

Twinmotion Training: Architectural Visualization Course

Introduction to Twinmotion Training

- Twinmotion interface and navigation
- Project import (Revit, SketchUp, 3ds Max)

Materials and Textures in Twinmotion

- Material application
- Specific materials

Vegetation, Terrain and Landscaping in Twinmotion

- Terrain sculpting
- Terrain from predefined sources
- Scatter tools
- Grass, trees

Object Libraries and External Source Import in Twinmotion

- Library asset management and manipulation
- Importing external content
- User library
- Lights
- Characters and vehicles
- Animator

Rendering in Twinmotion

- Camera settings and manipulation
- Still image rendering
- “Phased” rendering
- Animated sequence production
- Post-production