3ds Max
ESSENTIALS

Course Length: 16 Hours

Overview:

This course is designed for users seeking to learn about 3D environments using 3ds Max design for visualization and animation purposes.

Learning Objectives:

After completing this session, you will be able to:

- Create, and manipulate 3D models.
- Embellish scenes with the use of materials and mapping.
- Create lighting for environments.
- Animate subjects.
- Render pictures and animations.

Prerequisites:

No prerequisites required other than a working knowledge of the latest versions of Microsoft Windows operating systems.

Acquisition:

Trainees will get a training manual 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 trainees.

Course Description:

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

Topics Covered:

- **User Interface**
  - Touring the UI
  - Navigation and Viewports

- **Objects**
  - Object Creation
  - Standard Primitives
  - Selection Objects
  - Basic Transformations
  - Pivot Points and Coordinate Systems
  - Duplication Objects and Modifiers

- **Modeling**
  - Modeling Tools
  - Polygon Modeling
  - Spline Modeling

- **Materials and Mapping**
  - Materials
  - Maps
  - Bump Maps
  - Unwrapping and Maps

- **Animation**
  - Basic Animation
  - Animation with Hierarchies
  - Path Animation

- **Rendering**
  - Introduction to Rendering
  - Lights
  - Art Rendering
  - Arnold Rendering