







<div style="text-align: center;"> One Step In Changing Education Chain... RED & WHITE GROUP OF INSTITUTE </div>										FACULTY NAME																			
										STARTING DATE		D	D	-	M	M	-	Y	Y	GRID									
										ENDING DATE		D	D	-	M	M	-	Y	Y	B. TIME		H	H	:	M	M			
STUDENT NAME										GOOGLE CLASSROOM CODE																			
AUTOCAD (CIVIL – 2D)															TOTAL DAYS: ____ /30														
LEC.	TOPIC	DATE	P/A	DAY	FEEDBACK	STU. SIGN	FACULTY SIGN																						
1	INTRODUCTION of AutoCAD, Ribbon & Toolbar - BASIC DIMENSION, UNIT SETUP, LIMIT SETUP (ZOOM ALL) GRID, UCS, SELECTION - LINE TOOL & DIRECTION {GRIDMODE(F7), ORTHO MODE(F8)} - OBJECT SNAP TRACKING(F11), OBJECT SNAP (F3)				<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>	A	B	C	D																				
				A		B																							
C	D																												
1/2																													
P1	PRACTICE WITH BASIC PLAN 				____/10																								
					<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>	A	B	C	D																				
				A		B																							
C	D																												
1/2																													
2	DRAW TOOLS 1 POLYLINE :- ARC, HALF WIDTH, LENGTH, UNDO, WIDTH CIRCLE :- CENTER RADIUS, CENTER DIAMETER, 2 POINT, 3 POINT, (TAN, TAN, RADIUS), (TAN, TAN, TAN) ARC :- 3 POINT, (START, CENTER, END), (START, CENTER, ANGLE), (START, ENTER, LENGTH), (START, END, DIRECTION), (START, AND, RADIUS), (CENTER, START, END), (CENTER, ATANG, ANGLE), (CENTER, START, LENGTH)				<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>	A	B	C	D																				
A	B																												
C	D																												
3	RECTANGLE :- CHAMFER, FILLET, THICKNESS, WIDTH, AREA, DIMENSION, ROTATION POLYGON :- INSCRIBED IN CIRCLE, CIRCUMSCRIBED ABOUT CIRCLE ELLIPSE :- CENTER, AXIS AND, ELLIPTICAL ARC				<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>	A	B	C	D																				
				A		B																							
C	D																												
1/2																													
4	DRAW TOOLS 2 SPLINE :- SPLINE FIT, SPLINE CV CONSTRUCTION LINE :- HORIZONTAL, VERTICAL, ANGLE, OFFSET RAY LINE, DIVIDE, MEASURE, MULTIPLE POINTS, POLAR TRACKING(F10) MODIFY TOOLS 1 -MOVE, ROTATE, COPY, MIRROR, STRETCH, SCALE, SELECTION CYCLING				<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>	A	B	C	D																				
				A		B																							
C	D																												
1																													
5	MODIFY TOOLS 2 -TRIM, EXTENDED, FILLET, CHAMFER, BLEND CURVES -ERASE, EXPLODE, JOIN, OFFSET, BREAK, BREAK AT POINT ARRAY - RECTANGULAR ARRAY - COLUMN - POLAR ARRAY - DINING TABLE - PATH ARRAY - PLOT BOUNDARY SNAP MODE(F9)				<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>	A	B	C	D																				
				A		B																							
C	D																												
1																													
P2	DOOR ELEVATION 5 				____/10																								
P3	DRAFTING OF PLAN -1BHK -2BHK -BUNGALOW				____/10																								
				2																									
8	DOOR - WINDOW - VENTILATION - BASIC DIMENSION				<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>	A	B	C	D																				
				A		B																							
C	D																												
1/2																													
P4	APPLY P3 DOOR, WINDOW & VENTILATION				____/10																								
9	LAYERS - NEW LAYER, DELETE LAYER, CURRENT LAYER. - ON/OFF LAYER, ISOLATE LAYER, FREEZE LAYER, - LOCK LAYER, MAKE CURRENT, DELETE LAYER, PURGE(PU), LINEWEIGHT EXC.TRANSFER ALL WALL, DOOR, WINDOW INTO PERTICULER LAYER				<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>	A	B	C	D																				
				A		B																							
C	D																												
1																													

