3DS MAX OUTLINE COURSE ADVANCE

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Day 1 :

- Understanding 3DS Max user interface
- Understanding 3DS Max modelling concepts
- Understanding & using 3DS Max viewports
- Understanding 3DS Max heirarchy of buttons and shortcut keys
- Viewing & Navigating your 3DS Max viewports using pan, zoom & orbit tool
- Creating basic 3D shapes (standard primitives like box, sphere & cylinder)
- Understanding the 3DS Max Gizmo (X-axis, Y-axis & Z-axis indicator)
- Using the Move, Rotate & Scale Tool correctly
- Copying 3D objects using 3DS Max Clone function
- Changing 3DS Max visual styles from shaded to wireframe
- Using & setting 3DS Max objects snaps (endpoint, midpoint & grid point)
- Changing 3DS Max views using shortcut keys
- Basic 3DS Max Modelling techniques

Day 2 :

- Using the 3DS Max Auto Grid function to the target 3DS Surfaces
- Using 3DS Max angle snap, align & mirror tool
- Using 3DS Max Layer manager tool
- Moving & Rotating in 3DS Max accurately using offset values
- Buiding a Simple 3D Stage
- Setting 3DS Max materials like metallic colours, grass, chrome, steel, wood etc.
- Adding in materials into the created 3DS Max scene.
- Grouping & Ungrouping 3D models
- Building a Simple 3D bathroom with materials texture Rendering a basic 3DS Max scene into an image jpeg

Day 3 :

- Inserting V-ray lighting into 3DS Max scene (V-ray Plane Light, V-ray Sun & V-ray Ies)

- Changing background einvironment of a 3DS Max scene

- Inserting Basic Lightings inside a 3DS Max scene

- Setting units measurement in 3DS Max like mm or inches

- Using 3DS Max Modify button to change 3D objects parameter

- Changing 3D object's colour, length, width & height measurements

- Shaping 3D models using Editable Polygon function (Vertex & Polygon)

- Moving vertex to shape a 3D model

- Extruding polygon to shape a 3D model

- Manipulating vertex & polygon to futher shape a 3D model

- Rotating polygons to shape 3D models

- Using advanced material mapping technique with UVW map functions

- Saving customized material as a template as a library (.mat file)

- Mapping materials on a multiple sub-objects (assign material to selection)

- Drawing simple 2D shape like line, arc, cicle ellipse & text in 3DS Max

- Using 3DS Max Pro-Boolean function

- Building am Interior Design structure of a building an Interior Design structure of a building with specific measurements

- Importing readymade 3DS models library (.3ds files) into 3DS models library such as sofa, cabinet, table kitchen & etc

- Buiding an Interior Design structure using 3DS Max

- Inserting a camera inside a 3DS Max scene

- Inserting & Posoitioning the 3DS Max Camera

Day 4 :

Understanding VRay Rendering concepts

- Changing the default 3DS Max renderer to VRay Renderer

- Setting & Customizing VRay materials Inserting VRay Light Plane inside the 3DS Max scene

- Creating VRay Light Material using material settings

- Constucting an enclosed interior design with VRay lightings

- Creating a windoww opening for the interior design

- Inserting VRay Sun effects into 3DS Max scene (sun light from window)

- Configuring the VRay Renderer settings to achieve realistic renderings

- VRay Rendering techniques for high speed renderings

- VRay Rendering techniques with high quality renderings

- Importing 3DS models library (.3ds files) into 3DS Max file (.max)

- Importing AutoCAD drawings (.dwg files) into 3DS Max file (.max)