3ds MAX Training Course

Course Overview:

3ds MAX, a 40 hours product from Autodesk, is widely used as a modeling, animation, and rendering software. It is a preferred choice of design professionals for driving solutions for games, films, and motion graphics. The powerful capabilities of this design tool enable the users to come up with better 3D content in less time.

3ds MAX training course is designed both for the beginners and the professionals looking to explore 3D modeling. The course walks the participants step-by-step through the stages of project development by starting from the software interface.

By the end of the 3ds MAX training program, the learners will inculcate the following skills:

- Create models
- Generate animation
- Practice character poly modeling
- Work on materials
- Define textures and UV workflow
- Illustrate character studio skills, including rigging and animating
- Apply lighting effects
- Perform rendering and HDRI

Objective of the course:

This Course is designed to get you up to speed with the visualization of architectural designs – interiors, furniture, lighting, from libraries or image mapping. Whether you are a professional creative designer or a new user, Future Multimedia will take you through a deck of tools and techniques to create extraordinary effects.

We have designed our coursework as such that makes learning 3ds Max a fun-filled experience. The course provide you practical examples along with the technicalities of the software to guarantee you a complete command over 3ds Max. We have developed a whole curriculum spanning on different levels of 3ds Max Training which would make these courses not only an enriching experience but will also leave you content

and pleased with attending Future Multimedia. These 3ds Max courses features in-class training, supportive learning environment, industry-certified trainers and up-to-date syllabus.

The course student can have complete peace of mind while you leave your training in our capable hands. The 3ds Max courses offered have five types which defines the level of grip over the subject matter. These 3ds Max training courses are designed to get you up to date as swiftly as possible. Whether you are a professional creative designer or a new user Future Multimedia got it all to gear you up to use 3ds Max like you know it by heart.

Expectations of Students:

 A. Class attendance and participation are required, both lecture and lab.

 B. Students are required to read the assigned chapters for discussion and lab.

C. Assignments are designed to be completed in class. The instructor reserves the right to refuse completed work if student's attendance is inadequate to insure originality of work.

D. Assignments will only be accepted on the due dates provided unless previous arrangements are made or student provides a written medical doctor's excuse.

E. Students are expected to complete all assignments.

F. Student work will be completed in accordance with Code of Student Conduct

G. Assignments may not be turned in to department secretary.

 H. No assignments are to be turned in Finals' Week.

I. Cell phones, pagers, etc. must be turned off in class.

J. In a professional environment, work areas are kept clean. In keeping with a professional attitude toward fellow students, always clean your area before leaving.

 K. Headsets are not allowed during class time including lab time, unless approved by the instructor.

 L. Students are responsible for removing their personal work from the computers each day.

Prerequisite for the Course:

Candidate having basic knowledge about navigating the Internet and using Microsoft Word (or compatible) software are ideal participants of 3ds Max Training. Students should also be comfortable moving through the Microsoft Windows desktop environment. Some knowledge of using Photoshop would also be beneficial but is not mandatory.

Course Outline:

The course covers up the topics like-

- Introduction to the training course and professional skills used for the intermediate program.

- It teaches about the improvisation of the current skills and marketability available. You will also study motion graphics in which topics like advanced lighting, layering, transitions, effects and texturing are covered.
- In the segment of character animation, topics clothing, hair, skinning, rigging, facial and body animations are penned down.
- Advanced modeling teaches you about the concepts that are used in modeling which are organic, inorganic, box and patch. It also teaches you about the mental Ray and NURBS.

Course Outcome:

On its completion, learners will have the complete knowledge about the coloring, transitions, textures, various kinds of models and professional skills. They will be effective in developing the work habits even in the pressurized work environment.

Why should you learn?

AutoDesk's 3dS Max is widely used by architects and civil engineers for 3D visualization of their designs. Though, you will use CAD software for drawings, you can bring them into 3dS Max for rendering photo-realistic visualization.

Though you can get decent renders out of CAD software, 3ds Max can provide the control you need in your render settings. Most architects and engineers use CAD software and BIM tools for modeling and prefer 3ds Max for rendering.

Course Contents:

- Lesson 1 - Introduction to Autodesk 3ds Max Design-2 hours
- Lesson 2 - Autodesk 3ds Max Design Configuration-4 hours
- Lesson 3 - Basic Modelling Techniques-3 hours
- Lesson 4 - Modelling From 2D Objects-3 hours
- Lesson 5 - Assembling Project Files-4 hours
- Lesson 6 – Materials-4 hours

- Lesson 7 - Mapping Coordinates and Scale-3 hours
- Lesson 8 - Introduction to Lighting-4 hours
- Lesson 9 - Advanced Lighting-3 hours
- Lesson 10 - Lighting and Rendering using mental ray-4 hours
- Lesson 11 - Cameras and Rendering-3 hours
- Lesson 12 – Animation-3 hours