

## Course Outline

# 3DS MAX Essentials

### Day 1

#### Getting Started

- Touring the 3ds Max User Interface
- Creating and Animating Simple Objects (Lab)
- Working with Scene Files
- Transforming Objects
- Applying Modifiers (106)

#### Modeling

- Learning Low Poly Modeling Basics
- Creating and Editing Shapes
- Using 2D Shapes to Build 3D Objects
- Working with DWG's
- Using Compound Objects
- Exploring Various Modeling Techniques (Lab)

### Day 2

#### Animation

- Learning General Principles
- Working with Keyframes
- Animating Different Types of Objects
- Working with the Track View Editor
- Understanding Animation Controllers
- Working with Object Hierarchies
- Practicing Basic Animation (Lab)

#### Materials and Mapping

- Creating Materials
- Working with the Material Editor
- Differentiating Between Materials and Textures
- Using Maps
- Mapping Coordinates
- Creating and Applying Materials and Textures (Lab)

### Day 3

#### Rendering

- Creating and Positioning Cameras
- Learning about Camera Parameters and Concepts
- Animating Cameras
- Understanding and Creating Ambient Light
- Using Standard Lights
- Adjusting Shadow Parameters
- Adding Secondary Lights
- Achieving Convincing CG Lighting with mental ray ©
- Setting up Scenes and Saving Renders
- Using Rendering Tools Efficiently
- Recording Different Scene States
- Rendering Scenes using Batch Render

**Note:** The suggested class duration is a guideline. Topics and duration may be modified by the instructor based upon the knowledge and skill level of the class participants.