

Foundation Light-Up for Sketchup

Overview

It is intended for those who require the fundamental knowledge and skills to enable the user to migrate from standard Sketchup 3D design to creating realistic 3D rendered photo-realistic images. It is recommended that delegates have a little working knowledge of Microsoft Windows.

All training held at TutorCAD Offices are inclusive of comprehensive course manual, a variety of refreshments, buffet lunch and certificate.

Duration

1-day

Availability

Tel: 0161 904 8753

Objectives

You will learn the features, commands, and techniques of Light-Up and this will be applied to real world scenarios using many practical workshop exercises.

- Navigate the Light-Up interface
- Creating Area and Point Lights
- Using the Query Tools
- Setting the Shading Parameters
- Using the Light-meter
- Exporting Stills and Movies
- Creating FXB files
- Using the Light-Up Player
- Using mapped materials
- Creating and modifying Scenes
- Using Caching for faster displays
- Masked Textures and Opacity
- Materials and Material markups
- Specularity and Reflections
- Rendering and creating previews
- Troubleshooting