

# GRAPHISOFT Learn™ BIM CLASSES

## CINERENDER TRAINING

LEARN HOW TO USE YOUR WORLD CLASS RENDERING ENGINE TO CREATE PHOTOREALISTIC ARCHITECTURAL VISUALIZATIONS IN Archicad.

### WHAT IS CINERENDER?

CineRender is Archicad's world class rendering solution – based on MAXON's Cinema 4D engine – to offer architects high quality rendering capabilities in the native BIM environment.

### TRAINING OBJECTIVES

Understand the principles of the CineRender engine, necessary steps of the rendering workflow and learn useful tips to enhance your visualizations.

### WHO SHOULD ATTEND?

Intermediate Archicad users who know CineRender basics and are interested in understanding the rendering process both as a whole, and in details.

### PREREQUISITES

There are no prerequisites, however this training is recommended for users who completed the Archicad online test with a minimum score of 40% » [graphisoft.com/learning/online\\_certification/](https://www.graphisoft.com/learning/online_certification/) Advanced rendering knowledge is not a prerequisite, but a visualization oriented, artistic mindset is advantage.

### DURATION

1 day (6 hours)



The goal of the training is to give you an overview of the rendering workflow in Archicad and detailed explanations about the rendering engine through a set of examples.

During the training, you learn practical tips & tricks, overall principles and correlations between different settings of the rendering engine.



# COURSE OUTLINE

## CINERENDER | Archicad

### THE MODEL

- + Work environment
- + Attribute management
- + Model Level of Detail

### COMPOSITION

- + Camera vs. the human eye
- + Composition rules of thumb
- + Physical camera
- + Composition aids in Archicad

### LIGHTING

- + Lighting techniques
- + Artificial lighting
- + Natural lighting
- + Effects
- + Illuminating surfaces

### RENDERING SETTINGS

- + Physical renderer engine
- + Size & resolution
- + Quality vs Render time
- + Effects
- + General options

### SURFACES

- + Surface creation
- + Surface concept
- + Channels & Shaders
- + Creating surfaces
- + Texture mapping
- + OpenGL vs. CineRender

### EXTRAS/SUMMARY

- + Post processing
- + Rule of thumb workflow
- + Summary of 5 practical test exercises.

### SOFTWARE REQUIREMENTS

Participant must have access to a computer with the latest Archicad version installed. Valid commercial, trial or educational license of Archicad is required.