

<div> <div>One Step In Changing Education Chain...</div> <div> <div>RED & WHITE</div> <div>GROUP OF INSTITUTE</div> </div> </div>										FACULTY NAME																				
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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>																	
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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:

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SKETCH UP VRAY							TOTAL DAYS: ____ / 30				
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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		
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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		
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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		
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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		
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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		
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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		
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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		
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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						

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1	INTRODUCTION of LUMION - EXAMPLE, LOAD SCENE, SAVE 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																
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2	INFORMATION OF BASIC TOOLS - HOW TO WALK IN LUMION - UP, DOWN, ORBIT, PAN - SHIFT SPACE FOR WALK													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>	A	B	C	D																
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3	WEATHER TOOL - SUN DIRECTION & HEIGHT													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>	A	B	C	D																
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4	LANDSCAPE TOOLS - HEIGHT, WATER, OCEAN, PAINT, STREETMAP, GRASS													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>	A	B	C	D																
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P1.	MAKE A SCENE USING LANDSCAPE TOOLS (EX. FOREST)													____/10																				
5	MODEL IMPORT - MOVE, ROTATE, SCALE, HEIGHT													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>	A	B	C	D																
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C	D																																	
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P2.	ADJUST THE MODEL WITH SCENE (EX. PROPOTION & ENVIRONMENT)													____/10																				
6	MATERIAL EDITOR - NATURE, INDOOR, OUTDOOR, CUSTOM - APPLY MATERIAL TO MODEL													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>	A	B	C	D																
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7	OBJECTS IN LUMION - NATURE, TRANSPORT, SOUND, EFFECTS - INDOOR, PEOPLE & ANIMAL, OUTDOOR, LIGHTS													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>	A	B	C	D																
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8	BASIC RENDERING OF MODEL - STORE CAMERA, FOCAL LENGTH - SUBMISSION 4 RENDER													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>	A	B	C	D																
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9	RENDERING OF MODEL WITH STYLES - SUBMISSION OF 10 RENDER													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>	A	B	C	D																
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10	RENDERING OF MODEL WITH FX TOOLS - LIGHT & SHADOW, CAMERA, SCENE & ANIMATION - WEATHER & CLIMATE, SKETCH, COLORS, VARIOUS													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>	A	B	C	D																
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11	VIDEO RENDERING & WALK THROUGH													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>	A	B	C	D																
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