

# TechnoMaster

## Autodesk 3Ds Max

Duration: 60 Hrs (Changeable) | Fees: Individual / Batch

### TRAINING BY INDUSTRY EXPERTS

Since 2007, Nestsoft TechnoMaster has been providing training and internships in IT technologies, both online and offline. We have given internships, training, and seminars to more than 25,000 students and achieved more success stories. **We offer 100% placement support through JobsNEAR.in**

#### ALL IT Courses

- Python Full Courses
- Digital Marketing
- Php/MySQL
- Laravel
- Asp.net MVC
- Flutter
- Android, Java, IOS
- Wordpress
- Software Testing
- Web Design
- Angular JS
- React JS
- CCNA, MCSA
- AWS, GCP, Azure
- ODOO, Fortinet
- Ethical Hacking



Syllabus Contd..

**JobsNEAR.in**

**NESTSOFT** Infopark

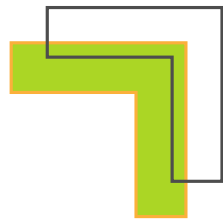
+91 9895490866

[www.technomaster.in](http://www.technomaster.in)



# TechnoMaster

## Syllabus



- \* Getting to Know 3ds Max
- \* Touring the Interface
- \* The Viewports
- \* Getting to Know the Command Panel
- \* Working with Objects
- \* Transforming Objects
- \* Copying an Object
- \* Understanding the Perspective Viewing Tools
- \* Using Multiple Viewports
- \* Introducing 3ds Max Objects
- \* Understanding Standard Primitives
- \* Adjusting Objects' Parameters
- \* Accessing Parameters
- \* Modeling Standard Primitives with Modifiers
- \* Using the Modifier Stack Tools
- \* Making Clones That Share Properties
- \* Using Various Modifiers
- \* Understanding Extended Primitives
- \* Working with Groups
- \* Creating Shapes with Splines
- \* Drawing using Splines
- \* Lathing a Spline
- \* Modifying a Shape Using Sub-object Levels



# TechnoMaster

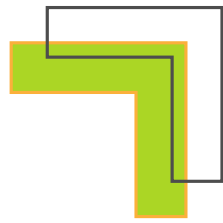
## Syllabus

- \* Flipping Surface Normals
- \* Creating Thickness with a Spline
- \* Combining and Extruding Splines
- \* Introducing Other Spline Types
- \* Editing Splines
- \* Editing Meshes and Creating Complex Objects
- \* Polygon Modeling Techniques
- \* Using Graphite Modeling Tools
- \* Creating buildings using modifiers
- \* Working with External Design Data
- \* Importing AutoCAD Plans into 3ds Max
- \* Extruding the Walls
- \* Creating AEC Objects
- \* Creating a Parametric Wall
- \* Adjusting the Wall's Parameters
- \* Adding Doors and Windows to Walls
- \* Creating a Parametric Window
- \* Creating Stairs
- \* Creating Foliage
- \* Organizing and Editing Objects
- \* Naming Objects
- \* Organizing Objects by Layers



# TechnoMaster

## Syllabus

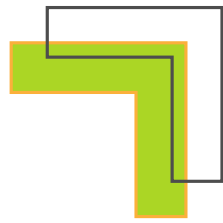


- \* Setting Up Layers
- \* Assigning Objects to Layers
- \* Assigning Color to Layers
- \* Lofting an Object
- \* Lofting a Shape Along a Path
- \* Using Different Shapes Along the Loft Path
- \* Extruding with the Sweep Modifier
- \* Aligning Objects
- \* Light and Shadow
- \* Understanding the Types of Lights
- \* Adding a Spotlight to Simulate the Sun
- \* Rendering a View
- \* Adding Shadow Effects
- \* Softening Shadow Edges
- \* Shading and Texturing
- \* Understanding Bitmap Texture Maps
- \* Diffuse Color Maps
- \* Understanding Surface Properties
- \* Adding Materials to Objects
- \* Understanding Material Libraries
- \* Editing Materials
- \* Using Bump Maps



# TechnoMaster

## Syllabus

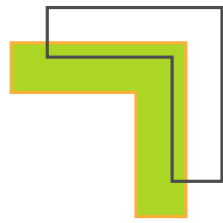


- \* Understanding Mapping Coordinates
- \* Adjusting the UVW Mapping Gizmo
- \* Assigning Materials to Parts of an Object
- \* Creating a Multi/Sub-Object Material
- \* Using the 3ds Max Camera
- \* Understanding the 3ds Max Camera
- \* Adding a Camera
- \* Editing the Camera Location with the Viewport Tools
- \* Setting Up an Interior View
- \* Creating an Environment
- \* Working with Walkthrough-Assistant
- \* Creating Animations
- \* Using Animation controls
- \* Using Keyframe animation
- \* Bouncing a Ball
- \* Adding Camera Motion
- \* Adjusting the Camera Path
- \* Creating Preview Animation
- \* Compressing and Expanding Time
- \* Rendering the Animation
- \* Mental Ray Concepts
- \* Understanding Mental Ray



# TechnoMaster

## Syllabus

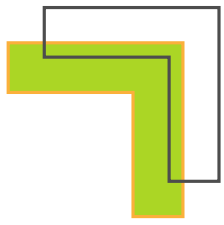


- \* Understanding Global Illumination
- \* Understanding Final Gather
- \* Assigning the Mental Ray Renderer
- \* Using the Rendered Frame Window Controls
- \* Gamma Correction
- \* Understanding Gamma and Linear Workflow
- \* Applying gamma correction
- \* Materials
- \* Understanding Autodesk materials
- \* Understanding Arch & Design materials
- \* Creating various materials
- \* Rendering
- \* Improving Rendering Quality
- \* Rendering an Exterior Scene
- \* Rendering an Interior Scene
- \* V-Ray
- \* What is V-Ray and how to setup V-Ray
- \* Global Illumination in V-Ray
- \* V-Ray Image Saving Options
- \* V-Ray Lights
- \* V-Ray Camera
- \* Rendering Scenes



# TechnoMaster

## Syllabus



- \* Rendering an interior scene using V-Ray
- \* Rendering an exterior scene using V-Ray