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**KUNKUN ACADEMY**

**ARCHVIZ  
MASTERCLASS  
BOOKLET**

# WELCOME!

To Masterclass Booklet  
KUNKUN Academy Masterclass  
Info and Curriculum

This document is your guidelines about the curriculum,  
what you learn and you need to know about this  
masterclass.

You will find here the details of the curriculum about  
the masterclass day by day.

## HOW OUR IN-CLASS WORKS?

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Our Classes held at Kunkun Visual HQ in Bandung, Indonesia and Discord to communicate during the course.

Live Sessions about all curriculum will be conducted in our Kunkun Academy Class. We will start the class with presentation session by Kunkun Academy Trainers. We will discuss about the materi, live tutorial, hands-on for the case study and show some examples. Please be quiet during the presentation and no camera (recording) on class. If you have any question during the classroom you can use raise hand after the presentation end.

### In-Class Live Session

During the class, you will hands on with our case study-designed by well know architects in Indonesia. When the mentoring time begin, all Kunkun Academy Trainers will follow your renderings, give real time feedbacks after the live sessions end.

If you need any help and needs feedback, you can arrange a private session after classes end or you can ask at discord at mentoring time.

### Communication

We are using Discord with private channel inside for get the useful information, schedules and everything about this masterclass. You can chat in our Discord Private Channel together with all students and KUNKUN Academy Trainers. You can join to our General 3D Community Group for more info about Architectural Visualization.

## WHAT YOU WILL LEARN

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During this online course, Kunkun Academy Trainer will guide you to produce architectural visualization in effective way for your architectural rendering and presentation.

In this 2 weeks (1 week in-class and 1 week online), you will learn how to do the composition, make vegetation, make materials, making mood ( daytime and night time) and post production for Architectural Visualization. You will works on our personal case study too (real project). The number of students are limited (12 students).

# IN-CLASS AT KUNKUN HQ

KUNKUN Academy's online class were designed to provide hands-on architectural visualization knowledge directly at our Headquarter with the best 3D visualizer ever. You will study at Kunkun Academy Classroom together with our professional trainers. Our class just for 12 students for each batch.

You will be guided through live practices and personalized projects by By Kunkun Visual 3D Artist as your Trainers.

Your curriculum will contain live session and practices. You will get 1 weeks online mentoring after the class is over. You will have time to practice in your home. if you get stuck, you can reach our trainers in real time, who will help you remotely and give you feedback and tips via exclusive discord channels.

The class is full day in-class, from 9 AM to 4 PM in 6 days (Monday-Saturday).



# MENTORS

Learn valuable knowledge from KUNKUN Visual Professional 3D artist, learn from zero to hero from the expert.

# MENTORS



**Rheza Kun**  
CEO of KUNKUN Visual



**Adri Kusuma**  
3D Artist of KUNKUN Visual



**Christopher I.B Yuwono**  
3D artist of KUNKUN Visual

## Team



**Silvia Wulandari**  
Chief Development Officer of  
KUNKUN Visual



**Eka Nurjanah**  
Administrator

# CURRICULUM

This Booklet will guide you through the still images making. This is our Masterclass schedule.

## DAY #1



### WORKS ON CASE STUDY - Interface + Scene Preparation

The first meeting was the most thrilling meeting, meet new friends from various backgrounds, professional 3D Artist, professional Architect, to Students.

In this meeting we will learn about how professional 3D Artist workflows, as well as the basics of using 3Dsmax + Corona render software.

Are you guys never try 3DsMax? No need to worry! We teach you from zero to hero. The main requirement is that you can use the Sketchup software.

#### INTRODUCTION

Presentation from KUNKUN Visual

#### Image Planning

Photo Research and references  
Disussion  
Make an image planning

#### Sketchup & 3DsMax

Modeling in Sketchup, Grouping  
Export to 3DsMax

3DsMax - Introduction and Interface.  
Edit Poly

You will our case study project in medium scale of project.

We will start with **Image-Planning with some Photography theory**. In this day, we focusing on composition ; image ratio, the physics of light, visual depth and the colors theory. Image planning will force you to take the right decisions before you going to the next step. All decisions will based on references, so your Visualization should be right since day 1.

