3DS MAX AND AFTER EFFECTS ONE DAY COURSE

(10 hours) One to One

real animation works (Ltd)
Turn your Imagination into reality

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Overview
Overview of After Effects
Interface overview
Creating Projects
Importing Assets

Compositions
Creating Compositions
Editing Compositions
Layers

Translation
Moving object
Rotation
Scaling

Animation
Timeline Basics
Key framing
Animation fundamentals
Animation preview

Text animation

Effects and Rendering
Applying effects to your composition
Color Correction
Rendering the video

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

Training provided by certified professionals

www.realanimationworks.com