

Corona (Architecture Course)

Course details



Description

Corona Render is a high-quality rendering engine used for 3D designs, primarily focusing on physically realistic rendering. It is known for its ability to produce highly realistic designs in terms of lighting, shadows, and materials, making it a powerful tool in the fields of architecture and interior design. Designers use this software to provide detailed visualizations of projects, whether buildings or interior spaces, to achieve a final look that closely resembles reality.

Uses for Architects and Interior Designers:

- **Architectural Project Rendering:** It is used to produce realistic images of buildings and exterior designs, helping architects present accurate visualizations to clients.
- **Interior Design Visualization:** Interior designers can use the software to create 3D visualizations of rooms and interior spaces, with interactive control over lighting and materials.
- **Lighting Simulation:** The software provides robust tools for simulating the effects of both natural and artificial light, aiding in realistic lighting design.
- **Material Simulation:** It allows for the realistic simulation of a wide range of materials like glass, wood, metal, and fabrics, enhancing the realism of the scene

Resourcing, text books and reading material:

Web resources:

- <https://www.chaos.com/corona>
- <https://www.chaos.com/corona/whats-new>

Prerequisites:

- Familiarity with 3ds Max software
- Architecture or interior background is recommended

Certificates:

Certificate from CAD MASTERS

Grading

Attendance 40%

Assignments 60%

To pass the course and receive CAD MASTERS certificate you should:

- Attend at least 80% of course hours
- Score more than 70% as a total score + Technical evaluation by the instructor



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Course Outline:

This course including the following:

1. MODELING:

- Modeling walls from AutoCAD Drawings
- Creating Doors & Windows
- Floor generator plugin for interior spaces
- Roof Generator
- Scattering with Forest back
- Importing 3D models from Chaos Cosmos
- Advanced Plugins & scripts

2. LIGHTING:

- Use lights in corona renderer
- Use Corona Sun, Sky, & HDRI
- Mastering the light mix
- Create multiple lighting scenarios
- Creating light effects using Fog & Volumetrics
- Create artistic lighting patterns & effects

3. MATERIALS:

- Create basic materials
- Create advanced & complex materials (Mix and blend materials)
- Adjust existing materials
- Create pool caustics effect

4. FRAMING & CAMERA:

- Framing guidelines
- Camera settings & controls
- Camera advanced photographic approach

5. RENDERING:

- Interactive Rendering
- Test & Final render Settings
- Distributed Rendering
- Render Elements & Exporting Masks



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