Fundamentals of 3dsMax

(16 hours) One to One

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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 full 3D house using box
8. Lines and Shapes
9. Importing a plan from AutoCAD/Vectorworks
10. Making an interior space
11. Doors and Windows
12. AEC extended
13. Railing and Trees
14. Stairs

Modifiers
1. Compound objects
   a. Connect
   b. Scatter
   c. Pro Boolean
   d. Loft
   e. Terrain
2. Bend
3. Taper
4. Twist
5. Stretch
6. Skew
7. FFD
8. Wave and Ripple
9. Lattice
10. Lathe

Basic Lights
1. Omni Light
2. Spot Light
3. Direct Light
4. Light effects

Camera
1. Free Camera
2. Target camera
3. Camera Animation / Path Animation

Texturing and Rendering
1. Diffuse and Bump Mapping
2. Environment and Background images
3. Rendering images
4. Mental Ray or Vray Advance rendering and lighting

Training provided by certified professionals

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