

SELECTED WORKS

Youssef Kerolos

Explorations — curious architect exploring how ideas become space

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01

Academic Projects & Competitions

A graduation project and a design workshop, where ideas about dynamism, grouping and public life were first tested.



Exploring Dynamism

2023

Graduation project: a Baroque-inspired extension that revives a palace

ROLE
Individual

TEAM
Graduation project

TOOLS
Rhinoceros Sub-D, Grasshopper, Revit, Enscape, Lumion, Photoshop

Revival of the role of the palace as a source of wellness to its users and context, functionally and physically.

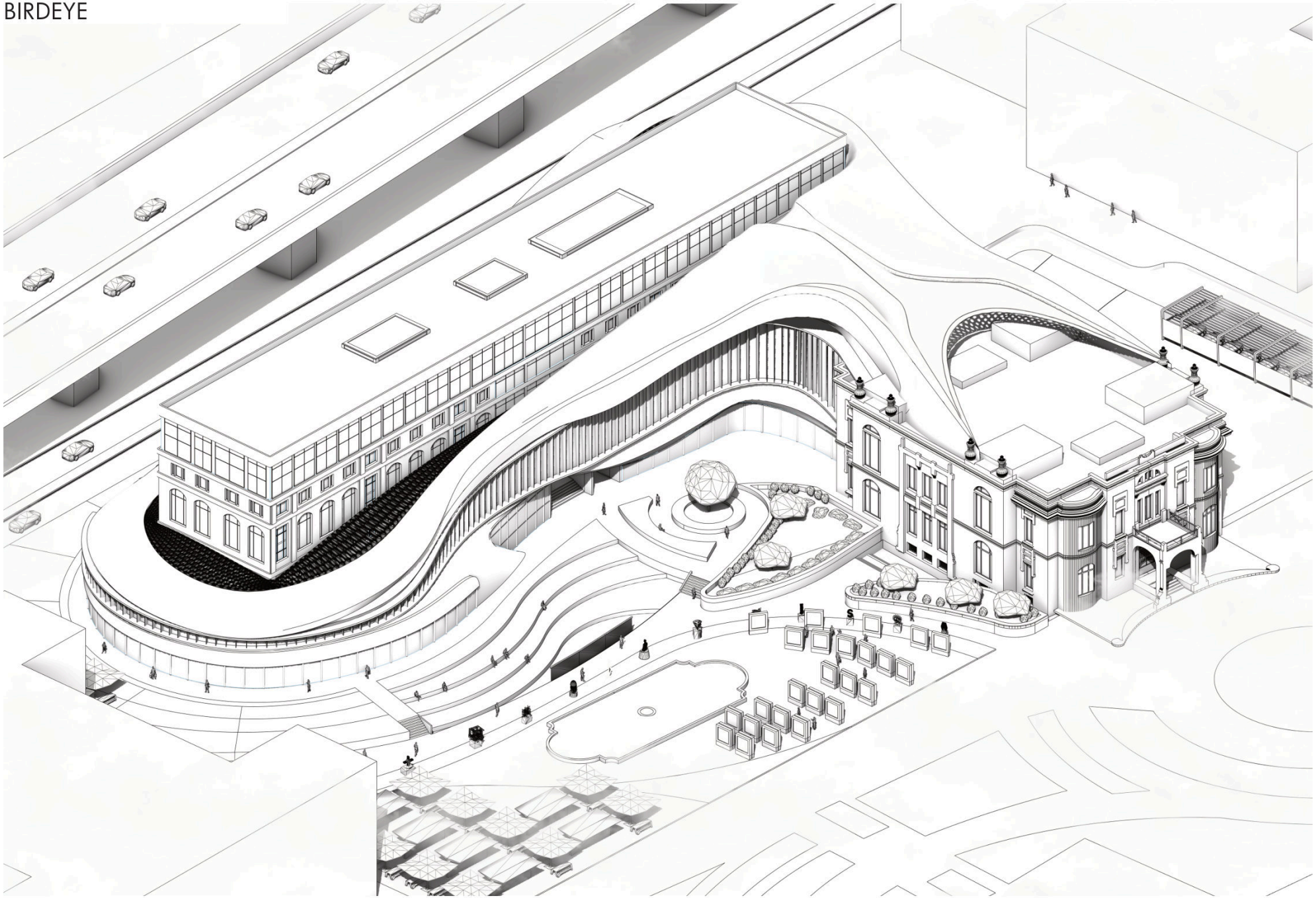
Typology: Cultural, Administrative and Recreational.

An extension of the administrative building is designed with the essence of Baroque art: static dynamism and drama, without overpowering the palace visually. This is achieved by leading the eye towards the palace, as it is the source of emergence.

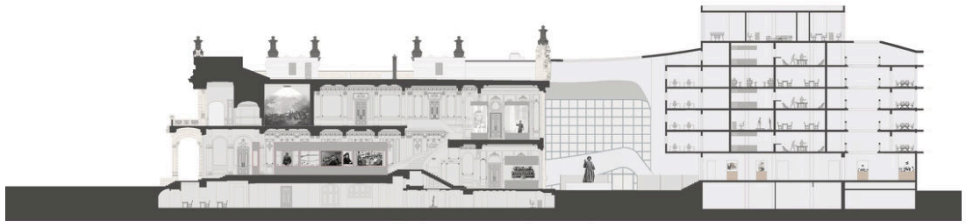
Flowing mass, emphasized entrances and a rhythm extracted from the palace shape the elevations. Structurally, the extension uses exterior and interior GRC cladding over a space truss system with flat slabs and columns, while a light structure on top of the palace is carried by tension cables.

The programme brings together cafes, a restaurant, shops and bazaars, student business and activity booths, administration, a museum, a training centre and exhibition spaces.

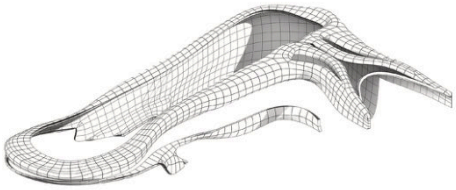
BIRDEYE



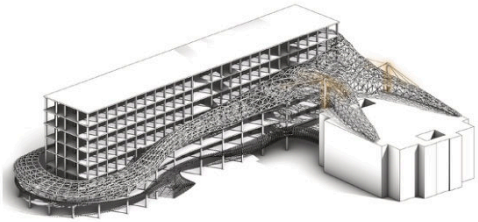
SECTION



STRUCTURAL ELEMENTS



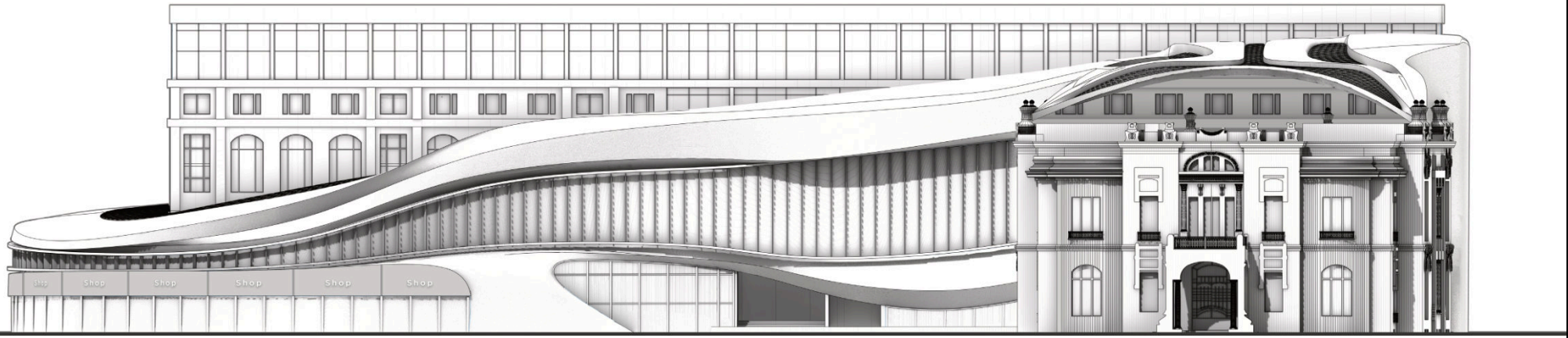
Exterior and Interior GRC cladding

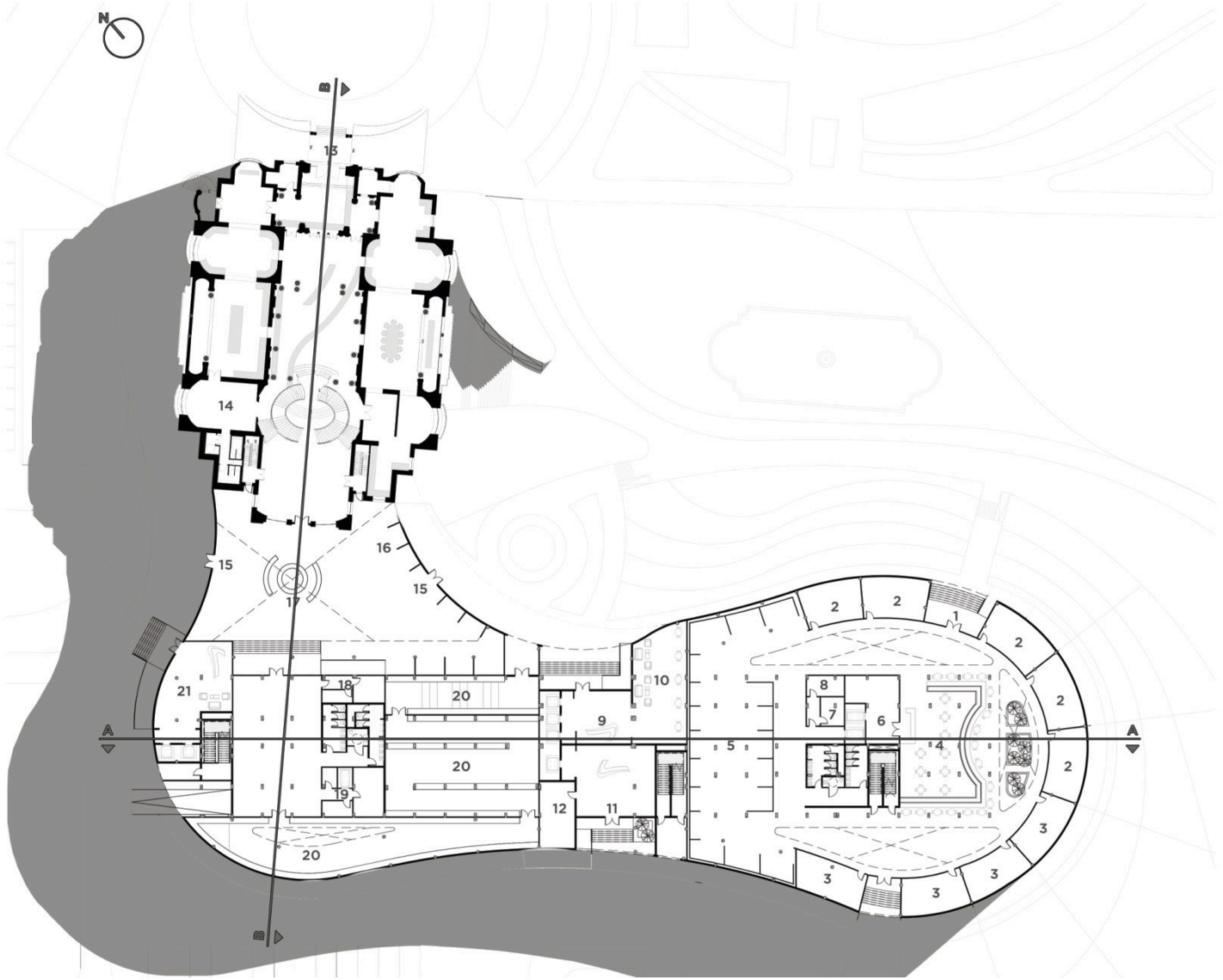


Space Truss System + Flat Slabs & Columns
Light Structure on top of Palace is carried by tension cables

ELEVATION

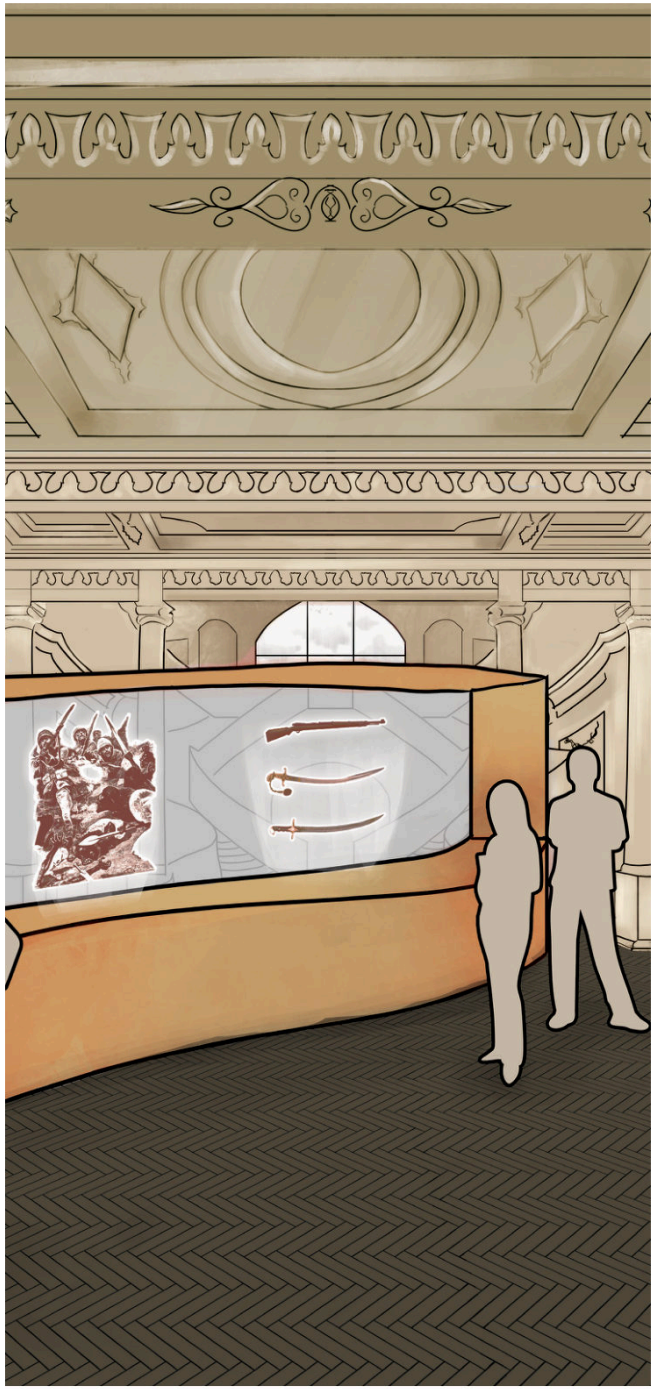
Flowing mass - Emphasized entrances - Rythm extracted from palace





1 Stationary & Cafe Entrance
2 Shop
3 Cafes
4 Restaurent
5 Student Bussiness Booths
6 Restaurent Kitchen
7 Electric Room
8 Mechanical Room
9 Adminstration Entrance
10 Waiting Area
11 Excutive Entrance
12 Security
13 Muesum Entrance
14 Service Lobby
15 Intermediate Entrance
16 Bazars
17 Entrance
18 Janitor & Storage
19 Services & Mechanical
20 Museum
21 Training Center Entrance
22 Training Center Statues
23 Exhibition
24 Student Activity Booths
25 Steppings









Exploring Grouping

2025

A wellness park at Sour Magra Al-Oyoun, Cairo, where what once moved water now moves life

ROLE
Translating the abstract idea into a programme, then into geometries and masterplan guiding lines; 3D modelling and visualization

TEAM
With Abdelrahman Abdallah

TOOLS
Rhinoceros, Grasshopper, ChatGPT, NanoBanana, KlingAI, WeavyAI, Eleven Labs, Enscape, Photoshop

RECOGNITION
Workshop contribution, DezactxLAC (guest)

A health, sports and community hub that promotes motion at Sour Magra Al-Oyoun, turning a neglected site into an active public ground.

Typology: Wellness Park. Location: Cairo, Egypt.

The project uses the symbolism of the aqueduct, morphing spaces, experiences and activities that change people's day-to-day lives and induce motion and interaction. The element that once lifted water now anchors and organizes the project's functions.

