

CERTIFICATION IN 3DS-MAX

Master's in 3ds-Max skills & and take your career to the next level!





- · Students and Graduates in architecture, interior design, animation, game design, or engineering.
- Architects and Architectural Visualizers: To create realistic 3D models and renderings of buildings, interiors, and landscapes for presentations and marketing.

GIMPLES OF OUR SUCCESSFUL TRANSITIONS



















PROGRAM CURRICULUM-I

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 Subobject 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









PROGRAM CURRICULUM-II

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





PROGRAM CURRICULUM-III

- 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

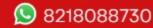
- Understanding Global Illumination
- Understanding Final Gather Assigning the Mental Ray Renderer
- Using the Rendered Frame Window Controls

Gamma Correction

- Understanding Gamma and Linear
- Workflow
- · Applying gamma correction

Materials

 Understanding Autodesk materials









PROGRAM CURRICULUM-IV

- 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
- VRay Light

- VRayAmbientLight
- VRayIES V
- Ray 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 Materials









Career-oriented Session

Attend 10+ career-oriented session by industry mentors and prepare your career trajectory



Profile Building

Solid-Edge resume and LinkedIn profile to make an impression on top employers



Dedicated Job Portal Access

Get exclusive access to 20+* job posting per month on Zenus's iob portal



Mock Interview Preparation

prepare with mock interviews including most asked question by top employers



1:1 Mentoring Session

Get 1:1 guidance at every step in your career transition to Solid-Edge



Placement Assistance

Placement opportunities are provided once the learner is moved to the placement pool upon clearing Placement Readiness Test(PRT)**

NO. 1 AWARD WINNING TRAINING COMPANY



Awared By Ex-Indian Cricketer Chetan Sharma Sir



Awared By Ex-Indian Cricketer Sandip Patil Sir







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STUDENT TESTIMONIALS

Shivant Tyagi





Our experince with ZENUS INFOTECH has been very good. its the best company in india for industrial training and placements.

Abdul Raoof



Good teches. And Good teacher .Zenus teacher is helping person that solve the asking question .Zenus is a wonderful platform

Piyush Kumar



I feel my self with a great weight of knowledge after doing training from Zenus Infotech

Prabhat Saini





Extremely nice atmosphere to softwares learn and knowledgeable and helpful faculty with great experience.

Sumit Pant



Highly skilled staffs well as good place to work ..the faculties are very good teachers

Ishant Chauhan



Highly experienced and project oriented training received with full support from the trainner. Thanks Zenus Infotech

