

3D STUDIO MAX

Curriculum

3D Studio Max Foundation

- This Course is designed for the AutoCAD 3D user for creating photo realistic rendered views and simple walkthroughs

Objective

To import and link AutoCAD 3D model and different type of lights and assign materials and create realistic rendered views and walkthroughs.

Preconditions

- Students should have thorough knowledge of full AutoCAD, i.e., 2D Drafting and 3D Modeling.

Course Contents:

- Understanding User Interface & Workflow
- AutoCAD 3DS Max Integration (DWG Import, File Link Manager)
- Camera Placement, Common parameter and advanced effects
- Lighting-Standard lights detailed parameters
- Assign material to the object & Assign UVW Map, Map Scalar Mapping modifiers
- Create Atmosphere like volume fog clouds
- Create a walkthrough by using key framer
- Print size wizard, File output options
- Project

6 Week Training Schedule 3D Studio Max Design

Week 1

- Understanding User Interface & Workflow
- Basic Modeling & Editing Tools

Week2

- AutoCAD- 3DS Max integration (DWG Import, File link Manager)
- Camera placement, Common parameter and advanced effects

WEEK 3

- Lighting Standard lights, detailed parameters
- Assign material to the Object & assign UVW Map, Map Scalar map

Week 4

- Create Atmosphere, Like volume fog clouds
- Create a walkthrough by using key framer

Week 5

- Print size wizard, File Output options

Week 6

- Project
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