Circulation is structured around the user journey. A hexagonal grid organizes circulation and subdivides the site, with entrances on the Corniche and from the aqueduct side. Building modules are placed according to the zoning strategy, the padel courts are elevated to create a dynamic spatial experience, and at the centre a main plaza with stepped seating and a performance stage becomes a focal point for community activity.

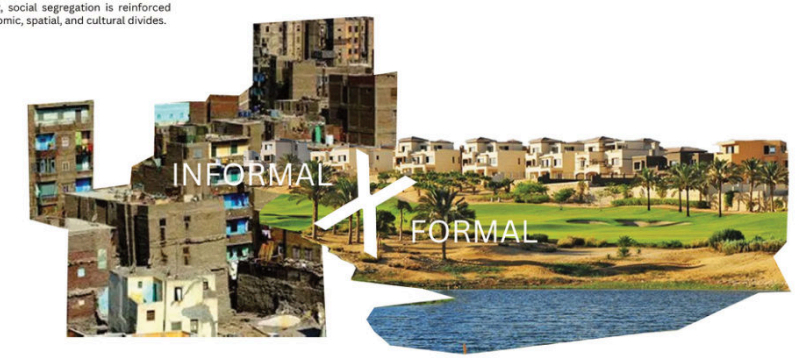
A running track weaves across the site, adding a layer of connectivity and motion between all zones. Platforms along the track create stands with aerial views, and the track extends to connect the project with the Nile and the kayak zone, linking land and water activities.

THESIS

Passivity
Obesity in Egypt has become a major public health challenge, affecting both adults and children and contributing to rising rates of chronic diseases



Problem
In Egypt, social segregation is reinforced by economic, spatial, and cultural divides.

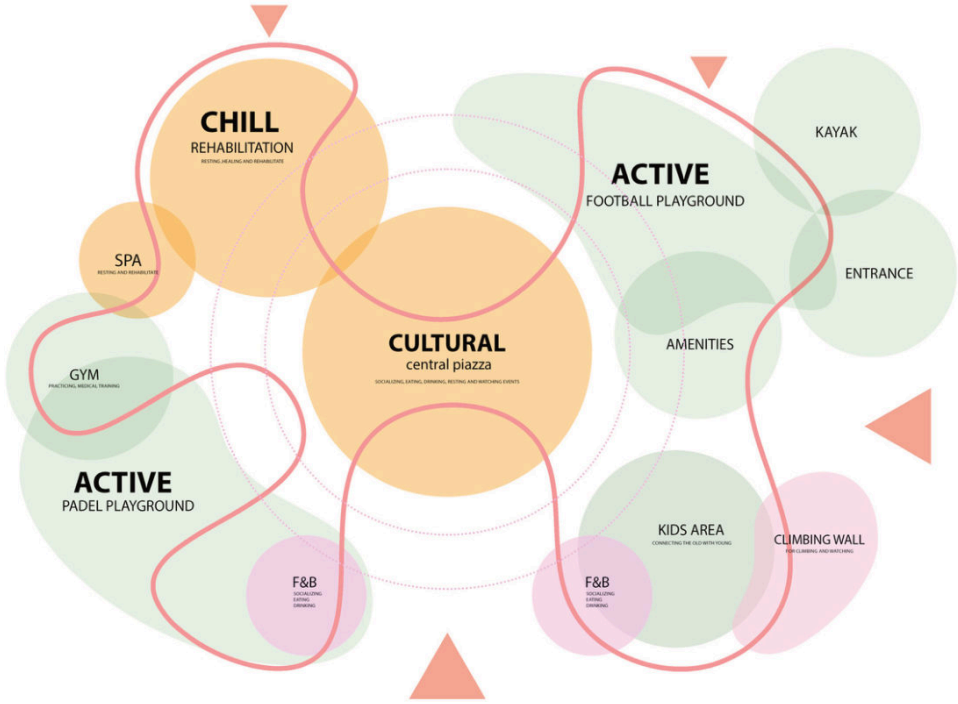


Potential
Street sport in Egypt is more than an activity—it's a vibrant cultural activity that brings communities together and keeps youth active



Solution
The project creates a Health, Sports, and Community Hub at Sour Magra El-Ayoun, turning a neglected historic site into an active public ground.

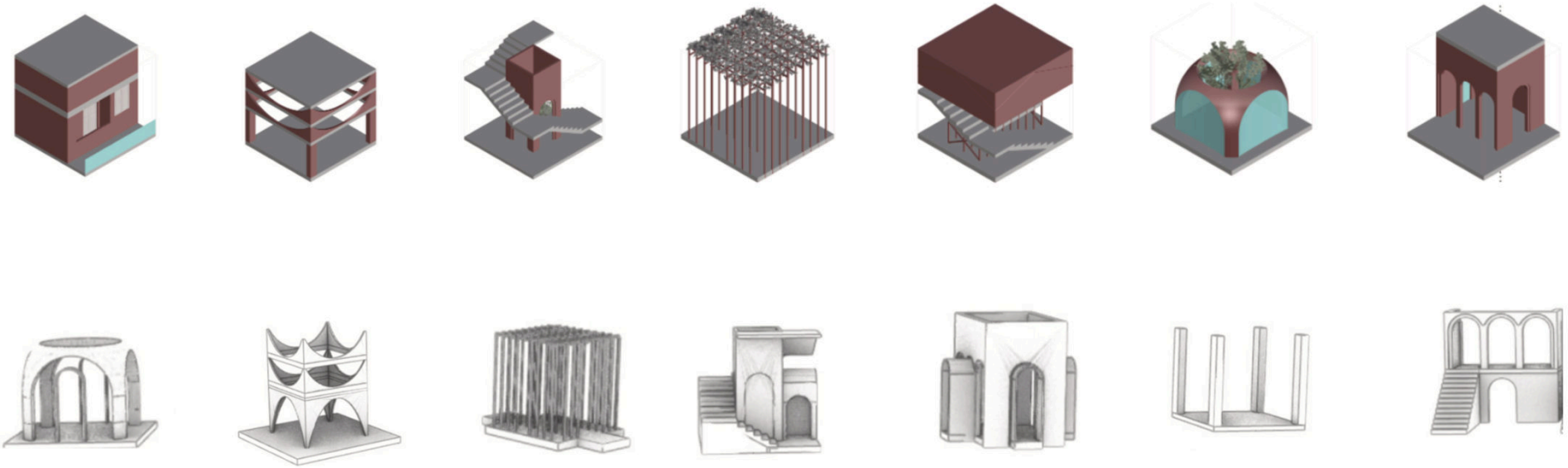




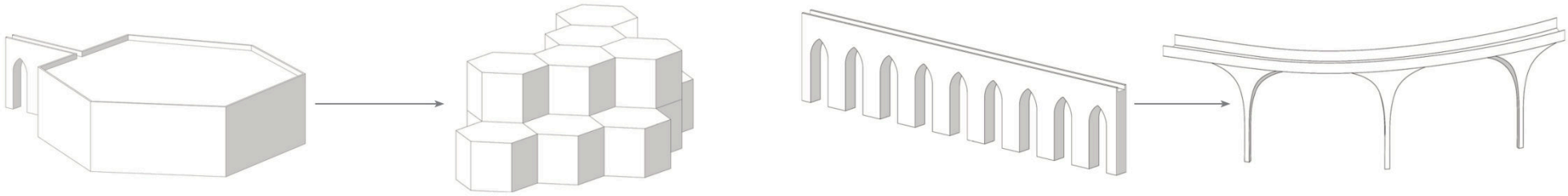
Collabration with Abdelrahman Abdallah

MORPHOLOGY

Traditional building methods Exploration



Taking from site features



Main Structure Elevating the Water from a low level to higher level

The element that once lifted water now anchors and organizes the project's functions.

Horizontal channel carries the water.

What once moved water now moves life.

MORPHOLOGY



A MODULE OF SPACE OF WITH OPENING



A MODULE OF SPACE WITH LOPPY



A MODULE OF TERRACE AND LOUNGE



THROUGH AGGEREGATION IT CREATE A GYM SPACE WITH OPEN SPACE INSCRIBED IN IT



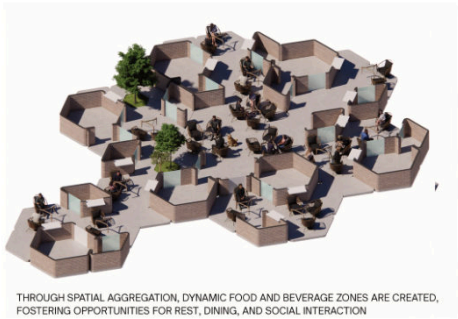
CLASSES WITH CORRIDORS



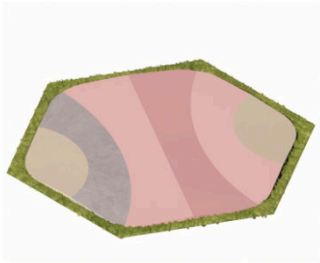
THROUGH AGGREGATION, THE DESIGN EVOLVES INTO MULTIPLE CLUSTERS CONNECTED BY CORRIDORS, CREATING LAYERS OF MOVEMENT AND INTERACTION



A MODULE OF THREE SPACES HAVE DIFFERENT SIZE AND LOOPY BETWWEN THEM



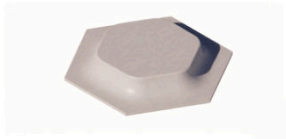
THROUGH SPATIAL AGGREGATION, DYNAMIC FOOD AND BEVERAGE ZONES ARE CREATED, FOSTERING OPPORTUNITIES FOR REST, DINING, AND SOCIAL INTERACTION



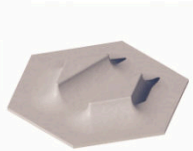
PLOT WITH DIFFERENT COLOR AND DEFFIRENT HEIGHTS



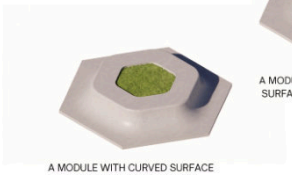
THROUGH AGGREGATION, A VIBRANT KIDS' ZONE EMERGES, LAYERED AT DIFFERENT HEIGHTS AND ANIMATED WITH MULTIPLE ACTIVITIES



A MODULE WITH CURVED SURFACE FOR SKATING



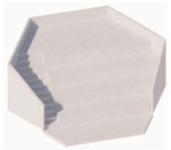
A MODULE WITH DOUBLE CURVED SURFACE FOR SKATING



A MODULE WITH CURVED SURFACE WITH INSCRIBED SORFTSCAPE



THE AGGREGATION GIVES RISE TO A DYNAMIC SKATING PARK, INVITING PEOPLE TO ENGAGE, MOVE, AND ENJOY THE SPACE



A MODULE OF HEXAGONAL STEPPED SEATING WITH STAIR



A MODULE OF HEXAGONAL STEPPED SEATING WITH STAIR

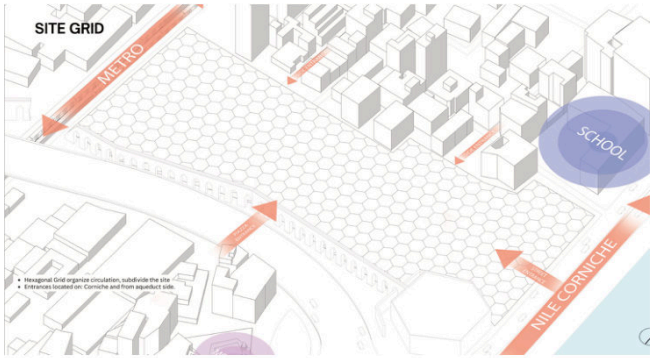


THROUGH AGGREGATION, A LIVELY PLAZA UNFOLDS, FEATURING STEPPED SEATING THAT INVITES PEOPLE TO SIT, GATHER, AND ENJOY PERFORMANCES

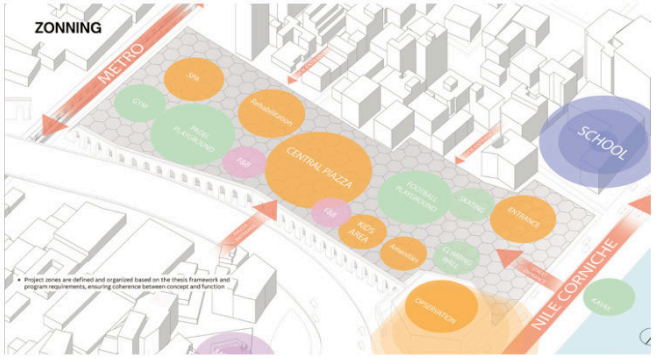
FORMATION



Site boundary, Corniche, metro stop, nearby school and the mosque.



-Hexagonal Grid organize circulation, subdivide the site
-Entrances located on: Corniche and from aqueduct side.



Project zones are defined and organized based on the thesis framework and program requirements, ensuring coherence between concept and function



-Circulation is structured around the user journey, guiding movement through the site.
-Landscape enhances greenery and define circulation, enriching user experience



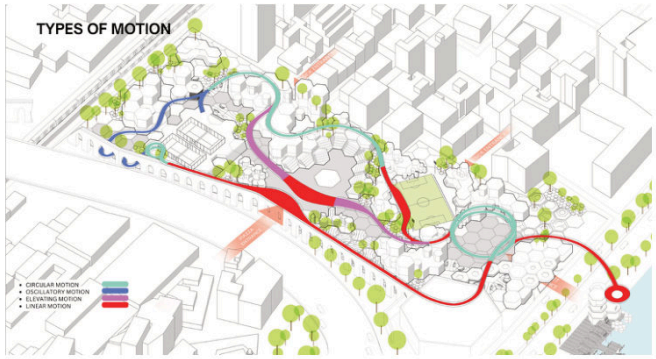
-Building modules are placed according to the zoning strategy
-The padel courts are elevated to create a dynamic spatial experience
-At the center, a main plaza is formed with stepped seating and a performance stage, becoming a focal point for community activity.

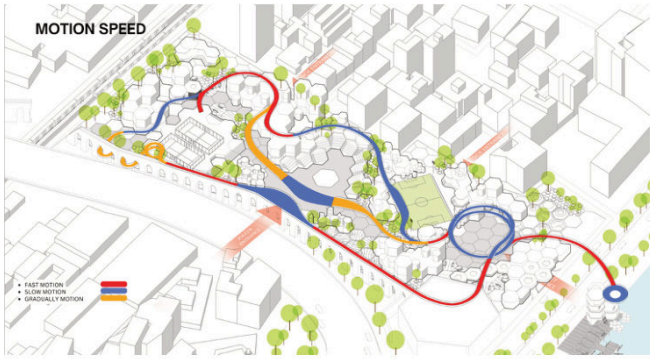


-A running track weaves across the site, adding a dynamic layer of connectivity and motion between all zones.
-Platforms are integrated along the track, creating stands that offer aerial views over the different project zones.
-The track extends further to connect the project with the Nile and the kayak zone, linking land and water activities

