3DSMAX AND PHOTOSHOP 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

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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

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Introduction to Photoshop
Opening and saving and managing multiple files
Interface Overview
Image Formats
Interface

Navigation of windows in Photoshop
Zooming in images
Panning around
Scroll Images
Rotating Images

Resolution and Image Size
Image size and Resolution
Resolution Standards
Selection and editing
Selection methods
Marquee tools
Lasso Tools
Magic wand tool
Moving your selection
Crop tool

Text
Creating text
Font type and styles
Font size

Scale and Rotate
Transforming Objects
Rotating using Freeform
Scaling using Freeform
Saving
Saving PSD
Saving a JPEG

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www.realanimationworks.com