

D5 RENDER FUNDAMENTALS – COURSE OUTLINE



DURATION / TIME

4 hours



METHODOLOGY

Learn through live demos, step-by-step guidance, hands-on practice, and interactive discussions.



PREREQUISITES

- Basic understanding of BIM / 3D modelling software such as Archicad, SketchUp or Revit
- Participants are required to have D5 pre-installed on their own device



TARGET

Architects, Interior Designers, Landscape Designers, 3D Visualisers, BIM/Design students and professionals.

INTRODUCTION

This beginner-friendly training course is perfect if you're new to D5 or looking to move away from traditional rendering tools. You will learn how to create beautiful, photorealistic renders and walkthroughs without the usual complexity. D5 combines an easy-to-use interface, smart AI features, and a library of quality assets – all in one streamlined workflow that's built for fast-moving design projects.

OBJECTIVE

By the end of this training, participants will be able to:

- Navigate D5 Render and streamline your visualisation process from model import to final output
- Achieve stunning photorealism by using PBR settings and setting up realistic lighting
- Produce high-quality still images and basic animations for compelling client presentations and design reviews
- Utilise real-time rendering tools to accelerate decision-making and elevate presentation quality

CONTACT

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D5 RENDER



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COURSE OUTLINE

Lesson 1: Introduction and Setting Up

- Navigating the D5 interface
- Live Sync features
- Camera movement and view settings
- Asset Library overview (models, materials, vegetation, AI – 3D Models Generator)

Lesson 2: Materials & Textures

- Applying and editing materials
- Physically Based Rendering (PBR) workflow
- Creating custom materials
- Using displacement and transparency
- AI materials

Lesson 3: Lighting & Environment Settings

- Natural light: sunlight, geo-location
- Artificial lights: spot, point, area lights
- Environmental settings: HDRI, weather, sky settings
- AI Atmosphere Match

Lesson 4: Surrounding and Landscape Environment

- Adding terrain and ground surfaces
- Using vegetation assets (trees, grass, flowers)
- Using the scatter tool for natural placement
- Using City Generator to create urban backgrounds and skylines

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Lesson 5: Post-Processing & Rendering Output

- Real-time post-processing tools
- Render settings: quality, resolution, output formats
- Exporting image files

Lesson 6: Camera Setup & Animation Basics

- Setting up still camera shots
- Depth of field, exposure, focal length
- Basic animation workflow: path, keyframes
- Exporting video files

Lesson 7: Post-Render AI Features

- AI Enhancer
- AI Atmosphere Match
- AI Style Transfer
- AI Inpainting

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