

# 3DS Max Course



AM Software Solutions Malta

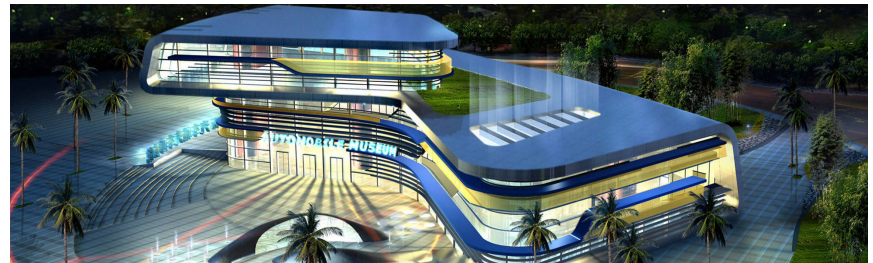
## Training Course Outline

3DS Max is used by leaders in video games, film, and television industries to produce stunning 3D content. 3DS Max also provides a comprehensive 3D Modelling, animation and rendering solution for Architects, designers and engineers.

This course is divided into 2 stages as follows:

**Stage 1:** Students will learn how to use the essentials features within the 3DS Max Application, and by the end of this section the students will learn how to use 3DS Max effectively.

**Stage 2:** After completion of Stage 1, students will then be ready to handle more complex scenarios and techniques, which are found in this stage of the course.



### Method of Delivery

Training is designed for the busy professionals. The lectures combine both tutorials and demonstration.

Practical exercises are carried out under guidance help students to learn the techniques being taught.

### General Information

AM Software Solutions Malta is an Autodesk authorised training centre (ATC), and our courses are accredited by Autodesk.

Our courses are hosted by Autodesk certified trainers (ACT's) holding vast experience using Revit in the industry.

Whilst attending to training at us, all students will have access to a workstation running the latest Revit software.

Courses can only be booked by means of application form filled in by the student and followed by a deposit which can be paid by cheque, cash or bank transfer

### Duration

3 Months (2 Hours per Week)

### Courseware & Certification

Students will receive:

- Autodesk Official training guides, the most comprehensive 3DS Max training guides.
- An e-certificate from Autodesk confirming attendance & completion of the course

### Who Should Attend

Architects and building designers who need to develop high quality, accurate architectural designs.

### Our Professional Certification

AM Software Solutions Malta is an Authorised Autodesk Certification Centre (ACC) offering Autodesk professional certification exams which lead to 'Autodesk Certified Professional in 3DS Max status.

### Course Support

Following our 3DS Max , students are entitled to 30 days email support from us to help with any post course issues at no additional cost.

### Course Fees

The course fee per participant is of € 295.

### Course Syllabus

See next page

# Stage 1 of 2: Autodesk 3DS Max Fundamentals

In the first section of the 3DS Max course students will learn the necessary skills needed to move around in the application, by the end of the course they will be confident with 3D geometry, mental ray, lighting & rendering

Topics	Sub-topics
<b>Introduction</b>	<ul style="list-style-type: none"> <li>• Understanding the 3D environment</li> </ul>
<b>User Interface</b>	<ul style="list-style-type: none"> <li>• Touring the interface</li> <li>• Viewports</li> <li>• Command Panels</li> <li>• Other UI elements</li> </ul>
<b>File I/O</b>	<ul style="list-style-type: none"> <li>• Starting a project</li> <li>• Saving Files</li> <li>• Hold/ Fetch</li> <li>• Merging Files</li> <li>• Import/Export &amp; File Link</li> </ul>
<b>Getting Started</b>	<ul style="list-style-type: none"> <li>• Setting preferences correctly</li> <li>• Object creation</li> <li>• Object selection</li> <li>• Scene management</li> </ul>
<b>Transforming Objects</b>	<ul style="list-style-type: none"> <li>• Transform tools</li> <li>• coordinate systems</li> <li>• Snaps</li> <li>• Align tools</li> <li>• Making duplicates</li> <li>• Other transform tools</li> </ul>
<b>Modifying Objects</b>	<ul style="list-style-type: none"> <li>• Basic concepts</li> <li>• Modifier examples</li> </ul>
<b>Construction Documentation</b>	<ul style="list-style-type: none"> <li>• Modelling with 3D geometry</li> <li>• AEC Techniques</li> <li>• Spline theory</li> <li>• Creating and editing 2D spline shapes</li> <li>• Creating 3D objects from 2D shapes</li> <li>• Working with splines</li> <li>• Using shape modifiers</li> <li>• Using lofts</li> <li>• Creating multiple model concepts from one idea</li> <li>• Polygon theory</li> <li>• Creating &amp; editing 3D Polygon objects</li> </ul>

