

Autodesk 3ds Max Training – Course Outlines

Duration – 3Days

Who should attend?

This course is designed for beginner users who want to learn about 3D environments and want to use 3ds Max for Design Visualisation purposes.

Prerequisites

Before starting this course, students should have a working knowledge of 3ds Max or similar design product. It is also recommended that delegates have a working knowledge of Microsoft Windows XP or newer and know how to navigate the Internet.

Autodesk 3ds Max 2017- Course Overview

The goal of this course is to present students with the tools needed to work effectively in 3ds Max. Attendees will learn how to create and edit 3D models and scenes, and how to apply lighting and materials for realism.

This course is delivered in a classroom environment, using hands-on exercises, to give participants experience in using and understanding the features and functionality of the product and the changes in the latest version of the product.

Course Objectives:

The four primary objectives of this courseware are to teach students how to:

- Understand the basic functionality, features and principles behind 3ds Max 2017.
- Create and manipulate 3D data in 3ds Max.
- Import data from other 3D applications.
- Embellish scenes with the use of materials and maps.
- Create adequate lighting for your environments.
- Animate objects in the scene.
- Render still pictures and animations to disk for later viewing

Course Content:

INTRODUCTION TO AUTODESK 3DS MAX

- Overview
- Visualisation Workflow
- The Autodesk 3ds Max Interface
- Preferences
- Setting the Project Folder
- Display Drivers
- Viewport Display and Lables

AUTODESK 3DS MAX CONFIGURATION

- Viewport Navigation
- Viewport Configuration
- Object Slection Methods
- Units Setup
- Layer and Object Properties

ASSEMBLING PROJECT FILES

- Data Linking and Importing
- Linking Files
- References

BASIC MODELING TECHNIQUES

- Model with Primitives
- Modifiers and Transforms
- Sub Object Mode
- Reference Coordinate Systems and Transform Centres
- Cloning and Grouping

MODELING FROM 2D OBJECTIVES

- 3D Modeling from 2D Objects
- The Lathe Modifier
- 2D Booleans
- The Extrude Modifier
- Boolean Operations
- Using Snaps for Precision
- The Sweep Modifier

OPTION TOPICS

- Architectural Materials
- Object Substitution
- Lighting Analysis
- Creating Hierarchies
- Customising the User Interface

Course Requirements:

Microsoft® Windows®7, Vista® or XP working knowledge. Drafting and design experience is a plus.

Additional Info:

Candidates receive comprehensive courseware and upon completion an industry - recognised Autodesk training certificate.



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MATERIALS

- Understanding Maps and Materials
- Managing Materials
- Standard Materials
- Material Shaders
- Assigning Maps to Materials
- Opacity, Bump and Reflection Mapping
- Mental Ray Materials
- The Material Explorer

MAPPING CO-ORDINATES & SCALE

- Mapping Coordinates
- Mapping Scale
- Spline Mapping

INTRODUCTION TO LIGHTING

- Local vs. Global Illumination
- Standard Lighting
- Types of Standard Lights
- Shadow Types

LIGHTING & RENDERING

- Photometric Light Objects
- Exposure Control
- Daytime Lighting

MENTAL RAY RENDERING

- Fundamentals of Mental Ray
- Mental Ray Interior Rendering
- Mental Ray Proxies

RENDERING & CAMERA

- Rendering Options
- Single vs. Double-Sided Rendering
- State Sets
- Cameras
- Background Images
- The Print Size Wizard

ANIMATION

- Animation and Time Controls
- Walkthrough Animation
- Animation Output



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