# Lumion Fundamentals



#### **Course Details:**

**Duration:** 2 Days

Prerequisite: Sketchup, Revit

Courseware: Handout provided

Achievement: Certificate

Time: 8:30am - 4:30pm

**OAQ Credits:** 8 Hours

#### **General Information:**

**Locations:** Courses are hosted at training facilities across Canada,

including:

Burnaby, BC Calgary, AB Edmonton, AB Regina, SK Winnipeg, MB Vaughan, ON

Etobicoke, ON

Toronto, ON

Quebec City, QC Montreal, QC

Hanwell, NB

Alternatively, training can be conducted on-site for a specific client or at a 3rd party facility in any city or province

Pricing, Registration &

**Scheduling:** Please contact our training coordinator at 1-877-438-2231 x227 or via email at

training@solidcad.ca

**Complete course listing:** 

www.solidcad.ca/training



### **Course Description:**

While almost anyone can pick up Lumion and learn the basics, there are also more advanced techniques that some users aren't even aware of. In Lumion for Architects we approach this software with the expectation that you will learn the basics along with a few tricks that will really take your renders and animations to the next level including the grid technique that allows construction phasing and other animations, time lapse videos and how to use advanced move for technical animations. While this course is designed with an architect in mind, it will be valuable for anyone trying to get the most out of Lumion.

### **Learning Objectives:**

- Starting a project Project Setup, Screen Layout
- Controlling the Camera
- Mastering Environment and Terrain
- Mastering Materials
- Sun and cloud setting
- Adding / Modifying Light Fixture
- Creating Still Images
- Creating Animations
- Adding Special Effects

## **Example Graphs to be investigated:**

- Importing Updating Models with Geometry
- Live sych
- Advanced Transformations
- Using Layers
- Saving Material Set
- Animating Objects
- Rendering the final output as a movie file.
- Camera Presets

## Supplemental Learning:

- Advanced video effect
- Advanced photo effect