

Autodesk 3D Max Essentials Course

Overview

The Autodesk 3ds Max Essentials Course is designed to teach you the fundamentals of working in 3D using Autodesk 3ds Max.

The course is organized into tutorials dedicated to animation, modeling, materials, lighting, and rendering. Flexibility is built in, so that you can complete the tutorials in the order that works best for you. Designed and written by Autodesk 3ds Max specialists and professionals, the material in this course will teach you the basic skills you need for a production environment.

Duration

3 Days (9:30am – 4:30pm) demonstration & practical exercises.

Prerequisites

This course is designed to teach new users and users somewhat familiar with the Autodesk 3ds Max software the fundamentals of the software.

Syllabus

Getting Started

- Touring the 3ds Max User Interface
- Creating and Animating Simple Objects
- Working with Scene Files
- Transforming Objects
- Applying Modifiers

Modelling

- Learning Low Poly Modeling Basics
- Creating and Editing Shapes
- Using 2D Shapes to Build 3D Objects
- Using Compound Objects
- Exploring Various Modeling Techniques

Animation

- Learning General Principles
- Working with Keyframes
- Animating Different Types of Objects
- Working with the Track View Editor
- Understanding Animation Controllers
- Working with Object Hierarchies
- Animating Biped
- Practicing Basic Animation (Lab)
- Materials and Mapping
- Creating Materials
- Working with the Material Editor
- Differentiating Between Materials and Textures
- Using Maps
- Mapping Coordinates
- Creating and Applying Materials and Textures

Rendering

- Creating and Positioning Cameras
- Learning about Camera Parameters and Concepts
- Animating Cameras
- Understanding and Creating Ambient Light
- Using Standard Lights
- Adjusting Shadow Parameters
- Adding Secondary Lights
- Achieving Convincing CG Lighting with mental ray
- Setting up Scenes and Saving Renders
- Using Rendering Tools Efficiently
- Recording Different Scene States
- Rendering Scenes using Batch Render
- Completing a Project or Scenario