IN FEEDBACK (A = 100% | B = 80% | C = 60% | D = 30%)

	EXC. ANTHROPROMATRY DRAWING				___/10						
10	FURNITURE* - BASIC DIMENSION    - SOFA, BED, CHAIR, DINING TABLE, FAN, AC, ETC.....			1	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
11	BLOCK -CREATE BLOCK, BLOCK EDITOR, DESIGN CENTER(DC), ONLINE BLOCK LIBRARY DOWNLOAD			1	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
P5	APPLY P4 WITH PROPER SCALE			1	___/10						
12	ANNOTATE -TEXT(STYLE,JUSTIFICATION)(SINGLE LINE,MULTILINE) DIMENSION -STYLES, ALL TYPE OD DIMENSION, CONTINUE, BASELINE DIMENSION)			1/2	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
P6	APPLY P5 TEXT & DIMENSION			1/2	___/10						
13	HATCH - SOLID, GRADIENT, PATTERN - (COLOR, TRANSPARENCY, ANGLE, SCALE) - PICK POINT, SELECT, SET ORIGIN. -TRANSPARENCY DISPLAY DRAW ORDER - SEND TO BACK & SEND TO FRONT - MATCH PROPERTIES			1	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
P7	APPLY P6 SUPER COLOR COMBINATION			1	___/10						
14	STAIRCASE * - RISER, TREAD & LANDING  - U-SHAPED STAIR, SPIRAL STAIR			1	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
P8	DRAFTING OF GIVEN STAIRCASE -L-SHAPED, , C-SHAPED, T-SHAPED - STRAIGHT STAIRS			2	___/10						
15	TABLE -STYLES(DOOR,WINDOW SCHEDULE) -ALIGNMENT, INSERT,DELETE RAW OR COLUMN, MERGED CELLS			1	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
16	ELEVATION * - REFERENCE OF PLAN -USE OF CONSTRUCTION LINE			1	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
P9	DRAFTING OF ELEVATION			2	___/10						
	TEST (SOFTWARE MCQ)				___/50						

17	<div><div>ELEVATION DESIGN *</div><div><div>-PARKING</div><div>-LIFT</div><div>-STAIR</div><div>-PERAPET WALL</div><div>-CABIN STAIRS</div></div></div>			1	<div><div>A</div><div>B</div><div>C</div><div>D</div></div>		
P10	2BHK AND BUNGALOW PROJECT ELEVATION DESIGN			2	___ /10		
18	<div><div>SECTION *</div><div><div>- REFERENCE OF PLAN</div><div>- USE OF CONSTRUCTION LINE</div></div></div>			1	<div><div>A</div><div>B</div><div>C</div><div>D</div></div>		
P11	DRAFTING OF GIVEN SECTION			1	___ /10		
19	<div><div>PRINT & PLOT</div><div>PAGE SETUP, PRINTER/PLOTTER, PAPER SIZE, PLOT AREA, PLOT SCALE, ETC...</div></div>			1/2	<div><div>A</div><div>B</div><div>C</div><div>D</div></div>		
P12	SUBMISSION OF ALL SHEET WITH FORMAT – PDF			1/2	___ /10		
P13	<div><div>MASTER STUDIO PROJECT</div><div><div>-PLOT AREA SIZE()()WITH ALL DIMENSION)</div><div>A3 SIZE PRINT SUBMIT WITH FORMATE</div></div></div>			2	___ /50		

NOTE:

- FEEDBACK WILL BE GIVEN BY STUDENTS
- MARKS OUT OF 10 WILL BE GIVEN BY TUTOR

IN FEEDBACK (A = 100% | B = 80% | C = 60% | D = 30%)

