

Course Description:

It is an essential level course which gives working knowledge of 3D modeling and rendering for the use in the field of design visualization, games, and animation.

This course is not meant for engineering analysis.

Prerequisites:

Familiar with Windows-based operating system.
Basic AutoCAD knowledge.
Only for professionals or having Degree or Diploma related to the field.

Duration:

10 Days 120 Mins. Class / Day
(20 Credit Hours)

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Introduction to Autodesk 3ds Max Design

- Overview
- Visualization Workflow
- The Autodesk 3ds Max Design Interface
- Setting the Project Folder
- Configure Paths
- Display Drivers
- Viewport Display and Labels

Autodesk 3ds Max Design Configuration

- Viewport Configuration
- Object Selection Methods
- Units Setup
- Layer and Object Properties
- Autodesk 3ds Max Design Configuration

Assembling Project Files

- Data Linking and Importing
- Linking Files
- References

Basic Modeling Techniques

- Model with Primitives
- Applying Transforms
- Sub-Object Mode
- Reference Coordinate Systems
- Cloning and Grouping
- Polygon Modeling Tools in Ribbon
- Statistics in Viewport

Modeling From 2D Objects

- 3D Modeling from 2D Objects
- The Lathe Modifier
- 2D Booleans
- The Extrude Modifier
- Boolean Operations
- Using Snaps for Precision
- The Sweep Modifier

Materials

- Introduction to Materials
- Understanding Maps and Materials
- Managing Materials
- Standard Materials
- Material Shaders
- Assigning Maps to Materials
- Opacity, Bump, and Reflection Mapping
- The Material Explorer

Mapping Coordinates and Scale

- Mapping Coordinates
- Mapping Scale
- Spline Mapping

Introduction to Lighting

- Local vs. Global Illumination
- Standard Lighting & Its Type
- Shadow Types

Lighting and Rendering

- Photometric Light Objects
- Exposure Control

Rendering and Cameras

- Rendering Options
- Rendering Presets
- Single vs. Double-Sided Rendering
- State Sets
- Cameras & Background Images
- The Print Size Wizard

Animation

- Animation and Time Controls
- Walkthrough Animation
- Animation Output