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**silicon
beach**
TRAINING

3D Studio Max

Duration: 2 days

Prerequisites

There are no prerequisites for this course

Knowledge of a 2D CAD package is an advantage

This 3DS Max training course will teach you how to use 3DS Max, it is 3D modelling, animation and visualization industry standard for architects, engineers and product designers. It is used by animators, special effects studios and games developers.

Objectives

- This 3D Studio Max training course is designed for those without prior 3DS Max experience to learn the fundamentals of this powerful top-end package.
- Discrete modules and bespoke courses are available if you wish to specialize and learn just some of the programme's tools or if you already use the software and want proficiency in advanced features.

Course Content

3ds Max User Interface.

- Parameters
- Modifiers
- Viewport Navigation Control
- Objects and Sub-objects

Modelling

- Parametric object creation
- Polygon tools and techniques for modelling
- Spline tools and techniques for modelling
- Modelling organic / inorganic objects

Texturing

- UV space
- Applying 2D images onto 3D geometry

Materials

- Using the Material Editor
- Materials and Maps

Lighting

- Lighting tools and techniques
- Shadows: Depth-Map and Raytraced



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Related Courses

Premiere: 2 days

After Effects: 2 days

Photoshop: 2 days

Advanced Photoshop: 2 days

continued...

Links

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3D Studio Max (continued)

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Animation

- The Graph Editor
- Controllers

Rendering

- Output considerations

Modules and advanced specialist areas

Advanced UV mapping for complex models

- Applying UV coordinates to organic objects
- Applying UV coordinates to inorganic objects

Advanced Materials for complex models

- Multi / Sub-Object
- Composite
- Matte / Shadow

'Photo-realism' with mental ray Materials and Lighting

- Ready-made libraries
- Secondary diffuse lighting techniques
- Caustics

Particles - Particle Flow

- The sophisticated, event-driven particle toolset that lets the user design the behaviour of a particle based on a series of defined events.

Rigid-body dynamics - Reactor

- Realistic, high-speed simulations of multiple rigid objects.

Character animation - biped

- Character animation toolset.
- Skin and Physique modifiers



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Related Courses

Course1: x Days

Course2: x Days

Course3: x Days

Course4: x Days

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