

Training Course Outline

3DS MAX DESIGN ADVANCED

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COURSE DESCRIPTION

The course is intended for those who have completed 3D Studio Max Design Basic and are interested in improving their animation and visualization skills to an advanced level. Participants will develop their skills further and begin to expand visualizations walk through their models with lighting and shadows working with chosen materials to give successful rendering and a realistic feel.



TARGET GROUP

The 3DS Max Design Advance 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 brush up their basic skill of 3D Studio Max to render a more photorealistic scene.



COURSE DURATION

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



LEARNING OUTCOME

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

- Create more complex advanced modeling
- Apply Lighting & Materials
- Manipulating camera angle

CAREER PATH

3D Visualizer, 3D Artist, 3D Animator, Interior Designer, 3D Graphic Artist, 3D Designer, Architectural Visual Producer, Motion Builder

COURSE PRE-REQUISITES

- Architectural design, drafting, or engineering. Must have basic 3DS MaxDesign.
- 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

Advanced modeling

- Complex structure modeling
- Sectional perspective
- Warehouse modeling

Using the 3DS Max Camera

- Understanding the 3DS Max Camera
- Setting up an exterior and interior view
- Stock lenses
- Using the Dolly Camera and Field- of-View
- Walkthrough your scenes

DAY 2

Advanced Rendering Using Mental Ray (exterior)

- Understanding mental ray
 - Assigning the renderer
- Assigning Mr skylight
- Setting up coordination
- Time and date
- Setting up environment for exterior
- Adding background map
- Final gathering
- Exterior rendering

Advanced Rendering Using Mental Ray (interior)

- Advanced mr Lighting
- Les lighting
- Setting up environment for interior
- Exposure setting
- Final gathering
- Skylight Global illumination
- Interior rendering

Finishing it off

- Adding atmospheric effect
- Using hair and fur to add grass
- Mental ray rendering setting

DAY 3

Creating Animation

- Understanding the world of video time
- Creating a quick study animation
- Understanding key frames
- Increasing the number frames in animation segment
- Creating flythrough animation
- Accelerating and decelerating the camera motion smoothly
- Editing key frames
- Adding more frame for additional Camera Motion smoothly
- Creating walkthrough animation
- Moving camera target
- Rendering the animation
- Automating output of multiple still images