ZENUS INFOTECH INDIA PVT. LTD.

CURRICULUM OF 3Ds MAX

Course Duration: 6/8 Weeks*

Getting to Know 3ds Max Touring the Interface

The Viewports

Getting to Know the Command Panel

Working with Objects

Transforming Objects

Copying an Object

Understanding the Perspective Viewing Tools

Using Multiple Viewports

Introducing 3ds Max Objects

Understanding Standard Primitives

Adjusting Objects' Parameters

Accessing Parameters

Modeling Standard Primitives with Modifiers

Using the Modifier Stack Tools

Making Clones That Share Properties

Using Various Modifiers

Understanding Extended Primitives

Working with Groups

Creating Shapes with Splines

Drawing using Splines

Lathing a Spline

Modifying a Shape Using Sub-object Levels

Flipping Surface Normal

Creating Thickness with a Spline

Combining and Extruding Splines

Introducing Other Spline Types

Editing Splines

Editing Meshes and Creating Complex Objects

Polygon Modeling Techniques

Using Graphite Modeling Tools

Creating buildings using modifiers

Working with External Design Data

Importing AutoCAD Plans into 3ds Max

Extruding the Walls

Creating AEC Objects Creating a Parametric Wall

Adjusting the Wall’s Parameters

Adding Doors and Windows to Walls

Creating a Parametric Window
Creating Stairs
Creating Foliage
Organizing and Editing Objects
Naming Objects
Organizing Objects by Layers
Setting Up Layers
Assigning Objects to Layers
Assigning Color to Layers
Lofting an Object
Lofting a Shape Along a Path
Using Different Shapes Along the Loft Path
Extruding with the Sweep Modifier
Aligning Objects
Light and Shadow
Understanding the Types of Lights
Adding a Spotlight to Simulate the Sun
Rendering a View
Adding Shadow Effects
Softening Shadow Edges
Shading and Texturing
Understanding Bitmap Texture Maps
Diffuse Color Maps
Understanding Surface Properties
Adding Materials to Objects
Understanding Material Libraries
Editing Materials
Using Bump Maps
Understanding Mapping Coordinates
Adjusting the UVW Mapping Gizmo
Assigning Materials to Parts of an Object
Creating a Multi/Sub-Object Material
Using the 3ds Max Camera
Understanding the 3ds Max Camera
Adding a Camera
Editing the Camera Location with the Viewport Tools
Setting Up an Interior View
Creating an Environment
Working with Walkthrough-Assistant
Creating Animations Using Animation controls
Using Keyframe animation
Bouncing a Ball
Adding Camera Motion
Adjusting the Camera Path
Creating Preview Animation
Compressing and Expanding Time
Rendering the Animation

Mental Ray Concepts Understanding

Mental Ray

Understanding Global Illumination

Understanding Final Gather

Assigning the Mental Ray Renderer

Using the Rendered Frame Window

Controls

Gamma Correction

Understanding Gamma and Linear Workflow

Applying gamma correction

Materials

Understanding Autodesk materials

Understanding Arch & Design materials

Creating various materials

Rendering

Improving Rendering Quality

Rendering an Exterior Scene

Rendering an Interior Scene

VRay Introduction

What is VRay and how to setup VRay

VRay Image Saving Options

Global Illumination in VRay

Irradiance Map

Light Cache

Quasi Monte Carlo/ Brute Force

Environmental Lighting

Image Sampling

Fixed

Adaptive DMC

Adaptive Subdivisions

VRay Lights

VRayLight

VRayAmbientLight

VRayIES

VRay Sun

VRay Camera

VRayDomeCame

VRayPhysicaCam

Shutter Speed

VRay Materials

VRay2SidedMtl

VRayMtl

VRayFastSSS2

VRayMtlWrapper

Rendering Scenes

Rendering an interior scene using V-Ray

Rendering an exterior scene using V-Ray