3Dsmax 2015

Duration   : 3 Days

Objectives :

The seven primary objectives of this courseware are to teach students how to:
- Understand the basic functionality, features and principles behind 3ds Max Design 2015.
- 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

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:
- 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.

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

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- 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

Rendering
- Render Scene Dialog
- Scene States
- Batch Render