<div> <div>One Step In Changing Education Chain...</div> <div> <div>RED & WHITE</div> <div>GROUP OF INSTITUTE</div> </div> </div>										FACULTY NAME																				
										STARTING DATE				D	D	-	M	M	-	Y	Y	GRID								
										ENDING DATE				D	D	-	M	M	-	Y	Y	B. TIME		H	H	:	M	M		
STUDENT NAME																	GOOGLE CLASSROOM CODE													
SKETCH UP																		TOTAL DAYS: ____ / 30												
LEC.	TOPIC										DATE	P/A	DAY	FEEDBACK		STU. SIGN		FACULTY SIGN												
1	INTRODUCTION TO SKETCH UP - TEMPLATE INFORMATION - FILE(NEW, OPEN, SAVE, SAVE AS, IMPORT, EXPORT) - UNIT (WINDOW - MODEL INFO - UNITS) - EDIT(CUT, COPY, PASTE) - TOOLBARS (RESET), VIEWS, TOOLS ETC...													<div>A</div> <div>B</div>																
													1/2	<div>C</div> <div>D</div>																
2	DRAW TOOL - SELECT, ERASE - LINE TOOL & DIRECTION, FREEHAND - RECTANGLE, ROTATED RECTANGLE, CIRCLE, POLYGON TYPE OF ARC, (ENTITY INFO)													<div>A</div> <div>B</div>																
													1/2	<div>C</div> <div>D</div>																
3	EDIT TOOL - MOVE, COPY, ARRAY, ROTATE (OBJECT BOX) - PULL (PLANE SURFACE) - FOLLOW ME (BED DESIGN), OFFSET(WALL) - SCALE EX. (FURNITURE (SOFA))													<div>A</div> <div>B</div>																
													1/2	<div>C</div> <div>D</div>																
4	MAKE GROUP, COMPONENT * CAMERA TOOLS - SHORTCUTS ADD (WINDOW- PREFERENCES) - ORBIT, PAN, ZOOM, ZOOM WINDOW- EXTENT, PREVIOUS - TO RIGHT CLICK ON OBJECT - A HIDE, UNHIDE FROM EDIT													<div>A</div> <div>B</div>																
													1/2	<div>C</div> <div>D</div>																
5	DIMENSION TOOLS - MEASURE TAP (ELEVATION DESIGN) - DIMENSION (LINE MEASURE) PROTECTOR - 3D TEXT (RNW)(AXES)													<div>A</div> <div>B</div>																
													1	<div>C</div> <div>D</div>																
6	LAYER (WALL, WINDOW, DOOR, VENTILATION) - NEW LAYER, DELET LAYER, ON/OFF LAYER MODEL INFO - PURGE(STATICTS)													<div>A</div> <div>B</div>																
													1	<div>C</div> <div>D</div>																
7	SOLID TOOL - OUTER SHELL, INTERSECT, UNI ON, SUBTRACT, TRIM, SPLIT													<div>A</div> <div>B</div>																
													1	<div>C</div> <div>D</div>																
8	SAND BOX (CONTOURING MAP) - FROM CONTOUR - SMOOLE - DRAPE <div> -FROM SCRATCH -STAMP -FLIPE EDGE </div>													<div>A</div> <div>B</div>																
													1	<div>C</div> <div>D</div>																
9	IMPORT PLAN TO SKETCHUP - WALL, SILL LEVEL & LINTEL LEVEL													<div>A</div> <div>B</div>																
													1	<div>C</div> <div>D</div>																
P1	3D PLAN OF FILE 2BHK AND BUNGALOW IMPORT													____/10																
10	DOOR - WINDOW - VENTILATION - BASIC DIMENSION - FLOOR CELLING													<div>A</div> <div>B</div>																
													1	<div>C</div> <div>D</div>																
P2	APPLY TO P1 DOOR & WINDOW & VENTILATION													____/10																
11	FURNITURE (WEB. 3D WAREHOUSE) - SOFA, BED, TV, CHAIR, ETC... - SCALE (BASIC DIMENSION)													<div>A</div> <div>B</div>																
													1	<div>C</div> <div>D</div>																

IN FEEDBACK (A = 100% | B = 80% | C = 60% | D = 30%)

P3	APPLY P2 FURNITURE WITH DIMENSION				___/10						
				2							
12	SECTION PLAN & CAMERA -2 STANDARD VIEWS, TWO POINT PERSPECTIVE, PARALLEL PROJECTION, PERSPECTIVE				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
				2							
P4	LIVING ROOM - TV UNIT, SOFA, SITTING AREA WITH MATERIAL AND LIGHT - FURNITURE(Web.-WAREHOUSE)				___/10						
				4							
P5	BED ROOM - BED, DRESSING AREA, TV WALL, WARDROBE (WITH MATERIAL AND LIGHT)				___/10						
				3							
P6	KITCHEN - DINNING AREA, FRIEDGE, ALL KITCHEN OBJECT				___/10						
				3							
P7	ELEVATION DESIGN BUNGALOW WITH LANDSCAPE - 2 FLOOR REQUIRED, GARDEN, SWIMMING POOL, MAIN GATE, PARKING WITH CAR, ETC.....				___/10						
				5							

