

## Autodesk 3ds Max Fundamentals

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### Course Summary

#### Description

In this Autodesk 3ds Max course, you'll receive a thorough introduction to Autodesk 3ds Max that will help new users make the most of this sophisticated application and will broaden the horizons of existing, self-taught users. The practices in this course are geared toward real-world tasks you will encounter.

You will learn to use Autodesk 3ds Max to create photo-realistic renderings and animations. You'll examine the interface and workflow and learn to configure a project. You'll learn to work with lighting and perform rendering and animation, and you will learn to work with geometry imported from other applications.

#### Topics

- Learning the Max Interface
- Working with objects
- Modeling
- Materials and Maps
- Cameras and Lighting
- Animation
- Dynamic Animation
- Rendering

#### Audience

Primary users of Autodesk 3ds Max, including professionals in the architectural, interior design, civil engineering, mechanical engineering, and product design industries.

#### Prerequisites

- Knowledge of OS X or Windows and basic computer navigation
- Experience with 3D modeling is recommended

#### Duration

Three days

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### Course Outline

- I. Learning the Max Interface*
  - A. Viewport configuration
  - B. Customizing the quads, shortcuts, and menus
  - C. Navigation shortcuts
- II. Working with objects*
  - A. Creating and editing primitives
  - B. Object properties and layers
  - C. Using the transforms move, rotate, scale
  - D. Cloning and Arrays
  - E. Grouping and Linking
  - F. Using the modifier Stack
- III. Modeling*
  - A. Working with Sub-objects
  - B. Working with 2D shapes and modifiers
  - C. Polygonal modeling
  - D. Compound objects
- IV. Materials and Maps*
  - A. Material Editor
  - B. Building basic materials
  - C. Multi-layer materials
  - D. Adding maps
  - E. Unwrapping
  - F. Using Photoshop to process maps
- V. Cameras and Lighting*
  - A. Building cameras
  - B. Using lights and basic techniques
  - C. Using Mental ray lighting
  - D. Daylight system
- VI. Animation*
  - A. Understanding animation and keyframes
  - B. Animation modifiers and wiring
  - C. Constraints and controllers
  - D. Track view
- VII. Dynamic Animation*
  - A. Using particles
  - B. Space warps
  - C. Nvidia PhysX
- VIII. Rendering*
  - A. Rendering setup and output
  - B. Mental Ray
  - C. Network rendering