**Introduction**

Are you looking to create cutting edge, professional 3D graphics that are just as effective as the ones designed by huge brand names? Then this is the course for you!

This program is designed to help you learn everything you need to create 3D content using 3ds Max. Throughout the course, students will be taught the basics of modeling, material creation, animation, and scene generation. Learn the capabilities of the interface, how to work efficiently, and how to apply toolset in the workplace. This course will take you past the basic level into an intermediate skill-set.
3ds Max
User Course

Course Content

Animation
Create a path animation and - evaluate an object along the path
Preview an animation
Identify playback settings
Locate the value of keys in the Time Slider.

Cameras
Differentiate camera types.
Orbit and pan.
Edit FOV (Field of View).

Lighting
Use directional lighting.
Identify parameters for - modifying shadows.

Materials / Shading
Set shader parameters.
Use the Blinn shader.
Use the Slate Material Editor.

Rigging
Create simple Bipeds.

Modeling
Create and modify objects
Differentiate workflow
Editable mesh and poly
Work with standard primitives
Work with surfaces

Rendering
Differentiate Renderers
Identify rendering parameters
Quick Render

UI / Object Management
Describe and use object transformations
Identify Selection Regions - and methods
Organize objects
Use Viewports

Course Details

Study Mode
PARTTIME
Frequency: Once Weekly

Duration
24 Hours (12 Lessons of 2 Hours)

Delivery Method
Lectures & Hands-on Practice

Entry Requirements
Good knowledge of English
Basic Computer Skills

Award (Optional)
Autodesk 3ds Max Certified User

Partner

€ 395
Study Experience Includes:
Training by an Autodesk Certified Educator,
Autodesk 3ds Max Software, Official Autodesk Courseware.