - A brief insight into architectural modelling techniques used in archviz

WORKSHOP | DAY 02
COMPOSITION, LIGHTS & REFERENCES

- The art of good composition and its importance - showcasing best-practice examples based on their roots in cinematography and fine art/ based on their cinematographic and fine-art inspiration.

- How to find and pick the best references - an essential to archviz image creation.

- Instruction to V-Ray and physical camera settings and terminology and their relation to each other.

- Light setups - How to light a scene using V-Ray Sun and V-Ray Sky and HDRi. This lesson gives you an insight to the different kinds of lighting, as global, local lights and atmospheric effects.

MENTORING | DAY 03-04
MENTOR ASSISTED SESSIONS

Following the first workshop days, you will have two days of mentor assisted sessions to practice what you have learnt focusing especially on composition and lighting.

At the end of the first mentor days, you'll be already able to create clay renders.

As the closing of the first chapter, you will prepare 4 clay renders to continue the course.

Please note: our mentors will constantly assist you, so please don't hesitate to ask them, they are there to help your professional development.

WORKSHOP | DAY 05
SHADING, SETTINGS & RENDER ELEMENTS

- Simple and expressive shading techniques with V-Ray Standard Material

- Basic architectural shaders - you will learn to create the basic architectural materials, using V-Ray Standard Material

- V-Ray render settings - get to know and try the interface of the V-Ray engine.

- A guide to render elements. Our mentors will give you a comprehensive guide to set the render engine and the render elements.

WORKSHOP | DAY 06
HOW TO DRAFT

- Fundamentals of Adobe Photoshop - Structuring a Photoshop file, using render elements and masks.

- How to create drafts - an introduction to design an archviz draft for a fictive project using your already acquired knowledge, searching for references, setting cameras, lights and materials.
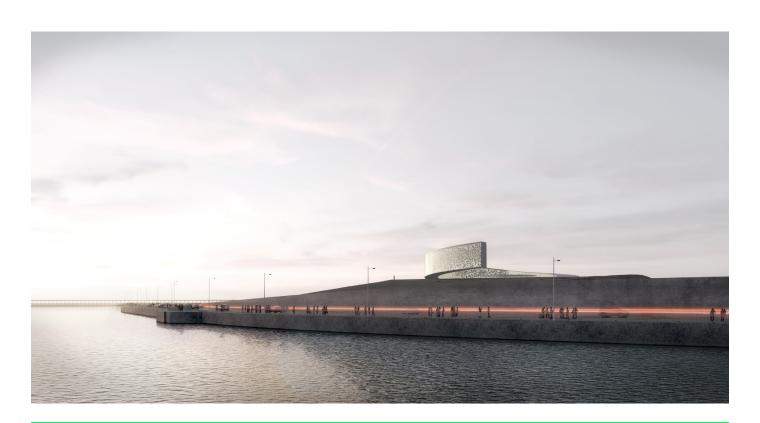
MENTORING | DAY 07-09
MASTERING DRAFTS

Using the top 2-3 of clay renders that you have created before, you will practice the skills, you have been taught in the last workshop sessions, concentrating on drafts.

As they are key elements in creating archviz images and have a prominent role in the workflows of Brick Visual, mastering drafting is an essential in your skillset as a 3D artist.

Remember, our mentors will be always ready to give you valuable feedback.

WORKSHOP | DAY 10
CREATING COMPLEX SHADINGS, TEXTURES & MATERIALS

- Shading 02 - a guide to advanced and more complex shading, AKA: multi-level shading

- Get to know textures and create them

- Insight on optimizing materials - how more complex materials are structured and how to use and optimize them

WORKSHOP | DAY 11
ADDING IMPRESSIVE ENVIRONMENTS & OBJECTS

- Environments - what are they and how you can create them.

- Modelling landscapes

- You will learn how to create realistic and beautiful vegetation using forest packs.

- An introduction to Railclone, a highly useful plugin to 3DsMax that lets you create objects, manipulating previously created models.

- To usefully utilize render engines we will guide you through workflows to optimize your scenes.

- Creation of V-Ray Proxy

MENTORING | DAY 12-13
MATERIALS & ENVIRONMENTS

As before, you will practice what you have heard before and continue your projects with the help of your mentors.

Based on your previous workshop session creating materials, details and preparing scenes will be your main tasks to master.

WORKSHOP | DAY 14
CHARACTERS & POST-PRODUCTION

- You will be using Brick Visual's lights and greenbox to create original characters that will give life to your images.

- How to place characters - some rules that will help you to position your characters.

- Finalise the image with post-production creation tools with following a reference, using colour and contrast adjustments, placing matte elements, and apply photo filters

MENTORING | DAY 15-20
POLISHING YOUR PORTFOLIO

Until the last Mentor Days, you have heard everything that you need to know to start creating industry-standard images on your own and to put together a powerful, professional portfolio of 3-4 polished archviz projects.

In this 5 days, your only task will be to practice, practice and practice, while deepening the knowledge under the conscious assistant of our mentors.

