

AUTOCAD AND 3DSMAX 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

Autocad

INTRODUCTION

- Interface (HOME/INSERT/ANNOTATE/VIEW/ETC)
- Command Line
- Status Toggles (SNAP/GRID/POLAR/OSNAP/OTRACK/ETC)
- Drawing Controls
- Units
- Workspace

HOME

- Draw
 - Line
 - Polyline
 - Circle
 - Arc
 - Rectangle
 - Ellipse
 - Spline
 - Polygon
 - Ray
 - Hatching

Modify

- Move
- Copy
- Rotate
- Mirror
- Trim
- Offset
- Hatch Edit
- Scale (Two methods)

Layers

- Creating Layers
- Managing Layers

Annotation

- Dimensions
- Text

PLOT/PRINT

- Model Space
- Layouts/Workspaces

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