

3dsMax One Day Training

(10 hours) One to One



real animation works (Ltd)
Turn your Imagination Into reality

Chester House
Unit 2.11-Kennington Park
Business Centre
1-3 Brixton Road, SW9 6DE
info@realanimationworks.com
0208 698 3587
0207 720 2581
0797 032 5184



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 Basic house model
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

Camera

1. Free Camera
2. Target camera

Texturing and Rendering

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

