

Course Outline

3D Studio max

Duration: 6 days (36 hours)

Learning Objectives:

Individuals who need to be introduced to the 3D Studio MAX environment and basic functionality and need a hands-on instruction book that will introduce them to the features and techniques of modeling with 3D Studio MAX.

Target Audience:

Computer Experts

Topics Covered:

- Max Environment
 - The Viewports
 - The Command Panels
 - The Menu Bar
 - The Main Toolbar and Tab Panel
- Objects Overview
 - Identifying and Creating Primitives
 - Using the Viewports
 - Selecting Objects
- Transforming Objects
 - Transform Concepts
 - Working with Transforms
 - Transform Options
 - Other Object Transformations
- Modifying Objects
 - Types of Modifiers
 - The Modifier Stack
 - Modifying Sub-Objects
- Additional Objects and Tools
 - Identifying and Creating Splines
 - Lights and Cameras
 - More 3D Studio Max Tools
 - The Material Editor
- Animation and Rendering Basics
 - Animation
 - Rendering

- Introduction to Modeling
 - Modeling Types
 - Modeling Units and Concepts
 - Key Workspace Areas
- Polygonal/Mesh Modeling
 - Converting to Editable Mesh
 - Polygonal Sub-objects
 - Extruding, Beveling, and Chamfering
 - Mesh Smoothing
- Modeling with Splines and Modifiers
 - Creating and Editing Splines
 - Extruding and Lathing
 - Other Modifiers
 - Modeling Cross-sections and Spline Cages
- Compound Objects
 - Using Boolean
 - Lofting
 - Using ShapeMerge
- Patch Modeling
 - Patch Grids
 - Patch Sub-objects
 - Subdividing and Binding
- NURBS Modeling
 - NURBS Curves and Surfaces
 - NURBS Parameters and Toolbox
 - Lofting NURBS Curves
 - Editing NURBS Surfaces
 - Projecting NURBS Curves
- Setting Rendering Parameters
 - Working with Previews
 - Rendering Parameters
- Using Rendering Tools
 - Using the Virtual Frame Buffer
 - Using the RAM Player
 - Comparing Render Types
- Using Environments and Atmospheric Effects
 - Exploring the Environment Dialog Box
 - Creating an Environment
 - Creating Atmospheric Effects

- Using Render Effects
 - Exploring the Rendering Effects Dialog Box
 - Applying Render Effects
- Animation in 3D Studio MAX
 - Concepts of Animation
 - Configuring Time
 - Previewing and Exporting a 3D Studio MAX Animation
- Controlling Animation with the Track View
 - Getting Oriented to the Track View
 - Assigning Animation Controllers
 - Using Function Curves
- Animating Lights
 - Defining Lights
 - Defining Light Properties
- Animating Modifiers
 - Defining Modifiers
 - Animating Modifiers
- Path Animation
 - Defining Path Animation
 - Animating a Camera Along a Path