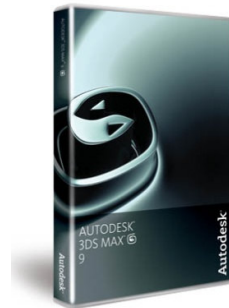


Duration:

3 Days

Who should attend?:

Those who wish to learn a general-purpose modelling, animation, effects and rendering package. With additional tools for the design visualisation industry.



Objectives:

- Understand the basic functionality, features and principles behind 3ds Max
- Create and manipulate 3D data in 3ds Max
- Import data from other 3D applications
- Embellish scenes with the use of materials and maps
- Create adequate lighting for your environments
- Animate objects in the scene
- Render still pictures and animations to disk for later viewing.

Course Outline:

User Interface

- Command Panels
- Viewports

File I/O

- Projects, Saving
- Merging
- Import/Export
- File Linking

Getting Started

- Units
- Object Creation
- Scene management

Transforming Tools

- Coordinate System
- Snaps
- Cloning Objects

Modifying Objects

- Adding Modifiers to a model

Modeling with 3D Geometry

- AEC Techniques, Booleans

Modeling from splines

- Working with splines
- Shape Modifiers
- Lofts

Materials

- Material Editor
- Material Types

Using Maps

- Map Types

Mapping Coordinates

- Applying UVW Mapping

Cameras

- Camera techniques,
- Moving camera

Lights

- Photometric lights
- Simulating the sun

Advanced Lighting

- Mental Ray
- Radiosity
- Arch & Design Materials

Animation Basics

- Animation Theory,
- Animation Methods

Rendering

- Render Scene Dialog
- Scene States

* The suggested course duration is a guideline.

Course topics and duration may be modified by the instructor based upon the knowledge and skill level of the course participants.

An Adris Computing Concepts Certificate will be issued upon completion.

Maximum number of delegates: 6 per course

To book a place on this course please call Adris Computing Concepts on 023 8086 8947

Adris Computing Concepts

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