L Lumion
Fundamentals

Course Guide:
2 Days

Starting a project in Sketch up
Understanding Sketch up interface
Setting Rendering Engines in sketch up
2D Modelling Basics
Push and pull system
3D Modelling
Extrusions
Editing polygons
Booleans
Linking Sketch up model to Lumion
Understanding Lumion Interface
Using Lumion Templates
Setting Daylight / Filters
Exposures
Important Lumion settings
Creating Cameras
Camera Settings
Creating Materials
Best Practices for rendering
Saving Materials to a library
Loading Materials
Perspectives
Rendering for interiors
Rendering for exteriors
Saving Renders
Creating Animations

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