Collabration with Abdelrahman Abdallah

MOTION & SHADE



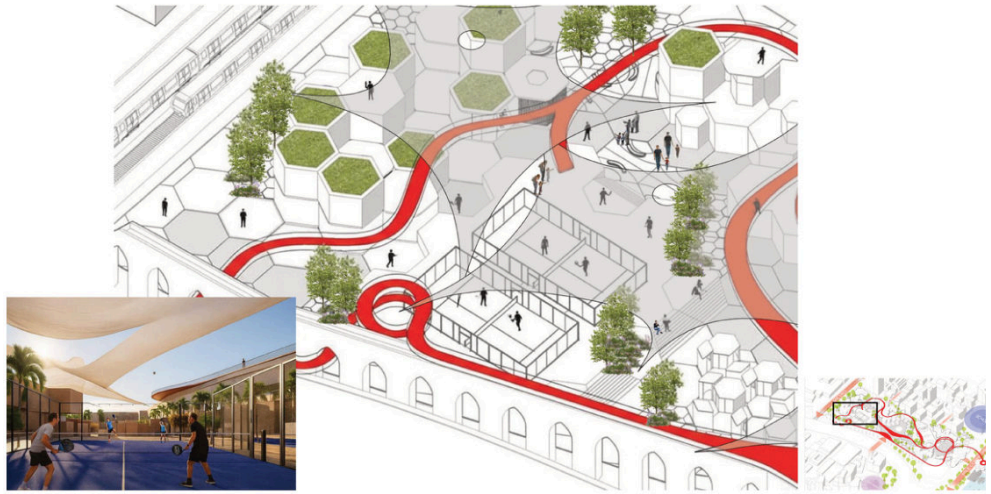




Main Piazza close-up



Padel Zone close-up



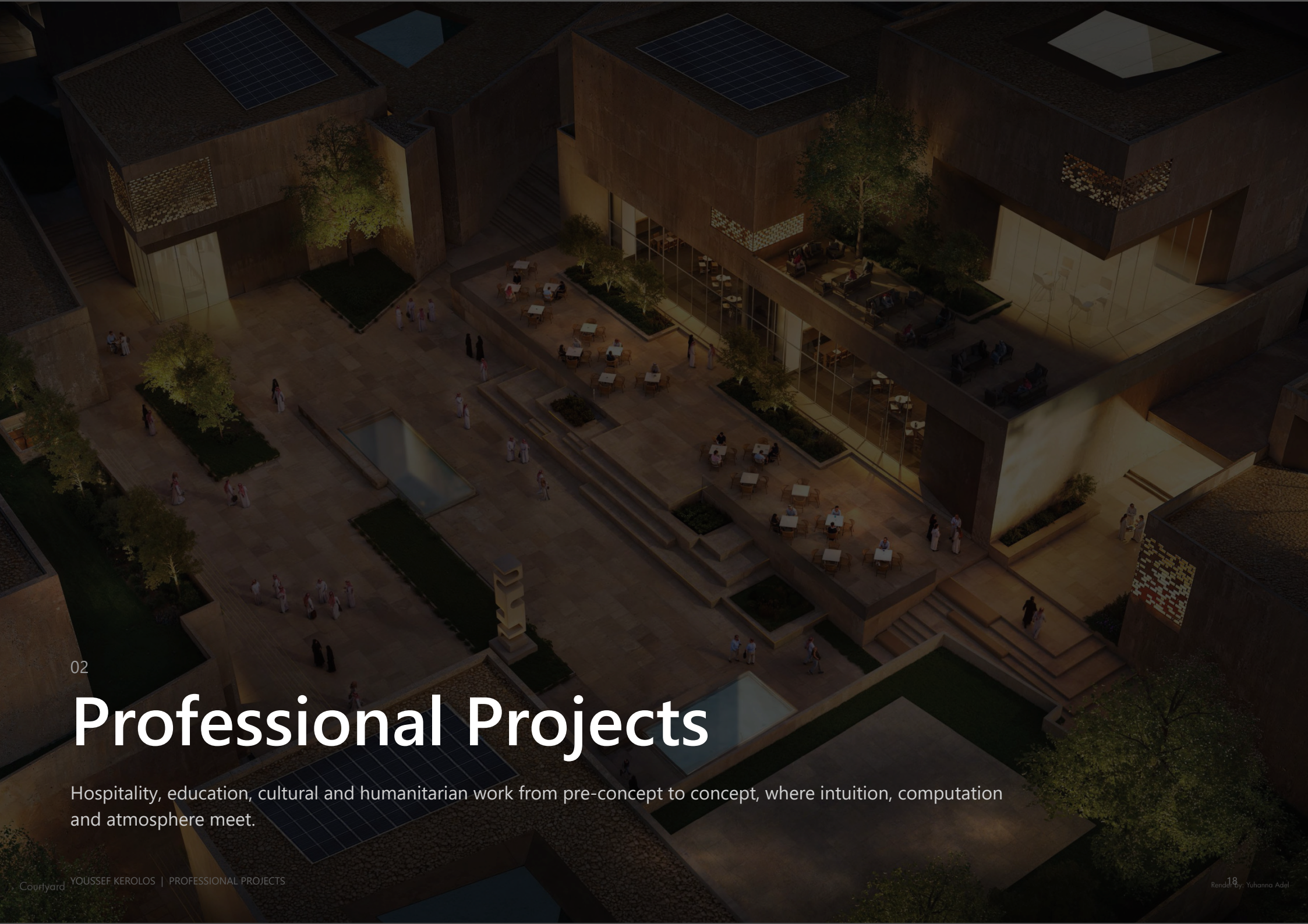
EXPERIENCE


F&B | Track | Plaza Junction


Football Field


Skating Zone


Climbing Wall Experience



02

Professional Projects

Hospitality, education, cultural and humanitarian work from pre-concept to concept, where intuition, computation and atmosphere meet.

Courtyard

Render by: Yuhanna Adel



Exploring Parametrism

2024

A beach club shaped around the endangered sea turtle's ecosystem

ROLE
Developed one parametric Grasshopper script that generates 4 buildings; coordinated with the structural and mechanical teams while guarding the design; transferred the models into Revit using Rhino.Inside

TEAM
Renders in collaboration with Amr Sobhy

TOOLS
Rhinoceros, Grasshopper, Revit, Rhino.Inside, Enscape, Photoshop

The project mediates between nature and urban life by prioritizing the endangered sea turtle's ecosystem. Architecture is shaped around ecological needs, acting as a guardian, not an intruder.

Typology: Hospitality (Beach Club, F&B). Stage: Pre-Concept & Concept.

Parametric process: footprint boundary curves are drawn in Rhino, and three tweened curves are generated between them in plan. The curves are divided and their Z-values remapped to match the elevation profile, forming the U-curves; perpendicular lines through them form the V-curves, and a responsive UV surface is lofted from both.

A Voronoi diagram is generated from points populating the plan and projected onto the surface. The pattern and surface then define skylights, columns, Voronoi panels with gutters, glass walls and planters through offset, loft and scale operations.

A single script controls and generates the different buildings using Stream Gate and Stream Filter components.

MASTERPLAN



Credit: Tibor Babic



Credit: Tibor Babic

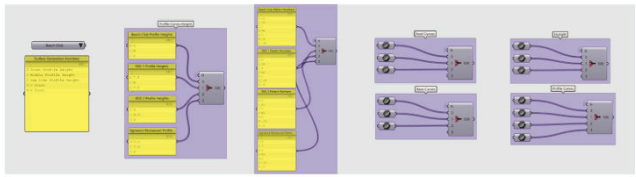
PARAMETRIC PROCESS

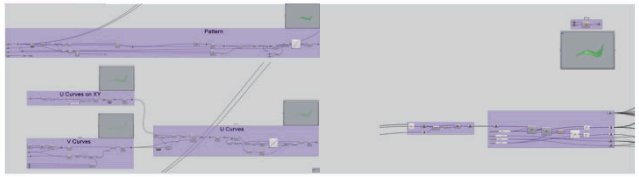
- Input Curves: Draw footprint boundary curves in Rhino.
- Tweening: Generate three interpolated (tweened) curves between the boundaries in plan.
- Vertical Remapping: Divide the curves, then remap the Z-values of points to match the Y-profile of the desired elevation. This forms the U-curves.
- Section Generation: Divide U-curves and draw perpendicular lines to generate V-curves.
- UV Surface Creation: Use U and V curves to loft a responsive UV surface.
- Voronoi Pattern Projection: Populate the original plan with points, create a Voronoi diagram, and project it onto the UV surface.
- Building Elements Generation: Use the pattern and surface to define skylights, columns, Voronoi panels with gutters, glass walls, and planters using operations like offset, loft, and scale.
- Multi-Building Output: Control and generate three different buildings using Stream Gate and Stream Filter components.

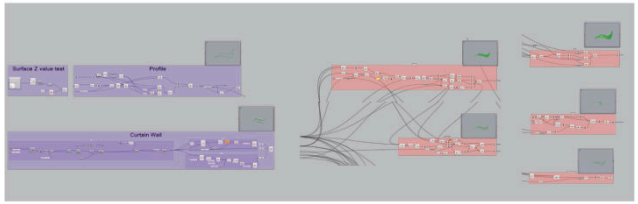
INPUTS

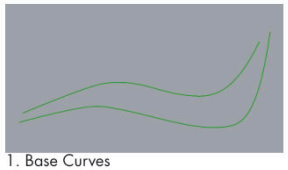
PROCCESS

OUTPUTS

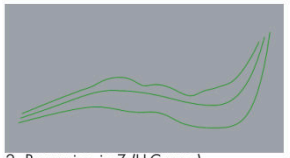




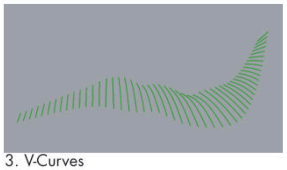




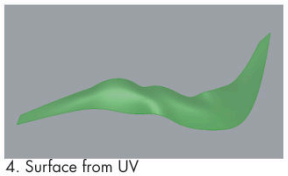
1. Base Curves



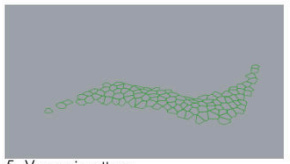
2. Remaping in Z (U-Curves)



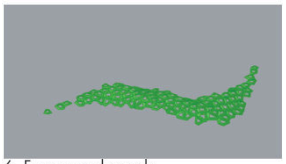
3. V-Curves



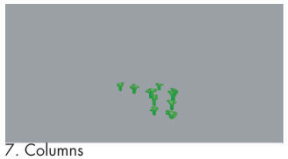
4. Surface from UV



5. Voronoi pattern



6. Frames and panels



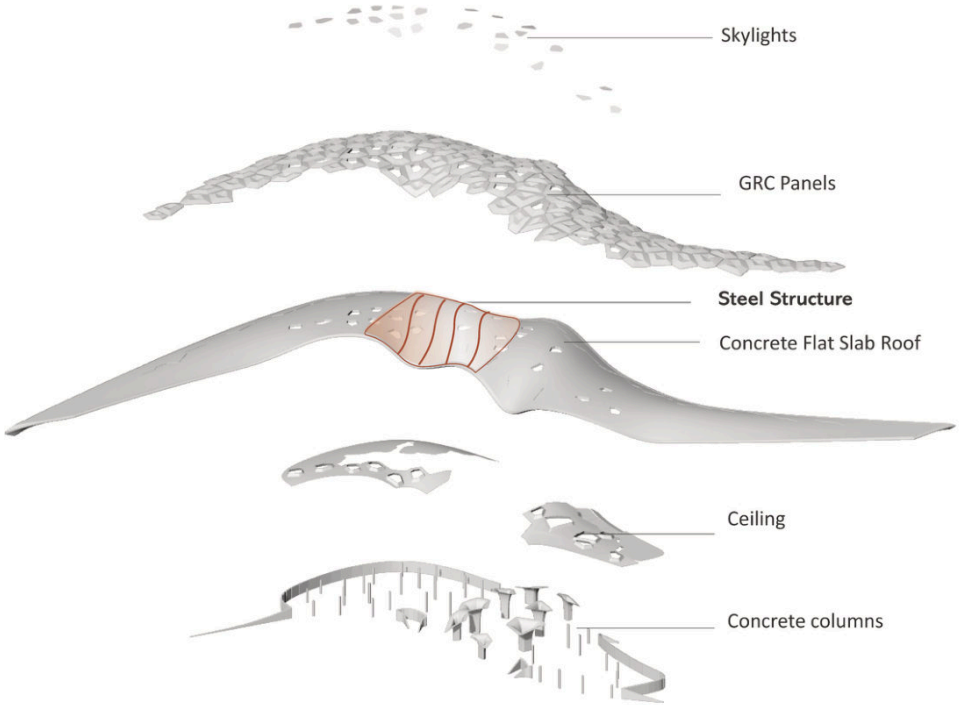
7. Columns

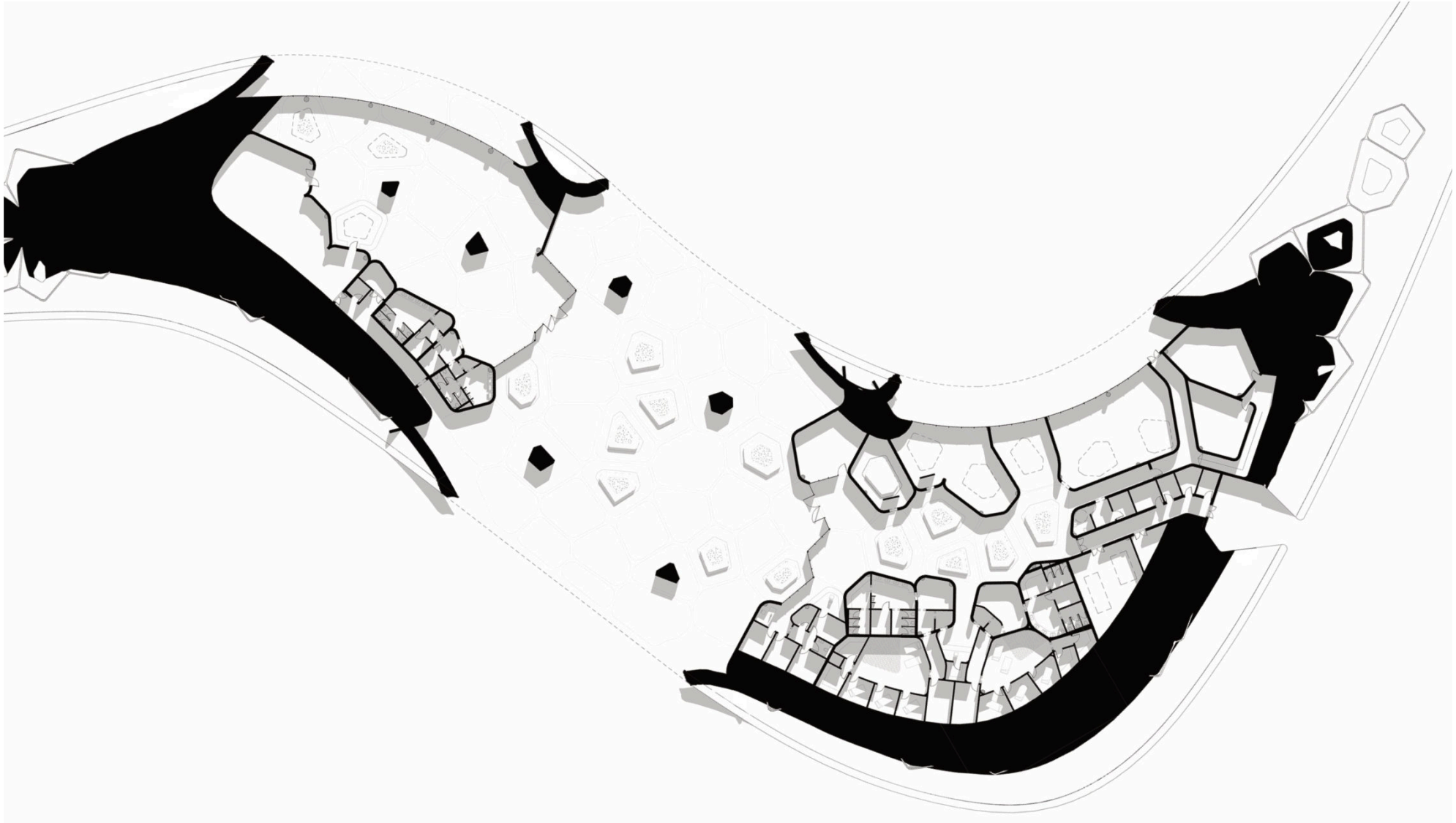


8. Roof


BeachClub Intermediate space
Render by: Amr Sobhy

STRUCTURE


Skylights
GRC Panels
Steel Structure
Concrete Flat Slab Roof
Ceiling
Concrete columns



In Collaboration with Amr Sobhy



Exploring Safety

2026

Binti Haven Centre: a refuge for women and girls in Kibera, Nairobi

ROLE
Research & ideation, massing, detailing, planning and visualizing

TOOLS
Rhinoceros, Grasshopper, Revit, Enscape, Photoshop, ChatGPT

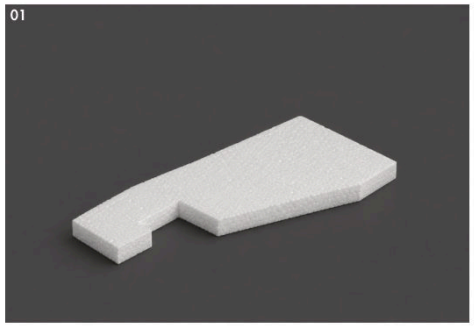
Binti Haven Centre is envisioned as a dignified, safe and community-rooted refuge for women and girls affected by gender-based violence in Kibera, Nairobi.

Typology: Women Rescue Shelter. Stage: Pre-Concept.

