. Twinmotion **Essentials**

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Why train ?)

Twinmotion is a real time software, specifically aimed at making visualizations easier for architects who are untrained in 3d. The great strength of the software is its ease of use, and large library of 3d assets that can be used in any scene. So, if you are an architect, designer or 3d artist, jump into Twinmotion now and you will see that within a few hours you will be creating exciting imagery, animations and full virtual reality

? Who is it for

Architects who need to easily visualize their designs
Designers who need to quickly iterate through many design ideas
Architecture students who need to present their ideas in a professional way, but don't have time to learn / use more complicated rendering programs
Anyone who needs to turn their Revit / SketchUP models into polished VR, animations, stills, etc., quickly

Course duration.

Six (6) sessions

. unit hours total 12

Training objectives .

You will learn how to Navigate the main user interface of Twinmotion and its components
Import data from ARCHICAD, SketchUp, and Revit into Twinmotion
Utilize the DirectLink Plugin to push and view changes to a scene in Twinmotion
Export images, videos, BIMotion, and VR real-time

. Course outline

. **Software Integration**-Integrating Twinmotion with your current design software and plugins

. **Interface & Short-cuts**-User interface breakdown and keyboard teaching shortcuts

. **Libraries, Objects & Imports**-Exploring Twinmotion libraries,Using and transforming objects

Materials & Custom Materials-Applying and editing materials,Creating custom materials and libraries . **Custom**

. **Libraries**-Creating custom asset libraries and how to share the libraries

Landscaping & Environment Context-Using landscape sculpting tools and adding vegetation to the environment .

Importing Models-Importing settings configuration and importing existing BIM models

Lighting & Interior Lighting -Using and applying lighting. Creatings shadows and editing settings

Adding Details - Adding furniture, people and animals. Using time and weather changes

Cameras, Animation & Virtual Reality -Camera, image and video settings. Creating animation clips and paths