



Autodesk 3ds Max

## 3ds Max 2009 Essentials

### Description

This 3D Studio Max training course provides a fundamental understanding of utilizing 3ds Max for Design Visualization. Although this 3D Studio Max training course is designed for instructor-led courses, you can also use it for self-paced learning. The 3D Studio Max training course encourages self-learning through the use of the Autodesk® 3ds Max™ 2010 Help system.

Hands-on exercises throughout the 3D Studio Max training course demonstrate the modeling process using techniques that can be applied to the mainstream drafting industries.

### Prerequisites

This course is designed for beginner users who want to learn about 3D environments and want to use 3ds Max Design for Design Visualization purposes.

It is recommended that you have:

- Have a working knowledge of a CAD application such as Autodesk AutoCAD or Autodesk Revit.
- A working knowledge of Microsoft® Windows® 2000, Microsoft® Windows® XP. Or Microsoft® Windows® Vista.

### Class Information

**Duration** 3 days

**Objective** The primary objectives of this courseware are to teach students how to:

- Understand the basic functionality, features and principles behind 3ds Max Design 2009.
- Create and manipulate 3D data in 3ds Max Design.
- Import data from other 3D applications.
- Embellish scenes with the use of materials and maps.
- Create adequate lighting for your environments.

- Animate objects in the scene.
- Render still pictures and animations to disk for later viewing

## Who Should Attend

This course is designed for beginner users who want to learn about 3D environments and want to use 3ds Max Design for Design Visualization purposes.

## Course Outline

### Day 1

#### User Interface

- User Interface Components
- Viewports
- Command Panels
- Other UI Elements

#### File I/O

- Starting a Project
- Saving Files
- Hold/Fetch
- Merging Files
- Import/Export
- File Linking

#### Getting Started

- Setting Preferences
- Object Creation
- Object Selection
- Scene Management

### Day 2

#### Transforming Objects

- Transform Tools
- Coordinate Systems
- Snaps
- Align Tools
- Making Duplicates
- Other Transforms

#### Modifying Objects

- Basic Concepts
- Modifier Examples

### Modeling with 3D Geometry

- AEC Techniques

#### Modeling from Splines

- Shape Definition
- Working with Splines
- Using Shape Modifiers
- Using Sweeps

#### Materials

- Using Materials
- Material Types

#### Using Maps

- Maps in Material Definitions

### Day 3

#### Mapping Coordinates

- Mapping Coordinates

#### Cameras

- Camera Types
- The Moving Camera

#### Lights

- Standard Lights
- Dome Lighting
- Ambient Occlusion
- Light Tracer
- Radiosity
- Mental Ray



## Autodesk 3ds Max

### Animation Basics

- Animation Theory
- Alternative Animation Methods

### Rendering

- Render Scene Dialog
- Scene States
- Batch Render

### Frequently Asked Questions:

#### Post-3ds Max Training support

All delegates are eligible to email support for up to 30 days from Sprunt Media.

#### How much does the 3ds Max training course cost?

Our standard pricing for our training is £350.00 per delegate per day.

#### Reduced online booking cost are as follows-

1 delegate: £250 per delegate per day

#### Further discounts are available for group bookings.

Please call for more information on group prices. **0207 478 1000**

Please see Training calendar for scheduled dates for this course.

If the scheduled dates are not suitable or for further information, please contact **020 7478 1000** or e-mail [info@sprunt-media.net](mailto:info@sprunt-media.net)