

No. of Days	Topic
1	GENERATE BASIC MATERIALS 1. GLASS , THIN GLASS, SOLID GLASS , FROSTED GLASS 2. METAL  3. GOLD  4. PLASTIC
2	TEXTURE, MATERIALS
3	TEXTURE, MATERIALS
4	PROJECT 1 EXTERIOR VIEW WITH V-RAU SUN LIGHT
5	PROJECT 2 EXTERIOR VIEW WITH V-RAU SUN LIGHT & RENDER SETTING
6	PROJECT 2 EXTERIOR NIGHT VIEW WITH V-RAU SUN LIGHT & FREE LIGHT
7	COMPLETE NIGHT SCENE

8	INTERIOR LIGHT INTRODUCE
9	INTERIOR LIGHT , VRAY LIGHT & WORK ON MATERIALS
10	COMPLETE INTERIOR LIGHT WITH VRAY LIGHT , V-RAY SUN , V-RAY IES LIGHT
11	COMPLETE RENDER SETTING
12	DAY SCENE , NIGHT SCENE BOTH VIEWS
13	POST PRODUCTION WORK ON EXTERIOR VIEW
14	POST PRODUCTION WORK ON INTERIOR VIEW
15	SOLUTION & SUBMIT THE ALL PROJECT