Course Length:

8 Hrs

Schedule:

8:30am - 5:30pm

DOUT

Designed For:

This course is designed for beginner users wanting to learn about 3D environments using 3ds Max design for visualization purposes.

Learning Objectives:

After completing this session you will be able to:

- Create, manipulate and import 3D data.
- **4** Embellish scenes with use of materials and maps.
- Create lighting for your environments
- \rm Animate subjects
- Render pictures and animations

Prerequisites:

Working knowledge of Windows operating systems and a general knowledge of CAD application such as Autodesk AutoCAD, Revit or Civil 3D.

What you get:

Students will get Training Module and an industry-recognized Certificate of Completion.

Notes:

The course length is a guideline. Course topics and duration may be modified by the instructor based upon the knowledge and skill level of the students.

All courses will be taught on the products included in the current Autodesk[®] 2017 release.

Course Description:

This course provides a thorough introduction to Autodesk 3ds Max Design that will help new users make the most of this sophisticated application, as well as broaden the horizons of existing, self taught users.

Topics Covered:

- User Interface
 - User Interface Components
 - Command Panels
 - View Port Configuration and Navigation.
- Basic Functions
- Starting a Visualization Project
 - Max Design Configuration
 - Assembling Project files
 - 4 3D Modeling from 2D Objects
- \rm Materials
 - Introduction to Materials
 - Material types and Parameters
 - Mapping Coordinates and Scale
- Intro to Max Design Lighting
 - 4 Max Design Lighting Overview
 - Standard and Photometric Lighting
- 4 Using Civil View Explorer
- Lighting and rendering using Mental Ray
 - **4** Scene Preparation for Mental Ray
 - Rendering with Mental Ray
 - Other Rendering Engine
- Rendering and Animation
 - Rendering
 - Animation

For inquiries, please call or email:

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