

Autodesk 3ds Max 2008

3ds Max for Design Visualization

Courseware Description

This courseware provides a fundamental understanding of utilizing 3ds Max for Design Visualization. Although this courseware is designed for instructor-led courses, you can also use it for self-paced learning. The courseware encourages self-learning through the use of the Autodesk® 3ds Max™ 2008 Help system.

Hands-on exercises throughout the courseware demonstrate the modeling process using techniques that can be applied to the mainstream drafting industries.

Suggested Course Duration:	3 days
Pages:	404
Trial CD:	Yes
Onscreen Exercises Included?	Yes

Objectives

The four primary objectives of this courseware are to teach students how to:

- Understand the basic functionality, features and principles behind 3ds Max.
- Create and manipulate 3D data in 3ds Max.
- Import data from other 3D applications.
- Embellish scenes with the use of materials and maps.
- Create adequate lighting for your environments.
- Animate objects in the scene.
- Render still pictures and animations to disk for later viewing

Who Should Attend

This courseware is designed for new users of Autodesk 3ds Max.

Prerequisites

This course is designed for beginner users who want to learn about 3D environments and want to use 3ds Max for Design Visualization purposes.

It is recommended that you have:

- Have a working knowledge of a CAD application such as Autodesk AutoCAD or Autodesk Revit.
- A working knowledge of Microsoft® Windows® 2000 or Microsoft® Windows® XP.

Course Outline

User Interface

User Interface Components
Viewports
Command Panels
Other UI Elements

File I/O

Starting a Project
Saving Files
Hold/Fetch
Merging Files
Import/Export
File Linking

Getting Started

Setting Preferences
Object Creation
Object Selection
Scene Management

Transforming Objects

Transform Tools
Coordinate Systems
Snaps
Align Tools
Making Duplicates
Other Transforms

Modifying Objects

Basic Concepts
Modifier Examples

Modeling with 3D Geometry

AEC Techniques

Modeling from Splines

Shape Definition
Working with Splines
Using Shape Modifiers
Using Lofts

Materials

Using Materials
Material Types

Using Maps

Maps in Material Definitions

Mapping Coordinates

Mapping Coordinates

Cameras

Camera Types
The Moving Camera

Lights

Standard Lights
Dome Lighting
Ambient Occlusion
Light Tracer
Radiosity
Mental Ray

Animation Basics

Animation Theory
Alternative Animation Methods

Rendering

Render Scene Dialog
Scene States
Batch Render

Note: The suggested course duration is a guideline. Course topics and duration may be modified by the instructor based upon the knowledge and skill level of the course participants.