



#studentartwork

ONLINE ARCHVIZ COURSE GUIDE

www.gcgacademy.com

GCG

Welcome

In this document we collected everything you need and need to know about learning at GCG online.

Please find here the details of the schedule, platform introduction, technical requirements and a lot more.

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

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About us

GCG is a well-known global brand. More than 700 students have been trained in 3ds Max rendering from scratch by us (and we're still adding more). Our training techniques have a track record of success. The proof is found in the works of our former students. Every day, we will work with you to develop your skills. With you, we'll impart our vast experience and organised knowledge.

Our ArchViz course is an online course based on our extensive knowledge of 3D rendering acquired over many years of practise. After finishing our 8-week course, you will be able to produce projects involving photorealistic architecture rendering with ease. Each student in the ArchViz programme receives help one-on-one time with our teachers, which increases motivation and the efficiency of the learning process.



How Remote Learning Works?

To keep the interactivity of the course, we will use Google Remote Desktop, Anydesk and Google Meet to communicate and teach.

Presentations and live sessions

Google Meet will be used for live sessions and presentations. If you require assistance during the course, please let us know. Your mentor can take over your screen and assist you more effectively with Google remote control access. Live mentoring is essentially a continuous interaction to aid learning.



What you'll Learn

1. **Corona for Archviz**, Duration 1 month (4 weeks)
2. **Unreal Engine for Archviz**, Duration 2 months (8 weeks)

CLASS HOURS

Classes are scheduled three times per week. One class hour equals one class of 60 minutes. Each 60-minute period includes a presentation or troubleshooting session, which may be taken at the instructor's discretion.



CORONA COURSE CONTENT

INTRODUCTION

Interface, VFB, Converting a Vray scene to Corona, Corona Interactive.

CAMERA

DSLR anatomy, Corona Camera, Exposure, Tone Mapping, Focal Length, Composition Techniques, DOF, Motion Blur and LUTs.

LIGHT

Corona Lights vs Light Mtl, Corona Portal, Corona Sun and Sky, IES, HDRIs. Setting up the Interior and Exterior scenes (Day and Night).

ATMOSPHERE

Volumetric and atmospheric effects, Caustics.



CORONA COURSE CONTENT

MATERIALS

Creating PBR shaders, Corona Layered Mtl, Corona Color Correct, Corona Mix, Composite, Corona MultiMap, Corona AO, Corona Distance Etc.

DISPLACEMENT

Displacement Modifier Vs Corona Displacement Modifier

PROXIES

Corona Proxies, Hair and Fur Modifier, Corona Scatter.

Chaos Scatter

Create amazing results with the power of Chaos Scatter – the well known scatterer plugin from Chaos. Discover how to create scenarios by avoiding problems.



UNREAL ENGINE COURSE CONTENT

INTRODUCTION

Brief description of the things that you need to consider when getting something ready for export for real time in Unreal Engine.

MANAGEMENT

Importing scene to Unreal Engine, Fixing Errors, Subdirectories, Sublevels, working with assets, Adding Collisions.

MATERIALS

Materials Introduction, Real Time Materials, Creating mirror material, working with textures, Creating metals, Setting up reflections with reflection capture spheres.



UNREAL ENGINE COURSE CONTENT

LIGHTING

Types of Light in UE, Light Properties, IES Profiles, Lightmass Settings, Lighting and Post-Processing, Fixing Common Lightmapping Issues.

CAMERA

Sequencer Editor, Cine Camera settings, Post process volume, Render movie settings.

OPTIMIZATION

Polycount and shader optimization.

INTERACTIVITY

Introduction to blueprint, Level vs Class Blueprints Adding triggers and events, Change materials using class blueprints.



Prerequisite

Please remember that you must meet the course requirements before booking your seat.

Please note that we can't take responsibility if you can not follow the course because of insufficient experience and technical background.

To be able to learn and complete the course, you will need the following experience:

- Prior experience in architectural visualization
- Intermediate 3Ds Max Skills
- Intermediate communication skills in English or Hindi



Software Requirements:

- Windows 10
- Autodesk 3ds Max 2019
- Unreal Engine
- Corona Renderer
- Google Meet
- Anydesk or Google Remote desktop

Please install the software before the course, because we won't have time for that. If you have any problems, please contact us!

We will have a technical rehearsal during the week before the start.

Hardware Requirements:

CPU – 64-bit Intel® or AMD® multi-core processor

with SSE4.2 instruction set

- Graphics Hardware – DirectX 11 or DirectX 12 compatible graphics card (RTX Recommended)
- RAM – 8 GB of RAM minimum (16 GB or more recommended)
- Disk Space – 50 GB of free disk space for install
- Monitor – 1280 × 800 display resolution (at 100% scale factor)
- Headset for PC
- Internet connection – min 2/2 Mbps required for remote control

How to apply

Secure your seat – After transferring the tuition fee to our bank account, you must complete a simple registration form and email us your one passport-sized photograph as well as a copy of your valid identification documents such as Adhaar, Driving License, or Passport on gaurav3d@gmail.com.

Please note

- Fees once paid are not returnable/refundable or transferrable.
- We will begin the courses according to your timezone. This ensures everyone's comfort! If you have any further questions, please contact us at info@gauravcg.com, we are happy to assist.
- Because everything is copyrighted, recording it is strictly prohibited. In case a student is found involved in any violation the admission will be cancelled.
- GCG does not guarantee for confidentiality of the number and the mail ID though measures will be taken to keep them secure. GCG will not be liable for any loss or damages suffered as a result of communicating with a student by email and/or SMS.
- A repeated absence during the course renders a student liable to cancel the admission without intimation.
- GCG can eliminate any student for indisciplined behavior or violating the terms and conditions.

See you in the class.