

3ds Max Certified Professional

Exam Guide

Armada is an Autodesk Certification Centre (ACC) offering *3ds Max Certified Professional* exams.

Successful candidates gain 'Autodesk-certified professional in 3ds Max' status, an industry-recognised credential.



Exam summary

The 3ds Max Certified Professional exam assesses users' knowledge of the tools and features available in 3ds Max, testing the ability to carry out common tasks against a published and agreed standard.

Duration: 2 hours

Number of questions: 35

Pass mark: Given in tutorial immediately prior to exam.

Recommended preparation

We recommend that you:

- Attend a *3ds Max Essentials* course. See armada.co.uk/3ds-max-training-course for details.
- Have 400 hours' hands-on experience using 3ds Max.

Certificate and benefits

Successful candidates receive:

- A personalised e-certificate from Autodesk. Your e-certificate that is suitable for printing and framing.
- A listing in Autodesk's publicly available Certified Professionals' database (optional).
- Logos that you can include on your CV or show on your company's website.

Where are exams held?

3ds Max Certified Professional exams are hosted at our centre in Bromsgrove, close to Birmingham. We are easily accessible by car from the M5 and M42 motorways. Bromsgrove train station is approximately 2 miles away.

Candidates are eligible to agreed corporate rates at local hotels; see armada.co.uk/accommodation for details.

Dates and price

Exam sessions are typically run every four weeks. For forthcoming dates and prices see armada.co.uk/autodeskcertainment.

Question types

Most questions require candidates to use 3ds Max to create or modify a data file, and then enter the answer into the exam system. Other question types include multiple choice, matching and point-and-click (hotspot).

Exam outline

See over.

Exam outline

Topics	Objectives
Animation	Create a path animation and evaluate an object along the path Identify Controller types Identify playback settings Locate the value of keys in the Time Slider Use a Dope Sheet
Cameras	Differentiate camera types Edit FOV (Field of View)
Lighting	Compare attenuation and decay Identify parameters for modifying shadows Add a volumetric effect
Materials / Shading	Identify standard materials Use the Slate Material Editor
Rigging	Use Character Studio for Rigging Create simple Biped Use the Skin modifier
Materials / Shading	Identify standard materials Use the Slate Material Editor

Topics	Objectives
Modelling	Differentiate reference coordinate systems Differentiate workflow Identify Clone types Differentiate standard versus extended primitives Identify and use line tool creation methods Identify Vertex types Use object creation and modification workflows Use polygon modelling tools Use ProBoolean
Rendering	Differentiate renderers Identify rendering parameters
UI/ Object management	Describe and use object transformations Identify selection regions and methods Use Viewports Set up and use Scenes