

# 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