

R.C PROJECTS AND RESOURCE · PRESENTS

ArcViz

2.0

THE PHOTOREAL ARCHITECT PROGRAM

A 5-week mentorship programme for architects and architecture students who want renders that get them hired, freelanced, and respected — and the skills to use AI as a genuine tool in their practice.

2 TRACKS

Beginner & Advanced

5 WEEKS

4 Intensive + Graduation

JULY 2026

Onboarding Jul 24

LAGOS + ONLINE

Physical & Live Stream

INSTRUCTOR

Alawoki Boluwatife I. · R.C Projects and Resource

PHYSICAL

Ikeja, Lagos (venue shared with accepted students)

ONLINE

Google Meet · Link shared before start

CONTACT

09154103094 · 08140852016

INSTAGRAM

@r.c_projects · @alawoki_adekunle

ABOUT

R.C Projects and Resource

R.C Projects and Resource is a multidisciplinary design and construction firm based in Lagos, Nigeria. We work at the intersection of architecture, interior design, and luxury furniture production — delivering projects that are not only functional and beautiful, but genuinely transformative for those who use them.

Our philosophy is that every space tells a story. From residential and commercial architecture to bespoke luxury furniture crafted for high-end interiors, we bring ideas to life with precision, craft, and an uncompromising commitment to quality. Our work spans the full pipeline: concept design, technical documentation, 3D visualisation, and complete project delivery.

ArcViz 2.0 is an extension of that mission — training the next generation of architectural visualisation professionals in Nigeria.

01

Architecture

Residential, commercial and custom construction — concept to completion.

02

Interior Design

Functional, aesthetic spaces tailored to lifestyle and preference.

03

Luxury Furniture

Bespoke production designed to stand alongside international brands.

04

ArcViz Training

Professional visualisation education under the ArcViz programme.

FIND US ONLINE

Instagram @r.c_projects · @alawoki_adekunle

Facebook Alawoki Adekunle

LinkedIn linkedin.com/in/boluwatife-alawoki-architecture

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YOUR INSTRUCTOR



ALAWOKI BOLUWATIFE

Architectural Designer · Visualisation Expert · Educator

Boluwatife is a passionate architectural designer with expertise across residential, commercial, and custom construction projects. As founder of R.C Projects and Resource, he combines creative problem-solving with deep technical knowledge — transforming visions into spaces and structures that last.

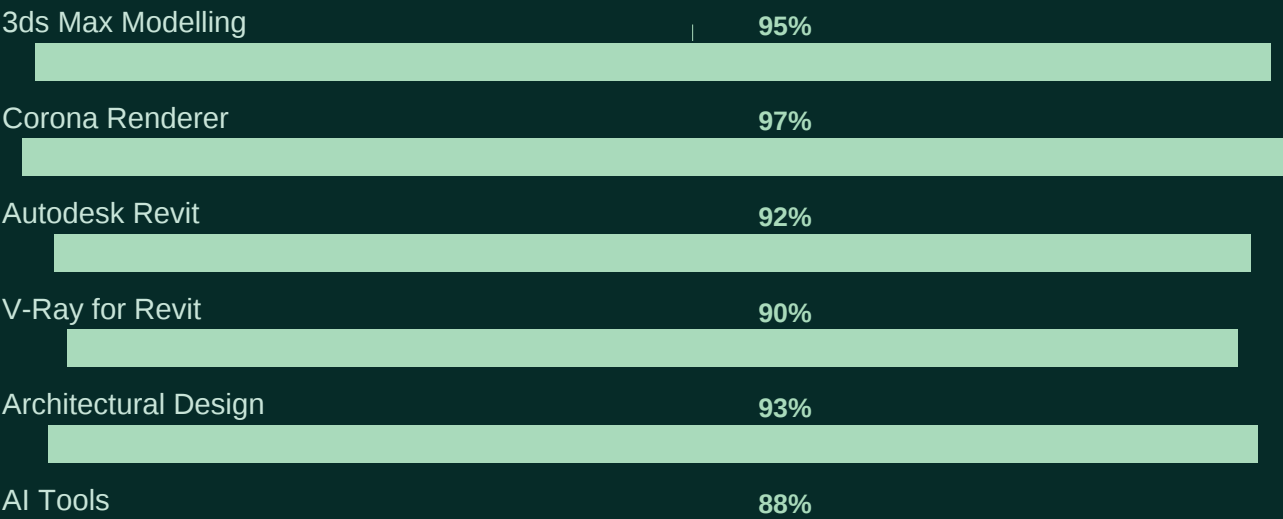
His practice spans the full design pipeline: Revit documentation, 3ds Max modelling, and Corona and V-Ray rendering at the highest level. A pioneer in Nigerian architectural visualisation education, Boluwatife launched ArcViz 1.0 to bridge the gap between software training and real architectural thinking — ArcViz 2.0 takes that mission further.

