



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

For inquiries, please call or email:

8899-7853 loc 2158/2154
09399734872

inquiry@mscorp.com.ph

