



MXES - 3D Studio Max Explorer Series – Level 2

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 :2 Days (9.30am-4.30pm)

LEARNING OBJECTIVES

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

- ✓ Create basic models.
- ✓ Explore basic model modifications.
- ✓ Manage complex model scenes.
- ✓ Create and apply camera settings.
- ✓ Apply material onto objects.
- ✓ Create Daylight system.
- ✓ Create Artificial lights.
- ✓ Test Mental Ray render and study the rendering effects.

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, Windows® 8 or Windows® 10.
- Working knowledge of a CAD application such as AutoCAD, SketchUp or Revit is recommended.

CERTIFICATE

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



COURSE CONTENT

Day 1

Getting to know 3DS Max Design

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

BASIC MODELLING & MODIFICATION

Introducing 3DS Max Objects

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

Creating shapes with splines

- Drawing with splines
- Modifying a shape.
- Outlining and Extruding splines
- Combining & extruding Splines

BASIC SCENE MANAGEMENT

- Objects Grouping
- Naming Object
- Organizing object by layer

BASIC MODELLING & MODIFICATION CONT'

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 2

BASIC OUTPUT

Camera Composition

- Create Target Camera
- Controlling Stock Lenses
- Applying Safe Frames
- Setting up Output Size

Enhancing model with Materials

- Working with Autodesk Material Libraries
- Understanding Mental Ray Arch & Design Material.
- Applying material to objects
- Applying UVW Map modifier

System Daylight & Artificial

- Lighting your model
- Rendering a view
- Shadow effect
- Playing in the shadow
- Using the light Lister
- Controlling Exposure

Rendering

- Controlling the FG Point of the scene.
- Adjusting the scene Exposure.
- Export to JPG