

3DSMAX AND AFTER EFFECTS 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

Overview

Overview of After Effects

Interface overview

Creating Projects

Importing Assets

Compositions

Creating Compositions

Editing Compositions

Layers

Translation

Moving object

Rotation

Scaling

Animation

Timeline Basics

Key framing

Animation fundamentals

Animation preview

Animating Move, Rotate and Scale

Text animation

Effects and Rendering

Applying effects to your composition

Color Correction

Rendering the video

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