



Autodesk 3ds Max



About Course

Autodesk 3ds Max, formerly 3D Studio and 3D Studio Max, is a professional 3D computer graphics program for making 3D animations, models, games and images. It is developed and produced by Autodesk Media and Entertainment.

It has modeling capabilities and a flexible plugin architecture and must be used on the Microsoft Windows platform. It is frequently used by video game developers, many TV commercial studios, and architectural visualization studios

3Ds MAX

CURRICULUM

① Introduction – The 3DS Max

User Interface

Viewpoints

Command Panel

Viewpoint UI Elements

② File & Objects

Scene File Manipulation

Simple Geometry Creation & Pivot Points

Object Orientation

Modifying Standard Objects

Selecting Objects

Organization of Objects in a Scene

③ Transforms

Transform Tools

Transform Base Point

Coordinate Systems

Align

Cloning Objects

Other Transforms

4 Applying Modifiers

Concepts of the Modifier Stack

Modifiers

Noise

Collapsing the Stack

5 Low-Poly Modeling

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Smoothing Groups

Using Subdivision Surfaces

6 Shapes

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Basic Shape Creation Functions

Editing Splines

Adding Splines from a Shape

- Segment Editing
- Vertex Editing
- Using Shape Modifiers

7 Compound Objects

- Booleans
- ProBoolean Operations
- Lofts
- Scatter Tool

8 Modeling in Architecture Model

- Units Setup
- Modeling the Couch
- Importing a CAD Drawing
- Modeling the Lounge Chair
- Creating the Walls
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- Creating the Window
- Adding the Floor and Ceiling

9 Animation Basics

- 2d vs 3d Animation



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Exaggeration

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Mapping the Couch and Chair
Mapping the Window and Doors
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Mental Ray

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Walkthrough Animation

Animation Output



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