



AUTODESK® 3DS MAX®

3DS Max Fundamentals

This course will prepare you for the world of 3D rendering and animation. You will use 3ds MAX to create 3D solids and surfaces, customised lights and materials, and fully rendered animations. You will learn how to optimize and prepare 2D CAD drawings or 3D models (i.e., Revit) for export for 3ds MAX work as well as lighting and mapping techniques used with different models.

3DS MAX Fundamentals

Who should attend?

Design professionals who need to produce renderings and animations with 3ds MAX.

Course Objectives

After completing this course you will be able to:

- Create and modify basic 2D and 3D objects using object transformations
- Maximise efficiency through correct scene organisation
- Create your own materials and build your own material library
- Understand lighting application in various real-world scenarios
- Create dynamic compositions using static and moving cameras
- Create dynamic animations and make successful renderings

Course Outline

3 Days

Basics

- Navigate the interface
- Set preferences and the project folder
- Configure paths
- Control and configure viewport display
- Object selection methods and units setup

Basic Modelling Techniques

- Create 2D and 3D geometric objects
- Apply transforms
- Model with coordinate systems
- Clone, group and poly Model
- Create 3D models from 2D objects
- Use lathe modifier, 2D Booleans, extrude modifier, and sweep modifier

Assembling Project Files

- Link and import files, link to an AutoCAD DWG, link to a Revit file

Materials

- The material editor
- Materials and maps
- Creating a material library
- Mapping materials to geometry
- Mental ray materials

Mapping Coordinates and Scale

Introduction to Lighting

- Local vs. global illumination
- Standard lighting
- Shadow types
- Photometric light objects
- Exposure control
- Daytime lighting
- Conduct a lighting analysis

Mental ray Rendering

- Mental ray interior rendering
- Controlling mental ray quality and speed
- Adding a sky portal for interior lighting from daylight

Rendering and Cameras

- Camera types, parameters, effects and composition
- Rendering options and presets
- Background images
- Rendering to the cloud with Autodesk 360

Animation

- Animation and time controls
- Walkthrough animation using turntables and keyframes
- Create a shadow study animation

Prerequisites

Working knowledge of Microsoft Windows

To enrol call 0845 872 5603 or book online www.cadassist.co.uk/bookit