Objective of the Course:
The objective of this course is to impart technical skills/knowledge in the area of 3D designing and development.

Learning Outcomes:
After Completion of this course students will be able to develop 3D Interior or Exterior.

Duration of the Course: 3 months

Minimum Eligibility Criteria: 10th
And Prerequisite, if any

Outline of Course:

<table>
<thead>
<tr>
<th>S. No.</th>
<th>Topic</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>Modeling (create models like interiors and others) &amp; Texturing (for giving the realistic look of your models)</td>
<td>50</td>
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<tr>
<td>2.</td>
<td>Lighting &amp; Dynamics (giving effects in 3D)</td>
<td>30</td>
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<tr>
<td>3.</td>
<td>Rigging &amp; Animation (to animate the 3D Models)</td>
<td>40</td>
</tr>
</tbody>
</table>

Theory / Lecture Hours 60
Practical / Tutorial / Lecture Hours 60
Total Hours 120

Books Recommended for Reading and Reference:
Autodesk 3DS Max 2015: Complete Reference Guide by Kelly L. Murdock