AUTODESK
3DS MAX

CERTIFICATION IN 3DS-MAX

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

Who can Join the Course?

- 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

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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 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**

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

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