SLOG SOLUTIONS PRIVATE LIMITED
TECHNOLOGY: 3Ds MAX
DURATION: MODULE 1 (4 WEEKS)
MODULE 1 + 2 (6 WEEKS)

MODULE 1:

INTRODUCTION TO AUTODESK 3DS MAX

- Overview
- Visualization Workflow
- The Autodesk 3ds Max Interface
- Preferences
- Setting the Project Folder
- Display Drivers
- Viewport Display and Labels

AUTODESK 3DS MAX CONFIGURATION

- Viewport Navigation
- Viewport Configuration
- Object Selection Methods
- Units Setup
- Layer and Object Properties

ASSEMBLING PROJECT FILES

- Data Linking and Importing
- Linking Files
- References

BASIC MODELING TECHNIQUES

- Model with Primitives
- Modifiers and Transforms
- Sub Object Mode
- Reference Coordinate Systems and Transform Centers
- Cloning and Grouping

MODELING FROM 2D OBJECTIVES

- 3D Modeling from 2D Objects
- The Lathe Modifier
- 2D Booleans
- The Extrude Modifier
- Boolean Operations
- Using Snaps for Precision
- The Sweep Modifier

OPTION TOPICS

- Architectural Materials
- Object Substitution
- Lighting Analysis
- Creating Hierarchies
- Customizing the User Interface

MATERIALS

- Understanding Maps and Materials
- Managing Materials
- Standard Materials
- Material Shades
- Assigning Maps to Materials
- Opacity, Bump and Reflection Mapping
- Mental Ray Materials
- The Material Explorer

MAPPING CO-ORDINATES & SCALE

- Mapping Coordinates
- Mapping Scale
- Spline Mapping

INTRODUCTION TO LIGHTING

- Local vs. Global Illumination
- Standard Lighting
- Types of Standard Lights
- Shadow Types

LIGHTING & RENDERING

- Photometric Light Objects
- Exposure Control
- Daytime Lighting
- V-RAY Rendering

RENDERING & CAMERA

- Rendering Options
- Single vs. Double-Sided Rendering
- State Sets
- Cameras
- Background Images
- The Print Size Wizard

MODULE 2:

ANIMATION

- General Principles
- Working with key-frames
- Animation objects
- Working with the track view editor
- Animating an object with Autokey
- Understanding animation controllers
- Working with object hierarchies
- Animating bipeds

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