

3ds Max certification exams



Exam guide

Armada is an Autodesk Certification Centre offering exams that lead to industry-recognised qualifications.

For 3ds Max, we offer an Autodesk Certified User (ACU) exam.



Exam summary and preparation

Entry level exam to validate your knowledge and competency in 3D modeling and animation in 3ds Max.

- Qualification: Autodesk Certified User (ACU) in 3ds Max.
- Length of exam: 50 minutes.
- Attend *3ds Max Essentials* training and have 50+ hours' hands-on experience using 3ds Max.

Certificate and benefits

Successful candidates receive:

- An e-certificate (PDF) from Autodesk confirming your 3ds Max-certified status. Your certificate is available to download anytime through your Certiport exam account.
- An official Autodesk-Certified badge that you can use to market your skills, e.g. on your business cards, in your email signature, on your website, etc.

Dates, times, price

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

Practice test

A practice test is available that reflects the questions you're likely to be asked in your exam. The practice test is taken online, from your place of work or home. It has two modes:

- Testing mode, which replicates your exam.
- Training mode, which provides step-by-step help on questions.

The practice test can be retaken up to 30 times in a one-year period.

3ds Max online exams

3ds Max exams are sat online from your place of work or home.

To protect exam integrity, exam sittings are monitored by a proctor from Armada. Your Photo ID will be verified prior to your exam starting.

To sit an online exam, all you need is a computer (Windows or Mac) with:

- A strong Internet connection (min. 5Mbps).
- Screen resolution at least 1200 x 800.
- Chrome browser.

You don't need to have 3ds Max installed – you'll access 3ds Max on a virtual computer during your exam. No webcam is required.

Exam outline

See over.



Exam Outline



3ds Max Certified User

Topics	Techniques tested
Scene Management	Set up a project Setup the scene preferences Manage scene objects Modify the properties of one or more objects Manipulate objects' transformations Change viewport display
Modeling	Create a polygon primitive Edit polygon surfaces Use the Modeling and Selection tools
UVW Coordinates	Configure Basic UVW Projections using the UVW Map Modifier Use the Unwrap UVW modifier
Materials / Shading	Work with a material Modify material properties
Rigging	Utilise the Bone tools Use the Skin modifier Apply constraints
Cameras	Work with cameras Modify camera property names or values Show Safe Frames
Animation	Use the Time Slider and set the Time Configuration settings Demonstrate how to animate an object along a path Edit animation tangents using the Graph Editor / Curve Editor
Lighting	Work with lights Work with shadow types
Rendering	Differentiate the built-in renderers Configure render parameters