

3ds Max Essentials

Description:

This course teaches the fundamentals of 3ds Max but it also goes beyond the basic functionality of the software and explains techniques used by production artists. The course is structured around the following modules: overview, modeling, animation, materials and lighting and rendering

Course Outline:

Day 1

User Interface

- User Interface
- Viewports
- Command Panels
- Other UI Elements

File I/O

- Starting a Project
- Saving Files
- Hold/Fetch
- Merging Files
- Import/Export
- File Linking

Getting Started

- Setting Preferences
- Object Creation
- Object Selection
- Scene Management

Transforming Objects

- Transform Tools
- Coordinate Systems
- Snaps
- Align Tools
- Making Duplicates
- Other Transforms

Modifying Objects

- Basic Concepts
- Modifier Examples

Day 2

Modeling with 3DGeometry

- AEC Techniques
- Box Modeling
- Pro-Boolean
- FFD

Modeling from Splines

- Shape Definition
- Working with Splines
- Using Shape Modifiers
- Using Lofts

Materials

- Using Materials
- Material Types

Using Maps

- Maps in Material
- Definitions

Mapping Coordinates

- Using Mapping Coordinates
- Editing mapping coordinates

Day 3

Lights

- Standard Lights
- Mental Ray Lights
- Photometric Lights
- Ambient Occlusion
- Materials as lights

Cameras

- Camera Types
- Animating the Camera

Rendering

- Render Scene Dialog
- Using the Reveal Dialog
- Exposure Control
- Print Size Assistant

Final Project

- Putting It All Together
- Network Rendering (time permitting)

Note: Course topics and duration may be modified by the instructor based upon the knowledge and skill level of the course participants