



This fast-paced one-day class is geared towards students who want to learn how to extend the Building Information Model for advanced rendering, animation, analysis and other visualization techniques.

**Prerequisites:** Minimum of 6 months of Revit Architecture experience required; some visualization and 3D modeling experience recommended.

**Register Online:** [Click here.](#)

**Autodesk**  
Authorized Training Center

Visit [www.ideateinc.com](http://www.ideateinc.com) for a complete class schedule.  
Or call our Training Department at 888.662.7238.

### Training Facilities

San Francisco

San Jose

Sacramento

Portland

Seattle

[Click here for training facility addresses and lab hours.](#)

### Course Objectives

In this one day class students will learn ways to leverage the Building Information Model created using Autodesk® Revit® Architecture to produce photorealistic renderings and animated walk throughs in Autodesk® 3ds Max® Design. This class will examine the 3ds Max Design rendering process from beginning to end and demonstrate how Revit and 3ds Max Design can be used together as an expanded toolset.

#### Upon completion of the course, the student will be able to:

Easily transfer data via '.fbx' format from Revit to 3ds Max Design and work with Architectural materials and real-world texture maps.

Create photorealistic renderings in 3ds Max Design using mental ray.®

Create animated walk throughs in 3ds Max Design and animate object properties such as camera motion and interior lights.

#### Who Should Attend

Experienced Revit Architecture users tasked with creating photorealistic renderings using 3ds Max Design.

### Course Outline

Easy data transfer via '.fbx' format

Architectural materials and real-world texture maps

Fast global illumination calculation in 3ds Max Design using fully integrated mental ray software

Animation of object properties such as camera motion and interior lights