



Dimension Course Outline



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t: 011 782 4297
f: 086 511 3343
109 3rd street, linden, 2195
po box 44007, linden, 2104
e: msd@imsd.co.za
w: imsd.co.za



Duration: 2 Days

Related Courses:

Photoshop, Illustrator, After Effects, Cinema 4D, Maya, Blender

Course Overview and Objectives

This Adobe Dimension course is part of the official Adobe Authorized training series for graphics, publishing and creative software. The lessons are designed so that you can learn at your own pace. If you're new to Adobe Dimension, you'll learn the fundamental concepts.

And if you've been using Adobe Dimension for a while, you'll find that this course covers many advanced features, including tips and techniques for using the latest version of the application and creating realistic scenes with 3D models.

Each lesson concludes with formative and summative assessments reinforcing what you've covered.

Pre - requisites:

You should have working knowledge of your computer and its operating system

Dimension Course Outline

Introducing Adobe Dimension

- Introducing Adobe Dimension
- Starting Dimension and opening a file
- Exploring the tools
- Exploring the panels
- Understanding the Camera
- Understanding the Canvas
- Understanding the Ground Plane
- Using Render Preview
- The two modes of Dimension

Exploring Design Mode

- Creating a new project
- Working with starter assets
- Selecting and transforming objects
- Applying materials to models
- Adjusting the lighting
- Introduction to scene rendering

Working with the Camera

- What is the camera?
- Saving a camera bookmark
- Using the Orbit tool
- Using the Pan tool
- Using the Dolly tool
- Using the Horizon tool
- Using camera bookmarks
- Simulating depth of field

Exploring Render Mode

- What is rendering?
- Exploring real-time rendering
- Exploring blended render preview
- Exploring Render mode
- Using render export formats

Finding and Using 3D Models

- Using starter assets
- Using Adobe Stock assets
- Importing 3D models from other sources
- Using 3D models from Photoshop in Dimension
- Other sources for 3D content
- Identifying potential problems when importing 3D models



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Create real-life in real-time.

Visualize branding, packaging, and logo designs in 3D. Drop a vector graphic onto a 3D model to see it in a real context.



Get the shot. Skip the shoot.

Create life-like virtual photographs with depth, texture, and the right lighting. Combine 3D models with 2D designs from Photoshop and Illustrator, materials from Substance.



Push your creative boundaries.

Conceptualise 3D with fewer steps. With an intuitive UI, you can focus on bringing your creative vision to life, from advertising to abstract, surreal, or conceptual art.

Working with Materials

- What are materials?
- Finding materials
- Applying a material to an object
- Changing MDL material properties
- Changing SBSAR material properties
- Sub-selecting model faces
- Linking and unlinking materials

Creating Materials with Adobe Capture

- About Adobe Capture
- Capturing a material
- Using a material from Capture in Dimension
- Modifying material properties

Selecting Objects and Surfaces

- Using the Selection tools to select objects
- Aligning models
- Using the Magic Wand tool to select surfaces

Applying Graphics to Models

- Beginning a new project and importing a model
- Organizing the model components
- Applying a background graphic
- Applying additional graphics
- Modifying graphic properties
- Editing a label in Illustrator
- Finishing the scene
- Using advanced techniques

Working With Backgrounds

- What you can do with background images
- Starting a project with a background image
- Adding a background image to an existing scene
- What to do when Match Image doesn't set the perspective correctly
- Building your own background

Working with Lights

- Exploring three types of lights
- Experimenting with environment light
- Experimenting with sun light
- Experimenting with directional lights
- Experimenting with glow