

# 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
- Arnold 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
- Arnold Render Engine

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