



Course title: 3ds Max – Beginner / Intermediate

Course duration: 30 hours

Course Objective: Autodesk 3ds Max is a comprehensive 3D modeling, rendering, and 3D animation software used by leaders in game development, television, film.
The course focuses on the basic level of using and experimenting the 3ds Max in the modeling, texturing, animating, lighting and rendering fields...

Course Outline:

Introduction

- The 3d environment
- Transformation Tools
- General Interface Tools (keys, specification...)

Modeling

- Primitives Objects
- Modeling a table
- Modeling a chair
- Modeling with extrude and bevel
- Working with mesh and poly
- Compound Primitives (Boolean...)
- Modeling a primitive building
- Shapes (lines, text...)
- Modifiers_3D: Taper, Twist, Bend, wave, slice, ...
- Modifiers_2D: Lathe, extrude,

Material Mapping

- Introduction to material editor
- Mapping the 1st scene
- Mapping the chessboard
- Environment Pictures
- Mapping the kitchen
- Mapping: Tips ...

Animation

- Timeline
- Key frames
- Adjusting Time
- Animating Objects
- Animating Lights
- Animating Cameras

Cameras

- Camera Types
- Camera Properties
- Adding Camera
- Animating a Camera over a path

Rendering

- Stills (Pictures)
- Animation (Movies)

Lighting

- Types of Light
- Adding Lights
- Shadows



Architecture

- Importing an AutoCAD plan
- Elevating Walls
- Adding Windows, doors, trees, balconies...
- Adding Floor and ceiling

Particles \ Space Warps

- Snow, Parray, Spray...
- Smoke, Gushing Water
- Deflectors
- Forces