COURSE SYLLABUS

Autodesk 3ds Max Bootcamp

Learn the industry's top 3D drawing application and become a 3D artist capable of making stunning animations and renders. Gain a powerful and flexible skill set applicable to architecture, product design, engineering, and entertainment.

For more information, visit
https://www.creativelive.com/classes/3ds-max-training



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Course Outline

The User Interface & Workflow

Viewport Navigation
Object Management
Modifier Panel
Scene Management

Poly Modelling with Subdivision Surfaces

Poly modelling workflow
poly modelling tools
Advanced Poly modelling tools
Subdivision Surfacing
Using the control cage

Spline Based Modelling

Spline Creation and modification
Spline refinement
extrusion

UV Coordinates

Understanding UV Coordinates
Tileable vs object based
UVW Map Modifier (projection mapping)

Unwrap UVW Modifier (UV unwrapping)

Render UVW Template

Outside tools and recommendations

Materials / Surfacing

Materials Explained

Slate Editor

Material types and node groups

Multi-sub object Material

PBR (Physically Based Rendering)

Material Properties. The big 3: Albedo / Spec / Bump

Outside tools and recommendations

Animating 3D objects

Keyframes explained

Autokey mode

TRS (Translation Rotation Scale)

Trajectories

Graph editor / mini graph editor

Lighting and Cameras

Creating and manipulating cameras

What is IBL? (Image Based Lighting)

Using HDRI probes to light a scene (High Dynamic Range Image)

Exposure control

Controlling light settings

Adding standard lights to a scene

light lister

Rendering

Rendering stills vs animations

Common render settings (output folder / Image size / sequence length)

Renderer-specific render settings

Understanding samples

Managing render quality vs. render time

Final Tips: Render small, tweak, repeat until final