AUTODESK 3DS MAX DESIGN ADVANCE TRAINING

Objectives

To teach the advance skills and governing concepts for creating 3D models. After completing this course, student should be able to:

- ✓ Create more complex advanced modelling
- ✓ Apply advance Lighting & Materials.
- ✓ Manipulating advance camera angle.
- ✓ Create animation walkthrough.
- ✓ Automating output of multiple still images.

Pre-requisites

This guide is designed for 3Ds Max Design user. It is recommended that you have a working knowledge of:
• Autodesk 3Ds Max Design
• Microsoft® Windows® 7, Microsoft® Windows® 8 or Microsoft® Windows® 10.

TRAINING PROGRAMME DAY 1

Chapter 1: Getting Started

- Introducing 3ds Max Objects
- Creating Shapes with Splines
- Editing Meshes and Creating Complex Objects
- Working with External Design Data Creating AEC
- Objects Organizing and Editing Objects Light and
- Shadow

TRAINING PROGRAMME DAY 2

Chapter 2: Enhancing Models with Materials

- Using the 3ds Max Camera
- Working with External Files
- Understanding Animation
- Creating Animations Advanced Rendering using mental ray
- Finishing It Off: Atmosphere, Effects, and Compositing