

Autodesk® 3ds Max® Design The Complete Guide

Autodesk® 3ds Max® Design visualization software provides architects, designers, civil engineers, and visualization specialists with 3D modeling, rendering, animation, and compositing tools to help tell the story behind their designs. Featuring NVIDIA® iray® rendering technology helping users get more predictable, photorealistic results without worrying about rendering settings, and extended support for a wider range of CAD products, 3ds Max® Design enables architects and designers to create high-impact visuals and animations more easily than ever before.

Choose your training delivery style:

Guided courses qualify for an Autodesk® Certificates of Completion when purchased through a participating Autodesk ATC® and includes Technical Help Desk support. The course is structured to be completed in order from beginning to end. Once any topic is completed, you will have full access to it at any time for one year after registration, to use as a resource.

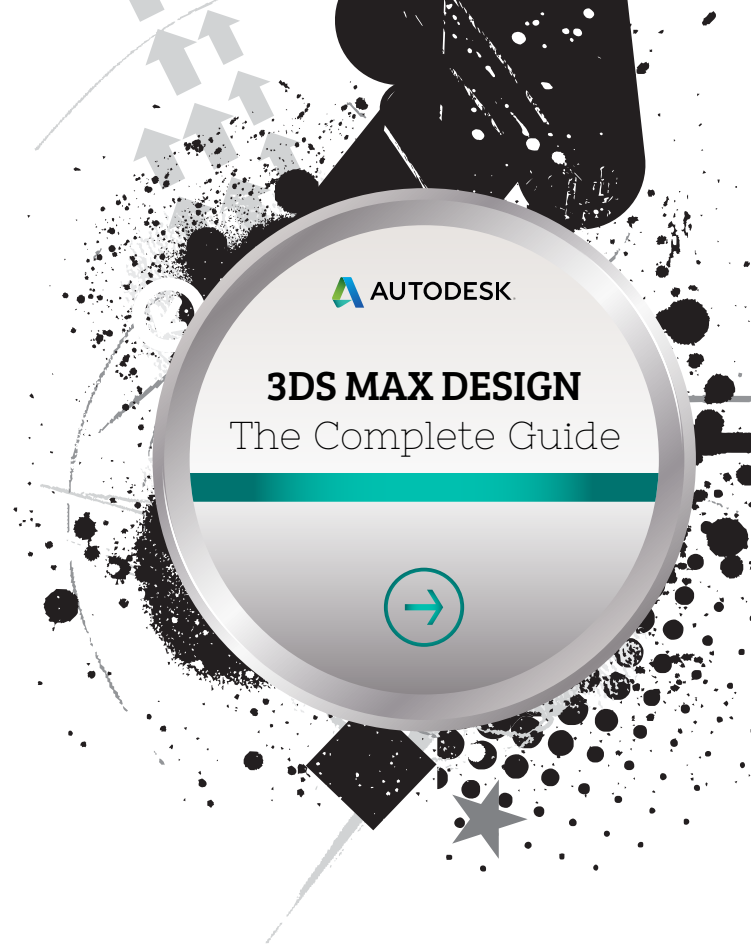
User's prerequisites

You don't need any previous experience with Autodesk® 3ds Max® Design to take this course.

3ds Max Design: The Complete Guide is designed to give you a solid understanding of 3ds Max® Design features and capabilities from the basics through to advanced components. Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical Let Me Try examples.

To get the most out of this course, we strongly recommend you review every topic within the course and take advantage of the different tools and activities to help to ensure you retain the important information within. We also encourage you to take all the progress tests to ensure you have retained the knowledge, and most importantly practice with the hundreds of real-world, Let Me Try examples.

Flexible course delivery allows full access to any area of the course. Because it is not structured, it is not eligible for Autodesk Certificates of Completion, but it does contain all the same content as the Guided version, including the lecture quizzes for your own assessment. Flexible courses are also available to you for one full year after registration. This allows you to find what you need, whenever you need it.