Tools: Revit · 3ds Max · Corona · V-Ray · Photoshop · AI Visualisation

CONNECT

@alawoki_adekunle ·
linkedin.com/in/boluwatife-alawoki-architecture

SKILL LEVELS





BEFORE THE PROGRAMME BEGINS

Onboarding Day

Thursday, July 24, 2026 · Classes Begin Friday, July 25

Every student — physical and online — attends our Onboarding Day on July 24th before the first class. This session sets the full technical and mindset foundation for the programme. Come ready to set up, connect, and get briefed.

9:00 AM	Welcome & Orientation Meet your instructor and fellow students. Programme overview, rules, schedule walkthrough and expectations for both physical and online participants.
10:00 AM	FREE Software Installation Autodesk Revit, 3ds Max, V-Ray and Corona Renderer — fully installed and configured on your machine at no extra cost. Bring your laptop.
11:30 AM	FREE Materials & Component Library Setup Every student receives our curated library: texture packs, IES light profiles, furniture families, vegetation assets and HDRI environments. Yours to keep.
12:30 PM	Lunch Break Refreshments provided for physical attendees.
1:00 PM	Platform Walkthrough WhatsApp group activation, Google Meet test for online students, homework submission workflow and file sharing setup.
2:00 PM	Architectural Thinking Primer How to read a building, what makes a render believable, and the mindset shift from software user to architectural visualiser.

3:00 PM

Q&A; + Close

Open floor for questions. Preview of Day 1. Student kit distribution.

FREE BONUSES — EVERY STUDENT RECEIVES

Software Pack	Revit, 3ds Max, V-Ray, Corona — installed & licensed
Materials Library	Professional texture and material packs for Revit & 3ds Max
Component Library	Furniture, vegetation, people, cars, architectural components
HDRI & IES Packs	Lighting environments and IES profiles for photoreal renders
Student Kit	Notebook, pen, reference card (physical students)
30-Day Support	Post-programme WhatsApp access to the instructor

ENROLLMENT & PRICING

Two Tracks. One Investment.

BEGINNER TRACK

Revit + V-Ray

PHYSICAL — REGULAR

N150,000

5 seats · Ikeja, Lagos

ONLINE — REGULAR

N100,000

Live sessions + recordings

EARLY-BIRD PHYSICAL

N105,000

30% off · First 3 physical

EARLY-BIRD ONLINE

N70,000

30% off · First 5 online

ADVANCED TRACK

3ds Max + Corona

PHYSICAL — REGULAR

N165,000

5 seats · Ikeja, Lagos

ONLINE — REGULAR

N110,000

Live sessions + recordings

EARLY-BIRD PHYSICAL

N115,500

30% off · First 3 physical

EARLY-BIRD ONLINE

N77,000

30% off · First 5 online

INCLUDED IN ALL TIERS

- Full 5-week curriculum (4 weeks intensive + Week 5 final project & graduation)
- Onboarding Day: free software installation + complete material library
- Daily lecture plan and full session recordings

- Homework assignments with individual instructor feedback
- Guest Architect Session in Week 4
- Final project presentations and live critique
- Online graduation ceremony and digital certificate of completion
- 30-day post-programme WhatsApp support

PAYMENT PLAN AVAILABLE

Split into 2 instalments. Contact us on WhatsApp to arrange.

— BEGINNER TRACK —

BEGINNER TRACK

Revit + V-Ray

DURATION	5 Weeks · 8 sessions + graduation week	START	Friday, July 25, 2026 (Onboarding: July 24)
SCHEDULE	Fridays & Sundays · 2.5–3 hrs per session	FORMAT	Live instruction + exercises + homework

WEEK 01

Revit Foundations & Interface Mastery

DAY 1 — Friday, July 25

2.5 hrs

Introduction to Revit & BIM Thinking

- What is BIM and why architects choose Revit over AutoCAD for professional practice
- Full Revit interface: ribbon, project browser, properties panel and view controls
- Core concepts: families, views, levels, grids and constraints explained
- Setting up a new architectural project file correctly from scratch
- Navigating simultaneously across 3D views, floor plans, sections and elevations

■ **HOMEWORK: Create a project file with 3 named levels and associated views**

DAY 2 — Sunday, July 27

2.5 hrs

Walls, Floors, Doors & Windows

- Drawing all wall types: basic, curtain, stacked and in-place walls
- Creating floor slabs with correct structural offsets and edge conditions
- Adding doors and windows from the system family and loadable family library
- Editing wall type composition: material layers, thickness and function settings
- Understanding Revit constraints and avoiding the most common modeling errors

■ **HOMEWORK: Model a complete room — 4 walls, floor, flat roof, door and window**

