GANPAT UNIVERSITY							
FACULTY OF ARCHITECTURE DEISGN & PLANNING							
Programme	Bachelor of Design			Branch/Spec.	Bachelor of Interior Design		
Semester	V			Version	1.0.0.0		
Effective from Academic Year		2016-17		Effective for the batch Admitted in			June 2016
Subject code	VA05DT		Subject Name	Digital Technology - II			
Teaching scheme				Examination scheme (Marks)			
(Per week)	Lecture(DT)		Practical(Lab.)	Total		CE	SEE	Total
	L	TU	P	TW				
Credit	-	-	2	-	2	Theory	-	-	-
Hours	-	-	3	-	3	Practical	120	80	200
Pre-requisites:							
3D modelling and Rendering, Presentation and Advance power point							
Learning Outcome:							
Theory syllabus							

Unit	Content	Hrs
1	3D modeling and Rendering: Introduction related software (3D studio MAX / 3D studio WIZ). 3D modeling and editing in 3D studio MAX. Importing and working with CAD generated models. Material application, colour and texture mapping Lighting and advanced lighting. Rendering for different types of output and printing options Application in the field and exercises towards the same.	
2	Presentations. Introduction to Presentation software. Macromedia Director. Flash. Multimedia tool book / script. Scale	
3	Advance Power Point	

Practical content	
Exercise based on 3D of small Space and other objects	

Text Books	
1	NA

Reference Books	
1	Architectural Renderings - Schillaci.
2	Rendering with pen & Ink - Robert Gill