

3DSMAX AND VRAY ONE DAY COURSE



(10 hours) One to One

real animation works (Ltd)

Turn your Imagination Into reality

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Training provided by
certified professionals

3ds max

Introduction

1. Introduction
2. Basic interface and layout study
3. Basic and extended primitives
4. Basic layout setting for Architects

Modeling

1. Edit Poly Modeling
2. Extrude
3. Chamfer
4. Cut and Slices
5. Symmetry Mirror Modeling
6. Designing a table and chair
7. Designing a Basic house model
8. Lines and Shapes
9. Importing a plan from AutoCAD/Vectorworks

Modifiers

1. Compound objects
 - a. Connect
 - b. Scatter
 - c. Pro Boolean
 - d. Loft
 - e. Terrain
2. Bend
3. Taper

Basic Lights

1. Omni Light
2. Spot Light
3. Direct Light

Camera

1. Free Camera
2. Target camera

Texturing and Rendering

1. Diffuse and Bump Mapping
2. Environment and Background images
3. Rendering images

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 QMC
- Adaptive Subdivisions

VRay Lights

- Plane Light
- Dome Light
- Sphere Light
- VRay Sun
- VRay Shadow

VRay Camera

- Focal Length
- Film speed
- Shutter Speed

VRay Materials

- Diffuse Color
- Reflection
- Refraction
- Blurry Reflections

Rendering Test Scenes

- Rendering an interior scene
- Rendering an exterior scene

