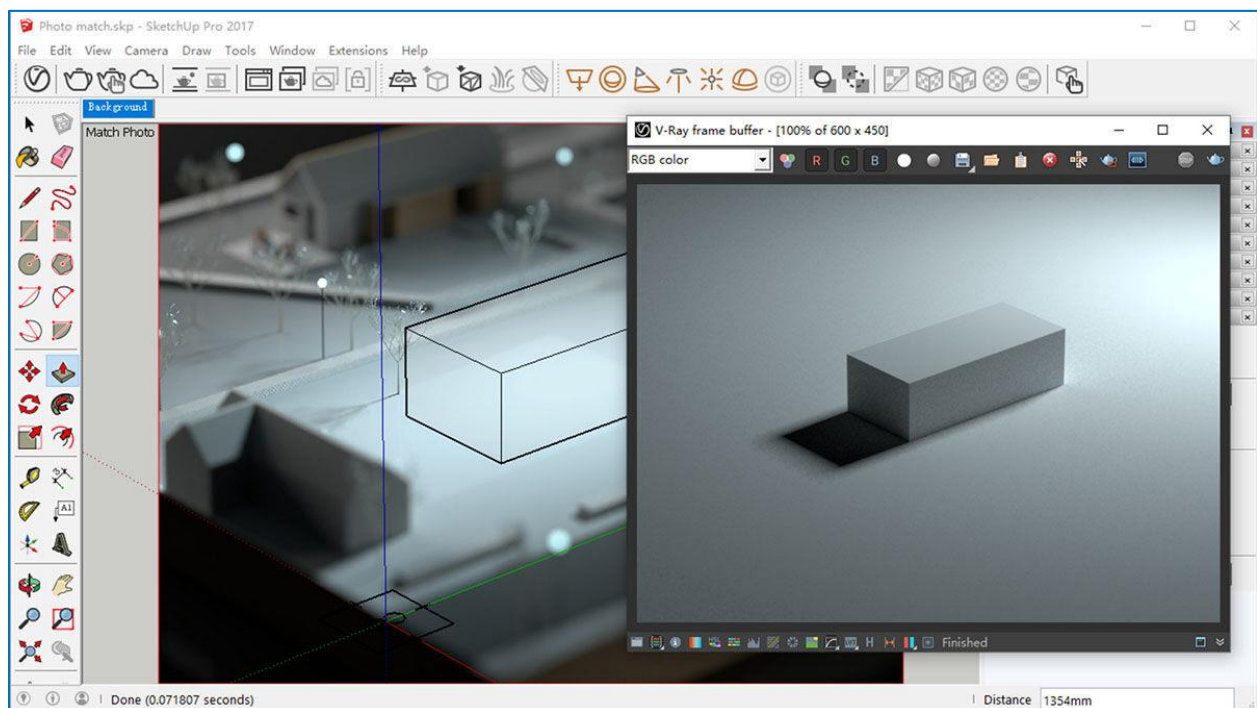




SC203:

SketchUp Pro with Vray

Training Description:

This intensive training course is designed to equip participants with advanced skills in **SketchUp Pro**, a leading 3D modeling software, and **V-Ray**, a high-end rendering engine used for photorealistic visualization. The training course focuses on practical application in architecture, interior design, landscape design and product visualization. Participants will learn to model complex structures, apply materials and textures, set up lighting, and create stunning photorealistic renders. Through hands-on exercises, real-world project simulations, and step-by-step guidance, attendees will gain proficiency in turning concepts into visually compelling designs that meet professional standards.

The training course combines **theoretical foundations** with **practical exercises**, covering workflows, best practices, and industry tips to increase productivity and improve visualization quality. By the end of the training course, participants will confidently create 3D models in SketchUp Pro and produce professional-quality renders in V-Ray.