WEEK 02

Developing the Building — Roofs, Stairs & Site

DAY 3 — Friday, August 1

2.5 hrs

Roofs, Ceilings & Multi-Storey Buildings

- Creating roofs: by footprint, by extrusion and by face — the right method for each
- Pitched vs flat roofs: slope arrows, overhang and fascia parameters
- Adding ceiling plans and ceiling types per room (plasterboard, coffered, etc.)
- Copy and monitor floors to build multi-storey structures efficiently
- Managing levels and setting accurate floor-to-floor heights throughout

■ **HOMEWORK: Add a complete second floor and sloped roof to your Week 1 model**

DAY 4 — Sunday, August 3

2.5 hrs

Stairs, Railings, Site & Topography

- Building stairs with the stair-by-component tool and full parametric control
- Editing riser height, tread depth, nosing and landing configurations
- Adding railings: baluster families, top rail profiles and guardrails
- Creating a toposurface and placing the building correctly on site
- Parking bays, access paths, retaining walls and softscape in Revit

■ **HOMEWORK: Add a complete staircase and developed site to your project**

WEEK 03

Interior Detailing, Annotation & Documentation

DAY 5 — Friday, August 8

2.5 hrs

Interior Fit-Out & Furniture Families

- Loading and placing furniture, sanitary ware and kitchen component families
- Creating rooms with room tags and automated gross and net area schedules
- Curtain walls, storefronts, mullion profiles and curtain panel types
- Accurate dimensioning, spot elevations, keynotes and annotation in all views
- Section Boxes on 3D views to produce interior perspective images

■ **HOMEWORK: Fully furnish and annotate one complete floor of your project**

DAY 6 — Sunday, August 10

2.5 hrs

Sheets, Title Blocks & Drawing Set Production

- Creating and customising a firm title block with logo and all project data
- Placing plan, section, elevation, detail and 3D views onto drawing sheets
- Managing view scales, detail levels and crop boundaries per sheet
- Creating automated schedules: door, window and room finish schedules
- Exporting a complete drawing set to PDF (client) and DWG (consultant)

■ **HOMEWORK: Produce a 4-sheet set: site plan, GF plan, section and elevation**

WEEK 04

V-Ray for Revit — Photoreal Rendering

DAY 7 — Friday, August 15

3 hrs

V-Ray Setup, Lighting & Materials

- Installing V-Ray for Revit and understanding the complete rendering pipeline
- V-Ray Asset Editor: material library, light editor, settings and output tabs
- Setting up HDRI environment lighting and the V-Ray Sun and Sky system
- Building V-Ray materials: concrete, glass, wood, polished metal, fabric
- V-Ray lights: rectangle light, sphere light and IES profile lights
- Exterior vs interior lighting: EV settings, white balance and colour temperature

■ **HOMEWORK: Set up a full lighting rig and apply custom materials to your model**

DAY 8 — Sunday, August 17

3 hrs

Final Render, Post-Production & Portfolio

- Choosing camera angles: exterior hero, interior and architectural detail shots
- Render output: resolution, sampling quality, denoising and render passes
- V-Ray Frame Buffer: exposure, colour correction, LUT, bloom and glare
- Photoshop post-production: sky replacement, entourage and colour grading
- AI post-rendering: Topaz AI upscaling, sky generation and image enhancement
- Packaging your final renders for portfolio, client and social media

■ **HOMEWORK: Produce a 3-image portfolio set — exterior, interior, detail**

WEEK 05
— GRADU
ATION

Final Project, Online Ceremony & Certification

GRADUATION WEEK — August 22 & 24 (Online, Google Meet)

Full session

Final Project Review, Live Presentations & Online Graduation

- Submit your final project: a complete visualisation set of 3–5 renders
 - Individual written and verbal feedback from the instructor on your work
 - Live cohort presentations: each student presents their project to the group
 - Peer critique covering composition, lighting, materials and storytelling
 - Online graduation ceremony — all students attend via Google Meet
 - Digital certificate of completion issued upon successful graduation
 - Alumni community access: R.C Projects and Resource alumni network
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— ADVANCED TRACK —

ADVANCED TRACK

3ds Max + Corona Renderer

DURATION	5 Weeks · 8 sessions + graduation week	START	Friday, July 25, 2026 (Onboarding: July 24)
SCHEDULE	Fridays & Sundays · 2.5–3 hrs per session	FORMAT	Live instruction + exercises + homework

WEEK 01

3ds Max Mastery & Architectural Modelling

DAY 1 — Friday, July 25

2.5 hrs

Interface, Units & Modelling Workflow

- 3ds Max interface: viewports, command panel, scene explorer and ribbon
- Setting up millimetre units for architectural precision
- Revit to 3ds Max: FBX export, file linking and geometry cleanup
- Editable Poly vs Editable Mesh — when and why to use each
- Spline modelling for profiles, mouldings and decorative shapes
- Modifier stack: Edit Poly, Shell, TurboSmooth, FFD and Bend

