

3Ds Max

Duration: 80hrs

Introduction about 3Ds Max

- About 3Ds Max
- Customizing Viewport
- Geometric Primitives
- Useful Shortcuts

Basic Modeling Command

- Standard Primitives
- Extended Primitives

Modifying Command

- Move
- Rotate
- Scale
- Angle Snap
- Rotate Snap
- Grid Snap
- Copy/Clone
- Units
- Align
- Array

Modifiers

- Bend
- Twist
- Tapper
- Slice
- Wave
- Ripple
- Noise
- Shell
- Relax

- FFD Box
- TurboSmooth
- Colt Simulation
- Loft
- Pro Boolean
- Boolean
- Leath
- Lattice

Advance Modeling

- Spline
- Editable Poly
- Import AutoCAD file

Materials

- Standard Material
- Arch and Design
- Blend
- Composite
- Bitmap
- Multi-Sub Object
- Top And bottom

lighting

- Standard Lighting
- Photometric Lighting
- Daylight
- Environment
- Effects

camera

- Target Camera
- Free Camera

- Walkthrough
- Camera Animation

Render

- Default Scanline
- Mental ray