

3ds Max Training

3ds Max is the 3D modelling, animation and visualisation industry standard for architects, engineers and product designers. This 3ds Max course is designed for those without prior 3ds Max experience to learn the fundamentals of this powerful top-end package.

Objective

By earning this 3ds Max Certification, you will be able to:

- Use 3ds Max to create 3D models using a range of techniques
- Understand texturing, materials and lighting
- Use a range of advanced techniques depending on the modules you take

Details

Duration: 1 Day

Who is this course for

No previous experience is required but knowledge of a 2D CAD package would be an advantage.

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

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

'Photorealism' with Mental Ray Materials and Lighting

- Ready-made Libraries
- Secondary Diffuse Lighting Techniques
- Caustics

Particles - Particle Flow

- The Sophisticated, Event-driven Particle Toolset

Rigid-body dynamics - Reactor

- Realistic, High-speed Simulations of Multiple Rigid Objects

Silicon Beach Training Ltd

Moorgate House, 5-8 Dysart Street, London, EC2A 2BX