NOTE:

- FEEDBACK WILL BE GIVEN BY STUDENTS
- MARKS OUT OF 10 WILL BE GIVEN BY TUTOR

SKETCH UP VRAY							TOTAL DAYS: ____ / 30				
LEC.	TOPIC	DATE	P/A	DAY	FEEDBACK	STU. SIGN	FACULTY SIGN				
11	MATERIAL (PAINT BUCKET TOOL) - BASIC INFORMATION (APPLY PROJECT) - VRAY MATERIAL - SCENE MATERIAL (MATERIAL CATEGORIES)			1	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
11 (A)	MATERIAL THEORY PPT -INFORMATION REFLECTION, REFRACTION, GLOSSINESS, BUMP			1	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
12	CREATE MATERIAL -STANDARD, EMISSIVE (DIFFUSE, REFLECTION, REFRACTION, MAP(BUMP))			1	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
P1	APPLY MATERIAL TO PROJECT 1 -DIFFUSE (EXTRACT FROM AN IMAGE- WEBSITE {ADOBE COLOR CC}) - COLOR COMBINATION			2	____/10						
13	V-RAY SETTING (OPTION) -PRESET - RENDER -OUTPUT - ENVIRONMENT			1	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
13 (A)	LIGHT THEORY PPT -DIFFERENT TYPES OF LIGHT AND INFORMATION			1	____/10						
14	V-RAY LIGHT - RECTANGLE LIGHT - SPHERE LIGHT - SPOT LIGHT / HANGING LIGHT - IES LIGHT (INTERIOR & EXTERIOR VIEW)			2	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
P2	APPLY LIGHT TO PROJECT 1			3	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
16	DOMES LIGHT - USE DOME TEXTURE (SPHERICAL - FULL DOME) - DOWNLOAD HDRI (HDRI HEAVEN, HDRI SKY)			2	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
P2	APPLY MATERIAL AND LIGHT TO LIVING ROOM - TV UNIT, SOFA, SITTING AREA WITH MATERIAL AND LIGHT - FURNITURE(Web.-WAREHOUSE)			4	____/10						
P3	APPLY MATERIAL AND LIGHT TO BED ROOM - BED, DRESSING AREA, TV WALL, WARDROBE (WITH MATERIAL AND LIGHT)			3	____/10						
P4	APPLY MATERIAL AND LIGHT TO KITCHEN - DINNING AREA, FRIEDGE, ALL KITCHEN OBJECT			3	____/10						
P5	APPLY MATERIAL AND LIGHT TO ELEVATION OF BUNGALOW WITH LANDSCAPE - 2 FLOOR REQUIRED, GARDEN, SWIMMING POOL, MAIN GATE, PARKING WITH CAR, ETC.....			6	____/10						

IN FEEDBACK (A = 100% | B = 80% | C = 60% | D = 30%)

