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## Course: Autodesk 3Ds Max

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

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### 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

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- \* 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

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- \* 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

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- \* 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

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- \* 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**

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

(Click on Course for more details)

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**- Thank You -**

N.B: This syllabus is not final and can be customized as per requirements / updates.

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