



4 Day Training Class \$1,025.00 - Topics include:

- Introduction to Autodesk 3ds Max Design
- Autodesk 3ds Max Design Interface and Workflow
- Project Configuration
- Assembling Files
- 3D Modeling with Primitives and 2D Objects
- Materials
- Autodesk 3ds Max Design Lighting
- Lighting with Autodesk 3ds Max Design mental ray
- Rendering and Cameras
- Animation for Visualization

The Autodesk 3ds Max Design Fundamentals training course provides a thorough introduction to Autodesk 3ds Max Design software that will help new users make the most of this sophisticated application, as well as broaden the horizons of existing, self-taught users.

The practices in this training course are geared towards real-world tasks encountered by the primary users of Autodesk 3ds Max Design: professionals in the Architecture, Interior Design, Civil Engineering, and Product Design industries.

Outline:

Chapter 1 Introduction to Autodesk 3ds Max

- Overview
- Visualization Workflow
- Design Interface
- Preferences
- Setting Project Folders
- Configure paths
- Display Drivers
- Viewport Display and Labels

Chapter 2 Autodesk 3ds Max Design Configuration

- Viewport navigation
- Viewport Configuration
- Object Selection Methods
- Units Setup
- Layer and Object Properties

Chapter 3 Basic Modeling Techniques

- Model With Primitives
- Applying Transforms
- Sub-Object Mode
- Reference Coordinate Systems and Transform Centers
- Cloning and Grouping
- Poly Modeling With Graphite Tools

Chapter 6 Materials

- Introduction to Materials
- Understanding Maps and Materials
- Managing Materials
- Standard Materials
- Material Shaders
- Assigning Maps to Materials
- Opacity, Bump, and Reflection Mapping
- Mental Ray Materials
- The Material Explorer

Chapter 7 Mapping Coordinates and Scale

- Mapping Coordinates
- Mapping Scale
- Spline Mapping

Chapter 8 Introduction to Techniques

- Local vs Global Illumination
- Standard Lighting
- Types of Standard Lights
- Shadow Types

Chapter 9 Lighting and Rendering

- Photometric Light Objects
- Exposure Control
- Daylight Lighting



- Statistics in Viewports

- Shadow Types

Chapter 4 Modeling From 2D Objects

- 3D Modeling From 2D Objects
- The Lathe Modifier
- 2D Booleans
- The Extrude Modifier
- Boolean Operations
- The Sweep Modifier
- Using Snaps for Precision

Chapter 10 Mental Ray Rendering

- Fundamentals of Mental Ray
- Mental Ray Interior Rendering
- Controlling Mental Ray Quality
- Mental Ray Proxies

Chapter 5 Assembling Project Files

- Data Link and Importing
- Linking Files
- References

Chapter 11 Rendering and Cameras

- Rendering Options
- Rendering Presets
- Iterative Rendering
- Single vs Double Sided Rendering
- State Sets
- Cameras
- Background Images
- The Print Size Wizard

Chapter 12 Animation

- Animation and Time Controls
- Walkthrough Animation
- Animation Output

Prerequisites:

Experience with 3D modeling is recommended.