

COURSE OUTLINE

3DS MAX

The goal of this course is to present students with the tools needed to work effectively in 3ds Max. Students will learn how to create and edit 3D models and scenes, and how to apply lighting and materials for realism.

This course is delivered in a classroom environment, using hands-on exercises, to give participants experience in using and understanding the features and functionality of the product and the changes in the latest version of the product.

Course Details



Duration

5 Days

Monday - Friday

9.00 am - 5.00 pm



Location

Plaza Glomac, Kelana Jaya,
Selangor



Educ8 Technology



Prerequisite

Participants of 3ds Max training should have basic knowledge of software navigation and feel comfortable using the Microsoft Windows desktop environment.



Target Group

The 3ds Max course is specifically designed for architects, interior designers, event planners, 3D visualizers, and product, furniture designers and who are new and want to learn about it.

Course Objectives

After completing this course, participants are expected to be able to:

- Understand the basic functionality, features and principles behind 3ds Max.
- Create and manipulate 3D data in 3ds Max.
- Import data from other 3D applications.
- Embellish scenes with the use of materials and maps.
- Create adequate lighting for your environments.
- Animate objects in the scene.
- Render still pictures and animations to disk for later Viewing

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Course Outline

Topic 1: Introduction To Autodesk 3ds Max

- Overview
- Visualisation Workflow
- The Autodesk 3ds Max Interface
- Preferences
- Setting the Project Folder
- Display Drivers
- Viewport Display and Lables

Topic 2: Autodesk 3ds Max Configuration

- Viewport Navigation
- Viewport Configuration
- Object Slection Methods
- Units Setup
- Layer and Object Properties

Topic 3: Assembling Project Files

- Data Linking and Importing
- Linking Files
- References

Topic 4: Basic Modeling Techniques

- Model with Primitives
- Modifiers and Transforms
- Sub Object Mode
- Reference Coordinate Systems and Transform Centres
- Cloning and Grouping

Topic 5: Modeling From 2D Objectives

- 3D Modeling from 2D Objects
- The Lathe Modifier
- 2D Booleans
- The Extrude Modifier
- Boolean Operations
- Using Snaps for Precision
- The Sweep Modifier

Topic 6: Option Topics

- Architectural Materials
- Object Substitution
- Lighting Analysis
- Creating Hierarchies
- Customising the User Interface

Topic 7: Materials

- Understanding Maps and Materials
- Managing Materials
- Material Shaders
- Assiging Maps to Materials
- Opacity, Bump and Reflection Mapping
- Mental Ray Materials
- The Material Explorer

Topic 8: Mapping Co-Ordinates & Scale

- Mapping Coordinates
- Mapping Scale
- Spline Mapping

Topic 9: Introduction To Lighting

- Local vs. Global Illumination
- Standard Lighting
- Types of Standard Lights
- Shadow Types

Topic 10: Lighting & Rendering

- Photometric Light Objects
- Exposure Control
- Daytime Lighting

Topic 11: Mental Ray Rendering

- Fundamentals of Mental Ray
- Mental Ray Interior Rendering
- Mental Ray Proxies

Topic 12: Rendering & Camera

- Rendering Options
- Single vs. Double-Sided Rendering
- State Sets
- Cameras
- Background Images
- The Print Size Wizard

Topic 13: Animation

- Animation and Time Controls
- Walkthrough Animation
- Animation Output

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