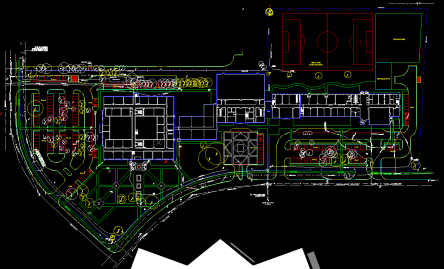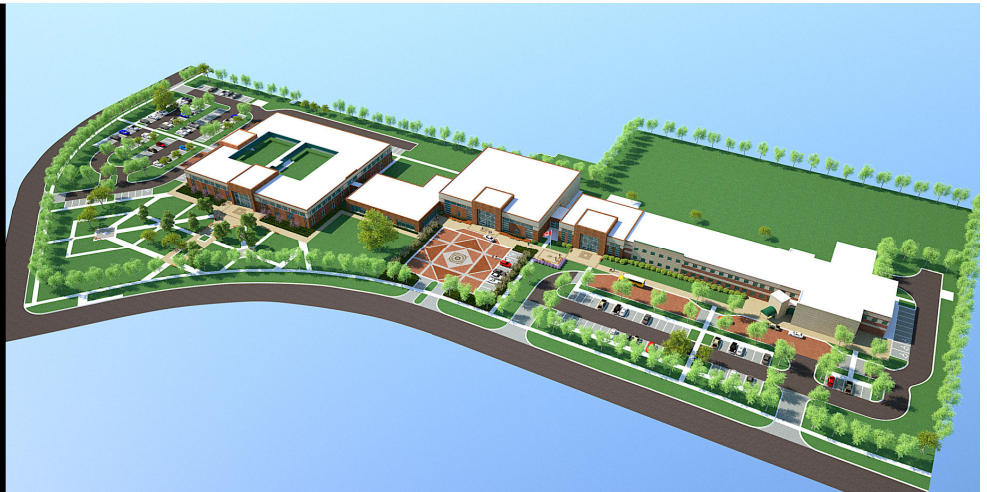# SKETCHUP & 3D RENDERING WORKSHOP
(Guelph . Feb. 2015)
5 Day unique digital 3d visualization workshop for landscape architecture students

20 SEATS ONLY

PLEASE SIGN UP QUICKLY!

A project demonstration from CAD to SKP to 3d rendering during Workshop
(148 million polygons in the making)

Date and Time : **Feb. 15 to 19** (8:30am to 5pm daily)

Venue : **Room 143** (LA Building)

Fee : **$200 / student**

Registration : **Please see Joanne Gillis (Room 103A)**

Instructor : **Mansoor Ma** BLA (Guelph), MLA (Guelph); PhD Candidate (Adelaide)

SketchUp & 3d Rendering Workshop Details

This 5 Day intensive training workshop is designed to teach landscape architecture students effective and industrial skills in SketchUp 3D modeling with computer rendering to create high quality computer images for design communication purposes. This unique 3d training method is solely designed by Instructor Mansoor Ma based on his landscape architectural and design communication experience. This workshop will help students to understand and develop 3d modeling and rendering pipeline using a variety of methods.

Date: Feb. 15 to 19

Time: 8:30am to 5pm daily

**Room:** 143 (LA Building)

Fee: $200

Registration:
See Joanne Gillis (Rm 103A)

About the Instructor:

Mansoor Ma is a Landscape Architect and Principal of a company based in Canada which engages heavily in the design communication process for the design professions. He is currently doing his Ph.D. research at the University of Adelaide, Australia.

Mansoor has been a conference speaker in regards to the use of technology for design communications in Canada, Germany, New Zealand, Dubai, Spain and Cyprus.
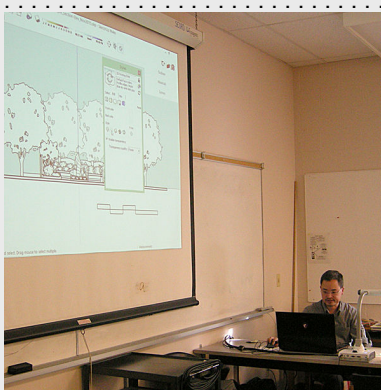
Video technology is used for all instructions, demonstrations & critiques in Workshop to ensure all students can follow in real-time.

Workshop Training Details

Day 1 (Feb. 15) : SKP Modeling and Rendering Essentials and Techniques

Day 1 focuses on getting to know some fundamental terminology and techniques in 3d modeling and rendering pipeline. The training includes:
- Learn a variety of essential SKP 3d modeling, texturing and lighting techniques
- Learn technical 3d rendering terminology and applications in rendering software
- In-class assignments and critiques

Day 2 (Feb. 16) : More Complex SKP Modeling and Rendering Techniques

The world is not flat! Many times landscape architects needs to deal with complex site grading. Day 2 focuses on exploring a number of advanced 3d modeling techniques and the use of plugins to assist the modeling process in an effective manner. The training includes:
- Site grading, vertical and horizontal road alignments
- Explore a variety of plugins to make the modeling process faster and easier.
- In-class assignments and critiques

Day 3 (Feb. 17) : Scenario Training

Day 3 focuses on integrating all techniques learned from Day 1 and 2 to create an urban design 3d model and then perform 3d rendering. The training includes:
- How to import Autocad drawings into SKP and time saving techniques
- How to create impressive camera view and mood for 3d modeling
- In-class assignments and critiques
- Lectures, demo and/or "Behind the Scene" projects from Mansoor

Day 4 (Feb. 18) : Scenario Training (continued)

Day 4 continues with the Day 3 exercise in adding more complexity to the scene in SketchUp model and fine tuning the model to get ready for final 3d rendering.
- In-class assignments and critiques
- Final 3d rendering to produce the final artwork
- Lectures, demo and/or "Behind the Scene" projects from Mansoor

Day 5 (Feb. 19) : First Step On Your Own

Bring in your own SketchUp model to work on! It can be one of your current assignments or previous SketchUp model. Mansoor will give suggestions on a "one-on-one" basis to guide students to achieve better 3d modeling and rendering results.