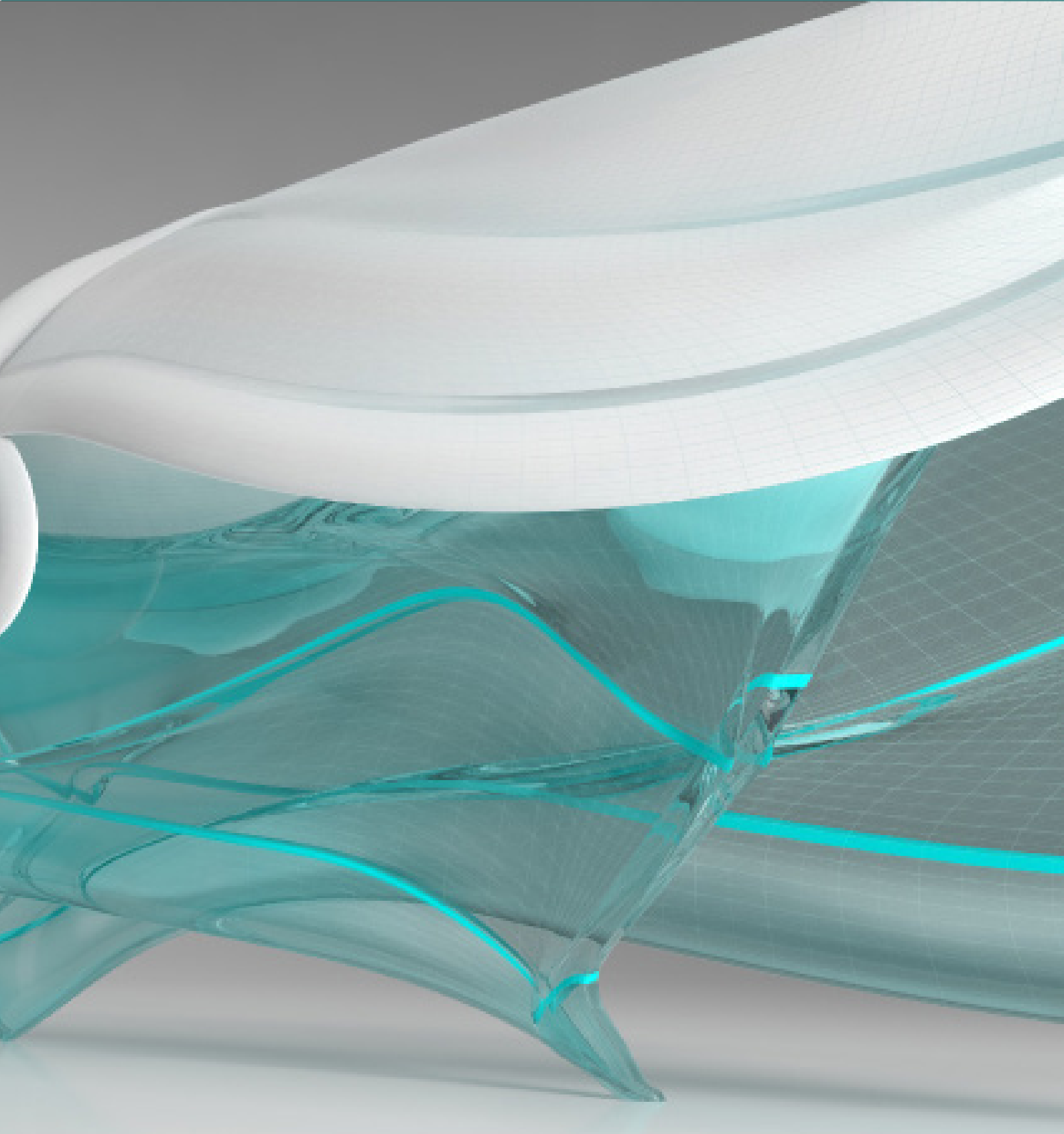




3ds Max Essentials Course Outline





Autodesk 3ds Max Essentials Course Outline

Overview of 3ds Max

- 3dsMax interface
- Navigation techniques and tools
- Using Viewports and view settings
- Cameras, Three button Mouse
- Manipulation of objects using Transform tools
- Primitives modelling
- Using Modifier stack
- Modifiers like Bend, twist, taper, Noise

