

3ds Max – syllabus

Introduction to Autodesk 3ds Max Design

1. Overview
2. Visualization Workflow
3. The Autodesk 3ds Max Design Interface
4. Preferences
5. Setting the Project Folder
6. Configure Paths
7. Display Drivers
8. Viewport Display and Labels
1. Viewport Navigation
2. Viewport Configuration
3. Object Selection Methods
4. Units Setup
5. Layer and Object Properties

2nd days

1. Data Linking and Importing
2. Linking Files
3. References
1. Model with Primitive
2. Applying Transforms
3. Sub-Object Mode
4. Reference Coordinate Systems and Transform Centers
5. Cloning and Grouping
6. Polygon Modeling Tools in Ribbon
7. Statistics in Viewport

3rd day

1. 3D Modeling from 2D Objects
2. The Lathe Modifier
3. 2D Booleans
4. The Extrude Modifier
5. Boolean Operations
6. Using Snaps for Precision
7. The Sweep Modifier
1. Introduction to Materials
2. Understanding Maps and Materials
3. Managing Materials
4. Standard Materials
5. Material Shaders
6. Assigning Maps to Materials
7. Opacity, Bump, and Reflection Mapping
8. mental ray Materials

4th day

1. Mapping Coordinates
2. Mapping Scale
3. Spline Mapping
1. Local vs. Global Illumination
2. Standard Lighting
3. Types of Standard Lights
4. Shadow Rendering Options
1. Rendering Presets
2. Single vs. Double-Sided
3. Cameras
4. Background Images
5. The Print Size Wizard

5th days

1. Animation and Time Controls
2. Walkthrough Animation
3. Animation Output