<div>One Step In Changing Education Chain...</div> <div>RED & WHITE</div> <div>GROUP OF INSTITUTE</div>										FACULTY NAME																				
										STARTING DATE				D	D	-	M	M	-	Y	Y	GRID								
										ENDING DATE				D	D	-	M	M	-	Y	Y	B. TIME		H	H	:	M	M		
STUDENT NAME																		GOOGLE CLASSROOM CODE												
3DS MAX																		TOTAL DAYS: ____ / 50												
LEC.	TOPIC									DATE	P/A	DAY	FEEDBACK		STU. SIGN		FACULTY SIGN													
1	INTRODUCTION of 3DS MAX - BASIC INFORMATION - 3DS MAX LAYOUTS, 3D VIEW NAVIGATION TOOLS, VISUAL STYL, UNIT SETTING												<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D												
												A	B																	
C	D																													
1/2																														
2	GEOMETRY SHAPE - STANDARD PRIMITIVES (BOX, SPHERE, CYLINDER, TORUS, TEAPOT, ETC...) EXTENDED PRIMITIVES -HEDRA, CHAMFERBOX, OILTANK, SPINDLE, ETC.....)												<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D												
												A	B																	
C	D																													
1/2																														
3	MAIN TOOLBAR - SELECTION FILTER, SELECT OBJECT, WINDOW/CROSSING (SELECT) - MOVE, ROTATE, SCALE, SNAP TOGGLE, ANGLE SNAP TOGGLE NAMED SELECTION SET - MIRROR, ALIGN, MANAGE LAYERS												<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D												
												A	B																	
C	D																													
1																														
4	EDITABLE POLY * - VERTEX (REMOVE, BREAK, EXTRUDE, WELD) - EDGE (RING, LOOP, REMOVE, EXTRUDE, CHAMFER, CONNECT) - POLYGON (EXTRUDE, OUTLINE, BEVEL, INSERT, BRIDGE)												<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D												
												A	B																	
C	D																													
2																														
P1	TEMPLE TOP (EDITABLE POLY USING)												____/10																	
3																														
5	COMPOUND OBJECT BOOLEAN, PROBOOLEAN, SCATTER, LOFT COPY :- COPY, INSTANCE, REFERENCE TOOLS TOOLS :- ARRAY & SPACING TOOLS												<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D												
												A	B																	
C	D																													
1																														
P2	COMPOUND WALL, 2 GATE DESIGN												____/10																	
4																														
P3	IMPORT CAD FILE AND CONVERT TO 3D												____/10																	
2																														
7	DOORS - PIVOT -BIFOLD - SLIDING WINDOW - AWNING - PROJECTED -PIVOTED -FIXED -CASEMENT - SLIDING												<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D												
												A	B																	
C	D																													
1																														
8	AEC (FOLIAGE, WALL, RAILING) STAIRS - STRAIGHT STAIR - I TYPE STAIR -U-TYPE STAIR - SPIRAL STAIR												<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D												
												A	B																	
C	D																													
1																														
9	CREATE SHAPES - SPLINES (LINE, RECTANGLE, CIRCLE, TEXT, ETC...)												<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D												
												A	B																	
C	D																													
1																														
P4	CREATE LOGO DESIGN												____/10																	
3																														
10	MODIFIERS - BEND, DISPLACE, FFD 2X2X2, FFD 3X3X3, FFD 4X4X4, LATTICE, NOISE, OPTIMIZE, SHELL, SKEW, SLICE, SMOOTH, TAPER, TURBO SMOOTH, TWIST, WAVE												<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D												
												A	B																	
C	D																													
2																														
P5	CLOTH PILLOW AND MATTRESSES												____/10																	
2																														

IN FEEDBACK (A = 100% | B = 80% | C = 60% | D = 30%)

11	SELECT IMAGE OF BEDROOM AD MAKE FURNITURE BED, CUPBORD ETC.....				___/10						
				4							
12	CONVERT 3D BEDROOM WITH TH HELP OF BED ROOM IMAGE				___/10						
				4							
P6	LIVING ROOM WITH THE HELP OF 3D SKY / 3D ARCHIVE				___/10						
				5							
13	RENDER SETUP -SETTING OF IMAGE(SCANLINE RENDERER, NVIDIA MENTAL RAY, V-RAY ADV...) MATERIAL - SCAN LINE MATERIAL {DIFFUSE (BITMAP)}				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
				1							
13 (A)	MATERIAL THEORY PPT -INFORMATION REFLECTION, REFRACTION, GLOSSINESS, BUMP				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
				1							
14	MENTAL RAY (ARCH DESIGN) - DIFFUSE (BITMAP) REFLECTION, REFRACTION, SELF ILLUMINATION - MAP (BUMP)				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
				2							
P7	GIVE MATERIAL TO PROJECT 6 TH				___/10						
				2							
15	CAMERA EFFECTS -TARGET, FREE LIGHT (PHOTOMETRIC) - TARGET LIGHT, FREE LIGHT (INTENCITY/COLOR/ATTENUATION/SHAPES/AREA SHADOWS, ETC...)				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
				1							
15 (A)	LIGHT THEORY PPT -DIFFERENT TYPES OF LIGHT AND INFORMATION				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
				1							
16	MENTAL RAY LIGHT -TARGET SPOT -FREE SPOT -TARGET DIRECT -FREE DIRECT -OMNI -SKY LIGHT				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
				1							
P8	GIVE LIGHT TO PROJECT 7 TH				___/10						
				2							