Primitives and modelling

- Making a Basic room using primitives
- Using 2D Shapes
- Converting 2D shapes to 2D models using Extrude and Bevel
- Lofting techniques
- Sub object modelling
- Using Box modelling technique

Polygon Modelling and Product Models

- Understanding proper modelling methods
- Using Vertices, Faces and Edges
- Adding edge loops.
- Creating realistic solid models

Compound shapes

- Using Compound Objects
- Boolean and Scatter
- Creating a 3D Model using image planes.
- Practical session on creating the Model

Working with texture mapping

- Understanding texturing in 3dsMax
- Using Material Editor
- Shaders like Blinn, Phong and Anisotropy
- Basic Lighting in 3dsMax
- Using Point lights, Direct lights and Spotlights
- Rendering using Scanline renderer
- Raytracing, Shadows and reflections

Intermediate texture mapping options

- Basic UV unwrapping
- UV editor
- 2D Textures
- Using Bitmaps as textures
- Using Photoshop to create textures
- 3D textures
- Texturing the Product Model made by each participant

Duration: 3 Days

Related Courses:

Lighting, Audio, Premiere Pro,
After Effects, Audition, Final Cut
Pro

Course Overview and Objectives

Create inorganic models using
Polygonal modelling techniques.
Texture the models using
advanced mapping techniques.
Create 3D environments and
props. Create realistic 3D Models
and textures. Learn basic rigging
techniques to prepare the models
for animation. Create a simple 3D
Animation and Camera Animation.
Work through 3D Product lighting
and Mental Ray rendering for
Product Presentation

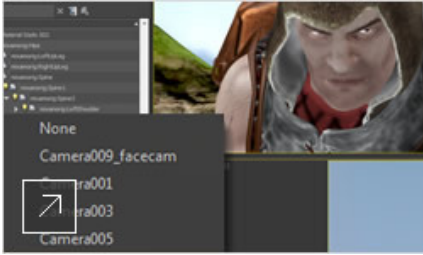
Pre-requisites:

A working knowledge of
Photoshop and the OS



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Camera sequencer
Tell great stories with high-quality animation.

Basic Deformer Rigs and Animation

- Creating a simple Rig
- Using Hierarchy
- Linking and Unlinking objects
- Creating a simple Ball rig

Using Textures

- Applying Textures
- Texture mapping
- Projecting textures on surfaces
- Applying multiple materials
- UV mapping
- The UV Texture Editor



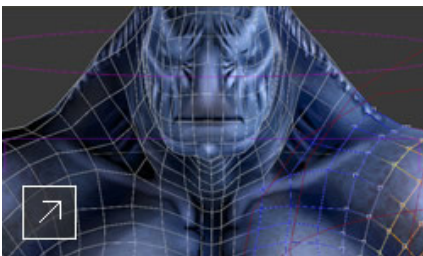
Character animation and rigging tools
Create believable characters.

Animating in 3ds Max

- Understanding Animation
- Timeline and animation setup
- Principles of animation - A Basic Introduction
- Creating Keyframes and inbetweens
- Graph Editor
- Bouncing Ball exercise

Lighting and rendering

- Setting up the scene for Product presentation
- Camera Setup and animation
- 3 Point lighting setup.
- Using mental ray rendering
- Mental ray render setup
- Mental Ray Materials
- Global Illumination
- Final gather



General animation tools
Get a number of keyframe and procedural tools.

Rendering and output

- Rendering in Layers
- Ambient occlusion rendering
- Compositing in Photoshop
- Presenting the final 3D Animation