



Start Date			
Tentative ED			
Actual ED			
Teching Days=15 Days			

Lumion

Days	Chapter	Topics	Date					Trainer
Day 1	Chapter 1: Introduction & User Interface	Introduction to Lumion, Selection Of Template, Weather effect, Adjustiing Sun & Sun direction, Cloud, Fog and Rain Effects						
		Assignment 1						
Day 2	Chapter 2: Creating Landscape	Creating Mountains and Adjusting Terrain heights, Loading & Saving terrain map file, Adding Water And Ocean and also add appropriate objects(e.g. Ship,boat), Creating River and lakes,						
		Assignment 2						
Day 3	Chapter 3: Additional Components of Landscape	Adding trees and Building to a Site, Adding People to a Scene, Editing Object Properties						
		Assignment 3						
Day 4	Chapter 4: Modify commands	Modify commands (e.g. Move, Rotate,Scale), Mass Placement (Array),						
		Assignment 4						
Day 5	Project No. 1							
Day 6	Chapter 5: Importing	Importing 3D Model, Updating 3D Model						
		Assignment 5						
Day 7	Chapter 6: Material	Assign Material to 3D Model, Adjusting Glass Properties, Material Properties						
		Assignment 6						
Day 8	Chapter 7: Object Creation	Creating Realistic Grass, Creating Fire, Placing Interior Objects,						
		Assignment 7						
Day 9	Chapter 8: Duplication	Duplicating Objects, Creating an Interior Still Image,						
		Assignment 8						
Day 10	Project No. 2							
Day 11	Chapter 9: Lighting	Creating a Night Scene, Adding Exterior/ Interior Lighting, Global Illumination(GI),						
		Assignment 9						
Day 12	Chapter 10: Camera Placement & Rendering	Placing a Camera View, Creating a Camera Path, Rendering, Rendre Setting						
		Assignment 9						
Day 13	Chapter 11: Walkthrough	Creating Walkthrough, Walkthrough Setting, Editing/Adding Advance effect in walkthrough, Create Movie, Motion Effects						
		Assignment 10						
Day 14	Project No. 3							
	Complete project 1 in Lumion							
Day 15	Complete project 2 in Lumion							
	Complete project 3 in Lumion							

Days	Chapter	Topics	Date				Trainer
------	---------	--------	------	--	--	--	---------