

3ds Max Certified User

Exam Guide

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

Successful candidates receive a personalised e-certificate from Autodesk confirming their 'Certified User in 3ds Max' status.



Exam summary

The 3ds Max Certified User exams have been compiled in conjunction with industry to test candidates' ability to use 3ds Max proficiently.

Duration: 75 minutes.

Number of questions: 30.

Pass mark: Given in tutorial immediately prior to exam.

Recommended preparation

Autodesk recommends that you:

- Attend a *3ds Max Essentials* course. See armada.co.uk/3ds-max-training-course for details.
- Have 50 hours' hands-on experience using 3ds Max.

Certificate and benefits

Successful candidates receive a personalised e-certificate from Autodesk confirming their 'Certified User in 3ds Max' status. The certificate is suitable for printing and framing.

Where are exams held?

AutoCAD 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

The questions combine:

- Multiple choice
- Matching.
- Point-and-click (hot-spot).
- Performance-based actions.

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)
Data Management/ Interoperability	Differentiate common file types and usages Use the import feature to import model data
Effects	Identify Space Warp types Use atmosphere effects Use particle systems
Lighting	Compare Attenuation and Decay Identify parameters for modifying shadows Add a volumetric effect
Materials/Shading	Identify standard materials Use the Slate Material Editor

Topics	Objectives
Rigging	Use Character Studio for Rigging Create simple Biped Use the Skin modifier
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 modeling 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