

3DS MAX DESIGN

ESSENTIALS

OVERVIEW

Learn how to use 3ds Max Design quickly and confidently with our hands-on training course. This course will teach the functions, features, and principles of 3ds Max Design. Students will learn how to render scenes, create and edit 3D geometry, and utilize lighting and materials. They will leave this course understanding how to create a realistic model of any design.

SPECIFICS

Duration: 3 Days

Hours: 9 am - 4 pm (including lunch hour)

Cost: \$985/person (includes training materials)

Prerequisites:

Working knowledge of:

- A CAD application such as AutoCAD or Revit
- Microsoft® Windows®

* This course is based on Autodesk® Official Training Guide (AOTG).

TOPICS COVERED

User Interface

- User Interface Components
- Viewports
- Command Panels
- Other UI Elements

File I/O

- Starting a Project
- Saving Files
- Hold/Fetch
- Merging Files
- Import/Export
- File Linking

Getting Started

- Setting Preferences
- Object Creation
- Object Selection
- Scene Management

Transforming Objects

- Transform Tools
- Coordinate Systems
- Snaps
- Align Tools
- Making Duplicates
- Other Transforms

Modifying Objects

- Basic Concepts
- Modifier Examples

Modeling with 3D Geometry

- AEC Techniques

Modeling from Splines

- Shape Definition
- Working with Splines
- Using Shape Modifiers
- Using Lofts

Materials

- Using Materials
- Material Types

Using Maps

- Maps in Material Definitions

Mapping Coordinates

- Mapping Coordinates

Cameras

- Camera Types
- The Moving Camera

Lights

- Standard Lights
- Dome Lighting
- Ambient Occlusion
- Light Tracer
- Radiosity
- Mental Ray

Animation Basics

- Animation Theory
- Alternative Animation Methods

Rendering

- Render Scene Dialog
- Scene States
- Batch Render