

Introduction to Twinmotion

Training course outline

Twinmotion utilises the power of the Unreal Engine and Path Tracer technology to produce high-quality visualisations quickly.

Introduction to Twinmotion teaches everything you need to generate gorgeous visuals for your 3D designs, whether they were created in AutoCAD, Revit, SketchUp, 3ds Max or a wide range of other 3D modelling applications.



Course summary

Provides a thorough grounding in Twinmotion, teaching the essential knowledge you need to work with the application effectively.

Sessions include:

- User interface and elements
- Bringing your content into Twinmotion
- Twinmotion templates
- Navigating in the Viewport
- Objects
- Libraries of assets and textures
- Bringing a scene to life
- Lighting and environment
- Media
- Cameras, media export and rendering.

Duration

One day.

Who should attend?

Newcomers to Twinmotion and those with limited Twinmotion experience.

In-class or live online

You can attend in-person at our centres, or participate live online from your place of work or home.

To read about our approach to online training, see armada.co.uk/liveonline.

General information

Courses are hosted by highly experienced instructors with vast experience of using Twinmotion professionally.

Whilst attending training at our centres, you'll have the use of a computer running licensed Twinmotion software to practice the techniques taught.

Refreshments and lunch are provided.

Course fees can be paid by card or bank transfer. We accept purchase orders from UK-registered companies and public sector organisations.

Course materials and certificate

You'll receive:

- A comprehensive training guide and practice files.
- An e-certificate (PDF) confirming successful course completion.

Method of delivery

Training is designed for the busy professional, being short and intensive and combining lecture and demonstration. Practical exercises carried out under guidance help you learn the techniques taught.

You have ample opportunity to discuss specific requirements with the trainer.

After course support

Following training, you're entitled to 30 days' email support from your trainer.

Further information

See armada.co.uk/course/twinmotion.

Course syllabus

See over.

Course syllabus

Session	Topics
User interface and elements	UI overview The docks The home panel Other panels The toolbar The viewport
Bringing your content into Twinmotion	Import process Importing with Datasmith Animation Geometry Import options
Twinmotion templates	
Navigating in the Viewport	Controlling navigation speed Keyboard and mouse shortcuts Navigation mode Navigation panel
Objects	Modelling tools Populating scenes with objects Moving an object along a Surface Moving and snapping an object onto another object Rotating objects Scaling objects

Session	Topics
Libraries of assets and textures	Twinmotion libraries Quixel Megascans' library
Bringing a scene to life	Materials Ambience Adding vegetation, characters and vehicles
Lighting and environment	Sunlight Background Sky Artificial lighting Adding fog
Media	Configurations Creating and exporting media Managing media Panorama sets Presentations
Cameras, media export and rendering	Image and camera settings Exporting images Path Tracer rendering