



MSPS - 3D Studio Max Professional Series – Level 3



Training Course Outline

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: 2 Days(9am-5pm)

LEARNING OBJECTIVES

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

- ✓ Create advance models.
- ✓ Explore advance model modifications.
- ✓ Manage complex model scenes.
- ✓ Create and apply camera settings.
- ✓ Create and apply material onto objects.
- ✓ Create Architectural Walkthrough animation
- ✓ Test Mental Ray advance render and study the rendering effects.

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 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.

CERTIFICATE

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

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.



COURSE CONTENT

Day 1

Advanced Modeling

- Working with Editable Poly
- Creating High Poly Furniture
- Creating Customize Windows
- Creating Customize Doors

Advanced Modification

- Understanding Stacked Modifier
- Applying Grass & Fur Modifier
- Applying Cloth Modifier

Advance Management

- Mr Proxy

Advance Output

- Using Multi Sub-Object Material Template
- Understanding of Bump & Displacement
- Understanding Cut Out Materials
- Understanding Depth of Fields
- Using IES Light template
- Using Mr. Sky Portal
- Understanding of Final Gather & Global Illumination

Day 2

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