



3ds Max User Course

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.



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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 Biped.

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.

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