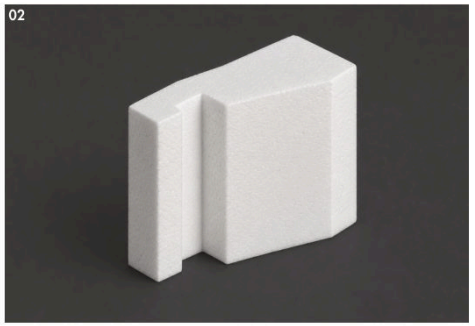
The architecture responds directly to the realities of Kibera's dense urban fabric, where space is limited, safety is essential, and community presence is deeply important. The centre uses its modest footprint efficiently, organizing shelter, counselling, administration, training and communal functions across multiple levels, balancing openness with privacy and visibility with security.

The massing follows the plot limits and zoning requirements, then is extended vertically to fit the programme and broken down into smaller sections to reduce its visual scale. The form is adjusted to maximize natural light and views while ensuring privacy, before windows, balconies and exterior details complete the design.

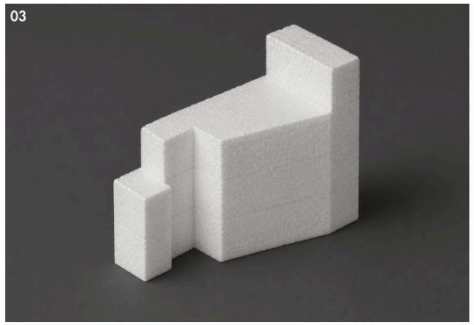
MASSING DEVELOPMENT



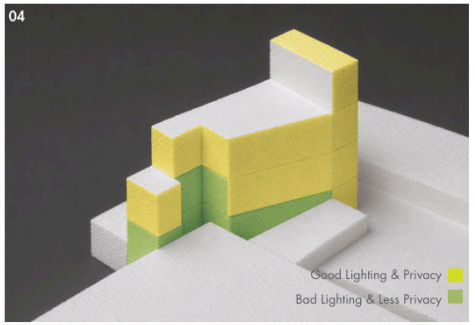
PLOT LIMIT COMPLIANCE
The building footprint is defined to align perfectly with the site boundaries and local zoning requirements.



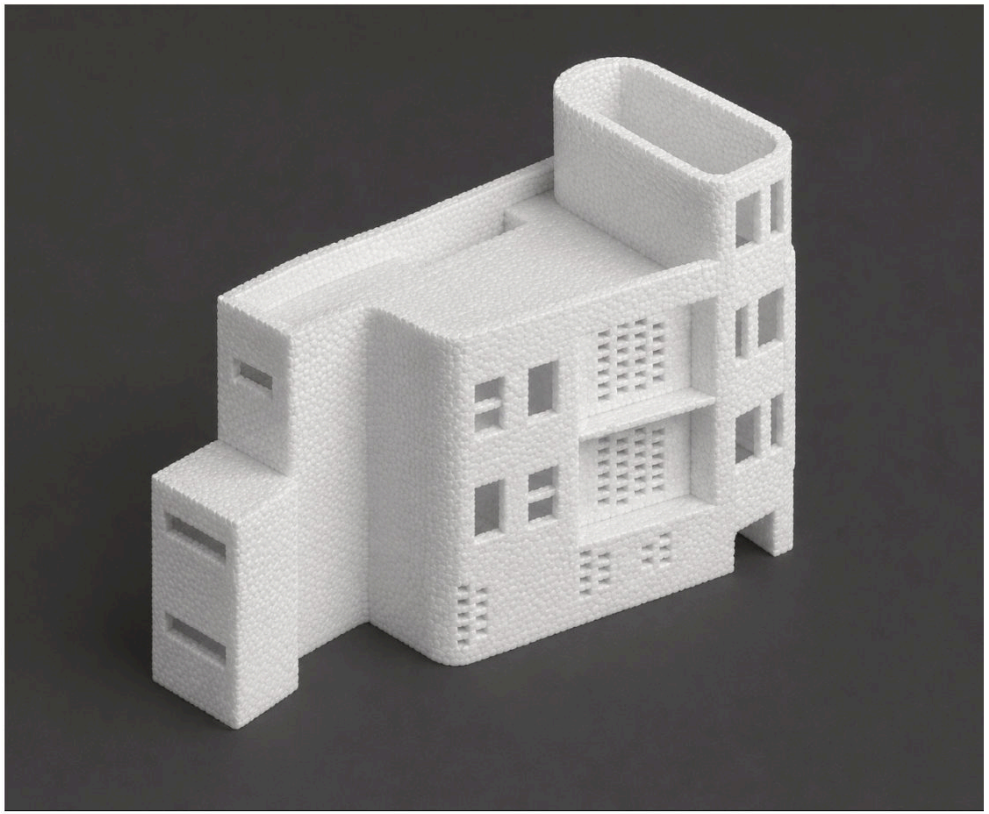
PROGRAMME ALIGNMENT
The initial layout is extended vertically to create sufficient internal space for the required building functions.



MASS BREAKDOWN
The primary volume is broken down into smaller sections to reduce visual scale.



VIEWS & LIGHTING OPTIMISATION
The building form is carefully adjusted to maximize natural sunlight and views while ensuring privacy for occupants.



OPENINGS & FINAL MASSING
Windows, balconies, and exterior details are integrated into the final structure to complete the architectural design.

EXPERIENCE SHOT



MASSING DEVELOPMENT

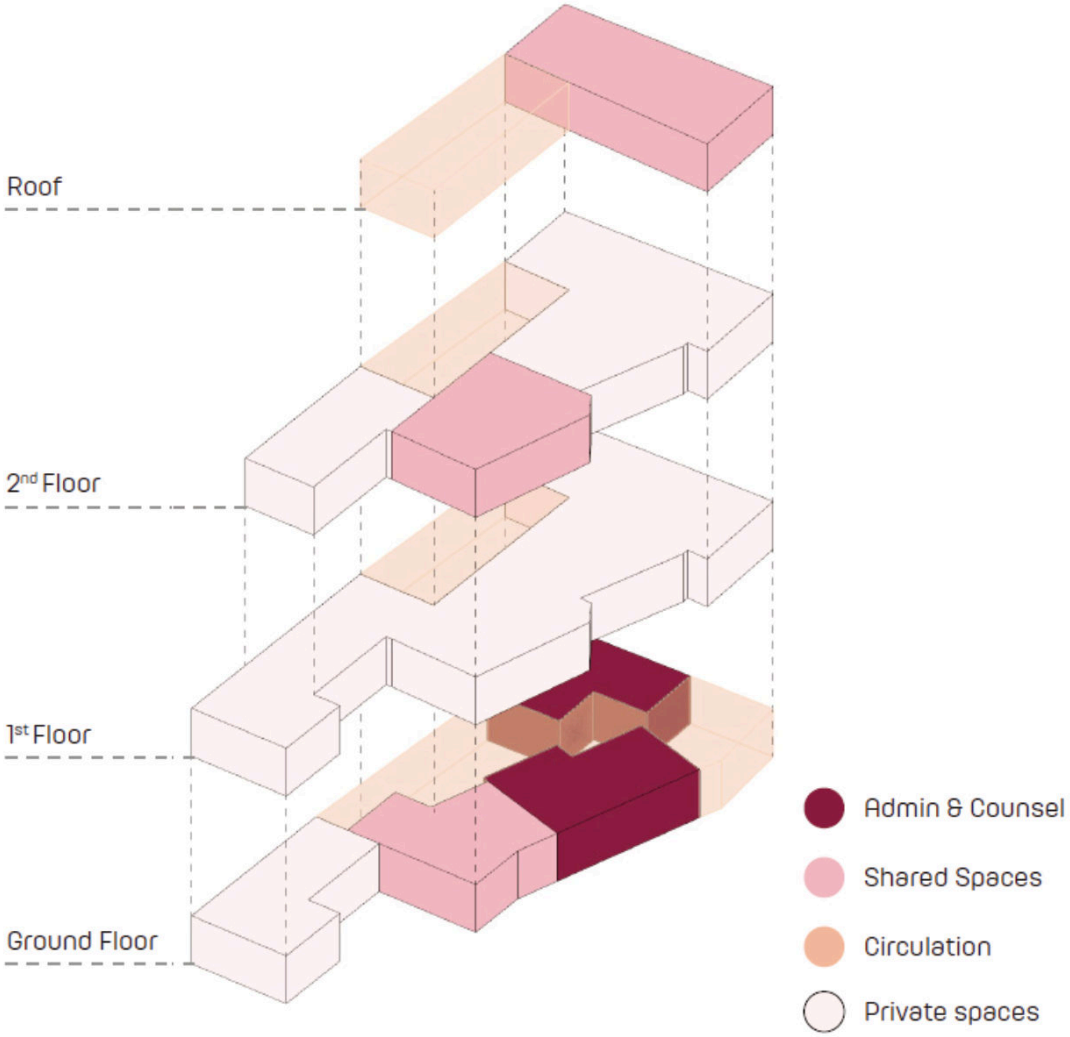


Ground Floor Plan



First Floor Plan

PROJECT SPACES





Bedroom



Library Space

Exploring Carving

2025

A university campus bridging local heritage and the future

ROLE
Translating sketch modelling into a detailed model and the sketch plan into a more mature one; creating elevations, sections, plans and diagrams

TEAM
In collaboration with Dana Salam. Renders by Yuhanna Adel

TOOLS
Rhinoceros, Grasshopper, Revit, Enscape, Photoshop

A university that blends the rich traditions of the local culture, fostering an environment where education, community and cultural heritage coexist.

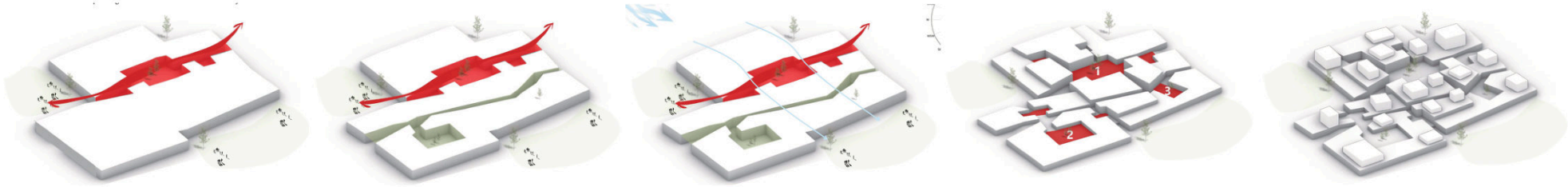
Typology: University. Stage: Pre-Concept.

By respecting the cultural context and integrating with the urban fabric, the university serves as a bridge between the past and the future, fostering critical dialogue, cultural pride and global engagement. It is meant to be a beacon of academic excellence and community interaction.

The massing respects the urban path as the main artery and connects to the surrounding fabric through several paths, with more paths opened to let the prevailing winds in. The podium varies in height to create three main courtyards, and extrusions hold the faculties and main functions, producing fragmented massing and shaded paths.

The programme includes a library, auditorium, dorms, staff housing, shops, a student centre, research labs, faculties and administration.

MASSING STRATEGY



Respecting the urban path as the main artery

Connecting to the urban fabric through several paths

Opening more paths to allow the prevailing winds in

Podium varies in height, 3 main courtyards are created

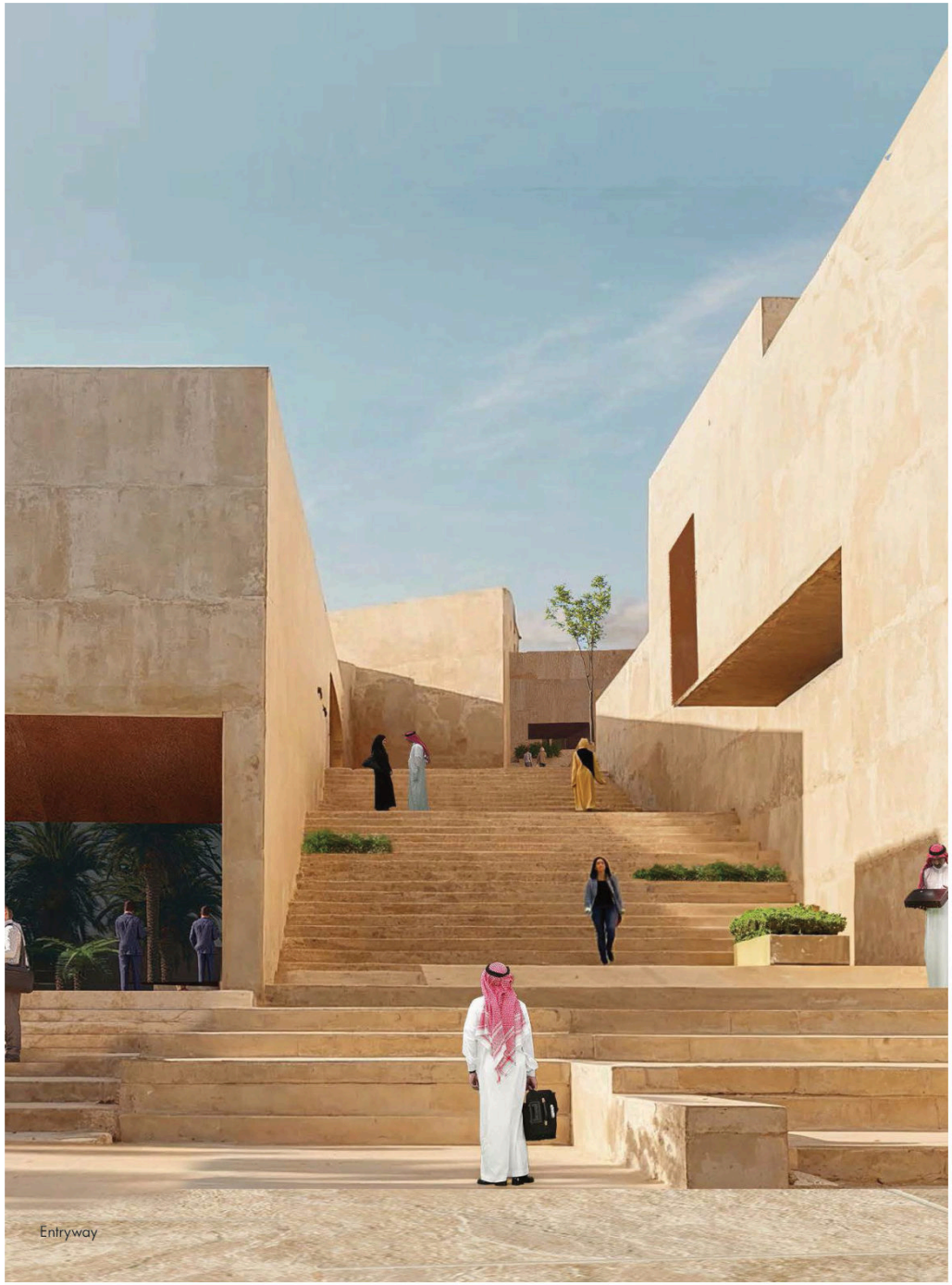
Extrusions for faculties and main functions

ELEVATION

Fragmented massing, shaded paths




Courtyard
Render by: Yuhanna Adel



Entryway



1 Library
2 Audotorium
3 Dorms
4 Staff Housing
5 Shops
6 Student Center
7 Research Lab
8 Faculty
9 Adminstration

Collabration With Dana Salam



Exploring Atmospheres

2025

A desert hospitality and retail destination inspired by the falaj irrigation system

ROLE
Translating sketch modelling into a detailed model and the sketch plan into a more mature one; creating elevations, sections, plans and diagrams; suggesting design options and modelling for some of the buildings in the masterplan

TEAM
Renders by Amr Sobhy

TOOLS
Rhino, Grasshopper, Ladybug, SketchUp, Revit, Enscape, Photoshop, PromeAI

A large-scale entertainment project combining hospitality and commercial uses, with a focus on landscape and desert activity experiences.

Typology: Hospitality, Retail. Stage: Pre-Concept.