NOTE:

- FEEDBACK WILL BE GIVEN BY STUDENTS
- MARKS OUT OF 10 WILL BE GIVEN BY TUTOR

IN FEEDBACK (A = 100% | B = 80% | C = 60% | D = 30%)

<div> <div>One Step In Changing Education Chain...</div> <div> <div>RED & WHITE</div> <div>GROUP OF INSTITUTE</div> </div> </div>										FACULTY NAME																									
										STARTING DATE				D	D	-	M	M	-	Y	Y	GRID													
										ENDING DATE				D	D	-	M	M	-	Y	Y	B. TIME				H	H	:	M	M					
STUDENT NAME																				GOOGLE CLASSROOM CODE															
3DS MAX VRAY																				TOTAL DAYS: ____/30															
LEC.	TOPIC										DATE	P/A	DAY	FEEDBACK				STU. SIGN		FACULTY SIGN															
1	V-RAY SETTING* V-RAY MATERIALS V-RAY LIGHT MATERIALS, V-RAY MTL (DIFFUSE , REFLCTION , REFRACTION, BUMP) EX. INTERIOR SCENE													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>				A	B	C	D														
													A	B																					
C	D																																		
1																																			
P1	GIVE MATERIAL TO PROJECT -LIVING ROOM, BED ROOM, KITCHEN													____/10																					
													7																						
2	V-RAY LIGHT PLANE LIGHT (CONSIDER LIGHT, CILLING LIGHT) SPHERE LIGHT DEMO LIGHT (EXTERIOR VIEW) IFS LIGHT/ EX. INTERIOR & EXTERIOR VIEW													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>				A	B	C	D														
													A	B																					
C	D																																		
2																																			
P2	CREATE INTERIOR SCENE WITH LARGE FIX WINDOW -GIVE LIGHT TO ALL PROJECT													____/10																					
													5																						
3	V-RAY TWO SIDE MATERIAL FOR CURTAIN AND LIGHT													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>				A	B	C	D														
													A	B																					
C	D																																		
2																																			
4	SUN LIGHT EX. EXTERIOR OF BUNGLAOW													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>				A	B	C	D														
													A	B																					
C	D																																		
2																																			
5	FOREST PACK LIBRARY (PROPERTIES, DISTRIBUTION) MAP, ETC...													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>				A	B	C	D														
													A	B																					
C	D																																		
2																																			
P3	APPLY MATERIAL AND LIGHT TO ELEVATION OF BUNGALOW WITH LANDSCAPE - 2 FLOOR REQUIRED, GARDEN, SWIMMING POOL, MAIN GATE, PARKING WITH CAR, ETC.....													____/20																					
													5																						
6	History Of The Photoshop PAGES SIZING FUNCTION(WEB, PHOTO, MOBILE APPS, & RESOLUTION) EDIT MENU :- FREE TRANSFORM ALL FUNCTUINS													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>				A	B	C	D														
													A	B																					
C	D																																		
1																																			
7	SELECTION, CUTTING TOTAL TOOLS WITH FATHER. PEN TOOL : PATH QUICK SELECTION TOOL MARQUEE TOOL, MAGIC WAND TOOL, LASSO TOO													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>				A	B	C	D														
													A	B																					
C	D																																		
2																																			
8	SELECT MENU & FALL COLOUR LAYERS, MODE CHANGES SELECT MENU :- ALL FUNCTIONS													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>				A	B	C	D														
													A	B																					
C	D																																		
1																																			
9	BRUSH TOOL ERASER TOOL													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>				A	B	C	D														
													A	B																					
C	D																																		
1																																			

IN FEEDBACK (A = 100% | B = 80% | C = 60% | D = 30%)

10	TEXT TOOL ALIGN TOOL				A	B		
				1	C	D		
11	PEN TOOL :- PATH PATH :- ALL FUNCTIONS				A	B		
				1	C	D		
12	LAYER STYLE				A	B		
				1	C	D		
13	IMAGE MENU				A	B		
				2	C	D		
14	EDIT MENU				A	B		
				1	C	D		
P4	BROCHURE & PORTFOLIO				A	B		
				3	C	D		

NOTE:

- FEEDBACK WILL BE GIVEN BY STUDENTS
- MARKS OUT OF 10 WILL BE GIVEN BY TUTOR