



Autodesk 3ds Max

Autodesk® 3ds Max® 2015 Training brings a fresh approach to 3D modeling, animation, and rendering for motion Graphics, visual effects, design visualization, and game development. With the innovative new Populate, feature set for automatic crowd generation, a significantly augmented Particle Flow toolset 3ds Max 2015 embraces concepts and technology required by today's modern pipelines.

With new Perspective Match and Vector Map, tools that cross the 2D/3D divide, 3ds Max 2015 provides new ways of working that can help artists extend their creative capabilities and take on a wider range of projects.

The practices in this training course provides a thorough introduction to Autodesk 3ds Max Design 2015 software that will help new users make the most of this sophisticated application, as well as broaden the horizons of existing, self-taught users.

Course Duration:

Course	Duration Hrs
3DS Max® + (V-Ray) Basic	24
3DS Max® + (V-Ray) Advanced	24

Out line:

Lesson 1 - introduction to

Autodesk 3DS Max Design

- Visualization Workflow
- The Autodesk 3ds Max Design Interface
- Preferences
- Setting the Project Folder
- Configure Paths
- Display Drivers
- Viewport Display and Labels

Lesson 2 - Autodesk 3DS Max Design Configuration

- Viewport Configuration
- Viewport Navigation
- Object Selection Methods
- Units Setup
- Layer and Object Properties



Lesson 3 - Basic Modeling techniques

Model with Primitives
Applying Transforms
Sub-Object Mode
Reference Coordinate Systems and
Transform Centers
Cloning and Grouping
Poly Modeling with Graphite Tools
Statistics in Viewport

Lesson 4 - Modeling from 2D objects

3D Modeling from 2D Objects
Drawing 2D Lines
The Lathe Modifier
2D Booleans
The Extrude Modifier
Boolean Operations
The Sweep Modifier
Using Snaps for Precision

Lesson 5 - Assembling project files

Data Linking and Importing
DWG Link and Import Options
Importing and Linking Models from
Autodesk Revit

Lesson 6 - Materials

Introduction to Materials
Understanding Maps and Materials
Managing Materials
Standard Materials
Material Shaders
Assigning Maps to Materials
Opacity, Bump, and Reflection Mapping
mental ray Materials
The Material Explorer

Lesson 7 - Mapping Coordinates And Scale

Mapping Coordinates
Mapping Scale
Spline Mapping

Lesson 8 - introduction to Lighting

Local vs. Global Illumination
Fundamentals of Standard Lighting
Types of Standard Lights
Shadow Types



Lesson 9 - Advanced Lighting

Photometric Light Objects

Exposure Control

Daytime Lighting

Lesson 10 - Lighting And rendering using Mental ray

Fundamentals of mental ray

mental ray Interior Rendering

Controlling mental ray Quality

mental ray Proxies

Lesson 11 - Cameras And rendering

Cameras

Background Images

The Print Size Wizard

Iterative Rendering

Single vs. Double-Sided Rendering

Rendering Options

Rendering Presets

Lesson 12 - Animation

Animation Controls

Walkthrough Animation

Animation Output

ENGO SOFT

