SCHOOL	Interior Design
ACADEMIC YEAR	THREE-YEAR PROGRAM III - 2025/2026
SUBJECT	1151 Architettura virtuale A
TYPE OF SUBJECT	Theoretical-Practical
NUMBER OF HOURS PER LESSON	3
NUMBER OF ECTS CREDITS	5
DISTRIBUTION OVER THE ACADEMIC YEAR	I SEMESTER

EDUCATIONAL OBJECTIVES AND EXPECTED RESULTS

This course, following an initial series of theoretical lessons related to the field of microarchitecture, enables students to independently utilize 3D modeling software, building upon their prior knowledge of two-dimensional CAD. The theoretical-practical course is designed to provide the necessary information for understanding the dynamics associated with the design of micro-architectures. In this regard, the course includes a workshop on exhibition architecture, conducted in collaboration with a leading international trade fair company.

Knowledge and understanding	The development of knowledge and comprehension skills in 3D software is essential, enabling students to not only understand and assimilate the general technical content of the course but also to apply it effectively on other platforms. Upon completion of the course, the student is expected to demonstrate proficiency in modeling simple objects and/or structures related to the field of interior design. The required assignments must demonstrate a comprehensive understanding of the selected theme, as well as the conceptual development from the initial idea to the hand-drawn sketch and the final digital rendering.
Applying knowledge and understanding	Students are expected to acquire the fundamental techniques of modeling and rendering, and to be equipped to develop visual systems and methodologies to personalize and enhance their design projects.
Making judgements	Students are expected to develop critical skills that enable them to understand the nature of virtual architecture as a projection of reality through the use of three-dimensional visualization techniques.
Communication skills	The ability to clearly articulate the acquired knowledge and effectively manage project documents to enhance storytelling skills. Following the exercise on exhibition installations, the second part of the course will address minimal living and its implications in contemporary society. The examination will also involve a specific project on this topic. The final report must also demonstrate a comprehensive linguistic proficiency in the primary terms utilized in the lectures.
Learning skills	Develop an autonomous capacity to understand the sources and alternative software available in the various communities associated with the virtual design sector. Acquire proficiency in a foundational methodology for the design of micro-buildings.

CONTENTS	This course is based on the practical application of Cinema 4D modeling software, and it commences with an introduction to the program interface, progressing to the construction of objects and the creation of initial photorealistic renderings. In addition to the initial theoretical lessons related to micro-architecture, the course will comprise theoretical and practical sessions focused on mastering the program and formulating design hypotheses related to the selected theme. Introduction to Virtual Architecture • Microarchitecture • Software: Interface, Visualization, and Basic Software Configuration, Object Management, Modeling Tool, Axis Tool, and Parametric Objects. • Modeling of objects using splines, NURBS associated with splines, modeling of various objects with NURBS, HyperNURBS, and alternative modeling tools. Importing from external CAD files: materials and textures, creating a new material, channel overview, material operations, texture tool, materials on selections, and mapping. • Lighting fixtures, basic lighting, available lighting types, lighting techniques, lighting effects, and a comprehensive technical description of all lighting parameters. Global. • Day and night sets • Scene tools: Environment, camera, background, floor tool, and sky tool, methods for illuminating interiors and exteriors, compositing 3D objects onto images, rendering settings • Utilization of the Sketch & Toon sketch module
ADOPTED METHODOLOGY	[X] In Person The course will comprise theoretical and practical sessions designed to facilitate the acquisition of the program and the formulation of design hypotheses related to the theme of microarchitecture. The second part of the theoretical/practical course addresses minimal living and its implications in contemporary society. The examination will comprise the micro-architecture project specified during the course and the project related to the collegial workshop.
ASSESSMENT METHODS	The required documents will be evaluated based on the following criteria: • Concept and definition of the project (original design idea with environments and descriptive details) (1-10) • Realistic rendering of the materials and lighting utilized in the project (1-10) • Attention to presentation and in-depth examination of the content (1-10) The examination will focus on the results achieved in the renderings, as well as on in-depth questions related to the projects presented and the exercises conducted.