

# Fundamentals of 3dsMax

(16 hours) One to One



**real animation works** (Ltd)  
Turn your Imagination Into reality

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Traning provided by  
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## 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 full 3D house using box
8. Lines and Shapes
9. Importing a plan from AutoCAD/Vectorworks
10. Making an interior space
11. Doors and Windows
12. AEC extended
13. Railing and Trees
14. Stairs

## Modifiers

1. Compound objects
  - a. Connect
  - b. Scatter
  - c. Pro Boolean
  - d. Loft
  - e. Terrain
2. Bend
3. Taper
4. Twist
5. Stretch
6. Skew
7. FFD
8. Wave and Ripple
9. Lattice
9. Lathe

## Basic Lights

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

## Camera

1. Free Camera
2. Target camera
3. Camera Animation / Path Animation

## Texturing and Rendering

1. Diffuse and Bump Mapping
2. Environment and Background images
3. Rendering images
4. Mental Ray or Vray Advance rendering and lighting

