
Autodesk 3D Studio Max

3 Days
24 AIA/CES



Course Description

Designed to teach the fundamentals of working in Autodesk 3ds Max, this hands-on course is focused on animation, modeling, materials, lighting, and rendering.

The doors open at 8:45 a.m. Class begins at 9:00 a.m. and ends at 5:00 p.m. with two fifteen minutes breaks and a one hour lunch. We have bagels and coffee served in the morning upon arrival. A book and a certificate of completion are included in this fee.

Objectives

The primary objective of the course is to teach students the essentials of working in 3D using an array of features and tools. This course teaches new users the basics of creating, embellishing, and animating 3D scenes. After completing this course, student should be able to:

- Model objects using a variety of techniques.
- Design and apply materials.
- Adjust basic lighting.
- Animate simple objects.
- Build and animate simple, effective environments.

Who Should Attend

This course is designed for new users of 3D Studio Max

Prerequisites

Before attending this course, students should have a working knowledge of the following:

- Microsoft Windows

Course Outline

Getting Started

- Touring the 3ds Max User Interface
- Creating and Animating Simple Objects
- Working with Scene Files
- Transforming Objects
- Applying Modifiers

Modeling

- Learning Low Poly Modeling Basics
- Creating and Editing Shapes
- Using 2D Shapes to Build 3D Objects
- Using Compound Objects
- Exploring Various Modeling Techniques

Incorporating External Files

- File Types for use in MAX
- Importing vs. Linking
- Using AutoCAD and Revit Files
- Building Scenes with External Objects

Animation

- Learning General Principles
- Working with Keyframes
- Animating Different Types of Objects
- Understanding Animation Controllers
- Practicing Basic Animation

Materials and Mapping

- Creating Materials
- Working with the Material Editor
- Differentiating Between Materials and Textures
- Using Maps
- Mapping Coordinates
- Creating and Applying Materials and Textures

Rendering

- Creating and Positioning Cameras
- Learning about Camera Parameters and Concepts
- Animating Cameras
- Understanding and Creating Ambient Light
- Using Standard Lights
- Adjusting Shadow Parameters
- Adding Secondary Lights
- Achieving Convincing CG Lighting with mental ray
- Setting up Scenes and Saving Renders
- Using Rendering Tools Efficiently
- Recording Different Scene States
- Completing a Project or Scenario

Note: The suggested course duration is a guideline. Course topics and duration may be modified by the instructor based upon the knowledge and skill level of the course participant