



Autodesk 3ds Max Design 2009 3ds Max for Design Visualization

This courseware provides a fundamental understanding of utilizing 3ds Max for Design Visualization. Although this courseware is designed for instructor-led courses, you can also use it for self-paced learning. The courseware encourages self-learning through the use of the Autodesk® 3ds Max™ 2009 Help system.

Hands-on exercises throughout the courseware demonstrate the modeling process using techniques that can be applied to the mainstream drafting industries.

Objectives

The four primary objectives of this courseware are to teach students how to:

- Understand the basic functionality, features and principles behind 3ds Max Design 2009.
- Create and manipulate 3D data in 3ds Max Design.
- 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

Duration

| | |
|------------------------------|--------|
| Course Duration: | 3 days |
| Pages: | ~420 |
| Trial CD: | No |
| Onscreen Exercises Included? | No |

Who should attend?

This is a beginner-level course for structural engineers and designers.

Typical Schedule

Unless otherwise noted on your class registration e-mail, this class starts each day at 9:00 am and ends at 4:00 pm.

Prerequisites

There are no required prerequisites for this course. Nevertheless, students should have structural engineering or architectural experience to get the most from this course. It also helps to be comfortable working in a Microsoft Windows (XP or 2000) environment.

Outline

Day 1

User Interface
 User Interface Components
 Viewports
 Command Panels
 Other UI Elements

File I/O

 Starting a Project
 Saving Files
 Hold/Fetch
 Merging Files
 Import/Export
 File Linking

Getting Started

 Setting Preferences
 Object Creation
 Object Selection
 Scene Management

Day 2

Transforming Objects
 Transform Tools
 Coordinate Systems
 Snaps
 Align Tools
 Making Duplicates
 Other Transforms

Modifying Objects

 Basic Concepts
 Modifier Examples

Modeling with 3D Geometry

 AEC Techniques

Modeling from Splines

 Shape Definition
 Working with Splines
 Using Shape Modifiers
 Using Lofts

Materials

 Using Materials
 Material Types

Using Maps

 Maps in Material Definitions

Day 3

Mapping Coordinates
 Mapping Coordinates

Cameras

 Camera Types
 The Moving Camera

Lights

 Standard Lights
 Dome Lighting
 Ambient Occlusion
 Light Tracer
 Radiosity
 Mental Ray

Animation Basics

 Animation Theory
 Alternative Animation
 Methods

Rendering

 Render Scene Dialog
 Scene States
 Batch Render

Questions?

Please call us at 800-336-DESK and ask to speak to our Training Coordinator.

To see our full catalog of courses authorized by Autodesk, ESRI, and Google, as well as the latest class schedules at our 11 authorized training centers, please visit www.microdesk.com.