

Autodesk 3Ds Max – Essentials

This course introduces the fundamentals of 3ds Max for Design Visualization. The primary objective to this course is to help students develop a basic understanding of the functionality, features, and principles behind 3ds Max. This includes importing data from 3D applications, embellishing scenes with the use of materials, maps, and lighting, and simple animations. Hands-on exercises throughout will demonstrate the modeling process using techniques that can be applied to the mainstream drafting industries.

After completing this course, students will know best practices for leveraging Autodesk® 3ds Max™ help system and other resources to enhance their skills.

Who should attend?

This courseware is designed for new users of Autodesk 3ds Max Design who would like to use 3ds Max for Design Visualization.

Prerequisites

No prerequisites for this course. Architectural design, drafting or engineering experience is recommended. However, no previous CAD experience is necessary. Students should have a working knowledge of the Microsoft Windows environment.

Questions?

Please call us at 800-336-3375.

Course Outline

Intro to Max

- What is Max?
- Overview of the Interface & Workspace
- Terminology

Help

- Utilizing the Help & Popup Features

Layout

- Managing Viewpoints

File Creation

- File Management

Workflow

- Setting Up a Project Workflow

Views

- Activating Views
- View Types & Models

Selection

- Selecting Methods
- Naming Objects
- Selecting by Name
- The Selection Filter
- Selection Sets

Objects (Including Premade Architecture Components)

- Understanding Standard Primitives
- Adjusting Parameters
- Stacking Modifiers, Changing Parameters, Reordering the Stack, Using Modifier Tools
- Property Sharing Clones (Instances, References, Unique), Cloning Modifiers

Autodesk 3Ds Max – Essentials [CONTINUED]

Modeling in 3Ds Max: Architectural Model: Part 1

- Units Setup
- Importing a CAD Drawing
- Creating Walls
- Creating Doors
- Creating Windows
- Creating Floors & Ceilings
- Traverse Analysis
- Transformation Tools

Curves

- Drawing the Splines
- Drawing Straight Line Segments
- Drawing Curves
- Adjusting the Lathe Axis
- Creating Thickness Using Outline

Transforms

- Transforming Objects Using Gizmos
- Absolute/Offset Transform Modes
- Snaps
- Editing via Local & View Axis

Editing

- Creating Topography with Splines
- Using Scene Explorer
- Groups

Deforming

- Types of Deformations
- Control Points
- Grids

Introduction to Lighting: Interior Lighting

- Three-Point Lighting
- 3ds Max Lights
- Lighting Still Life in Interior Space
- Selecting Shadow Types
- Atmospheres & Effects
- Light Lister

Introduction to Materials: Interiors & Furniture

- The Slate Materials Editor
- Material Types
- Mental Ray Material Types
- Shaders
- Mapping Materials

Textures & UV Workflow

- UV Unwrapping
- Seaming the Body
- Applying a Colors Map
- Applying a Bump Map
- Applying a Specular Map

Plants

- Types & Seeds
- Methods of Placement

Cameras

- Adding a Camera
- Adjusting Location
- Adjusting Target
- Viewport Menu Features
- Viewport Navigation Tools
- Setting Up Interior View
- Creating an Environment Using Maps
- Adjusting Environment Maps
- Immersive Environments for Animation -Sky Dome

3Ds Max Rendering

- Rendering Setup
- Cameras
- Safe Frames
- Raytraced Reflections & Refractions
- Rendering Interior & Furniture

Mental Ray

- Mental Ray Renderer
- Final Gather with Mental Ray
- Mental Ray Materials

Keyframes and Animation

- Time Slider and Track Bar
- Animating an Object
- Refining the Animation

Animation Principles

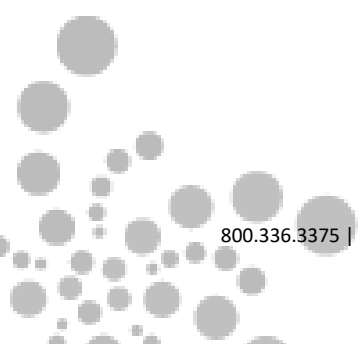
- Anticipation and Momentum

Revit/Import/Export

- Exploring File Link Manager
- File Link Options and Techniques
- Using the Substitute Modifier with Linked Geometry
- Illustrator to 3Ds Max Design Workflow
- Importing and Editing Linked AutoCAD Files
- Revit to 3Ds Max using File Link Manager

Sharing/Cloud

- A360 Drive
- A360 Rendering



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