

Advanced Autodesk 3ds Max for games training course

Course description

This intensive course teaches the fundamental skills and governing concepts essential for creating 3D models for games, including:

- Building characters, vehicles and environments for games.
- Using the advanced tools available in 3ds Max for specific placement of 2D images onto 3D models.
- Setting up characters for animation.

Course duration: 5 days

Courseware provided: Yes

Who should attend

Those embarking on a career as an artist or an animator within the video games industry.

Prerequisites

Delegates should have attended a *3ds Max / 3ds Max Design Essentials* course, or be familiar with the concepts taught in this course.

Course outline

Day 1: Intro. to video games

- Creating basic geometry
- Basic UV mapping
- Creating colour maps using Photoshop
- Creating secondary maps - bump, normal, specular

Day 2: Building environments

- Working with reference images
- Creating the structure with details
- Texture model
- Light mapping with texture baking

Day 3: Vehicles

- Image planes
- Blocking out the vehicle
- Refining the model
- Unwrap UVs
- Texture model

Day 4: Characters

- Getting the right reference material
- Image planes
- Creating limbs
- Stitching body parts

Day 5: Rig and animate

- Introduction to bones
- IK and FK theory
- Rigging a character
- Creating non-linear animation

Please note: Course topics may be modified by the instructor based upon the knowledge and skill level of the course participants.