

# 3ds MAX Training

## COURSE CONTENT

### GET IN TOUCH



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## About Multisoft

Train yourself with the best and develop valuable in-demand skills with Multisoft Systems. A leading certification training provider, Multisoft collaborates with top technologies to bring world-class one-on-one and certification trainings. With the goal to empower professionals and business across the globe, we offer more than 1500 training courses, which are delivered by Multisoft's global subject matter experts. We offer tailored corporate training; project Based Training, comprehensive learning solution with lifetime e-learning access, after training support and globally recognized training certificates.

## About Course

The 3ds MAX Training by Multisoft Systems offers an immersive experience into 3D modeling, animation, and rendering techniques, designed for professionals aiming to enhance their skills in the digital content creation sector.

## Module 1: Introduction to Autodesk 3ds Max Design

- ✓ Overview
- ✓ Visualization Workflow
- ✓ The Autodesk 3ds Max Design Interface
- ✓ Preferences
- ✓ Setting the Project Folder
- ✓ Configure Paths
- ✓ Display Drivers
- ✓ Viewport Display and Labels

## Module 2: Autodesk 3ds Max Design Configuration

- ✓ Viewport Configuration
- ✓ Viewport Navigation
- ✓ Object Selection Methods
- ✓ Units Setup
- ✓ Layer and Object Properties

## Module 3: Basic Modelling Techniques

- ✓ Model with Primitives
- ✓ Applying Transforms
- ✓ Sub-Object Mode
- ✓ Reference Coordinate Systems and Transform Centres
- ✓ Cloning and Grouping
- ✓ Poly Modelling with Graphite Tools
- ✓ Statistics in Viewport

## Module 4: Modelling From 2D Objects

- ✓ 3D Modelling from 2D Objects
- ✓ Drawing 2D Lines

- ✓ The Lathe Modifier
- ✓ The Extrude Modifier
- ✓ Boolean Operations
- ✓ The Sweep Modifier
- ✓ Using Snaps for Precision

## Module 5: Assembling Project Files

- ✓ Data Linking and Importing
- ✓ DWG Link and Import Options
- ✓ Importing and Linking Models from Autodesk Revit

## Module 6: Materials

- ✓ Introduction to Materials
- ✓ Understanding Maps and Materials
- ✓ Managing Materials
- ✓ Standard Materials
- ✓ Material Shaders
- ✓ Assigning Maps to Materials
- ✓ Opacity, Bump, and Reflection Mapping
- ✓ mental ray Materials
- ✓ The Material Explorer

## Module 7: Mapping Coordinates and Scale

- ✓ Mapping Coordinates
- ✓ Mapping Scale
- ✓ Spline Mapping

## Module 8: Introduction to Lighting

- ✓ Local vs. Global Illumination

- ✓ Fundamentals of Standard Lighting
- ✓ Types of Standard Lights
- ✓ Shadow Types

## **Module 9: Advanced Lighting**

- ✓ Photometric Light Objects
- ✓ Exposure Control
- ✓ Daytime Lighting

## **Module 10: Lighting and Rendering using mental ray**

- ✓ Fundamentals of mental ray
- ✓ mental ray Interior Rendering
- ✓ Controlling mental ray Quality
- ✓ mental ray Proxies

## **Module 11: Cameras and Rendering**

- ✓ Cameras
- ✓ Background Images
- ✓ The Print Size Wizard
- ✓ Iterative Rendering
- ✓ Single vs. Double-Sided Rendering
- ✓ Rendering Options
- ✓ Rendering Presets

## **Module 12: Animation**

- ✓ Animation Controls
- ✓ Walkthrough Animation
- ✓ Animation Output