

Autodesk 3ds Max



Overview

Course Length: 40 hours (*can be taken via flexible schedule in-center or remotely*)

Description: Autodesk 3ds Max - The Complete Guide is designed to give you a solid understanding of 3ds Max features and capabilities from the basics through to the most advanced topics. This course covers Object Creation, Materials and Maps, Lights, Cameras and Animation Basics. 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

- New Map Applications
- Creating Shapes
- Project Structure
- Arnold Renderer
- View and Share Designs

Introduction to 3ds Max

- Introduction
- Drawing Tools
- Units & Help

Object Selection

- Selection Tools
- Explorer Tools

3D Objects

- Standard Primitives
- Extended Primitives
- Working with Architectural Objects
- Architectural Objects Doors
- Windows
- Stairs

2D Shapes

- Splines
- Extended Splines

Modifying 2D Shapes

- Modifying Splines
- Selections
- Geometry Rollout
- Materials and Maps
- Rendering Images
- Material Tools
- Material Properties
- Other Materials
- Maps

3D Mesh Objects

- Modifying 3D Mesh Objects
- Edit Geometry Rollout
- Editable Poly Objects
- Editable Poly Rollouts

Graphite Modeling Technique

- Polygon Modeling Panel
- Edit Panel

Geometry Panel

- Modify Selection Panel
- Loops Panel

NURBS Modeling

- Curves and Surfaces
- NURBS Parameter Rollout
- Compound Objects
- Compound Objects

Modifiers

- Mesh Modifiers
- Geometry Modifiers
- Material and Map Modifiers

Lights and Cameras

- Lights
- Cameras

Animation Basics

- Animation Controls
- Rendering an Animation

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.