Training Objectives:

By the end of the training, participants will be able to:

- ✓ Understand the SketchUp Pro interface, tools and workflows for efficient 3D modeling
- ✓ Develop accurate 3D models for architectural, interior and landscape projects
- ✓ Apply materials, textures, and UV mapping effectively
- ✓ Set up and manipulate lighting in V-Ray for realistic renders
- ✓ Create photorealistic renderings and animations using V-Ray
- ✓ Optimize models and scenes for rendering efficiency
- ✓ Implement professional presentation techniques for clients or stakeholder

Training Designed for:

This training course is intended for Architects, interior designers, landscape designers, and urban planners, 3D visualization artists and rendering professionals, Product designers and industrial designers, Engineers and construction professionals involved in project visualization and Students and professionals seeking practical skills in SketchUp and V-Ray for portfolio or career advancement.

Training Requirement:

“Hands on practical sessions, equipment and software will be applied during the course if required and as per the client’s request.”

Contents can be adapted to your specific wishes. It is therefore possible to focus on specific modules of the training course as per client’s learning needs and objectives. Further, it should be forwarded to us a month prior to the course dates.

Training Program:

DAY ONE:

- ❖ Introduction to SketchUp Pro & 3D Modeling Fundamentals
 - SketchUp Pro interface overview: menus, toolbars, panels and workspace
 - Navigation tools: orbit, pan, zoom and camera views

- Basic drawing tools: lines, shapes, arcs and freehand drawing
- Creating 3D objects: push/pull, follow-me and offset tools
- Working with groups and components
- Layers, tags and scene management for organized modeling
- **Hands-on exercise:** Model a simple residential floor plan in 3D

DAY TWO:

❖ Advanced SketchUp Modeling & Organization

- Precision modeling: measurements, guides, snapping and inference system
- Complex geometry: solids, curves, and advanced shapes
- Component libraries and importing 3D models
- Styles, shadows, and fog for visual enhancement
- **Efficient scene management:** layers, groups and tags for large projects
- **Hands-on exercise:** Model a multi-story building with detailed interiors

DAY THREE:

❖ Introduction to V-Ray & Materials

- V-Ray interface and settings overview
- Materials and textures: creating, editing and applying
- UV mapping and material properties (diffuse, reflection, refraction)
- Using material libraries for efficiency
- Lighting basics in V-Ray: sunlight, artificial lights and environment
- **Hands-on exercise:** Apply materials and lighting to a 3D interior scene

DAY FOUR:

❖ Advanced V-Ray Rendering Techniques

- Advanced lighting techniques: HDRI, area lights, and light portals
- Camera setup: focal length, exposure, depth of field
- Render settings: quality vs. performance optimization
- Using render elements for post-processing
- Post-production in V-Ray Frame Buffer and external software (Photoshop/After Effects)
- **Hands-on exercise:** Create a fully rendered exterior building scene

DAY FIVE:

❖ Projects, Animation, and Professional Presentation

- Animations: walkthroughs, flyovers, and camera paths in SketchUp Pro
- Rendering animation sequences with V-Ray
- Scene optimization for faster rendering
- Tips for client presentation: layout, presentation styles, and portfolio preparation
- Real-world project simulation: Design, model, texture, and render a complete interior or exterior project

❖ Course Conclusion

❖ POST-ASSESSMENT and EVALUATION

Training Methodology:

This interactive training course includes the following training methodologies as a percentage of the total tuition hours:

- 30% Lectures, Concepts, Role Play
- 70% Workshops & Work Presentations, Techniques, Based on Case Studies & Practical Exercises, Gamification, Software & General Discussions
- Pre and Post Test

Training Certificate(s):

CMCT Internationally recognized certificate(s) will be issued to each participant who completed the course.

Training Fees:

TBA as per the course location - This rate includes participant's manual, hand-outs, buffet lunch, coffee/tea on arrival, morning & afternoon of each day.

Note: The 5% VAT (Value Added Tax), will be effective starting 01st of January 2018 as per the new regulation from the UAE Government. The VAT applies for all quotation both for local and abroad.

Training Timings:

Daily Timings:

07:45 - 08:00	Morning Coffee / Tea
08:00 - 10:00	First Session
10:00 - 10:20	Recess (Coffee/Tea/Snacks)
10:20 - 12:20	Second Session
12:20 - 13:00	Recess (Prayer Break & Lunch)
13:00 - 14:00	Last Session

For training registrations or in-house enquiries, please contact:

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