## DAY #2



### LIGHTING + CAMERA SETTING

After the first day getting to know the 3DsMax interface and workflow, on the second day we will learn how to make good and correct lighting.

Realistic lighting is not difficult at all, but if you take a wrong step, it will make the lighting unrealistic. Likewise, making a camera in the style of a photographer must understand the basics of good composition. Not only Setting Sun + Sky, we will also learn artificial Lighting, HDRI, also Material Light. All will be discussed without exception!

#### LIGHTING

Sun and Sky  
Physical Camera  
Daylight  
Image Base Lighting (HDRI)  
Corona Lights  
Interior and Exterior Lighting ( night version )  
Render Elements

#### Make Lighting Templates

For make the great visualization, we must doing much effort on the lighting. Lighting is the key aspect of your visualization besides materials and model details. In this Masterclass, we will study about all types of lighting and lighting schemes for make your visualization stand out!



## DAY #3



### MAKE YOUR REALISTIC MATERIALS TEMPLATE

The Key of Realistic Rendering starts with Perfect Materials. We will explain all the PBR (Physical Based Reality) functions of materials (Diffuse, Glossiness, Bump, Displacement, Falloff, and many more).

Participants will feel how cool it is to make realistic materials with the simplest possible technique.

#### MATERIALS

##### Texture Map

UVW Mapping Base  
Multi Mapping  
Basic Architectural Shaders

Tips and Tricks to simulate dust and dirt

##### Make Materials Templates

We will guide you to make the realistic materials. This is the important lesson to translate the tools into realistic materials. We are going to study material references in the real world. We are also help you to make material templates based on your projects.

## DAY #4



### MAKE ENVIRONMENT AND REALISTIC VEGETATION

Planting trees and arranging landscape compositions is essential, especially if our project is in the tropics.

You will learn to know the types of plants that live in the tropics, knowing how landscape designers works and choosing plant types, how to put hundreds of thousands of grass in your viewport will easily be learned at this masterclass. You will plant Millions of Poly Geometry, but still can work light and fast. Too Good To be True, but it is True!

#### VEGETATION

Forest Pack Introduction

Cropped 2D vegetation  
Put the 3D Vegetation

##### Make Vegetation Templates

For the vegetation, we are using scatter plugin for 3DsMax. It is for optimize your scene if you make a complex visualization without problems. Beside of the 3D. We are using 2D cut-out trees for some cases. We will guide you the right time to using 2D Vegetation and 3D Vegetation.

## DAY #5



### CHALLENGE

In this day, participants will be given a challenge to create a masterpiece image. Not only realistic pictures, but also artistic.

We guarantee 100% that today you will be able to produce cool images with your own hands. Our instructors are on standby to help you. You will be surprised how cool you are and your render quality improvement in less than 1 week.

## DAY #6



### POSTPRODUCTION AND MAKE MOOD

On this day friends will learn how to process images after the RAW rendering is complete. You will learn about added 2D People, Added Colorgrading, Visual FX, Fog, Glow, Glare, and more. Let us know if you have a specific request.

#### POST PRODUCTION

- Custom Brushes
- Smoke, glow, rain and other FX
- Color Grading
- Matching People Into Renders
- Material and Environment Photo Montage
- Paint Lights
- Sky Replacement

#### Make Postproduction Library

The final touch is on Post Production with Photoshop. You will learn how to develop your own mood / style and control everything depending on your client request. We will learn how to blend 2D cut out and retouch everything. You will learn how to do storytelling in Archviz. In other lesson, we will teach you the simple rendering render clay and photo montage techniques from the library.

## WEEK 2

### Online Mentoring With Our Mentors

**DAY 7-10 : Project Review Online**

**DAY 11- Forever : Keep In Touch**

You will do the intense mentoring in 1 week to get the amazing final result based on our case study. We will do zoom call 1 time in a week for final preview and mentoring via discord everyday. You can ask everything, we will guide you.

We guarantee you will have your 1st amazing portfolio for your presentation. It will be your new standard to bring you to the next level.

## BENEFITS



Not only gain your skill and but you get awesome benefits to help you produce an Architectural Visualization after this Masterclass.

