

3DS MAX BASIC TO ADVANCE COURSE

(40 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
15. Integration between 3ds max , Revit and SketchUp

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

Animation

1. Basic Animation concepts
2. Complete Advance Animation concepts

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
6. Final Post effects in Photoshop