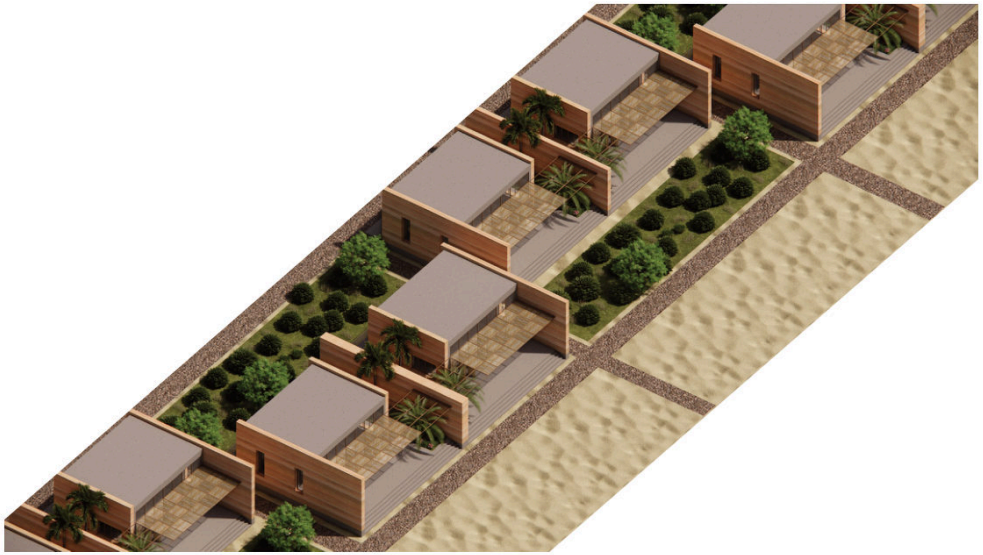
Units and clusters are arranged according to a masterplan inspired by the falaj irrigation system.

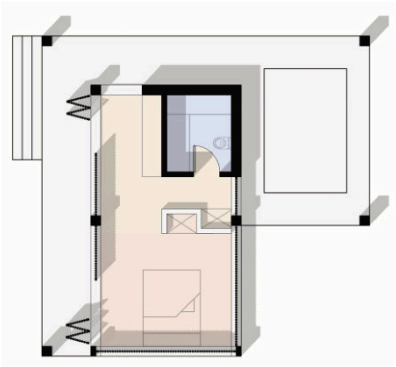
Three main zones (cultural, arts and entertainment) are placed as anchors. The anchors are connected and market masses are located around the datum path, with varying heights and open courtyards. The project includes market, fashion, arts & artifacts and F&B nodes, an accommodation zone, a restaurant and a clubhouse.

0. EXPLORATION
UNITS AND CLUSTERS

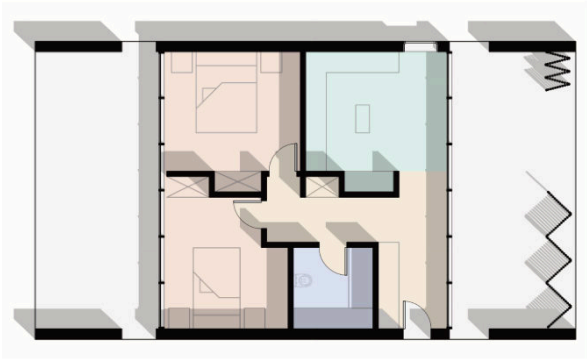
According to masterplan inspired by falaj irrigation system

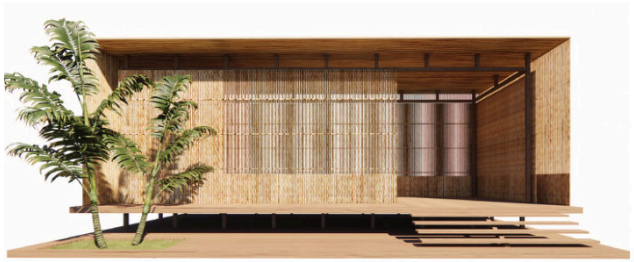


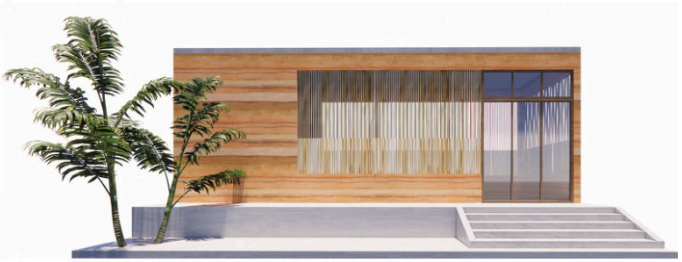








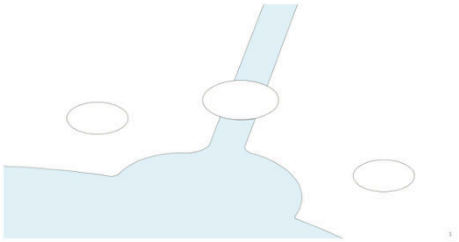




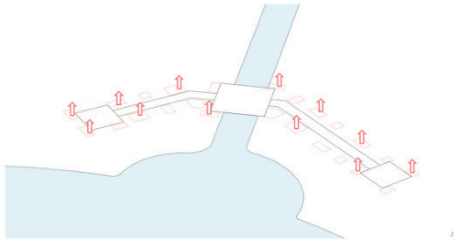


1. SHELTER MASSING

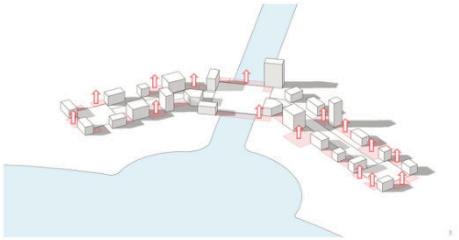
Markets zone



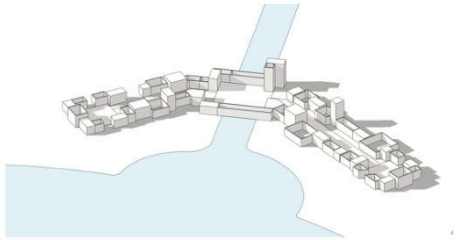
Placing three main zones as anchors (cultural, arts and entertainment)



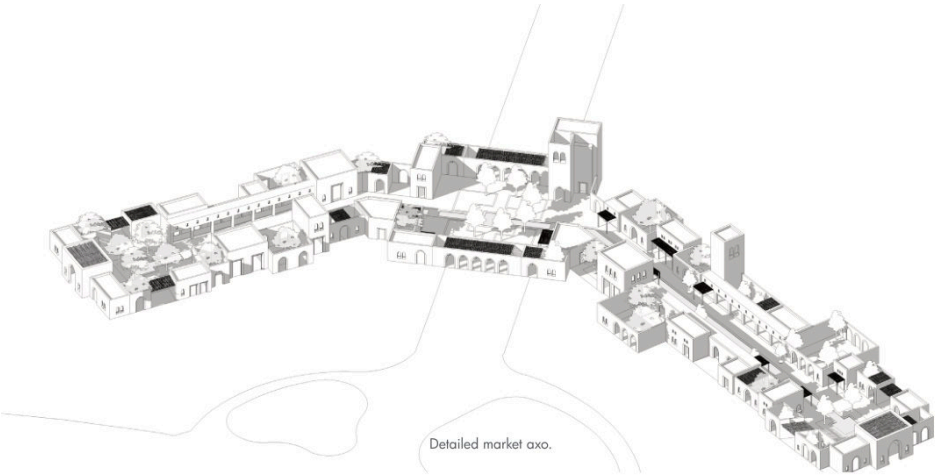
Connecting the anchors and locating markets masses around the datum path



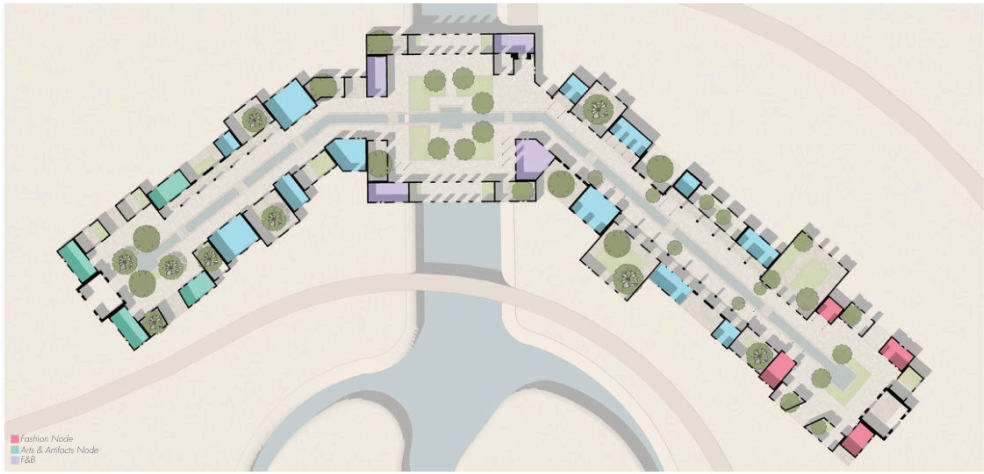
Varying heights



Creating open courtyards



Detailed market axo.



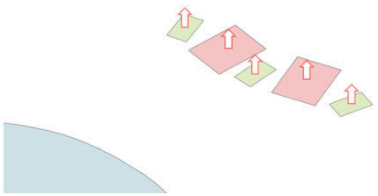




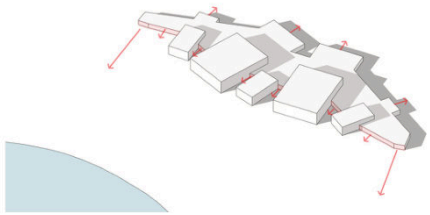
Section Through Courtyards and main path

1. SHELTER MASSING

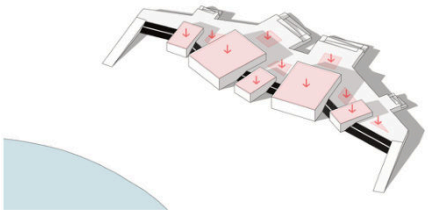
Accomodation zone



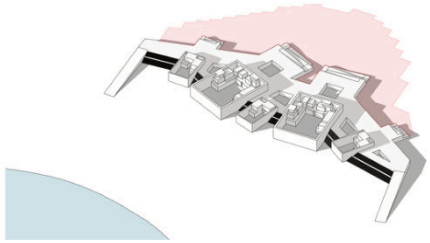
Placing three main zones as anchors (cultural, arts and entertainment)



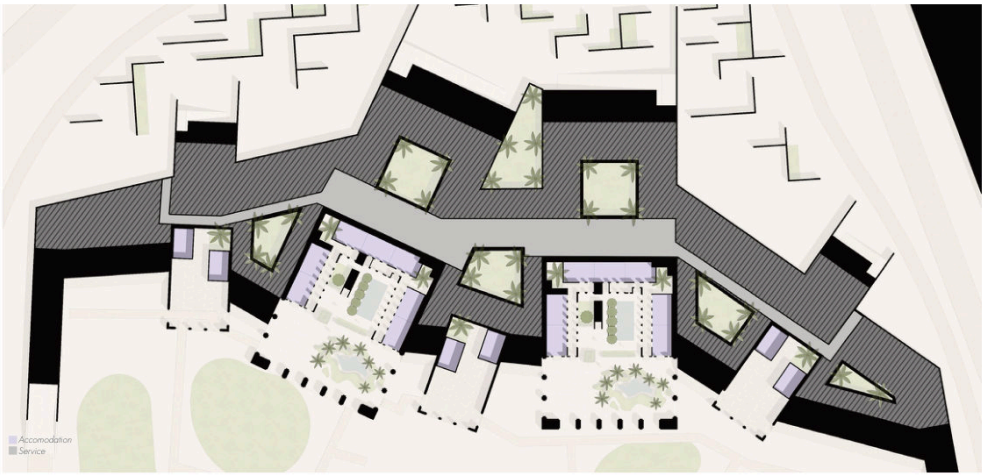
Connecting the anchors and locating markets masses around the datum path



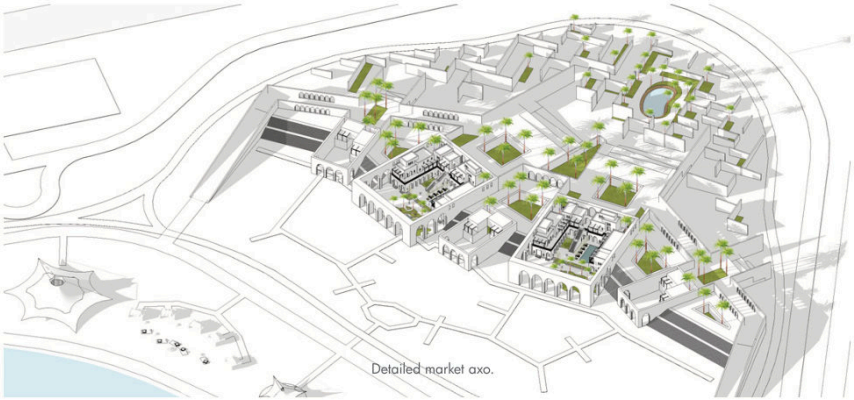
Varying heights



Creating open courtyards







Detailed market axo.



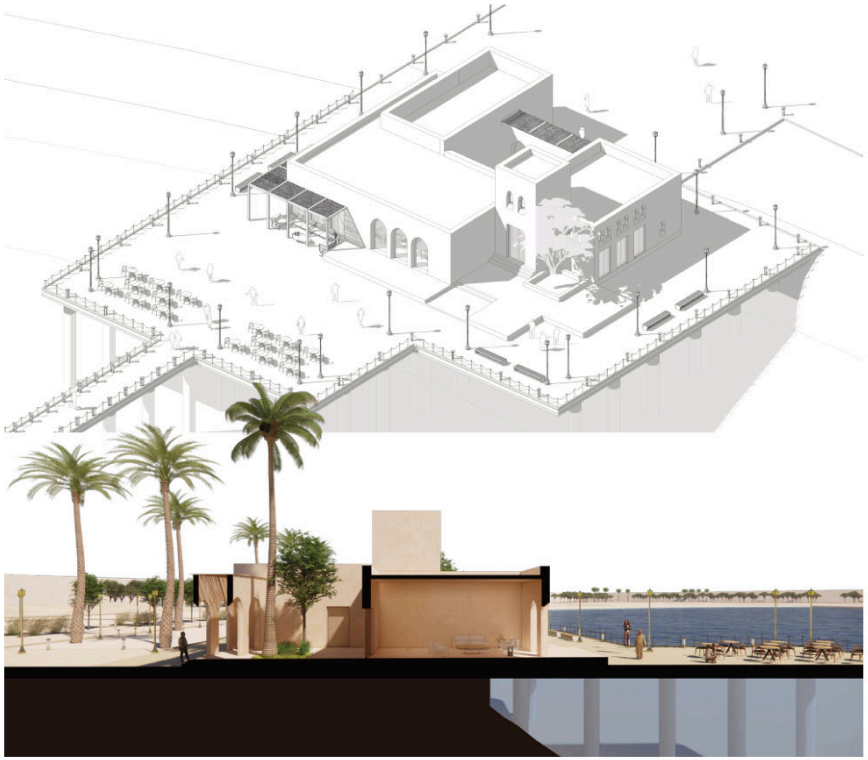
Section Through Courtyards and main path

1. SHELTER MASSING

Restaurant



Clubhouse









Exploring Facade Systems

2024

A memorial museum built from the red earth of Angola

ROLE

Translating rough sketches into models and the sketch plan into a more mature one; creating elevations, sections, plans and diagrams; suggesting design options and modelling for some of the masterplan buildings; suggesting the facade strategy to achieve the design intent

TOOLS

Rhinoceros, Grasshopper, Revit, Rhino.Inside, Enscape, Photoshop

Inspired by the red earth of Angola: handmade mud bricks, each made individually, represent the varied mosaic of Angola's people and history coming together at this memorial.

Typology: Museum. Stage: Pre-Concept.

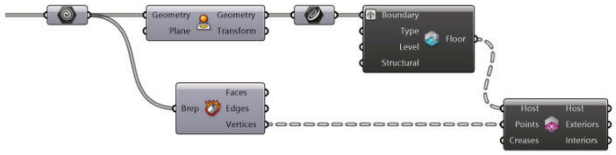
The experience is arranged chronologically, passing through hard and prosperous events. The facade responds to the story: it is loose near monuments of peaceful and prosperous times, opening up and letting more light in, and clenched near monuments of hard times, closing to create a dramatic mood inside. A one-and-one brick module is held on steel rods carried by an I-beam, supported by a structural beam and the main structural column.

One design challenge was the continuous change in the height and slope of the exhibition ramp, which disrupted every element hosted on it and the plan, while changes to the exterior massing kept altering its outline. A simple Grasshopper definition creates a helix with controllable laps and threads and splits it with the Sub-D form.

Getting this slanted floor into Revit and correctly defined as a floor was solved in Rhino.Inside using the Add Floor and Host Shape components, with the flattened boundary curves and the ramp vertices.