KUNKUN Academy Certificate

KUNKUN Masteclass Hanbook Guide (emailed)

Goodybag ( Tshirts, Notebook, Ballpoint)

Corona Renderer Certificate as Certified User (In-House Class Only)

10% Discount for Corona Render Lisence (In-House Class Only)

Custom Materials Template baded on case study

Vegetation Asset

2D Cut-out Asset

## REQUIRMENTS

**Student Requirments Background : ARCHITECT / 3D ARTIST / ARCHITECTURAL STUDENTS**

Please follow our technical requirments before book your seat. You must follow the requirments below as minimum. If you don't, you will have a problem during the class and have a problem to sucessfully finishing the course.

**WE ARE PARTNERS & AN AUTHORIZED TRAINING CENTER OF**

**AMD**  **ASRock**  **SAMSUNG**  **logitech** 

 **corona**

# HOW TO APPLY

## 1. BOOK SEAT

Book your seat at our website [www.kunkunacademy.com/masterclassregistration](http://www.kunkunacademy.com/masterclassregistration)

After that, our team will contact you via email for the confirmation.

## 2. FILL THE TRAINING CONTRACT

After the registration, you will be emailed by our Administration team. They will send you **the training contract** that you must fill. (please fill it and send back to our email).

Send back the signed training contract to our email [academy@kunkun3d.com](mailto:academy@kunkun3d.com) with the tuition fee to our bank account 7 days after receiving the documents.

## 3. OFFICIALY MASTERCLASS STUDENTS

Please wait for our administration to process the documents ( 2 - 3 days ). After that, you will receive an email and you are officially our Masterclass Students.

We will send you the KUNKUN Academy Starter Pack. Before the class, you will receive the Goodybag (on-class) and KUNKUN Academy Masterclass Handbook for your Guidelines in your Masterclass journey (emailed)

KUNKUN Academy has the right to cancel the course, if less than 4 students register. You will get your tuition fee back.



# FAQ

## 1. Who can join this class?

We recommended this course to 3D artists, Architects, Architect professional or 3D artist at Architecture Company, or Students in Architectural Fields. This course is designed for support your career in archviz industry and help you to make an architectural presentation with rendering, but in effective way. To able to learn in this Masterclass, you need to following this rules:

1. Age range : 18 Years - 40 Years old
2. This Class is for 3D artist / who want to make a rendering company, Professional Architects, and Fresh Graduate ( who become an architects )
3. Have intermediate skill in SketchUp
4. Able to travel to our HQ in Bandung, Indonesia

## 2. Can I share my final images which created at this masteclass?

Yes of course! Please share your work in your social media and website. If you can, please tag or indicate that the images were the result of KUNKUN Academy Masterclass.

## 3. Can I share the materials and assets of the course?

No. Please do not share any materials and assets files given by KUNKUN Academy. You are already signed contratct and agreeing to keep the materials confidential. All materials and assets of the course is only for you and your team. If we found some files are copied by sombody else, we will take the action with legal consequences.

## 4. Can I record the live learning sessions?

Strictly No. Please do not record anythis as it is copyrighted. Please do not record anything and do not copy of materials / assets of KUNKUN Academy to others. No cameras on during the classes.

## 5. Does the Masterclass fee incude TAX?

Yes, 10% for tax in Indonesia and it is included in your tuition fee.

# FAQ

## 6. Can I cancel my seat booking?

Because of the limited seats and exclusivity of the course, you will get 50% refund of the tuition fee. (cancel 10-20 days before class is start). If you cancel the course less than 10 days prior before the class start, we can't refund any tuition fee.

## 7. Can my course get cancelled or postponed?

Yes. KUNKUN Academy can cancel or postpone the course in 5 working days prior to start the course. In this case, we will inform you and you will have a full refund.

## 8. What is the duration and schedule if the course?

6 days and 6 hour each. You will spend at least 36 hours to finish this course - maybe more for intensive class and 1 week for mentoring and works on personal project (Online Mentoring)  
Course will held from 9 AM - 4 PM WIB (Waktu Indonesia Barat) at Kunkun Visual HQ, Bandung, Indonesia.

If you have any question, do not hesitate to contact us at [academy@kunkun3d.com](mailto:academy@kunkun3d.com).  
We are ready to help and answer your questions!

See you in Intensive Archviz Masterclass!

**KUNKUN Academy Team**

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## KUNKUN ACADEMY

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