

Autodesk 3ds Max Advanced Concepts



Overview

Course Length: 8 hours (*can be taken via flexible schedule in-center or remotely*)

Description: Autodesk 3ds Max Advanced Concepts - The Complete Guide is designed to give you a solid understanding of 3ds Max features and capabilities to the most advanced topics. This course covers Systems and Kinematics, Body Dynamics and Particle Flow. 3ds Max is a complete 3D computer graphics program that helps professionals and artists create 3D animations, astounding environments, models, games, images, and everything in between.

Course Objectives/Topics

New for 3ds Max

Material and Maps
New Shape Tools
Render Setup
Publishing Content

Systems, Hierarchy, and Kinematics

Ring Array Systems
Lighting Systems
Hierarchies
Bone Systems

Rigid Body Dynamics and Helpers

Body Dynamics

Constraints

Controls and Tools
Helpers
In the Cloud

Particle Flow

PF Source

Particle Systems and Space Particle Systems

Particle Mesh
Space Warps
Deflector Space Warps
Extended Space Warps

Practical practice and Projects

Put what you learned to use. Put it all together with a final project of your choosing.

Prerequisites

No previous 3ds Max experience required to take this course.

Audience

Anyone looking to learn 3d animation.