Topics	Sub-topics
<b>Materials and Mapping</b>	<ul style="list-style-type: none"> <li>• The principles of materials and surfaces</li> <li>• Introduction to the materials editor</li> <li>• Different types of material</li> <li>• Applying materials</li> <li>• Using 2D Maps</li> <li>• Introduction to UVW mapping</li> <li>• Editing UVW map coordinates</li> <li>• Applying materials and maps</li> <li>• Introduction to mental ray materials</li> <li>• Applying and editing mental ray materials</li> <li>• Applying mental ray materials</li> </ul>
<b>Cameras</b>	<ul style="list-style-type: none"> <li>• Camera nd</li> <li>• The nd</li> <li>• Camera Paths</li> </ul>
<b>Lights</b>	<ul style="list-style-type: none"> <li>• Introduction to direct lighting</li> <li>• Creating 3 point and dome lighting rigs</li> <li>• Shadows and shadow theory</li> <li>• Shadow parameters</li> <li>• Sky light &amp; light tracer for external scenes</li> <li>• Colour light theory</li> <li>• Using lights in mental ray</li> <li>• The daylight system</li> <li>• Photorealistic lighting using global illumination and final gather in Mental ray.</li> </ul>
<b>Animation</b>	<ul style="list-style-type: none"> <li>• General Principles</li> <li>• Working with key-frames</li> <li>• Animating objects</li> <li>• Working with the track view editor</li> <li>• Animating an object with Autokey</li> <li>• Understanding animation controllers</li> <li>• Animating bipeds</li> </ul>
<b>Rendering</b>	<ul style="list-style-type: none"> <li>• Render scene dialog</li> <li>• Scene states</li> <li>• Batch render</li> </ul>

## Stage 2 of 2: Autodesk 3DS Max Advanced

During this section you will learn how to effectively create and manage complex data inside of 3DS Max Software. Build Environments for games and visualisations, create characters and vehicles and Master the advanced tools inside of 3DS Max Software

Topics	Sub-topics
<b>Introduction to Video Games</b>	<ul style="list-style-type: none"><li>• Creating basic geometry</li><li>• Basic UV mapping</li><li>• Creating colour maps using photoshop</li><li>• Creating secondary maps: bump, normal, specular</li></ul>
<b>Building Environments</b>	<ul style="list-style-type: none"><li>• Working with reference images</li><li>• Creating the structure with details</li><li>• Texture model</li><li>• Light mapping with texture baking</li></ul>
<b>Vehicles</b>	<ul style="list-style-type: none"><li>• Image planes</li><li>• Blocking out the vehicle</li><li>• Refining the model</li><li>• Unwrap UV's</li><li>• Texture model</li></ul>
<b>Characters</b>	<ul style="list-style-type: none"><li>• Getting the right reference material</li><li>• Image planes</li><li>• Creating limbs</li><li>• Stitching body parts</li></ul>
<b>Rig and Animate</b>	<ul style="list-style-type: none"><li>• Introduction to bones</li><li>• IK and FK theory</li><li>• Rigging a character</li><li>• Creating non linear animation</li></ul>



AM Software Solutions Malta,  
Mdina Road, Attard,  
Email: [sales@softwaresolutionsmalta.com](mailto:sales@softwaresolutionsmalta.com)