

Spring 2018

# Computer Rendering

Mi Tsung Chang  
*CUNY City College*

[How does access to this work benefit you? Let us know!](#)

Follow this and additional works at: [https://academicworks.cuny.edu/cc\\_oers](https://academicworks.cuny.edu/cc_oers)

 Part of the [Architecture Commons](#)

---

## Recommended Citation

Chang, Mi Tsung, "Computer Rendering" (2018). *CUNY Academic Works*.  
[https://academicworks.cuny.edu/cc\\_oers/31](https://academicworks.cuny.edu/cc_oers/31)

This Syllabus is brought to you for free and open access by the City College of New York at CUNY Academic Works. It has been accepted for inclusion in Open Educational Resources by an authorized administrator of CUNY Academic Works. For more information, please contact [AcademicWorks@cuny.edu](mailto:AcademicWorks@cuny.edu).

**Computer Rendering**  
E-mail:mtchang@ccny.cuny.edu  
Or profmtchang@gmail.com  
**Course Syllabus**



**ARCH 51348/63114 Computer Rendering**

3 credits

CadLAB-A

**Instructor:** Dr. M.T. Chang

**Overview:**

This course aims to present you with contemporary methods of digital representation for architects. There will be an intensive exploration of the materialities, experiences, methodologies and techniques occurring in digital representation in contemporary practice.

The pedagogy will focus on creating high quality rendering images and animations from 3d modeling (by your own). In addition to learning the subject through readings, lectures, and videos, students will gain hands-on rendering experience. Several programming assignments build on each other as the students learn to render images of curved and polygonal 3D models with local and global illumination, reflections, refractions, shadows, and more. Each student will then design and carry out few personal projects (please see project section for more detail), focusing on some interesting aspect of computer image generation.

Ideally, students in this course should have some exposure to 3D computer modeling using AutoCAD, Rhino, or Revit. This course is designed so that a student with a moderate modeling skill and no 3D rendering experience can still succeed.

**REQUIRED ACCESS TO SOFTWARE & HARDWARE:** You will need access to a Windows PC with a current version of 3DS Max/VRay/Adobe CS to complete the course requirements. You must have, before taking this course, a good understanding of how to use Microsoft Windows computers and basic Windows software such as internet browsers, email clients, and image viewers. You must have access to the

Internet to complete this course, as well. If you are not comfortable with typical Windows hardware and software or Internet usage, you should take a remedial course in basic PC use before undertaking this one.

It is entirely students' responsibility to schedule sufficient time with hardware and software tools to complete the assigned work. Since these tools are available at the school during reasonable hours to all students, no due-date extensions or special considerations will be made for claims that hardware or software was unavailable. It is student's responsibility to obtain software for home use.

Students are responsible for making back-up copies of their work and keeping track of them. Work that is not submitted on time because of hard drive or flash drive failure will be penalized as late.

### **Software in Spotlight**

- 3DS Max2018 (windows only),  
and You can download this copy  
from Autodesk website.

Free student download available from  
<http://students.autodesk.com>

- Vray 3.0 for 3DS Max2018 (windows  
only) and Vray for Rhino  
<http://www.chaosgroup.com>

- Adobe Premiere CS5 or CS6/ Adobe  
Photoshop CS5 or CS6