AUTOCAD AND 3DSMAX ONE DAY COURSE

(10 hours) One to One

real animation works (Ltd)

Chester House
Unit 2.11-Kennington Park
Business Centre
1-3 Brixton Road, SW9 6DE
info@realanimationworks.com
0208 698 3587, 0207 720 2581, 0797 032 5184

Autocad

INTRODUCTION
• Interface (HOME/INSERT/ANNOTATE/VIEWS/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