3DS MAX AND VRAY ONE DAY COURSE

(10 hours) One to One

real animation works (Ltd)
Turn your Imagination Into reality

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

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

Introduction
- What is VRay and how to setup VRay
- VRay image saving options

Global Illumination in VRay
- Irradiance Map
- Light Cache
- Quasi Monte Carlo/ Brute Force
- Environmental Lighting

Image Sampling
- Fixed
- Adaptive QMC
- Adaptive Subdivisions

VRay Lights
- Plane Light
- Dome Light
- Sphere Light
- VRay Sun
- VRay Shadow

VRay Camera
- Focal Length
- Film speed
- Shutter Speed

VRay Materials
- Diffuse Color
- Reflection
- Refraction
- Blurry Reflections

Rendering Test Scenes
- Rendering an interior scene
- Rendering an exterior scene

Training provided by certified professionals

www.realanimationworks.com