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Autodesk 3ds Max Design: Learning Objectives and Topics

Introduction to Autodesk 3ds Max Design

- Understanding the Autodesk 3ds Max Design Interface
- Working with the Interface, Snaps and Additional Tools
- Understanding Controls, Customization and Getting Help

Primitive Objects-I

- Creating a Temple
- Creating a Table

Primitive Objects-II

- Creating a Hot Air Balloon
- Creating a Shed

Splines-I

- Creating 2D Shapes and Modifying Vertices, Segments, and Splines

Splines-II

- Creating a Table and Jug
- Creating a Lamp Post

Lofting, Twisting and Deforming Objects

- Lofting Spline Objects
- Lofting Multiple Objects, Moving and Modifying Shapes
- Lofting and Deforming Shapes

Material Editor: Creating Materials

- Creating Materials, Assigning Materials to Objects

Material Editor: Texture Maps-I

- Applying Texture Maps and Bump Maps

Material Editor: Texture Maps-II

- Creating and Applying Transparent Materials

Material Editor: Controlling Texture Maps

- Controlling Texture Maps
- Setting the Environment Background

Material Editor: Miscellaneous Materials

- Miscellaneous Materials
- Assigning Miscellaneous Materials

Interior Lighting-I

- Creating a Night Interior and Daylight Interior Scene

Interior Lighting-II

- Using Photometric Lights and IES Files for Interior Lighting

Animation Basics

- Creating Animation
- Defining Pivot Points, Adjusting the Track Info, Linking Objects

Complex Animation

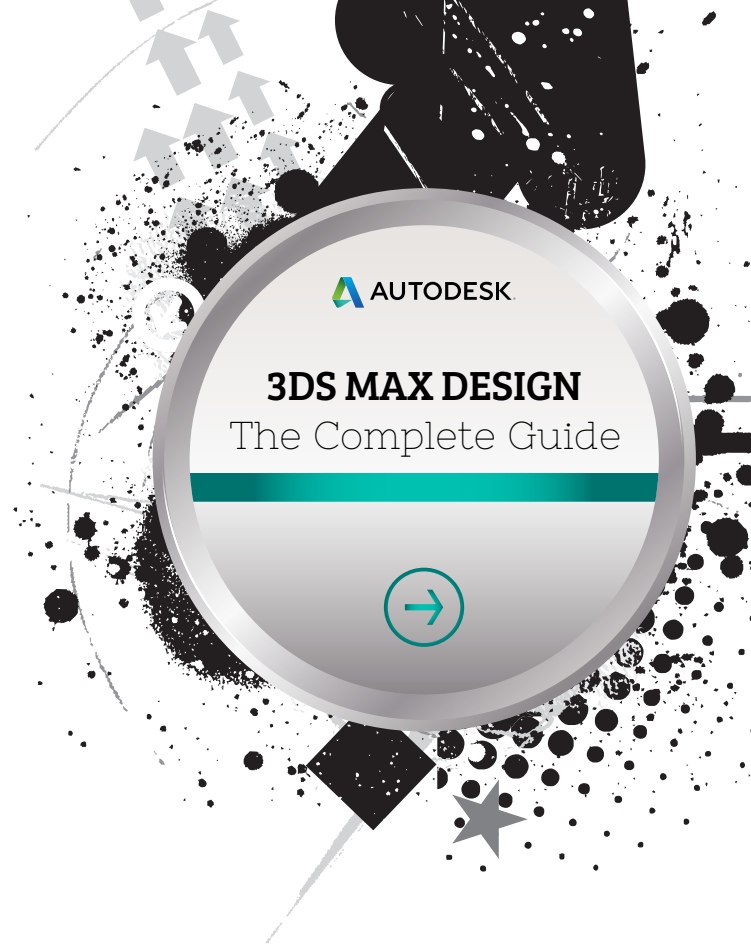
- Creating Dummy and Snapshot Objects, Animating and Linking Cameras

Rendering

- Rendering Images and Animation

Creating a Walkthrough

- Creating and Modifying a Walkthrough



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