

3Ds MAX[®]



Introduction – The 3DS Max

- User Interface
- Viewpoints
- Command Panel
- Viewpoint UI Elements

File & Objects

- Scene File Manipulation
- Simple Geometry Creation & Pivot Points
- Object Orientation
- Modifying Standard Objects
- Selecting Objects
- Organization of Objects in a Scene

Transforms

- Transform Tools
- Transform Base Point
- Coordinate Systems
- Align
- Cloning Objects
- Other Transforms

Applying Modifiers

- Concepts of the Modifier Stack
- Modifiers
- Noise
- Collapsing the Stack

Low-Poly Modeling

- Objects and Sub-Objects
- Sub-Object Levels
- Smoothing Groups
- Using Subdivision Surfaces

Shapes

- Shape Definitions
- Basic Shape Creation Functions
- Editing Splines
- Adding Splines from a Shape
- Segment Editing
- Vertex Editing
- Using Shape Modifiers

Compound Objects

- Booleans
- ProBoolean Operations
- Lofts
- Scatter Tool

Modeling in Architecture Model

- Units Setup
- Modeling the Couch
- Importing a CAD Drawing
- Modeling the Lounge Chair
- Creating the Walls
- Creating the Doors

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- Creating the Doors
- Creating the Window
- Adding the Floor and Ceiling

Animation Basics

- 2d vs 3d Animation
- Time
- Keyframeing
- Auto Key and Set Key
- Track View
- Time
- Ease in / Ease out
- Arcs
- Secondary Action
- Anticipation
- Follow-through & Overlapping
- Squash & Stretch
- Exaggeration

Hierarchies

- Mechanics of Movement
- Linking Objects
- Schematic View
- Hierarchy

Materials

- Introduction to Materials
- The Material Editor
- Material Types
- Shades
- Mapping the Couch and Chair
- Mapping the Window and Doors
- Material Types Adding the Floor and Ceiling

Using Maps

- Maps in Material Definitions
- Map Types
- Displacing Maps in Viewpoint
- Mixing Maps
- Mapping
- Unwrap UVW
- Render to Texture

Cameras

- Camera Types
- Framing a shot
- Camera Lenses
- Camera Aspect Ratio
- Camera Angles
- Perspective
- The Moving Camera

Lighting

- Light Types
- Lighting Techniques
- Light Lister
- Three-Point Lighting
- Selecting a Shadow Type
- Atmospheres and Effects

Mental Ray

- Mental Ray
- The Arch & Design Material
- Lighting
- Mental Ray Renderer
- Cameras
- Final Gather with Mental Ray
- Safe Frames
- Mental Ray Materials

Rendering

- Rendering Setup
- Rendering
- Time Output
- Output Size
- Ram Player
- Batch Render
- Retraced Reflections and Refractions.
- Rendering the Interior and Furniture

ANIMATION

- Animation Controls
- Walkthrough Animation
- Animation Output

Partners :



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