Autodesk® 3ds Max® Design Fundamentals

Course Length: 4 days

The Autodesk® 3ds Max® Fundamentals training course provides a thorough introduction to the Autodesk 3ds Max software that will help new users make the most of this sophisticated application, as well as broaden the horizons of existing, self-taught users.

The practices in this training course are geared towards real-world tasks encountered by the primary users of the Autodesk 3ds Max software: professionals in the Architecture, Interior Design, Civil Engineering, and Product Design industries.

The main topics include:

- Introduction to Autodesk 3ds Max
- Autodesk 3ds Max Interface and Workflow
- Assembling Files by importing, linking, or merging
- 3D Modeling with Primitives and 2D Objects
- Using Modifiers to create and modify 3D objects
- Materials and Maps
- Autodesk 3ds Max Lighting
- Lighting and Rendering with mental ray
- Rendering and Cameras
- Animation for Visualization

Course description shown for Autodesk 3ds Max 2016. Topics, curriculum, and/or prerequisites may change depending on software version.
Prerequisites:
Experience with 3D modeling is recommended.

Training Guide Contents

Chapter 1: Introduction to Autodesk 3ds Max
- Overview
- Visualization Workflow
- The Autodesk 3ds Max Interface
- Preferences
- Setting the Project Folder
- Configure Paths
- Display Drivers
- Viewport Display and Labels

Chapter 2: Autodesk 3ds Max Configuration
- Viewport Navigation
- Viewport Configuration
- Object Selection Methods
- Units Setup
- Layer and Object Properties

Chapter 3: Assembling Project Files
- Data Linking and Importing
- Linking Files
- References

Chapter 4: Basic Modeling Techniques
- Model with Primitives
- Modifiers and Transforms
- Sub-Object Mode
- Reference Coordinate Systems and Transform Centers
- Cloning and Grouping
- Polygon Modeling Tools in the Ribbon
- Statistics in Viewport

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Chapter 5: Modeling From 2D Objects
- 3D Modeling from 2D Objects
- The Lathe Modifier
- 2D Booleans
- The Extrude Modifier
- Boolean Operations
- Using Snaps for Precision
- The Sweep Modifier

Chapter 6: 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

Chapter 7: Mapping Coordinates and Scale
- Mapping Coordinates
- Mapping Scale
- Spline Mapping

Chapter 8: Introduction to Lighting
- Local vs. Global Illumination
- Standard Lighting
- Types of Standard Lights
- Shadow Types

Chapter 9: Lighting and Rendering
- Photometric Light Objects
- Exposure Control
- Daytime Lighting

Chapter 10: mental ray Rendering
- Fundamentals of mental ray
- mental ray Interior Rendering
- mental ray Proxies

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Chapter 11: Rendering and Cameras
- Rendering Options
- Single vs. Double-Sided Rendering
- State Sets
- Cameras
- Background Images
- The Print Size Wizard

Chapter 12: Animation
- Animation and Time Controls
- Walkthrough Animation
- Animation Output

Appendix A: Optional Topics
- Getting Help with Autodesk 3ds Max
- Compact Material Editor
- Architectural Materials
- Object Substitution
- Lighting Analysis
- Creating Hierarchies
- Customizing the User Interface

Appendix B: Optional Practices

Appendix C: Autodesk 3ds Max 2015 Certification Exam Objectives
Cancellation Policy

The following cancellation policy shall apply to all training engagements, Live Online, Consulting Services and Dedicated/Custom Training:

- Company reserves the right to reschedule or cancel the date, time and location of its class at any time. In the event that a Training Class is cancelled by Company, Customer is entitled to a full refund. Company shall not be responsible for any other loss incurred by Customer as a result of a cancellation or reschedule.
- For Customer cancellations when written notice is received (i) at least ten (10) business days in advance of the class, the Customer is entitled to a full refund of its payment or reschedule enrollment, (ii) less than ten (10) business days, Customer shall not be entitled to a refund, but shall receive a class credit to be used within three (3) months of the date of the original class.
- Student substitutions are acceptable with at least two (2) days prior notice to the class, provided substitution meets course prerequisites and is approved by Company’s Training Coordinator (trainingcoordinator@rand.com)
- For all Training orders, cancellation notices must be submitted to trainingcoordinator@rand.com. Company is not responsible for any error in the delivery of the email notice. In the event of any reschedule of Consulting Services and/or Dedicated/Custom Training by Customer, Company will invoice Customer for all non-cancellable travel expenses.

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