

## Autodesk 3ds Max 9 Essentials

### Courseware Description

The Autodesk 3ds Max 9 Essentials Courseware is designed to teach you the fundamentals of working in 3D using Autodesk 3ds Max.

The book is organized into tutorials dedicated to animation, modeling, materials, lighting, and rendering. Flexibility is built in, so that you can complete the tutorials in the order that works best for you. Designed and written by Autodesk 3ds Max specialists and professionals, the material in this book will teach you the basic skills you need for a production environment. Courseware media is included on an accompanying CD.

Each chapter contains theory lessons and one lab. The theory lessons introduce you to new functional areas of 3ds Max and explain these features with short simple examples. The lab shows you practical application of the theory learned in a particular chapter. Combined, the chapter gives you a sound understanding of the functions, features, and principles behind 3ds Max, and shows you how to apply this knowledge to real-world situations.

**Suggested Course Duration:** 3 days\*  
**Pages:** 362  
**Trial CD:** No  
**Sample Files Included:** Yes

### Objectives

The primary objective of the course is to teach students the essentials of working in 3D using an array of features and tools. This course teaches new users the basics of creating, embellishing, and animating 3D scenes. After completing this course, student should be able to:

- Model objects using a variety of techniques.
- Design and apply materials.
- Adjust basic lighting.
- Animate simple objects.
- Build and animate simple, effective environments.

### Who Should Attend

This course is designed to teach new users and users somewhat familiar with the Autodesk 3ds Max software the

fundamentals of the software.

## **Prerequisites**

The only prerequisite is to be familiar with the Microsoft® Windows® 2000 or XP operating system.

# Course Outline

## Day 1

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### Getting Started

- Touring the 3ds Max User Interface
- Creating and Animating Simple Objects (Lab)
- Working with Scene Files
- Transforming Objects
- Applying Modifiers (106)

### Modeling

- Learning Low Poly Modeling Basics
- Creating and Editing Shapes
- Using 2D Shapes to Build 3D Objects
- Using Compound Objects
- Exploring Various Modeling Techniques (Lab)

## Day 2

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### Animation

- Learning General Principles
- Working with Keyframes
- Animating Different Types of Objects
- Working with the Track View Editor
- Understanding Animation Controllers
- Working with Object Hierarchies
- Animating Biped
- Practicing Basic Animation (Lab)

### Materials and Mapping

- Creating Materials
- Working with the Material Editor
- Differentiating Between Materials and Textures
- Using Maps
- Mapping Coordinates
- Creating and Applying Materials and Textures (Lab)

## Day 3

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### Rendering

- Creating and Positioning Cameras
- Learning about Camera Parameters and Concepts
- Animating Cameras
- Understanding and Creating Ambient Light
- Using Standard Lights
- Adjusting Shadow Parameters
- Adding Secondary Lights
- Achieving Convincing CG Lighting with mental ray ©
- Setting up Scenes and Saving Renders
- Using Rendering Tools Efficiently
- Recording Different Scene States
- Rendering Scenes using Batch Render
- Completing a Project or Scenario (Lab)

\* The suggested course duration is a guideline. Course topics and duration may be modified by the instructor based upon the knowledge and skill level of the course participants.

**For further information, please contact 020 7478 1000 or e-mail [info@sprunt](mailto:info@sprunt)**

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