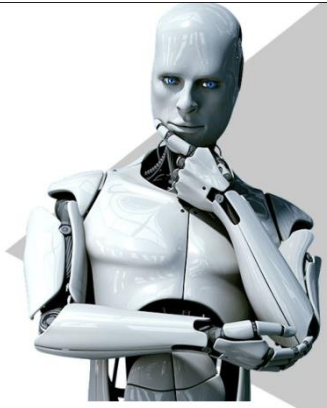


STUCORNER

Development | Training | Consultancy

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3Ds MAX

Duration: 80hrs

Introduction about 3Ds Max

- About 3Ds Max
- Customizing Viewport
- Geometric Primitives
- Useful Shortcuts
- Preferences
- Setting the Projects Folder
- Configure Paths
- Visualization Wrokflow

3Ds Max Configuration

- Viewport Configuration
- Viewport Navigation
- Object Selections Methods
- Unit Setup
- Layers and Object Properties

Basic Modeling Command

- Standard Primitives
- Extended Primitives
- Applying Transforms
- Sub-Object Mode
- Cloning and Grouping



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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



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Materials

- Introduction to Material
- Standard Material
- Arch and Design
- Blend
- Composite
- Bitmap
- Multi-Sub Object
- Top And bottom
- Managing Material
- Opacity, Bump, and Reflection Mapping
- Mapping Scale
- Mapping Coordinates

Introduction to Lighting

- Fundamentals Standard Lighting
- Types of Standard Lighting
- Shadow Types
- Photometric Lighting
- Exposure Control
- Daylight
- Environment
- Effects

Camera

- Target Camera
- Free Camera
- Walkthrough
- Camera Animation

Render

- Default Scanline
- Mental ray
- Render Presets
- Render Options
- Print Size Wizard
- Background Images
- Animation Output



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