

3D Studio MAX 8 Fundamentals

Training Course Description

This training course is designed for the new or novice 3D Studio Max user and is designed to teach the fundamental concepts and features. The course is intended to provide an understanding of how best to apply these features.

The course includes many practical exercises (called Labs) which use real world scenarios to enforce the basic concepts and features of 3D Studio Max.

Training Course Prerequisites

Attendees will require general knowledge of 3D modelling concepts and familiarity with 2D and 3D drawing or modelling programs.

The user will also benefit from general knowledge of using standard applications under Windows operating system.

Training Course Objectives

Upon completion of this training course, the user will have an understanding of the following:

- Navigate the 3ds Max interface and access all its commands
- Creating, modifying and grouping objects
- Transforming objects, use of the modifier stack and co-ordinate systems
- Basic animation techniques and Track view
- Creating and editing splines, apply modifiers
- Low Poly modelling
- Basic material creation and use of material editor
- Mapped materials
- Basic Lighting Properties
- Advanced Lighting Concepts
- Camera creation, depth of field
- Rendering and creating previews
- Building simple hierarchies
- Using the Curve Editor