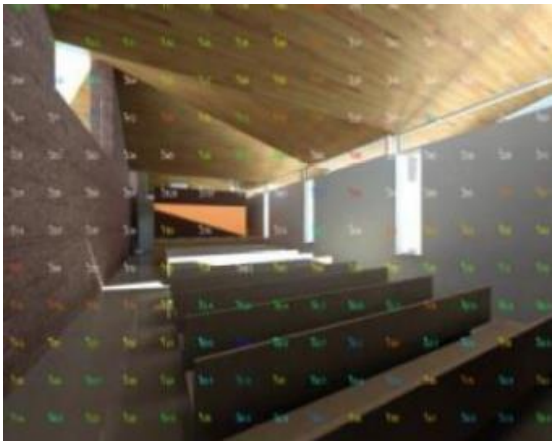
Autodesk® 3ds Max – Lighting Analysis

Brief Synopsis of Class Contents:

This live, online class covers Autodesk 3ds Max specifically for the Lighting Analysis workflow. Students will learn how to simulate sun, sky and artificial lighting with Exposure lighting analysis technology.

Learning Objectives:

- Measure light at any location by generating light measurement grids
- Generate light-intensity and indoor-environmental quality evaluations such as those required for LEED EQ Credit 8.1
- Achieve more sustainable designs by better predicting how light will interact with buildings
- Analytically explore direct lighting effects on complex architectural designs with interactive results right in the viewport.



Courseware:

Ascent 3ds Max Fundamentals

Number of Days:

1 Half Day Session

Continuing Education Hours:

3 hours

Who Should Attend:

Architects, Engineers and Master Planners

Prerequisites:

3ds Max fundamentals knowledge and experience and comfort with photometric lighting concepts

System and Software Requirements:

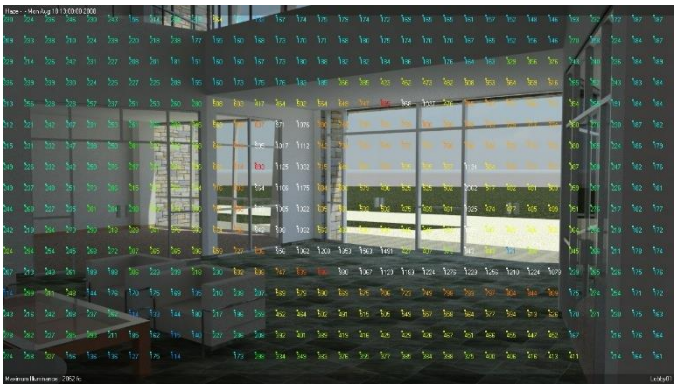
http://www.asti.com/LiveLab-Learning-amp-Training/LiveLab-System-Requirements

FAQs and Cancellation Policy:

http://www.asti.com/LiveLab-Learning-amp-Training/LiveLab-FAQS

Class Outline and Topics:

Lighting Analysis Workflow



- Introduction to Lighting Analysis
- Scene Preparation
- Photometric Lighting Concepts Review
- Lighting Analysis Assistant
- Settings
- Light Meter
- Materials
- Output/Export Data