



LUMION FOR ARCHITECTS

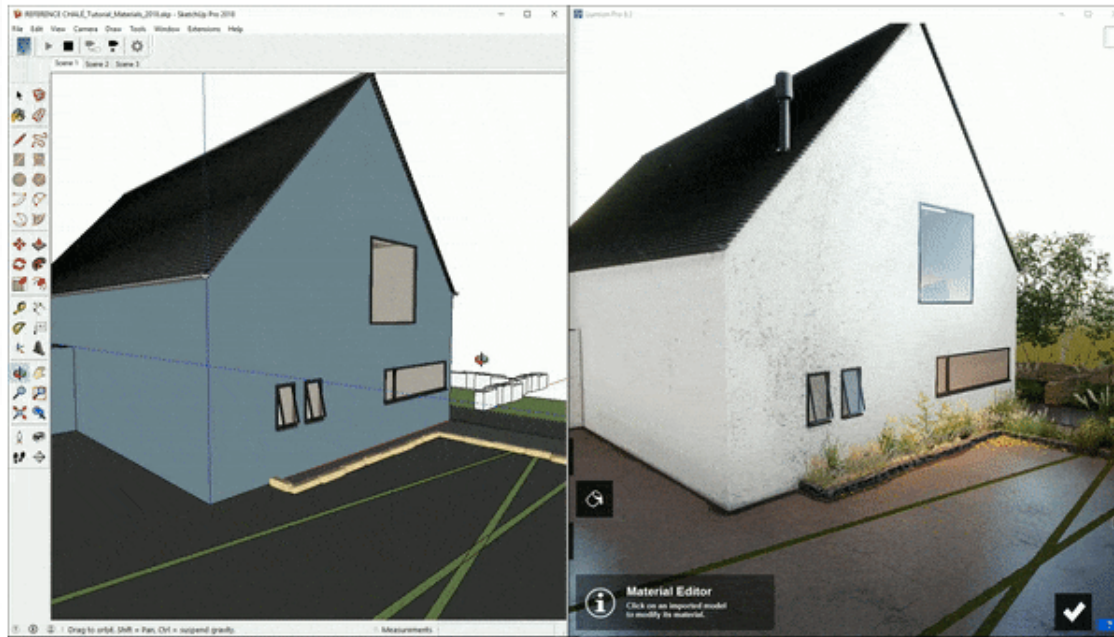
WORKSHOP

RENDERING SOFTWARE FOR STILL IMAGE
AND WALKTHROUGH

LIGHTNING FAST PHOTOREALISTIC RENDERS



EASY TO USE SOFTWARE

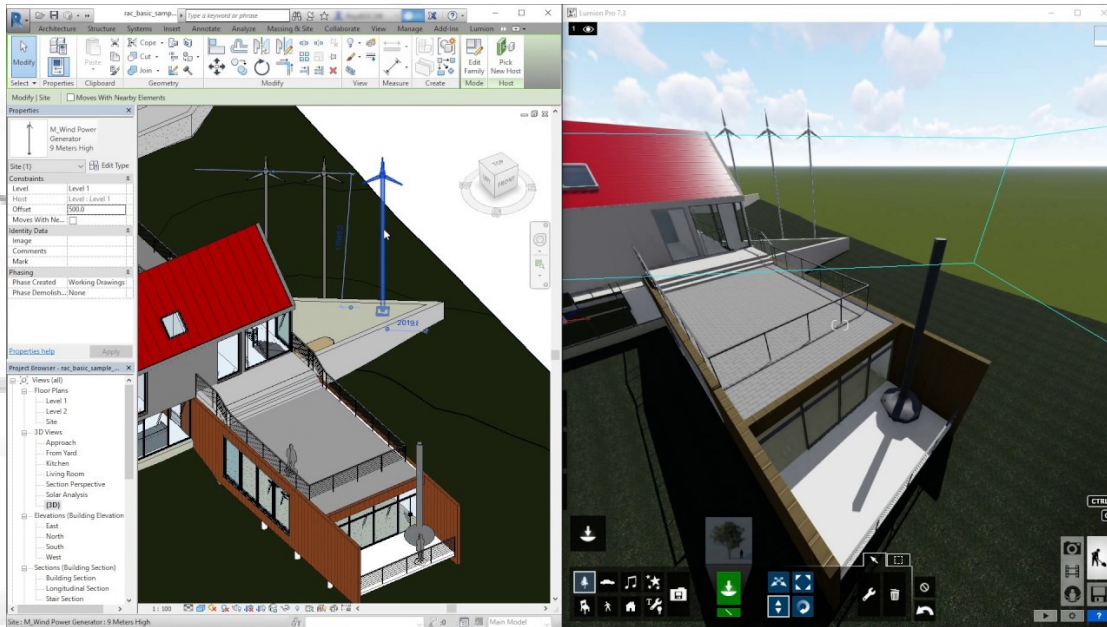


Improved LiveSync for Revit

LiveSync for Revit helps you get into the creative “flow” of design development and provide unique, beautiful presentations. With the improved LiveSync in Lumion 8.3, you can breathe life into the synced model by simultaneously modeling in Revit and dressing it with the textured, high-definition materials in Lumion. And you can ease the design and presentation process by syncing the same viewing angle with the LiveSync camera synchronization.

New LiveSync for SketchUp

Supercharge your SketchUp model by designing it simultaneously in Lumion's real-time, breathtaking environment. The new Lumion LiveSync for SketchUp immediately sets up a live connection between these two programs. You'll receive immediate, high-quality feedback in Lumion as you interact with your model in SketchUp, solve design problems or present your work in the context of the real world.



BEAUTIFUL RENDERS WITHIN REACH



Professional rendering for architects and designers

 **SketchUp**

 **AUTODESK
REVIT**

Rhinoceros[®]
NURBS modeling for Windows

 **AUTODESK[®]
3DS MAX[®]**

 **VECTORWORKS[®]**
A NEMETSCHEK COMPANY

 **Allplan**

GRAPHISOFT
ARCHICAD

 **Bentley[®]**
MicroStation

Real-time materials synchronization

LiveSync in Lumion 8.3 now synchronizes your material assignments in SketchUp or Revit. But don't rely on the CAD materials for amazing visual quality. You can instantly breathe life into the design by applying any of Lumion's 1000+ high-definition materials in the Lumion editor. As you continue to develop the design, you can tweak the materials exactly to your liking and then save your material layouts for future rendering.

LUMION IMAGE RENDERS

Key Features



Better color correction.

Are the colors too cold? Too dull? Overexposed? In Lumion 8, you can easily dress your model in its best light with the new color correction improvements. Tune up color temperature for a “warm” mood. Adjust the vibrancy for increased color intensity without saturation. You can even temper the sharp contrasts by making the shadows a little lighter.



