

3ds Max Essentials

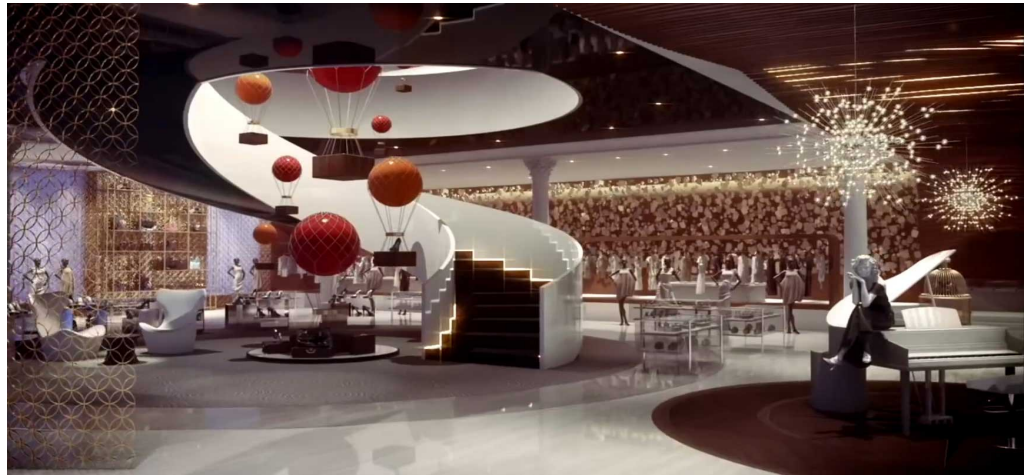
Training course outline

3ds Max is used in a wide range of industries.

It provides a comprehensive 3D modelling, animation and rendering solution to architects, interior designers and engineers.

The gaming, film and television industries use the application to produce stunning 3D animations.

3ds Max Essentials training provides an ideal starter for users of 3ds Max from all industries and backgrounds.



Course summary

Teaches the theory and introduces the practical steps required to use 3ds Max effectively. Sessions include:

- Configuring and rendering scenes.
- Creating and editing 3D geometry.
- Understanding and applying lighting and materials for realism.
- Creating desktop animations.

The course includes a session looking at the most popular renderers used with 3ds Max, including ART, Arnold and V-Ray, to help you ascertain which best meets your needs.

Duration

Three days.

Who should attend?

This course is ideal for new users of 3ds Max from all industries, including:

- Architects, designers and engineers.
- Game developers.
- Artists and animators who produce film and video content.

Where possible, delegates carry out exercises relevant to their industry.

General information

Armada is an Autodesk authorised Training Centre (ATC), and our *3ds Max Essentials* course is accredited by Autodesk.

3ds Max courses are hosted by Autodesk Certified Instructors (ACIs) who are CGI experts with vast experience of using the application professionally.

Whilst attending training, delegates have the use of a computer running licensed 3ds Max software to practice the techniques taught. Refreshments and lunch are provided.

Course fees can be paid by card or bank transfer.

Courseware and certificate

Delegates receive:

- A comprehensive training guide for 3ds Max.
- An e-certificate from Autodesk confirming attendance on an accredited *3ds Max Essentials* course.

Dates and price

For forthcoming dates and prices, see: armada.co.uk/course/3ds-max-training.

After course support

Following 3ds Max training, delegates are entitled to 30 days' email support from their trainer to help with any post-course issues.

Course syllabus

See over.

Course syllabus

Topics	Sub-topics
Introduction	Understanding the 3D environment The 3ds Max user interface Command panels Other UI elements
Getting started	Setting preferences correctly Viewport navigation and configuration Object creation and selection Scene management
Assembling project files	Starting a project File linking Holding/fetching Merging files Importing/exporting
Basic modelling techniques	Basic concepts Modelling with primitives Modifiers and transforms Reference coordinate systems and transform centres Cloning and grouping Polygon modelling tools
Modelling	Modelling with 3D geometry Spline theory Working with splines Create 3D models from 2D objects Using shape modifiers Using lofts Creating multiple model concepts from one idea Polygon theory Creating and editing 3D polygon objects Using snaps and align tools for precision

Topics	Sub-topics
Materials and mapping	The principles of materials and surfaces Introduction to the materials editor Different types of material Applying materials Using 2D maps Introduction to UVW mapping Editing UVW map coordinates Applying materials and maps
Lighting	Introduction to direct lighting Creating 3 point and dome lighting rigs Shadows and shadow theory How to get the most from using shadows by adjusting their parameters Using sky light and light tracer for external scenes Colour light theory The daylight system
Cameras	Physical camera Target and free camera parameters Camera paths
Rendering	Review of the renderers available in 3ds Max: ART, Arnold Review of popular third-party renderers: V-Ray, mental ray Render scene dialog Scene states Batch render
Animation	General principles Working with key-frames Animating objects Working with the track view editor Animating an object with Autokey Understanding animation controllers Working with object hierarchies Animating bipeds