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What is 3ds Max?

3ds Max is the 3D modelling, animation and visualisation industry standard for architects, engineers and product designers who work in animation, special effects studios and games development.

This Video training course is tailored to your requirements with options for freelancers and large organisations; we also cater for all levels of experience. There are advanced modules for those looking to expand their knowledge of 3ds Max or you can start the training course right from the beginning with no previous experience required.

Call us on+44 (0)1273 622272 to discuss your requirements and we can arrange a bespoke training course using your own work as a live example.

3ds Max Course Objectives

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

Who is the 3ds Max Training course for?

Anybody who wishes to use 3ds Max to create 3D graphics for print or animation.

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

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- 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

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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.