

TXD324: CAD: 3D TEXTILE	
Course Name (English)	CAD: 3D TEXTILE APPROVED
Course Code	TXD324
MQF Credit	3
Course Description	The course is designed to help students learn dimensioning, create design and rendering. Students will be equipped with the skills to solve drawing problems and execute drawings using drafting and design software. Also, students will be introduced to create design product, 3D drawing and rendering in various scenes.
Transferable Skills	The course is designed to help students learn dimensioning, create design and rendering. Students will be equipped with the skills to solve drawing problems and execute drawings using drafting and design software. Also, students will be introduced to create design product, 3D drawing and rendering in various scenes.
Teaching Methodologies	Lectures, Lab Work, Demonstrations, Tutorial, Simulation Activity, Discussion, Presentation, Computer Aided Learning
CLO	 CLO1 Identify the principle components of the 3D-dimensional software user interface. CLO2 Manipulates tools and functions to construct 3D-dimensional design rendering CLO3 Demonstrate autonomous learning in 3D software for illustration, designing and rendering object.
Pre-Requisite Courses	No course recommendations
Reading List	Reference Book ResourcesKelly Murdock 2016, Kelly L. Murdock's Autodesk 3ds Max 2017 Complete Reference Guide, SDC Publications [ISBN: 9781630570330]Marta Serrats 2015, 202 Outstanding Modern Interior Designs [ISBN: 9781770855700]Jenny Grove 2017, Interior Design: A Professional Guide, Riba Publishing [ISBN: 9781859465851]Lisa Godsey, Interior Design Materials and Specifications + Studio Access Card[ISBN: 9781501321764]Drew Plunkett 2014, Drawing for Interior Design, Laurence King Publishing [ISBN: 9781780671765]Rick Bartholomew 2013, Design Process Hand-Sketching for Interiors, SDC Publications [ISBN: 9781585038251]
Article/Paper List	Recommended Article/Paper Resources 1. Autodesk Official Training Courseware(AOTC), Autodesk 3ds Max, 2008
Other References	This Course does not have any other resources