



Autodesk® 3ds Max® Design is one of the most sophisticated and powerful visualization tools in its class. The goal of this course is to present students with the basic tools needed to work in 3ds Max Design, such as how to configure and render scenes, create and edit 3D geometry, understand and apply lighting and materials for realism, and create desktop animations.

Prerequisites: Attendees should have some knowledge of 3D modeling concepts prior to attending this course.

Register Online: [Click here](#)

Autodesk®
Authorized Training Center

Visit www.ideateinc.com for a complete class schedule.
Or call our Training Department at 888.662.7238.

Training Facilities

San Francisco

San Jose

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Objectives

Upon Completion of This Course the Student Will:

- Be familiar with the 3ds Max Design interface
- Understand basic 3ds Max Design modeling functions for creating and modifying geometry
- Understand the basic 3ds Max Design configuration options (video modes, paths, units, interface, preferences)
- Know how to link and import data from other applications to 3ds Max Design
- Know how to generate 3D geometry from 2D objects
- Apply materials to objects and control material parameters for greater realism and use standard and architectural materials
- Understand the differences between Local Illumination (standard lighting) and Global Illumination and how to apply each in a scene
- Use appropriate rendering options to achieve desired effects for rendered output (including mental ray)
- Create a simple animation from a 3ds Max Design scene
- Understand camera walk-throughs

Who Should Attend

This is an introductory course designed for students with a general knowledge of 3D modeling concepts who need to learn the basic tools required to work in Autodesk 3ds Max Design.

Course Outline

Day 1

Getting Started

- Touring the 3ds Max Design User Interface
- Transforming Objects
- Applying Modifiers (106)
- Importing AutoCAD Drawings
- Importing Revit Models

Modeling

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

Day 2

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)
- Where to find Materials on the Web

Day 3

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)
- Output (printing)