

Training Course Outline

3DS MAX DESIGN ESSENTIAL

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COURSE DESCRIPTION

This course provides powerful, integrated 3D modeling, animation, rendering, and compositing that enable artists and designers to more quickly ramp up for production. The software offers experiences and specialized toolsets for architects, designers, engineers, and visualization specialists. The aim of this course is to provide a broad level of understanding required to grasp the essential concepts and principles of 3D Studio Max Design.



TARGET GROUP

The 3DS Max Design Essential course is designed for working adults in the design industry such as architects, interior designers, event designers, 3D visualizer, product and furniture designers who want to enhance their 3D design with computerized effects for better presentation.



COURSE DURATION

Full Time: 3 Days (10.30am-5.30pm)



LEARNING OUTCOME

By the end of the course, participants should be able to:

- Create a model of interior or exterior
- Apply Scan line lighting & materials onto the model

CAREER PATH

3D Visualizer, 3D Artist, Interior Designer, 3D Graphic Artist, 3D Designer, Architectural Visual Producer

COURSE PRE-REQUISITES

- Architectural design, drafting, or engineering experience is not necessary.
- A working knowledge of Microsoft® Windows® 7, Microsoft® Windows® Vista, Microsoft® Windows® XP, or Microsoft® Windows® 2000.
- Working knowledge of a CAD application such as AutoCAD or Revit is recommended

CERTIFICATE

MTTC Certificate of Completion will be issued to participants with full attendance record upon completion of training.

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COURSE CONTENT

DAY 1

Getting to know 3DS Max Design

- Introduction & Touring
- Working with object
- Getting the view you want

Introducing 3DS Max Objects

- Understanding standard primitives
- Modeling with modifiers
- How 3DS Max sees object
- Making clones that share properties

Creating Shapes with Splines

- Drawing with splines
- Modifying a shape Using Su-Object Level
- Outlining and Extruding splines
- Combining & Extruding splines

DAY 2

Editing Meshes and Creating complex Object

- Creating opening in a wall with Boolean Operation
- Tracing a sketch
- Editing meshes
- Using instanced Clones
- Attaching object to mesh
- Creating & modifying object using Box Modeling

Working with External Design Data

- Creating Topography with splines
- Setting up an AutoCAD Plan with 3DS Max
- Importing AutoCAD plans into 3DS Max Design
- Exploring the File link manager

Creating AEC Objects

- Creating a parametric wall
- Adding Doors and Windows to wall
- Changing Elevations with stairs
- Setting boundaries with railings
- Adding foliage to a scene

DAY 3

Organizing & Editing Object

- Naming Object
- Organizing object by layer
- Lofting an object
- Using noise modifier
- Extruding with the sweep modifiers
- Aligning objects

Lights & Shadow

- Lighting your model
- Rendering a view
- Ambient light
- Shadow effect
- Playing in the shadow
- Using the light lister
- Using scene states

Enhancing Model with Materials

- Understanding bitmap texture maps
- Adding material to object
- Understanding Material Libraries
- Editing materials
- Understanding Mapping Coordinates
- Using standard material
- Map scalar modifiers
- Adding Entourages
- Assigning materials to part of an object
- Exploring the Autodesk materials
- Modeling with Displacement Maps