This is your time to really create effectively, without any limitation and with unlimited help.

STEPS

TO BE A JUNIOR 3D ARTIST
AT BRICK VISUAL

START

1. BOOK A SEAT

with a simple registration you can reserve a seat at our Junior 3D Artist course. The registration form will require your portfolio.

Please don't get discouraged, we don't need a well-polished portfolio, anything will do that shows us, you have a strong interest in visual arts. It can be drawings, photographs, anything visual in any digital format.

As our courses are first come first served, we won't decide based on your portfolio, but we will use it to fine tune your personalized education at Brick Academy.

2. SECURE YOUR SEAT

after the registration you will be sent a payment request and a Training Contract. Take your time to read it, you have 3 working days after receiving the documents to decide. Send back the scanned Training Contract signed, online and transfer the tuition fee to our bank account in 3 days after receiving the documents.

3. SEAT SECURED

Your seat now is secured and you are officially a Brick Academist

Note: Brick Visual has the right to delete a course, if less than 7 students register. Naturally, you will get your tuition fee back and a 10% discount from our next course.

4. BE PRESENT

Participate at least 80% of the courses. In order to get the Brick Visual and the VRay certificate, you should be able to invest your work and time and be present. The whole Junior 3D Artist course is 160 hours, so you need to appear at least 128 hours to be eligible for the certificates.

The certificates, your expertise and your portfolio of 4-6 professional images will definitely boost your career in architectural visualization.

If you don't want to join our team, it's time to say farewell and celebrate your succes together and have a drink together.

THANK YOU VERY MUCH FOR LEARNING WITH US!

PLEASE KEEP READING IF YOU WANT TO JOIN BRICK VISUAL

5. TAKE THE EXAMS

After the course, if you'd like to work with us, you have to take the final exams. You will demonstrate your skills you have learnt during the course, in three exercises.

6. HIRED BY US?

Based on your exam and portfolio, *Brick Visual may offer you a full time, salaried position* in our Budapest or in the Cluj Napoca offices.

Note: Brick Visual has the right to not offer a position even if you chose to participate in the exams.

7. WILL YOU JOIN?

If you *passed the exams and you accept our offer,* further trainings may await you to boost your professional development. You will be part of a great and inspiring team, creating architectural visualizations for remarkable architect studios.

NAILED IT

The sky 's the limit, you have became an Archviz Wizard.

Welcome aboard at Brick Visual!

FAQ

EVERYTHING YOU NEED
TO KNOW

Is there an online version of the course? Can I share the content of the course?

No, and we are kindly asking you not to share your learning materials and example files, given by Brick Visual.

Should I travel to Budapest, Hungary to enroll in the course?

Yes, part of your final exam will be based on your presence, in return, you will be offered constant help from our mentors.

Please consider if you can spend at least 4 weeks in Hungary, as this is a full-time course. We will give you advice on finding accommodation.

If you are outside of the EU, you will need a VISA and you should be eligible to travel to Hungary. (We can help you to provide information regarding Visa, but all academists must organize their trip and paperwork themselves.)

What is the cost of living in Budapest?

Depending on you preferences and needs a month of comfortable living in Hungary is somewhere between 700 and 1000 Euros with accommodation, food and travel.

Find the best options on Airbnb. The office is in the 3rd district. Search nearby!

Should I have to have prior art/ architectural or 3D studies?

No, not at all, you should only have a strong interest in visual arts. But you will need:

- Basic 3Ds Max Skills (If you have archviz experience, but you need a boost, you won't be bored either)

- Good eyes for visual creations

- You must be over 18 years old

- Some examples of your work - any kind of visual materials from photography, drawings, videos, etc.. (It won't be a deal-breaker in your enrollment, it only helps us to develop your personalized learning).

Can I share my work in progress and final images, created at Brick Academy's courses?

Definitely yes! Please proudly share your work and portfolio, you have earnt them. If you can, please tag or indicate that the images were the outcome of the Brick Academy course.

What If I can't make it to the course?

You will get a full refund, if you cancel your booking 60 days PRIOR to the start of the course, 75%, if 60-30 days PRIOR the course, 50% if 30-10 days. Please note, we can't refund you if you cancel your booking less than 10 days prior the start.

In case of vis maior incidents, such as accidents or illness, visa issues, please contact us!

If you wish to cancel, please write to: academy@brickvisual.com

Does my course can get cancelled or postponed?

Yes, Brick Visual has the right to cancel or postpone the course 5 working days prior to the start of the course. In this case, we will inform you and you will have a full refund and a 10% discount from the next course.

Am I guaranteed to be offered a position by Brick Visual after finishing my exams?

No, please note, that successfully doing your exams doesn't mean to automatically get hired by Brick Visual.

If you need any help our have questions, please contact us, we are happy to help.

Write an e-mail to Hajni, our coordinator at academy@brickvisual.com

Book your seat and start your archviz education at Brick Academy!

10. April 2019

Hope to see you soon,
The Brick Academy Team