

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.

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:

- Setting up your projects.
- Creating 3ds Max models.
- Applying materials and use maps.
- Understanding and applying lighting and materials for realism.
- Using cameras.
- Creating rendered images.
- 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

3 days.

Who should attend?

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

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

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

Prerequisites

No prior 3ds Max or 3D modelling experience is required.

In-class or live online

You can attend in-person at our centres, or participate live online from your place of work or home.

To read about our approach to online training, see armada.co.uk/liveonline.

General information

Armada is a long-standing Autodesk authorised Training Centre (ATC), and our courses are accredited by Autodesk.

Courses are hosted by Autodesk Certified Instructors (ACIs) with vast experience of using the application professionally.

Whilst attending training at our centres, you'll have the use of a computer running licensed software to practice the techniques taught.

Refreshments and lunch are provided.

Course fees can be paid by card or bank transfer. We accept purchase orders from UK-registered companies and public sector organisations.

Course materials and certificate

You'll receive:

- A comprehensive training guide and practice files.
- An e-certificate confirming successful completion of an accredited *3ds Max Essentials* course.

Method of delivery

Training is designed for the busy professional, being short and intensive and combining lecture and demonstration. Practical exercises carried out under guidance help you learn the techniques taught.

You have ample opportunity to discuss specific requirements with the trainer.

After course support

Following training, you're entitled to 30 days' email support from your trainer.

Further information

See armada.co.uk/course/3dsmax.

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