

Up Coming Course

RM1000

Date: Melaka/ Puchong

Time: 10am-5pm

Duration: 18 Hours



ARTLANTIS™

**Artlantis
Studio
Workshop**

Why and for who?

The aim of the Artlantis Studio 2.0 Workshop course is to explore the powerful high-end visualization and rendering software - Artlantis Studio 2.0 and learn the technique to export your 3D modeller (Sketchup, AutoCAD, ArchiCAD) into Artlantis Studio and render your model looked as in real life. Taking model from 3D Warehouse, export from Sketchup into Artlantis file, then rendered and animated in Artlantis will be demonstrated.

The course will show you how to create a very realistic sun light (heliodon), Spotlight effects on the scene. It allows the re-bouncing of the light (radiosity) on the objects over the scene, affecting each other as they would in real life. Background using virtual sky (Heliodon Sky), panorama, 2D image and 3D image will be covered. Site Insertion to put your model in between background and foreground technique will be covered.

The course will show you how to simulate water, glass, mirror, stone using shader and textures. Use of Postcard and billboard will be covered. The bump map, normal map reflection map of the shader will be covered in details. Taking the textures, image maps from filterforge website and applied in Artlantis will be demonstrated.

The course will show you how to create Artlantis Object (aof) out from the model created in your 3D modeller.

The course will show you how to create Panorama, VR Object in quicktime movie format, allowing you to visualize the object interactively under different angles.

You will learn to create Camera Animation (camera animate in path), Heliodon Animation (Sun light Study), Light Animation (disco lights) and Object animations (sliding door in motion, moving car).

What will you learn?

During the workshop, we provide step-by-step instructions on :

Introduction

~ Exploring Window Interfaces

Exporter

~ Exporting Your AutoCAD Model for Artlantis

~ Exporting Your Google SketchUp Model for Artlantis

Artlantis Object

~ Creating Artlantis Objects

~ Using Artlantis Object

Lights and Heliodon

~ Setting Up the Sun, Skylight and Radiosity

~ Adding a Lensflare to an Image

~ Exporting Your ArchiCAD Model for Artlantis

Perspective

- ~ Navigating in the 3D Scene
- ~ Exploring 2D View Window
- ~ Setting Up the Rendering
- ~ Setting Up the Clipping Box
- ~ Setting Up a Background

Site Insertion

- ~ Using Photoshop to create Alpha-channel image
- ~ Setting up Site Insertion

Catalog

- ~ Adding new favourites
- ~ Using PostCard

Shaders and Texture

- ~ Using Textures and Shaders
- ~ Reapplying a new material in a 3D Scene

- ~ Setting Up Spotlight
- ~ Duplicating the Lights

VR Panorama

- ~ Creating Panorama

VR Object

- ~ Creating VR Object

Animation

- ~ Exploring Timeline Window
- ~ Creating Camera Animation
- ~ Creating Heliodon Animation
- ~ Creating Light Animation
- ~ Creating Object Animation

Workshop Projects

Perspective

Associate Heliodon (morning, noon night sun lights)



Perspective

Associate Light Groups



Perspective

Associate Background. Background can be Gradient, 2D Image, Heliodon Sky, Panorama



Perspective

Create Clipping



Perspective

Render with various Post process.



Perspective

Depth of Field



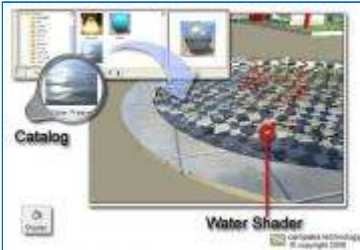
Catalog

Own Collection Shaders, Textures, Billboard, Postcard



Shaders and Textures

Fresnel Water Shader



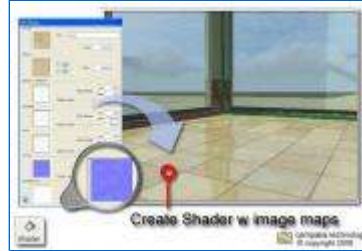
Postcard

Create and Apply Postcard



Shaders and Textures

Create Shader using Images (Normal, Bump, etc) Maps



Artlantis Object

Create Artlantis Object (ladder) aof file



Artlantis Object

Create Artlantis Object using model in 3DWarehouse (Arched Wood)



Light

Heliodon (Sun) Light



Light

Spotlight



Site Insertion

Use Photoshop to create alpha channel photo, do site insertion with background and foreground



Exporter

Exporter Plugin in Sketchup (Guidelines to prepare sketchup for best export result)



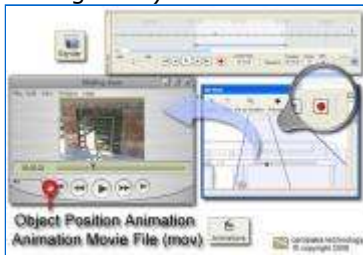
Animation

Object Position Animation (Creating

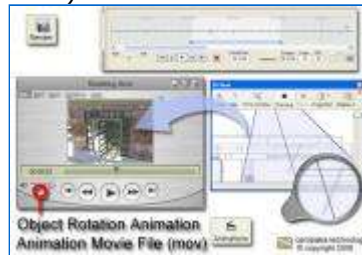
Animation

Object Rotation Animation (Auto Rotating

Sliding Door)

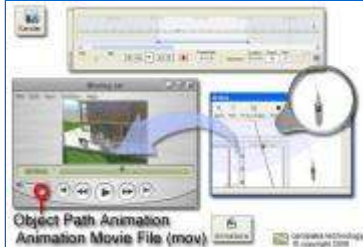


Door)



Animation

Object Path Animation (Moving Vehicle)



Animation

Light On/Off, Change Color Animation (like Disco Lights)



Animation

Light Orientation and Angle Animation



Animation

Heliodon Date/Time Animation (Sun Light Study on a house)



Animation

Camera Position, Target Animation



Tutorial Files

These are the sample of tutorials will be used in the workshop:

[Exercise 1](#)

[Exercise 2](#)

What will you receive?

During the course, you will be given the 180-pages manual and a CD containing the following:

~ 3D Objects

* Exterior 3D plants

- * 3D People
- * Kitchen Equipments, etc

~ Free Shaders

~ Free billboard

~ Free Postcard

~ Free Artlantis Object

~ Free Panomara for background

~ Free 3D Free with Alpha ready

~ Free Softwares

* Artlantis Studio 2.0 Software (30 Days Trail Version)

* Artlantis Render 2.0 Software (30 Days Trail Version)

* Export Plug-in from SketchUp 6 to Artlantis Studio

* Tutorials downloaded from artlantis website

~ Projects Files Lesson 1 to Lesson 13



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**Call Cemtech now at 06-2835955 to reserve a seat(s) for the above course!
All course fees are 100% claimable from PSMB-HRDF!**

Any inquiry please [click here](#). Registration Online, please [click here](#).

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