



## Autodesk 3ds Max Design Essentials Training

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### Introduction:

**Autodesk 3Ds Max Design Essentials Training** provides a thorough grounding in 3Ds Max Design Software. On completing the course you will be able to produce basic 3D modeling, apply material, rendering the scene and creating animation.

Class numbers are small (maximum eight trainees), meaning that trainees have their sample opportunity to discuss the specific requirements and any problems that they are having in 3Ds Max Design with the trainer. The course is designed for the busy professional. It is short and intensive, combining lecture, demonstration and hands-on practice. Full details are provided below:

Course Details	
Autodesk 3ds Max Design Essentials Training	
<b>Objective</b>	<ul style="list-style-type: none"><li>• Navigate Autodesk 3ds Max Design user interface.</li><li>• To be able to use basic Autodesk 3ds Max Design commands for professional 3D model, design and rendering.</li><li>• Understand concept and technique in the 3D modeling.</li><li>• To be able to provide complete rendering and animation.</li></ul>
<b>Prerequisite</b>	<ul style="list-style-type: none"><li>• Working knowledge of Microsoft® Windows®.</li><li>• Newcomers to Autodesk 3ds Max and 3ds Max Design.</li><li>• Users who have previously used a different 3D tool &amp; are looking to migrate to Autodesk 3ds Max Design.</li></ul>
<b>Manual</b>	Autodesk 3ds Max Design Essentials User Guide
<b>Duration</b>	3 days ( 21 hours)
<b>Venue</b>	Lot B3-1, Block B, Jalan Selaman 1, Dataran Palma, Off Jalan Ampang, 68000 Ampang, Selangor.
<b>Support</b>	Trainees are entitled to get 3 months e-mail & phone support from Acad Systems Sdn Bhd to help with any post-training issues.

## Training Curriculum

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### DAY 1

<b>Chapter 1: Introduction – The 3DS Max Interface</b> <ul style="list-style-type: none"><li>• Navigate the 3DS Max User Interface and Workspace</li><li>• Transforming Objects Using Gizmos</li><li>• Graphite Modeling Tools Set</li><li>• Command Panel</li><li>• Time Slider and Track Bar</li><li>• File Management</li><li>• Chapter exercise</li></ul>	<b>Chapter 2: 3DS Max First Project</b> <ul style="list-style-type: none"><li>• Setting Up a Project Workflow</li><li>• Clock Modeling</li><li>• Spline Modifier</li><li>• Bringing It All Together</li><li>• Chapter exercise</li></ul>
<b>Chapter 3: Modeling in 3DS Max: Architecture Model - Part 1</b> <ul style="list-style-type: none"><li>• Units Setup</li><li>• Importing a CAD Drawing</li><li>• Creating the Walls</li><li>• Creating the Doors</li><li>• Creating the Window</li><li>• Adding the Floor and Ceiling</li><li>• Chapter exercise</li></ul>	<b>Chapter 4: Modeling in 3DS Max: Architecture Model - Part 2</b> <ul style="list-style-type: none"><li>• Modeling the Couch</li><li>• Modeling the Lounge Chair</li><li>• Chapter exercise</li></ul>

### DAY 2

<b>Chapter 5: Introduction to Animation</b> <ul style="list-style-type: none"><li>• Animating the Ball</li><li>• Refining the Animation</li><li>• Chapter exercise</li></ul>	<b>Chapter 6: Animation Principles</b> <ul style="list-style-type: none"><li>• Anticipation and Momentum in Knife Throwing</li><li>• Chapter exercise</li></ul>
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<p><b>Chapter 7: Character Poly Modeling - Part 1</b></p> <ul style="list-style-type: none"> <li>• Setting Up the Scene</li> <li>• Soldier Modeling</li> <li>• Chapter exercise</li> </ul>	<p><b>Chapter 8: Character Poly Modeling - Part 2</b></p> <ul style="list-style-type: none"> <li>• Completing the Main Body</li> <li>• Creating the Accessories</li> <li>• Putting On the Boot</li> <li>• Creating the Hands</li> <li>• Chapter exercise</li> </ul>
<p><b>Chapter 9: Character Poly Modeling - Part 3</b></p> <ul style="list-style-type: none"> <li>• Creating the Head</li> <li>• Merging and Attaching the Head's Accessories</li> <li>• Chapter exercise</li> </ul>	<p><b>Chapter 10: Introduction to the Materials: Interiors and Furniture</b></p> <ul style="list-style-type: none"> <li>• The Slate Material Editor</li> <li>• Material Types</li> <li>• Mental Ray Material Types</li> <li>• Shades</li> <li>• Mapping the Couch and Chair</li> <li>• Mapping the Window and Doors</li> <li>• Chapter exercise</li> </ul>

### DAY 3

<p><b>Chapter 11: Textures and UV Workflows: The Soldier</b></p> <ul style="list-style-type: none"> <li>• UV Unwrapping</li> <li>• Seaming the Rest of the Body</li> <li>• Applying the Color Map</li> <li>• Applying the Bump Map</li> <li>• Applying the Specular Map</li> <li>• Chapter exercise</li> </ul>	<p><b>Chapter 12: Character Studio: Rigging</b></p> <ul style="list-style-type: none"> <li>• Character Studio Workflow</li> <li>• Associating a Biped with the Soldier Model</li> <li>• Chapter exercise</li> </ul>
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<p><b>Chapter 13: Character Studio: Animation</b></p> <ul style="list-style-type: none"> <li>• Animating the Soldier</li> <li>• Chapter exercise</li> </ul>	<p><b>Chapter 14: Introduction to Lighting: Interior Lighting</b></p> <ul style="list-style-type: none"> <li>• Three-Point Lighting</li> <li>• 3DS Max Lights</li> <li>• Lighting the Still Life in the Interior Space</li> <li>• Selecting a Shadow Type</li> <li>• Atmospheres and Effects</li> <li>• Light Lister</li> <li>• Chapter exercise</li> </ul>
<p><b>Chapter 15: 3DS Max Rendering</b></p> <ul style="list-style-type: none"> <li>• Rendering Setup</li> <li>• Cameras</li> <li>• Safe Frames</li> <li>• Raytraced Reflections and Refractions.</li> <li>• Rendering the Interior and Furniture</li> <li>• Chapter exercise</li> </ul>	<p><b>Chapter 16: Mental Ray</b></p> <ul style="list-style-type: none"> <li>• Mental Ray Renderer</li> <li>• Final Gather with Mental Ray</li> <li>• Mental Ray Materials</li> <li>• Chapter exercise</li> </ul>