Museum interior experience





Helix with controlable laps and threads



Split it with the sub-d form



Exhibition Ramp



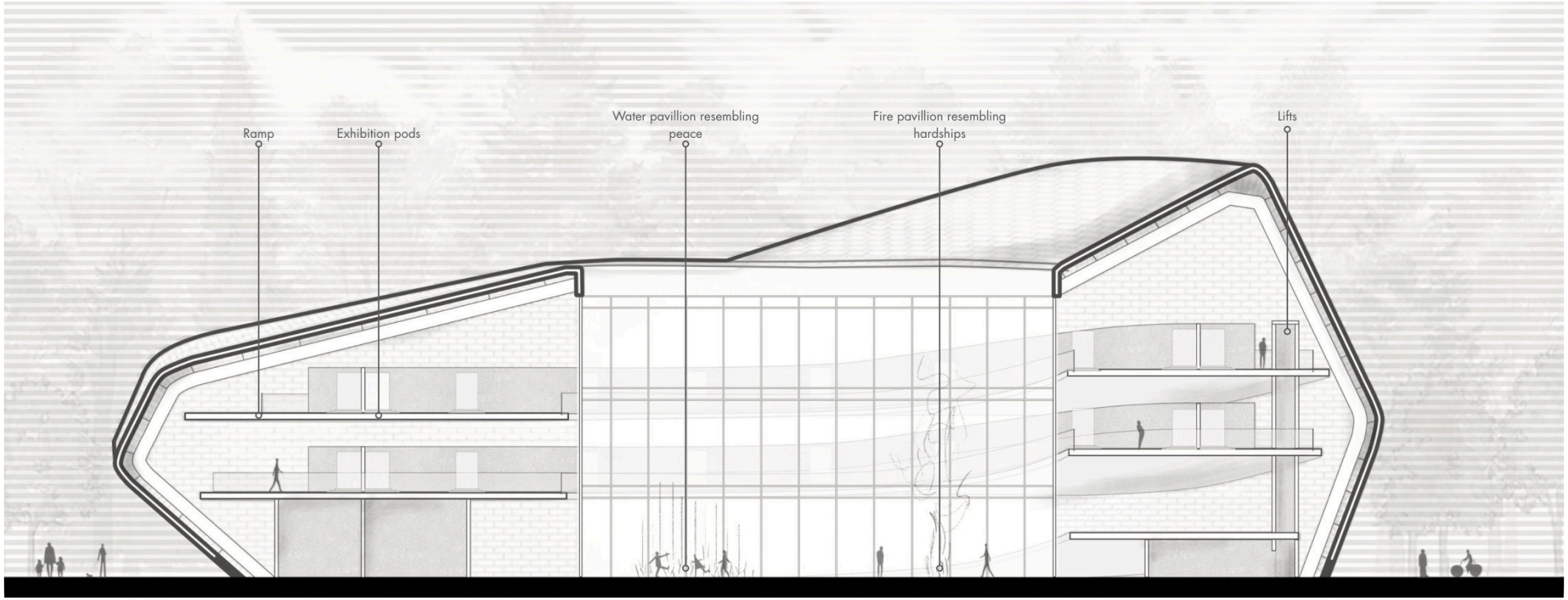
Hosted exhibition walls

SLANTED FLOOR INTO REVIT

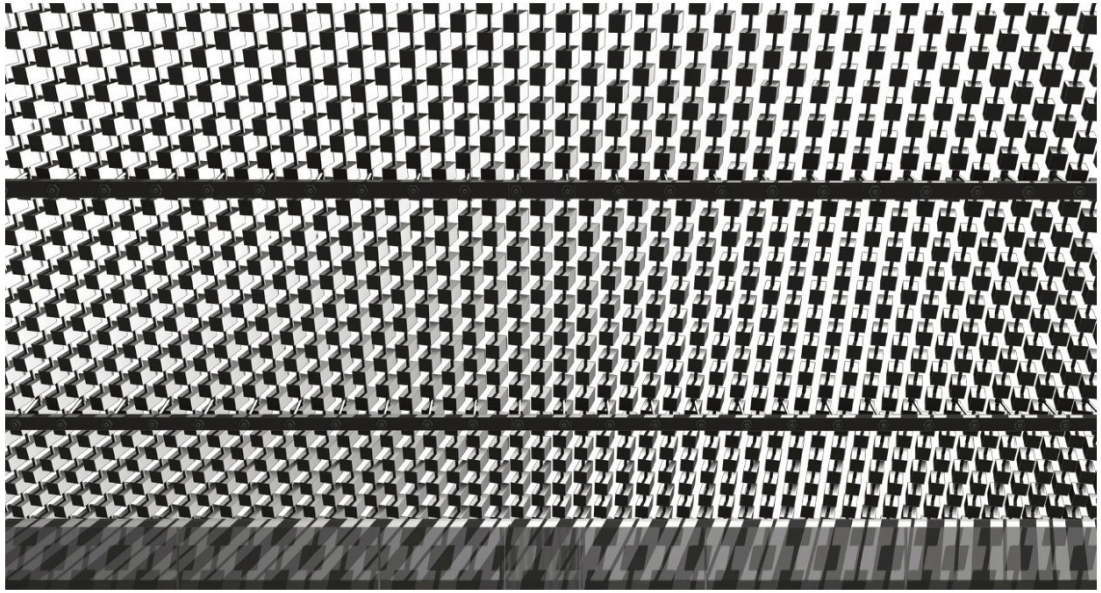
In the design process, a challenge was faced which was the continous change in the height and slope of the ramp. which disrupts all the elements hosted on it, and disrupts the plan. Also changes on the exterior massing affects the outline of the ramp, which also was frequent.

A simple definition was done on grasshopper where I create a helix with controlable laps and threads, split it with the sub-d form.

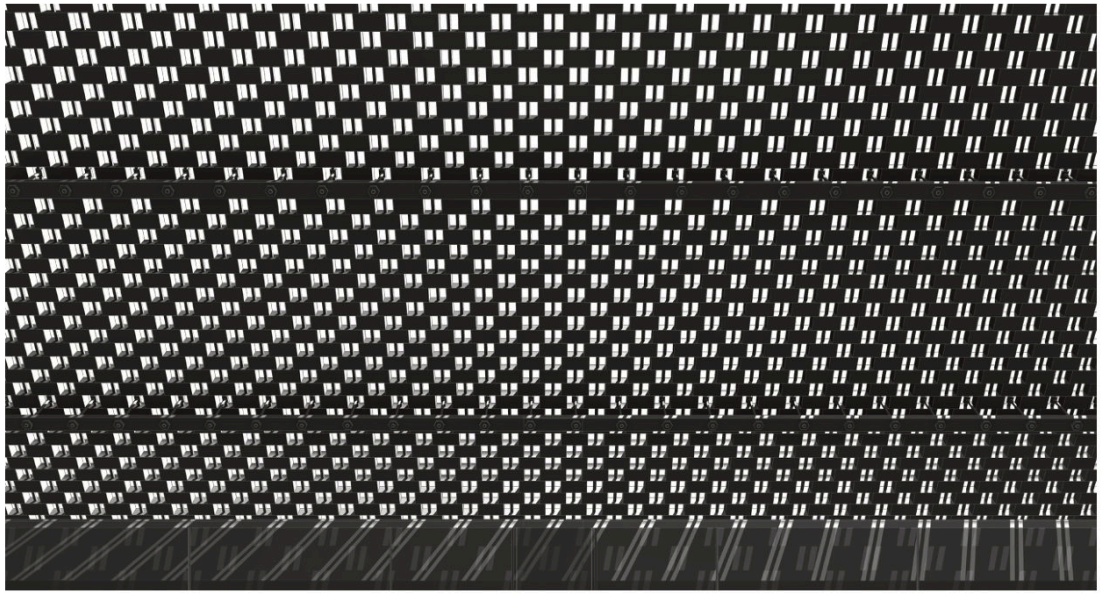
In Rhino.Inside to create such slanted floor and be correctly defined as a floor in revit was a challenge solved by utilizing the (Add Floor) then (Host Shape) Components using the flattened boundary curves and the ramp vertices.

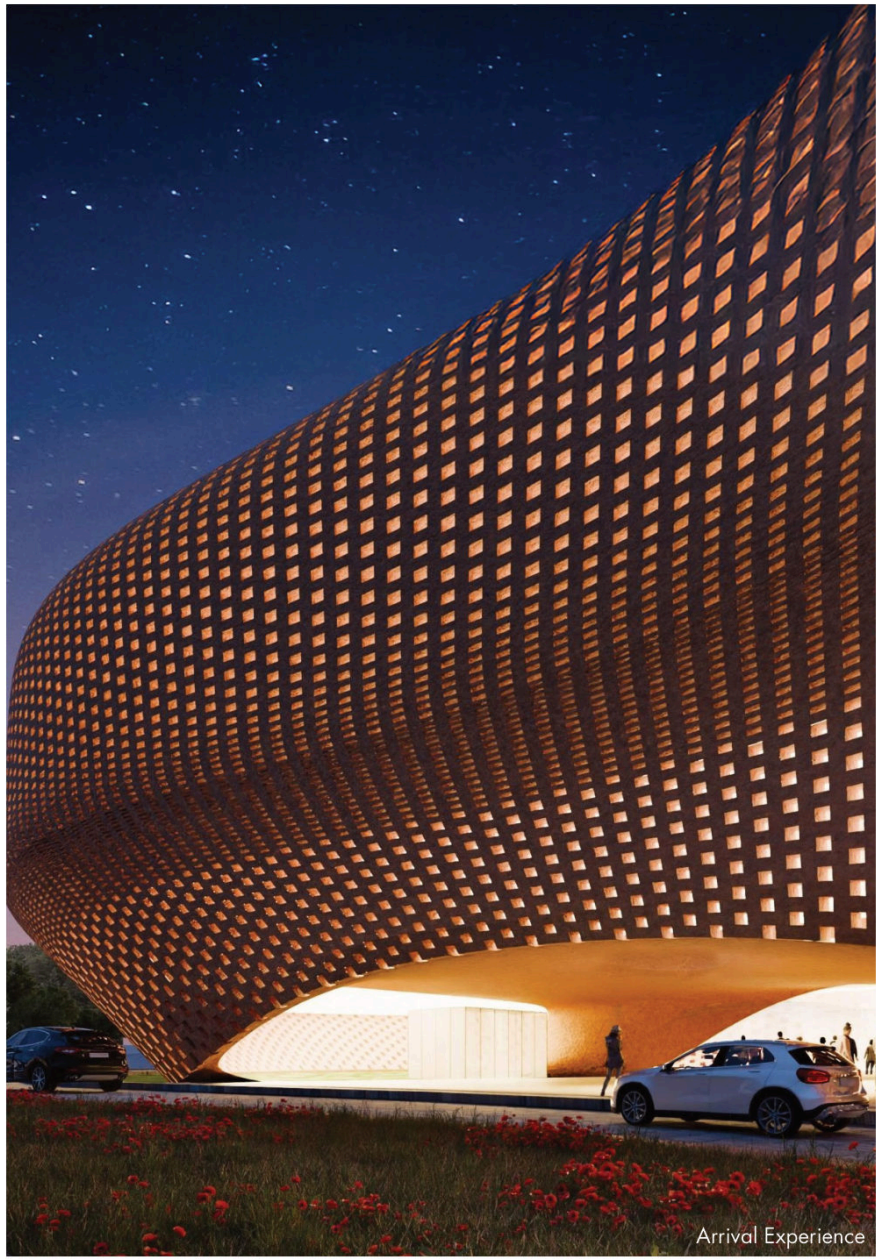


Loose: Facade near monuments of peacful and prosperus times, opens up and lets more light in the space.

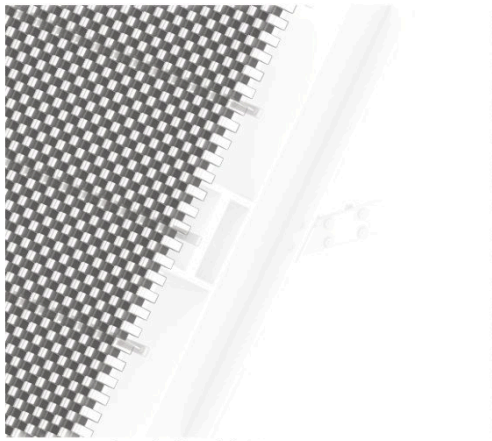


Clenched: Facade near monuments of hard times, closes and creates dramatic mode inside.

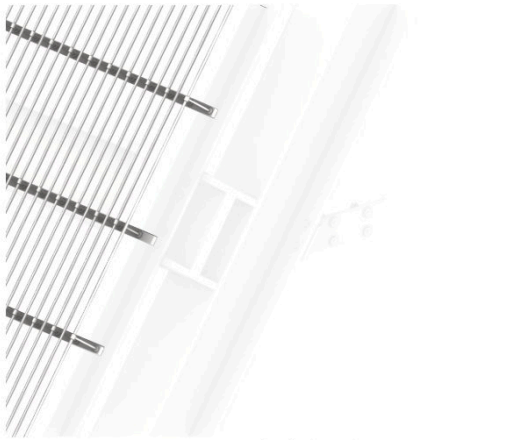




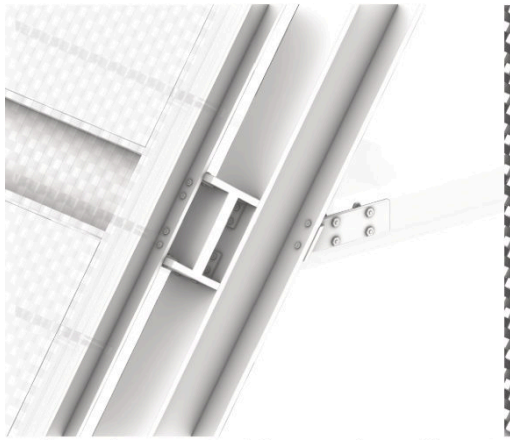
Arrival Experience



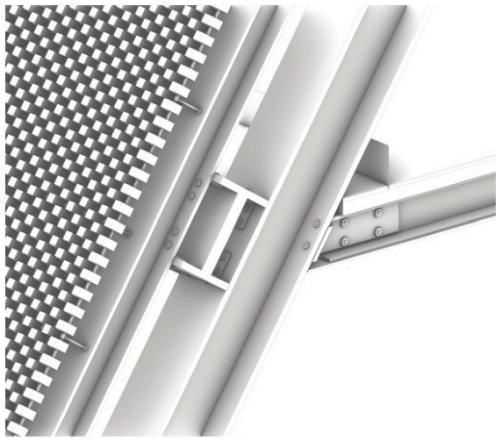
One-and-one brick module (1)



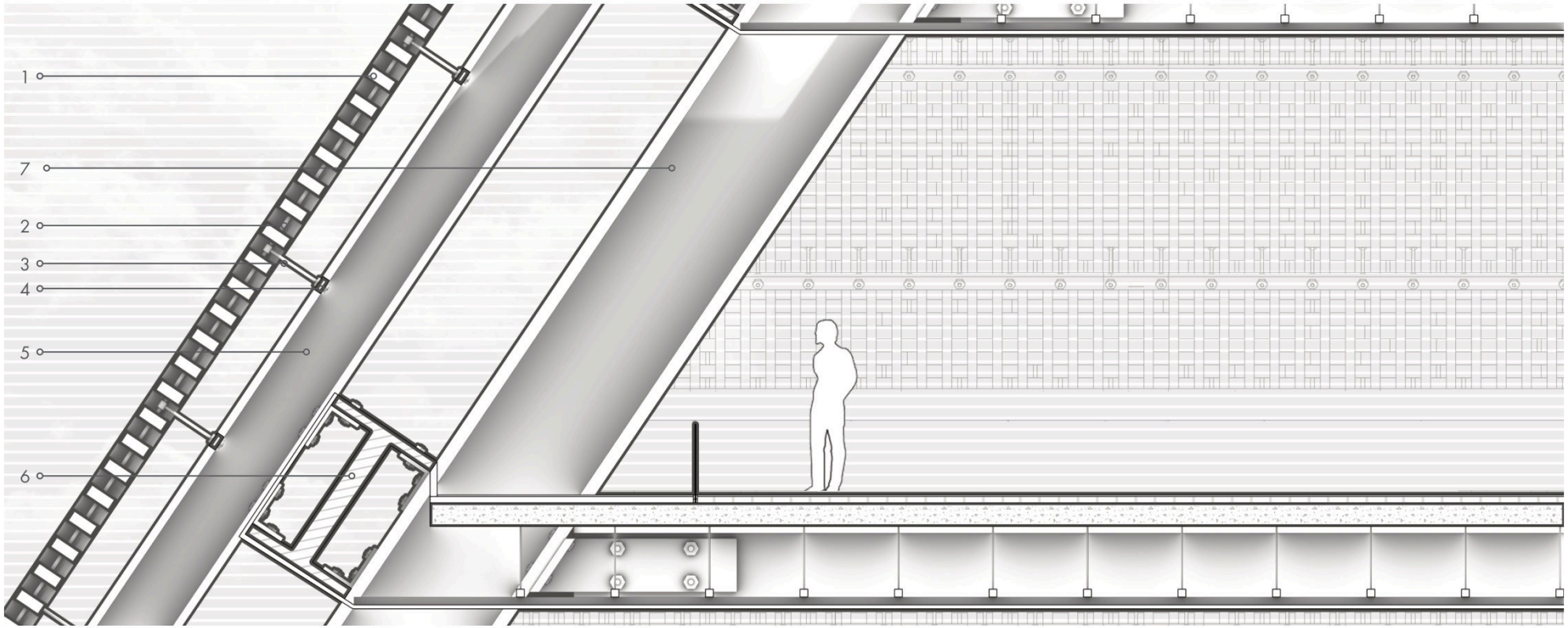
Supporting steel rods (2,3,4)



rods carries by an I-Beam (5) which is supported structural beam (6) supported by the main structural column (7).



