AUTODESK 3DS MAX ADVANCED TRAINING

Objectives

The primary objective of this course is to teach the advance skills and governing concepts for professional 3D Visualization. After completing this course, users should be able to:

- ✓ Introduction to Autodesk 3ds Max Design
- ✓ Autodesk 3ds Max Design Interface and Workflow
- ✓ Assembling Files by importing, linking, or merging
- ✓ Apply Lighting, Materials and camera
- ✓ Rendering the visualization scene

Training Programme Day 1

Chapter	Topic	Duration	Time
Chapter 1	**Introduction to Autodesk 3ds Max** • Overview • Visualization Workflow • The Autodesk 3ds Max Design Interface • Preferences • Setting the Project Folder • Configure Paths • Display Drivers • Viewport Display and Labels	**2-Hour**	**09.00 am-11.00 am**
Chapter 2	**Autodesk 3ds Max Design Configuration** • Viewport Navigation • Viewport Configuration • Object Selection Methods • Units Setup • Layer and Object Properties	**2-Hour**	**11.00 am-01.00 pm**
Chapter 3	**Assembling Project Files** • Creating Surface Models • Data Linking and Importing • Linking Files • References	**3-Hour**	**02.00 pm-05.00 pm**

Training Programme Day 2

Chapter	Topic	Duration	Time
Chapter 4	**Applying Materials and Texture** • Creating Surface Models • Creating and applying standard materials with the slate material editor • Adding material details with maps • Using specialized materials types • Creating compound materials and using materials modifiers	**2-Hour**	**09.00 am-11.00 am**
Chapter 5	**Working with Cameras and Lights** • Configuring and aiming cameras • Using lights and basic lighting technique • Positioning the sun and setting the light environment	**2-Hour**	**11.00 am-01.00 pm**
Chapter 6	**Rendering a visualization Scene** • Rendering a scene and enable quicksilver • Managing Render state • Rendering with Scanline and Arnold	**3-Hour**	**02.00 pm-05.00 pm**