

Introduction to 3ds Max



media training

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www.mediatraining.ltd.uk

Course description

The course is for designers or animators new to this high-performance 3D animation, modelling and rendering package. Autodesk 3ds Max is the world's best selling professional 3D software and will enable you to create photorealistic images, rendered 3D sequences for games, broadcast or high impact 3D animations for multimedia or the web.

Course information

Course duration Two days

Course cost

Public scheduled course: £450 plus VAT per person.
This course runs as a public scheduled course on a regular basis.
Please call 020 7359 9855 or visit www.mediatraining.ltd.uk for dates.

Private course costs: £990 plus VAT for two days of individual tuition.
Please call for prices for private groups of two or more.

Course location

We have two fully equipped training centres in central London; one is in Highbury and Islington (one stop from Kings Cross) and one next to Waterloo station. We can also run courses onsite at your offices if you prefer.

Pre course requirements

You do not need to have any previous 3D animation experience.

Post training support

The cost of the course includes lunch, course notes to take away, a certificate and six months telephone Helpline support.

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Introduction to 3ds Max

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- The stages of the 3D pipeline: modelling, materials, lighting, cameras, animation and rendering

The Max interface

- The menu bar, tool bars and panels
- Activating and arranging viewports
- The Command Panel

Drawing precision

- Grids explained
- The Transform Managers
- Using Axis Constrainers

Modelling in 3ds Max

- The Create Panel
- Fundamentals of modelling
- Creating primitive based objects
- Lofting and Lathing

Arranging a scene

- The various selection methods
- Pivot points explained
- The move, rotate and scale transforms
- Aligning objects
- Cloning and grouping objects
- Creating and using selection sets
- Positioning and adjusting cameras

Importing from AutoDesk

- Opening Vis Render files
- Importing from AutoCAD (.dwg)

Modifying objects

- The Modify panel
- Object modifiers

Lighting

- Different types of light sources
- Positioning and adjusting lights

The Materials Editor

- The Materials Editor interface
- Adjusting materials
- Specular, diffuse and ambient colour
- Glossiness and opacity
- The Material Library
- Reflection and bump maps

Rendering a still image

- Render parameters and options

Animating a scene

- Animation controls
- Controlling time
- Adding and animating cameras

Rendering an animated scene

- Rendering parameters

Questions and answers