



Course Title: 3ds Max – Advanced

Duration: 30 hours

Course Objectives: The 3ds Max advanced course focuses on the modelling, texturing, lighting, animation and rendering with advanced features using professional tools for a superior utilization of the software. Students will be able to use 3ds Max for various purposes in the field of advertisement, TVs, Games...

Course Outline:

Modeling

- Car modeling
- Tips of modeling
- Low Poly modeling
- Cloth
- Hair

Texturing

- Cell shading
- Composite Material
- Unwrap UVW
- Mental Ray
- Shaders of Mental Ray
- Texturing in Mental Ray
- Lighting in Mental Ray
- Rendering in Mental Ray

Lighting

- Photometric Lights
- Day/Night
- Light Tracer
- Lens Flare
- Video Post

Animation

- Dynamics
- Curve Editor
- Particles
- Particles View
- Explosions
- Car Rig

Rendering

- Clay renders
- Foggy scenes