Facade System





03

Hobbies & Miscellaneous

Photogrammetry, design for fabrication, technical development, teaching and content creation, finding a path for exploration in everything.



Photogrammetry Modeling

Turning a phone video into a 3D model

TOOLS
Agisoft

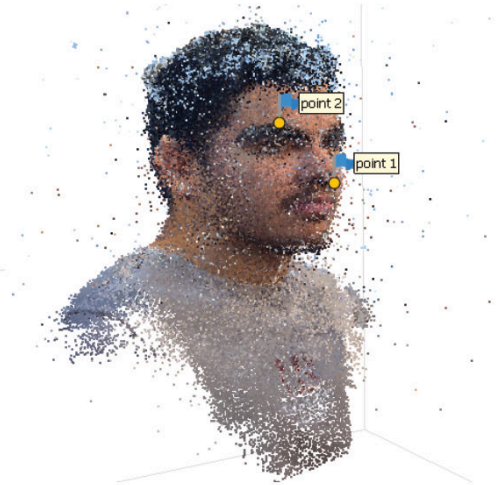
Learnt during a heritage modelling course, using Agisoft, from a video shot without colour manipulation, with its frames exported as individual images.

While the application might not be the best use for it :3, it is a tool that solves many problems and has endless use cases.

Appendix - **PHOTOGRAMMETRY MODELING**

Learnt during a heritage modeling course, using agisoft. using a video shot without color manipulation. then exporting the frames as individual images, then imported in agisoft. While the Apllication might not be the best use for it :3. it is a tool that gives solution to many problems and has endless use cases.

Metashape
Agisoft











Design for Fabrication

A fold-away VR alcove built with glue-free joints

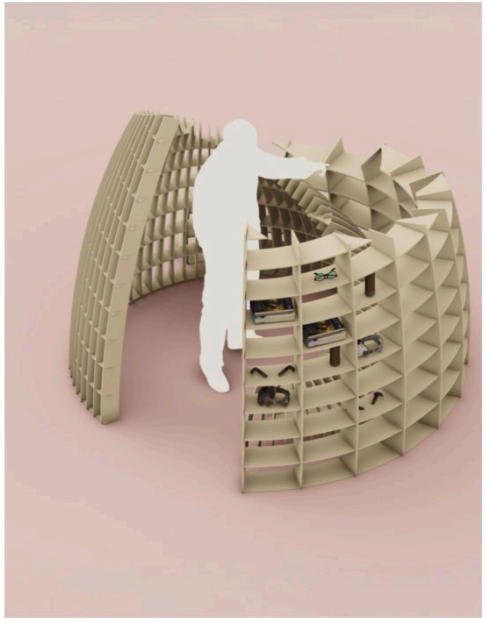
A VR alcove with seating that doubles as shelves and saves space when not in use, designed around user ergonomics and assembled with friction-fit joints.

Seated, standing and side-standing users all keep a full 70 cm interaction radius, with the geometry shaped for fluid arm extension and unobstructed movement around the interface.

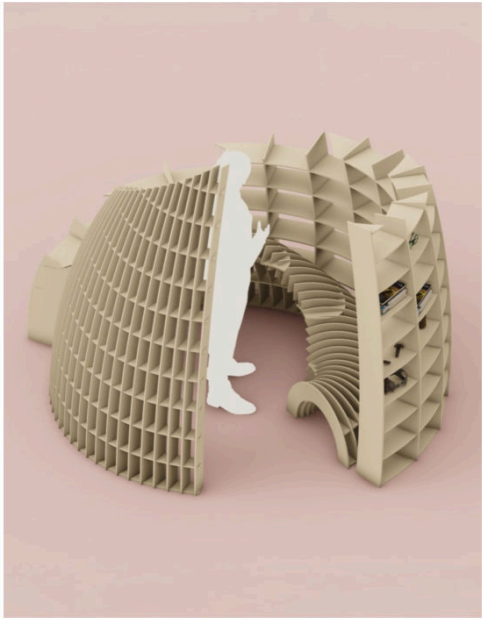
Three connection techniques hold it together without glue: an interlocking slot joint, where two members slide into each other through perpendicular slots; a tab-and-pocket joint for quick assembly and secure alignment; and a half-lap joint, where each piece is partially cut so they overlap flush into one continuous plane.

Appendix - **DESIGN FOR FABRICATION**

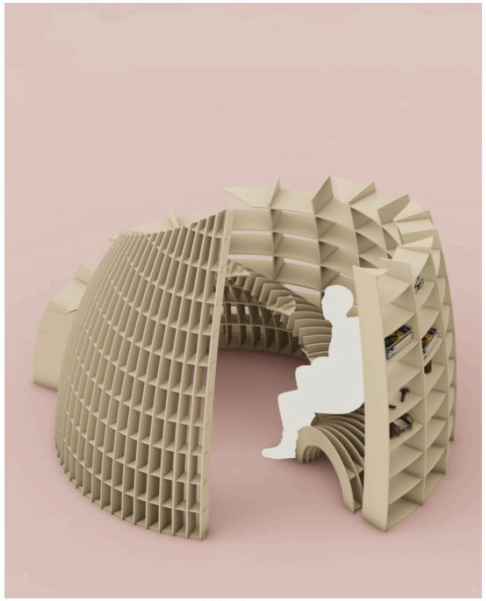




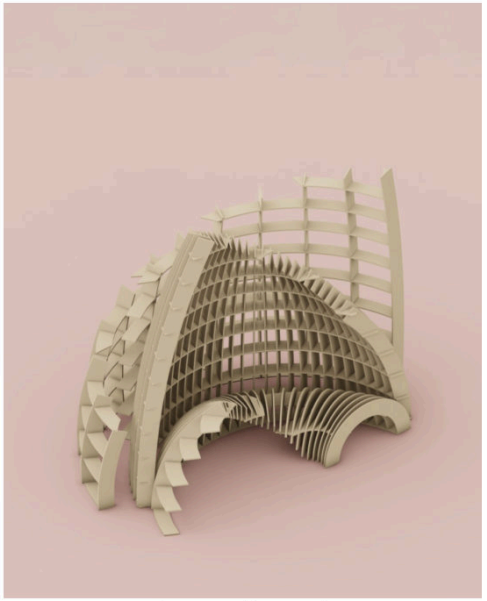
Used as Shelves



VR Alcove



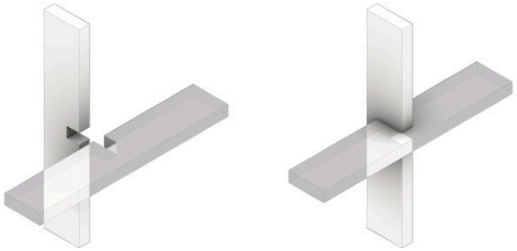
With Seating



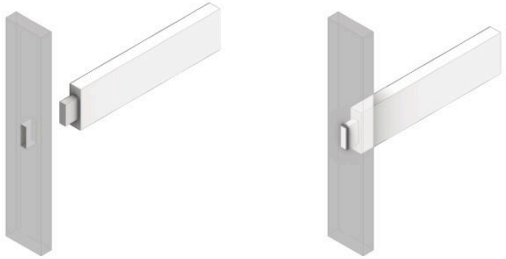
Saves space when not used

Appendix - **DESIGN FOR FABRICATION**

TECHNIQUES AND CONNECTIONS



Interlocking Slot Joint
A friction-fit joint where two members slide into each other through perpendicular slots, creating stability without glue.

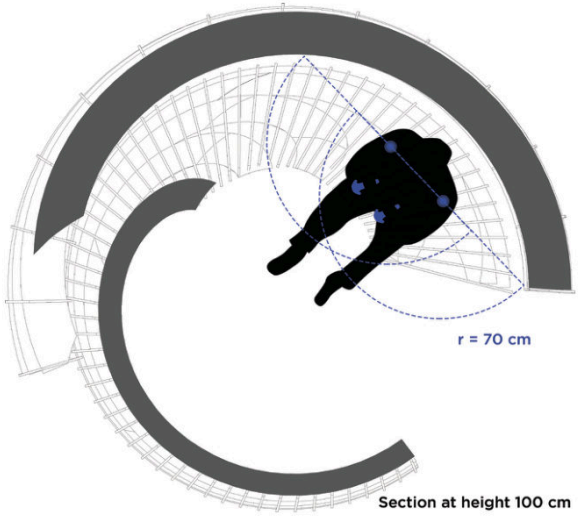


Tab-and-Pocket Joint
A precise locking mechanism where a protruding tab snaps into a pocket, ensuring quick assembly and secure alignment.

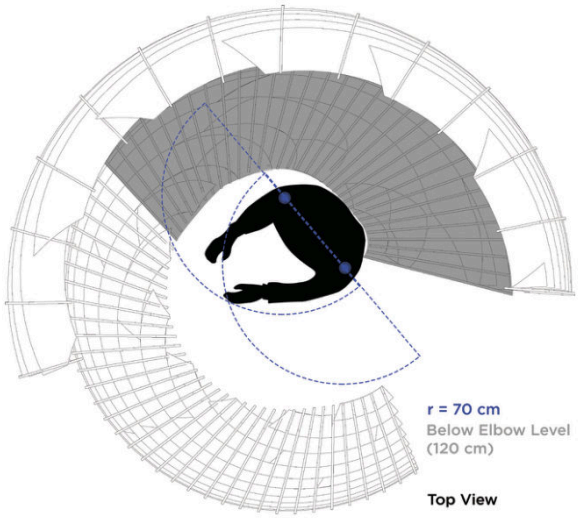


Half-Lap Joint
A simple structural splice where each piece is partially cut so they overlap flush, forming one continuous plane.

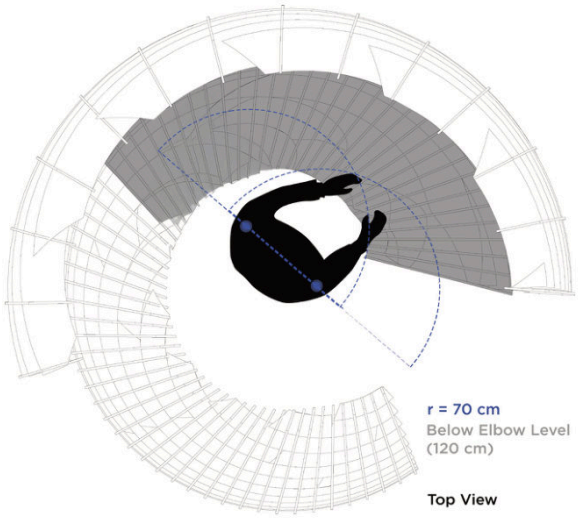
USER ERGONOMICS



The seated user achieves a full 70 cm interaction radius with completely unobstructed arm movement, ensuring comfortable reach and smooth, natural gestures around the interface.



At below-elbow height (120 cm), the standing user maintains a clear 70 cm ergonomic arc, allowing the entire upper body to rotate and engage freely without spatial constraints.

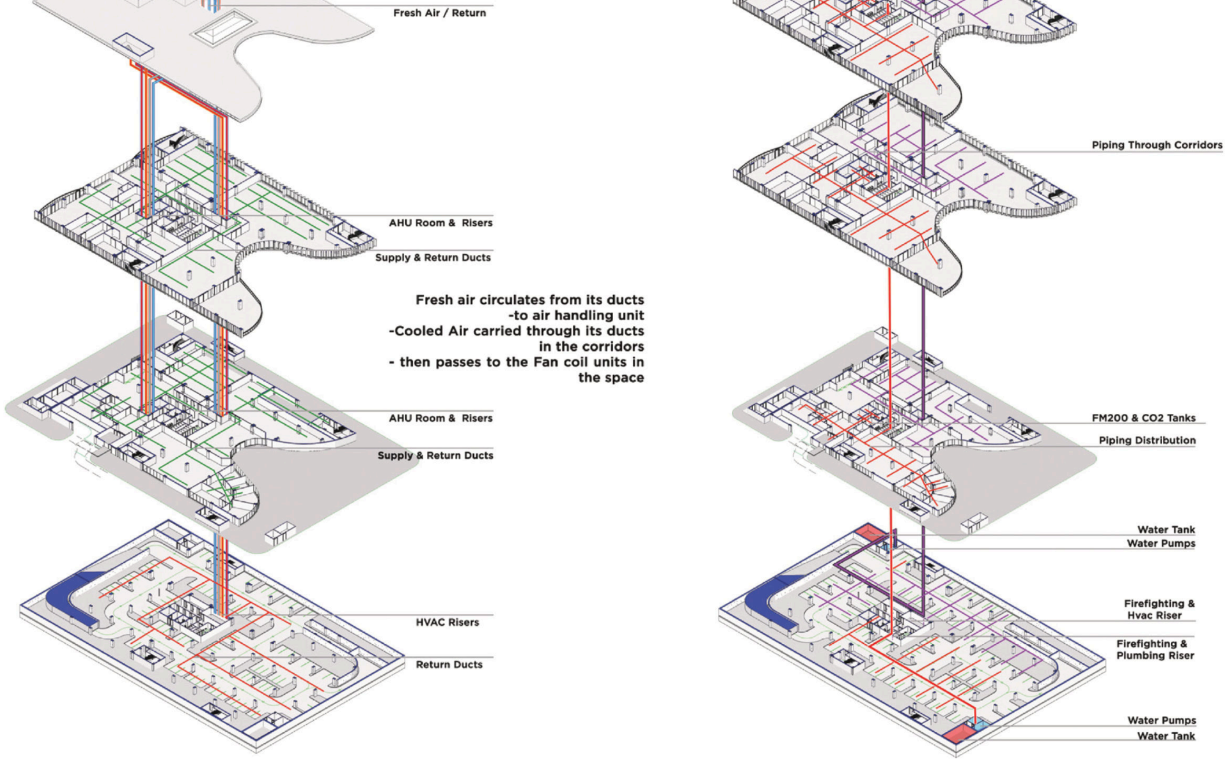


The user retains a full 70 cm operational range, with the geometry shaped to support fluid arm extension and intuitive standing interaction on both sides of the setup.

