

PEHD5202 VIRTUAL IMAGING TECHNIQUES (3-0-0)

Objectives: To sensitise the students with the latest methods of three-dimensional imaging tools for effective

presentation of data, studies and proposals.

Software like Flash, Maya Rhinoceros, and similar ones may be studied, Introduction to scripting, animation and

short films, Introduction to morph genesis techniques, etc. The subject could be introduced as intensive workshops

with invited specialists.

Reference

1. Gindis, E. (2014). Up and Running with AutoCAD 2015: 2D & 3D Drawing and Modelling, Oxford : Elsevier.

2. Seidler, D. R. (2007). Digital Drawing for Designers: A Visual Guide to AutoCAD 2012, London: Fairchild Publications.

3. Smith, B. L. (2007). 3ds Max 2008 Architectural Visualization Beginner to Intermediate, Sarasota: 3DATS.

4. 3DS MAX- Advanced 3D modeling and animation – C & M, CADD Centre

5. Tutorials: <http://www.lynda.com/>