

3DS MAX OUTLINE COURSE

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Day 1 :

TOOLS

- Create Panel - Geometry, Shapes, Light and Camera
- Transform Tools - Move, Rotate and Scale
- Zoom - Center All Object Into Viewport
- Modify Panel
- Material
- Arc rotate
- Undo and Redo
- Reflect Tool
- Quick Render

OBJECT PRIMITIVES

- Creating Basic 3D Shapes - Create Panell (Box, Sphere, Cylinder, Torus, Teapot, Con, Tube and Pyramid)
- Adjusting Primitives "Parameters"

MODIFIERS

- Stretch
- Bend
- Edit Poly
- FFD
- Noise

Day 2 :

SUB - OBJECT LEVEL

- Vertex
- Edge
- Border
- Polygon
- Element

POLY MODELING

- Extruding
- Lathing
- Compound Object
- Lofting

CAMERA

- Inserting a camera inside a 3DS MAX Scene
- Inserting and Positioning the 3DS MAX Camera
- Setting Camera



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LIGHTING

- ◆ Standard Lighting
- ◆ Target Spot
- ◆ Target Direct
- ◆ Omni
- ◆ Free Spot
- ◆ Free Direct
- ◆ Skylight

MATERIAL

- ◆ Colour
- ◆ Bump Maps
- ◆ Jpeg Maps
- ◆ Reflect
- ◆ Refract
- ◆ Reflection Glossiness