

# 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

