

# 3DS MAX BASIC TO INTERMEDIATE COURSE

(20 hours) One to One



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

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Training provided by  
certified professionals

## 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 and Vray Advance rendering and lighting
5. Final Project in the presence of tutor