Appendix - **DESIGN FOR FABRICATION**







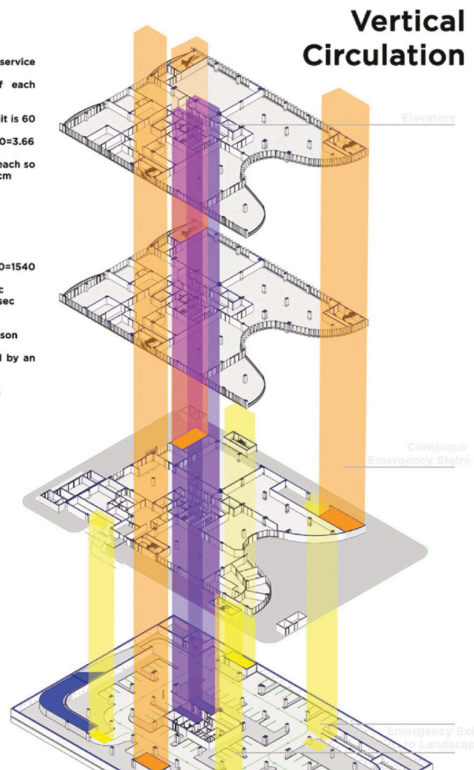
Calculations:
Escape Route Width
-The Exit unitis 55cm
-the floor area is 2200 service Excl.
-The occupancy load of each floor is
2200/10=220
-TheCapacity of theexit unit is 60 persons
-exit unit number is 220/60=3.66
width of the exits= 201cm
on 2 exits that's 100.5cm each so we take the minimum=110cm

Number of Elevators:
Total Area of Floors=

2200*7=15400 m2

-no of Persons= 15400/10=1540 Person
-Elevator Trip 1m/s= 42 sec
-Elevator Trip= 42*3=126 sec
-Required Capacity=
0.17*1540 = 262
-An Elevator carries 15 person

Number of people carried by an elevator
= 3*15 = 45
-262/45= 5.8 = 6 elevators

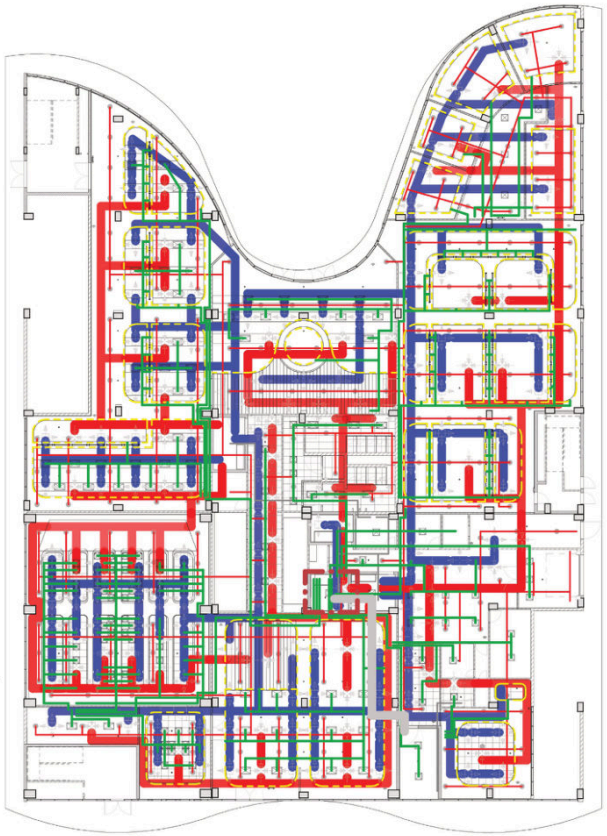


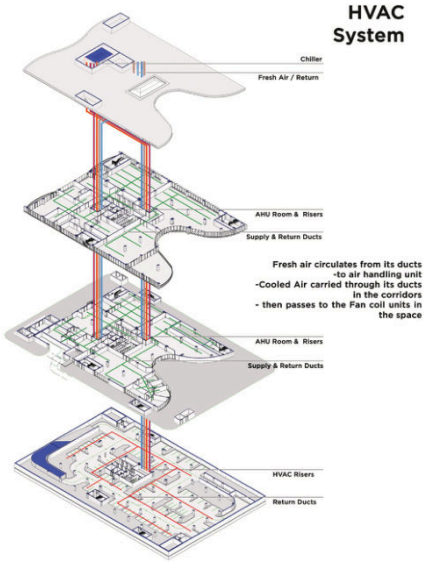
Technical Drawings & Design Development

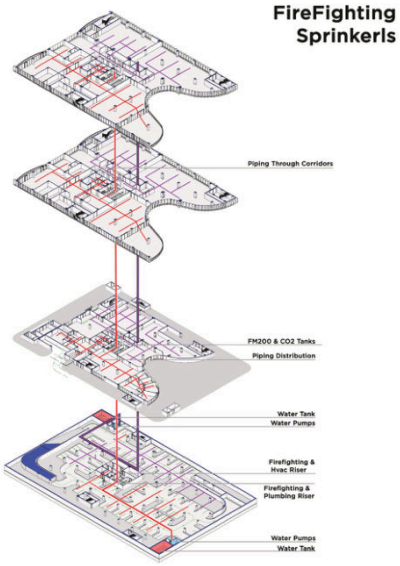
Systems coordination and technical drawings

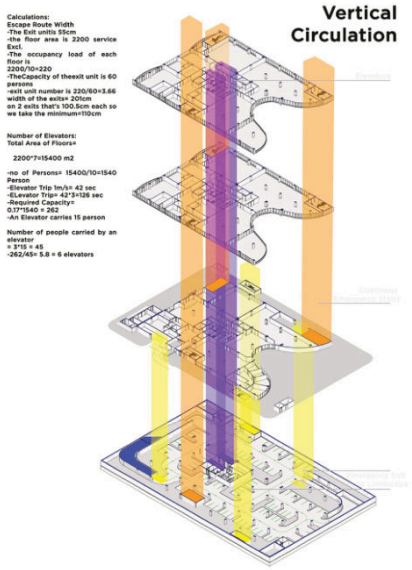
A selection of technical drawings and design development work, including systems coordination.

Appendix - **TECHNICAL DRAWINGS & DESIGN DEVELOPMENT**



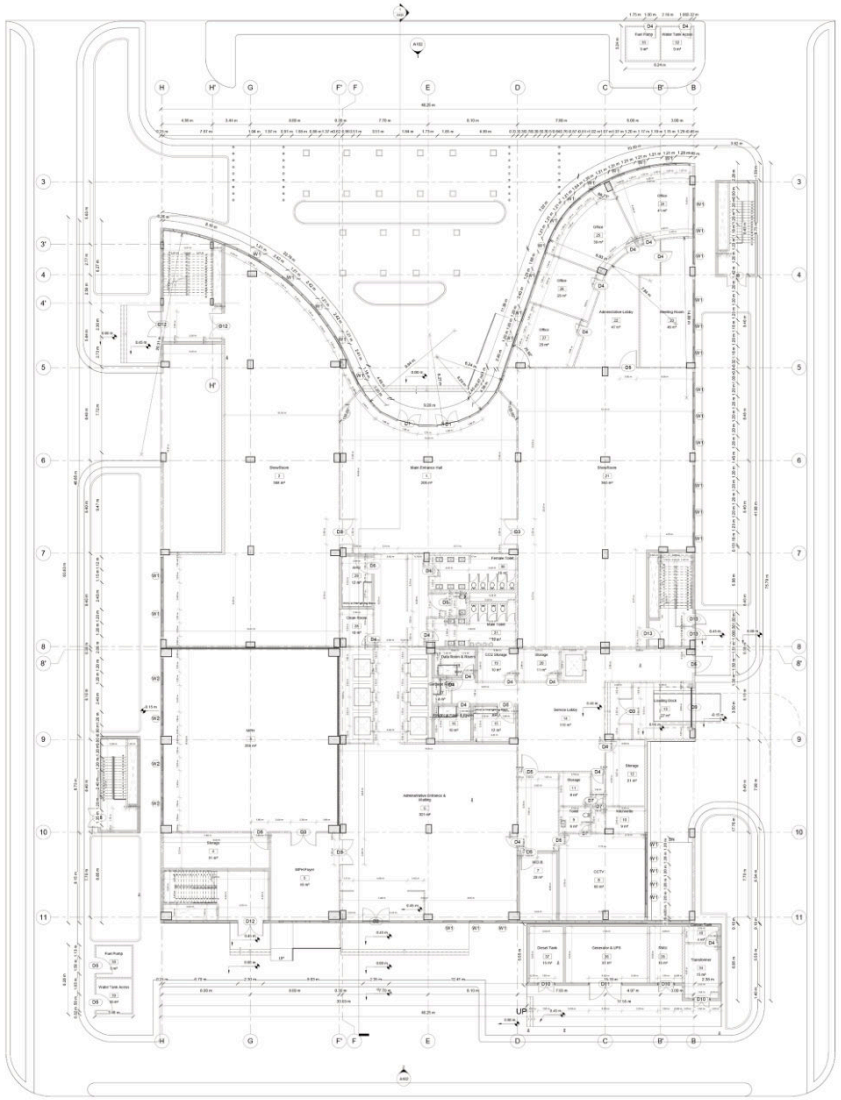


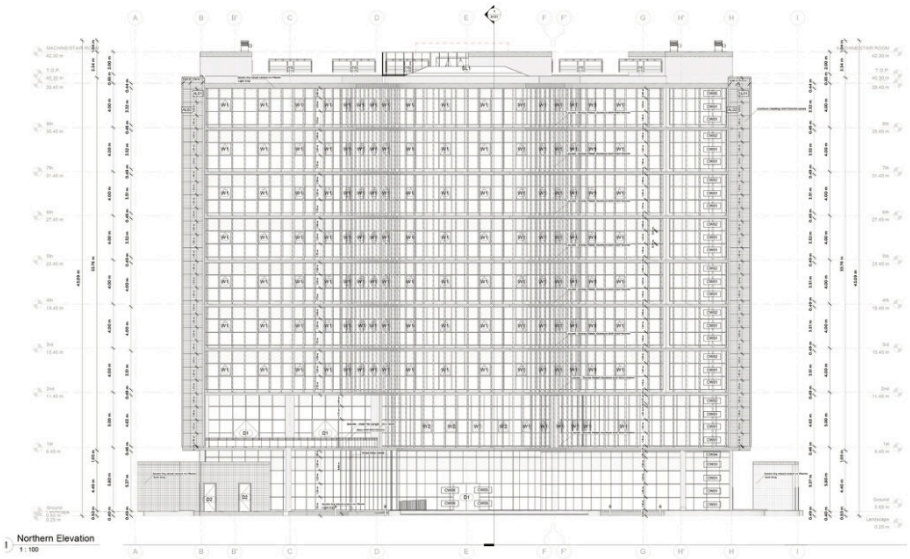




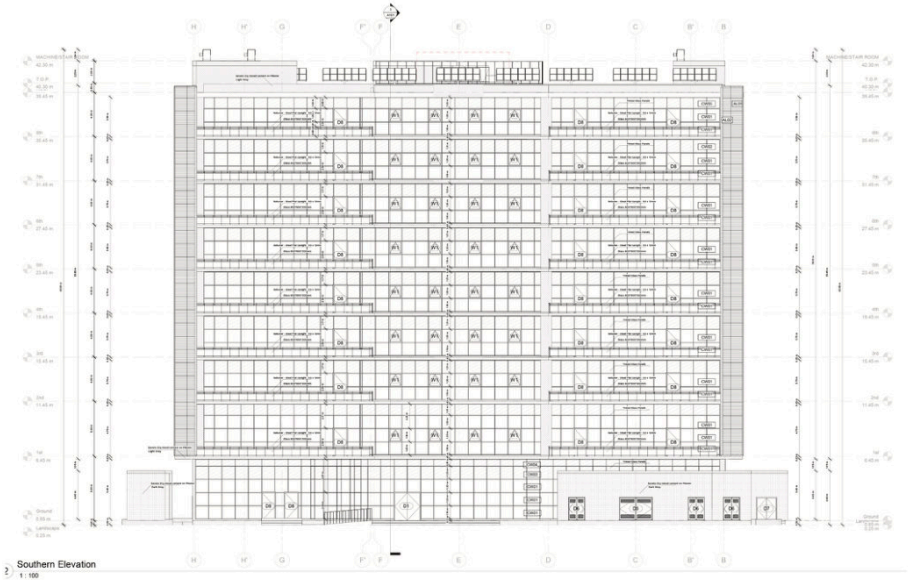
Systems Co-ordination

Appendix - **TECHNICAL DRAWINGS & DESIGN DEVELOPMENT**





Northern Elevation
1 : 100



Southern Elevation
2 : 100



by.youssefkerolos
Original audio

by.youssefkerolos حلم الخديوي ولا تنتهي ببحثنا المستمر عن ذواتنا الوطنية
Edited · 3 w

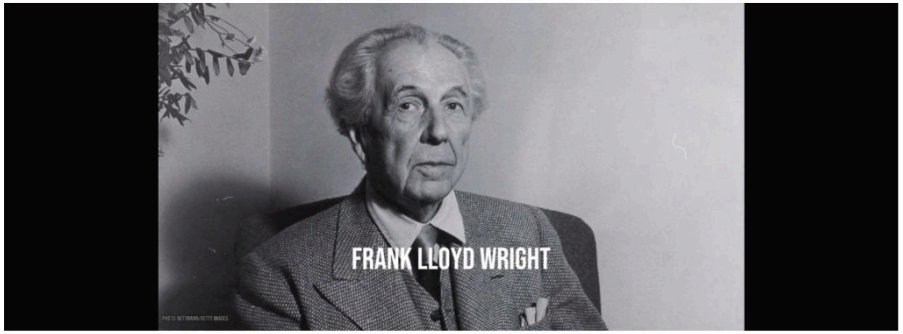
Add a comment...

Teaching & Content Creation

Sharing what I learn

Teaching and content creation, from photography and storytelling to architectural tools and workflows.

Appendix - TEACHING & CONTENT CREATION



Frank L. Wright: Architect for the Human Spirit pt.1

Private

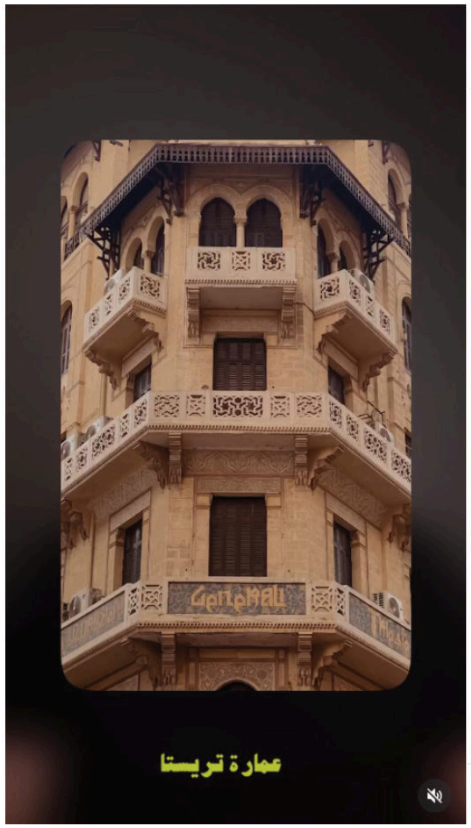
Youssef Kerolos Analytics Edit video



How to evaluate Architecture

Private

Youssef Kerolos Analytics Edit video

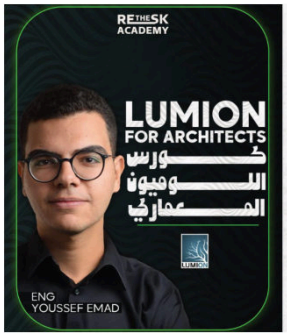


by.youssefkerolos
Original audio

by.youssefkerolos عمارة القاهرة: من حلم الخديوي ولا تنتهي ببحثنا المستمر عن ذواتنا الوطنية

Edited · 3 w

Add a comment... Post



Lumion For Architects

مرحب بيك في كورس **Lumion**
الكورس ده معمول عشان تاخد الموديلات الـ 3D اللي عملتها في دبلومة الريفيت وتخليها تبان بشكل حي وواقعي.
خلال الأربع محاضرات الجايين، هنمشي سوا خطوة بخطوة في كل عملية الرندر من البداية لحد النهاية، من التعرف على واجهة البرنامج والتنقل فيها بسهولة، لحد تعديل الخامات (Materials)، وكمان إعداد الإضاءة المتقدمة، الأنيميشن، وصور الـ 360.
الهدف مش إنك تتعلم البرنامج بس، لكن إنك تبني Workflow عملي تقدر تعتمد عليه في أي مشروع بعد كده، بحيث تقدر تعرض أفكارك التصميمية بشكل واضح واحترافي، سواء برينديرز ليلية واقعية جدًا أو إخراج بسيط ونضيف يوضح الفكرة.
باختصار: هتتعلم إزاي تخلي شغلك يتشاف ويتفهم صح



Photoshop for Architects

مرحبًا بكم في دورة الفوتوشوب. إذا كان برنامج Lumion يختص بإخراج الرندر الأساسي بشكل صحيح، فإن الفوتوشوب هو المكان الذي نجمع فيه كل شيء ونمنحه اللمسة الاحترافية النهائية.
تم تصميم هذه الدورة، المكوّنة من ثلاث جلسات، خصيصًا لمجال الإخراج المعماري. لن نكتفي باستعراض حيل عشوائية في تعديل الصور، بل سنركّز على سير العمل الفعلي الذي تحتاجه لتحويل الرندرات الخام والرسومات الفنية إلى مخرجات نهائية احترافية وجذابة.

بواسطة Youssef Emad · 2h 51m · 3 دروس · 5.0 (56 تقييم)

Youssef Kerolos

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