Mass placement for curved shapes.

Landscapers rejoice! For Lumion 8, you can use the mass placement feature to instantly place numerous objects in complex shapes, including curves. With just a few clicks, plant multiple trees that follow the winding curved contours of your garden design. Quickly fill your roundabout with a buzzing fleet of cars. Hold CTRL, set the corner smoothness and you can mass place objects in any winding shape you like.

LUMION IMAGE RENDERS

Key Features



Sky Light.

Ready to render? If you haven't added the Sky Light effect, then...well...no. Maybe not. Because it's the one technology developed especially for Lumion 8 to heighten your image's sense of environment, realism and depth.

Sky Light is an advanced, daylight simulator for softening and dispersing the scene's environmental lighting. Used in combination with Soft Shadows and Fine Detail Shadows, it strengthens the real-life interplay of these elements. Watch as the foliage and trees become photorealistic, and discover as people, buildings and landscapes suddenly look like they belong where they are.

Soft and fine shadows.

Designing and rendering realistic shadows may be one of the most difficult things you can do. Until now.

In Lumion 8, you can inject realism into your render by turning on the Soft Shadows and the Fine Detail Shadows as part of the Shadow effect. Instantly, the shadows become softer, the penumbras grow. Hundreds of fine detail shadows are enriched and a realistic sense of depth permeates the image.

You'll feel yourself smile as you view your unbuilt design looking uncannily like the real thing.



LUMION TOPICS COVERED



1. IMPORTING MODEL TO LUMION
2. MATERIAL EDITING
3. LANDSCAPE
4. PEOPLE AND VEHICLES
5. LIGHTS AND SHADOWS
6. CAMERA ANGLE
7. PERSPECTIVE CORRECTIONS
8. ADDING ENVIRONMENT EFFECTS
9. COLOUR CORRECTION
10. ARTISTIC EFFECTS
11. CREATING IMAGE MODES
12. MAKING A WALKTHROUGH PATH
13. ADDING MOVEMENT EFFECTS FOR VIDEO
14. GETTING FINAL OUTPUT FOR IMAGE/VIDEO
15. POSTPRODUCTION