■ **HOMEWORK: Import a Revit model via FBX, clean geometry and organise layers**

DAY 2 — Sunday, July 27

2.5 hrs

High-Detail Architectural Geometry

- Modelling facade elements: cladding panels, louvers and brise-soleil systems
- Railings and columns using Loft, Sweep and ShapeMerge modifiers
- Presentation-quality furniture from scratch: sofa, table and lounge chair
- Managing complex scenes with Proxy objects and Xref file references
- Layer management and naming conventions for large-scale projects

■ **HOMEWORK: Model a fully detailed room with 3 original furniture pieces**

WEEK 02

Corona Renderer — Materials & Lighting Masterclass

DAY 3 — Friday, August 1

2.5 hrs

Corona Physical Material System

- Corona Physical Material: diffuse, reflection, refraction, bump, displacement
- PBR workflow: roughness maps, metalness and normal map setup
- Building concrete, plaster, wood, marble, leather and fabric from scratch
- UVW Mapping: Box, Real World Scale, Unwrap and multi-sub-object materials
- CoronaBitmap node for tiling, offset, rotation and colour correction
- Glass, water, translucency and SSS (subsurface scattering) materials

■ **HOMEWORK: Build a complete professional material library for your room scene**

DAY 4 — Sunday, August 3

3 hrs

Architectural Lighting — Natural, Artificial & Mixed

- HDRI lighting: sourcing premium files, correct rotation and intensity balance
- Corona Sun and Sky: accurate daylight simulation at any time and season
- Interior lighting: IES lights, CoronaLight rectangle and light portals
- Mixed lighting: daylight plus artificial light for evening and dusk renders
- Light Mix element: adjusting light colour and intensity after the render
- Diagnosing blown highlights, dark corners, colour cast and fireflies

■ **HOMEWORK: Create a full exterior and separate interior lighting rig**

WEEK 03

Photoreal Production — Cameras, Vegetation & Render Pipeline

DAY 5 — Friday, August 8

2.5 hrs

Camera Setup, Composition & Scene Dressing

- Corona Physical Camera: focal length, DOF, exposure triangle and lens effects
- Architectural photography rules: verticals, eye-level, rule of thirds
- ForestPack for grass, ground cover, trees and mass planting at scale
- Chaos Cosmos for high-quality free archviz entourage assets
- People, vehicles and objects: correct scale, placement and shadow rules
- Scene optimisation: proxies, render regions, state sets and isolation

■ **HOMEWORK: Fully dress an exterior scene with vegetation and entourage**

DAY 6 — Sunday, August 10

3 hrs

Render Passes, Denoising & Production Pipeline

- Corona render elements: beauty, diffuse, specular, reflection, shadow, mask
- Multi-Pass EXR output for professional Photoshop compositing
- OIDN vs Corona denoiser: tradeoffs and when to use each
- Optimising render time on a single workstation without losing quality
- EXR vs PNG vs TIFF — right format for each delivery scenario
- Batch rendering multiple camera angles overnight

■ **HOMEWORK: Render 3 angles with complete EXR render pass output**

WEEK 04

AI, Post-Production & Portfolio Presentation

DAY 7 — Friday, August 15

3 hrs

AI in Architecture, Interior Design & Post-Rendering

- Midjourney prompting for architectural concept generation and mood boards
- Stable Diffusion img2img for atmosphere enhancement and sky replacement
- Adobe Firefly for background generation and non-destructive environment editing
- Topaz Gigapixel AI: upscaling renders to 8K print resolution from 2K source
- Compositing Corona render passes: blend modes, luminosity grading and masking
- AI in interior design: Roomgpt and Midjourney for fast client mood boards
- Sky replacement, colour grading, depth, bloom and cinematic colour in Photoshop
- Cutting out entourage: masking, shadow generation and light matching
- Where AI accelerates architectural practice — and where it cannot replace you

■ **HOMEWORK: Post-produce two renders and integrate one AI-generated element**

DAY 8 — Sunday, August 17

3 hrs

Portfolio Build, Career Positioning & Presentation Day

- Building an archviz portfolio that wins clients: layout, sequencing, storytelling
- Nigerian and African archviz market rates for freelance rendering in 2026
- Pitching to architecture firms, developers and interior design studios
- Guest Architect Session: live Q&A; with a practising architect or developer
- Student portfolio presentations: every student presents their project
- Live group critique: composition, lighting, materials, visual storytelling

■ **HOMEWORK: Finalise and package your portfolio for online and print delivery**

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