



AUTODESK 3DS MAX ESSENTIAL TRAINING

Objectives

The primary objective of this course is to teach trainee the as essential skills to create professional 3D models and animations using 3ds Max software. After completing this course, trainee should be able to:

- ✓ Model objects using a variety of techniques
- ✓ Design and apply materials
- ✓ Adjust basic lighting
- ✓ Animate simple objects
- ✓ Build and animate simple, effective environments

TRAINING PROGRAMME DAY 1

Chapter	Topic	Duration	Time
Chapter 1	Getting Started <ul style="list-style-type: none"> • Touring the 3ds Max Design User Interface • Creating and Animating Simple Objects • Working with Scene Files • Transforming Objects • Applying Modifiers 	3 -hour	09.00 am- 01.00 pm
Chapter 2	Modeling <ul style="list-style-type: none"> • Learning Low Poly Modeling Basics • Creating and Editing Shapes • Using 2D Shapes to Build 3D Objects • Using Compound Objects • Exploring Various Modeling Techniques 	4 -hour	02.00 pm- 05.00 pm

TRAINING PROGRAMME DAY 2

Chapter	Topic	Duration	Time
Chapter 3	Animation <ul style="list-style-type: none"> • Learning General Principles • Working with Keyframes • Working with the Track View Editor • Understanding Basic Animation Controllers 	3 -hour	09.00 am-01.00 pm
Chapter 4	Materials and Mapping <ul style="list-style-type: none"> • Creating Materials • Working with the Material Editor • Differentiating Between Materials and Textures • Using Maps • Mapping Coordinates • Creating and Applying Materials and Textures 	4 -hour	02.00 pm-05.00 pm

TRAINING PROGRAMME DAY 3

Chapter	Topic	Duration	Time
Chapter 5	Rendering <ul style="list-style-type: none"> • Creating and Positioning Cameras • Learning about Camera Parameters and Concepts • Animating Cameras • Using Standard Lights • Adjusting Shadow Parameters • Adding Secondary Lights • Setting up Scenes and Saving Renders • Using Rendering Tools Efficiently 	7 -hour	09.00 am-05.00 pm