



# 3ds Max Jumpstart - Zero to Hero



**Level:** Fast Track - Introduction  
**Duration:** 5 Days  
**Time:** 10 AM - 5 PM  
**Cost:** £997 ex VAT

## Overview

- Creating a model
- Material techniques
- Cameras & views
- Lighting your scene
- Animation
- Rendering your model

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## Description

\*zero to 3ds Max HERO in just 5 days!\*

Academy Class are proud to present the five day technical training course designed to help you learn everything you need to create 3D content using 3ds Max.

3ds Max Jumpstart Zero to HERO will focus on learning the basics of modeling, material creation, animation, and scene generation. Learn the capabilities of the interface, how to work efficiently, and how to apply toolset in the workplace. This class will take you past the basic level into an intermediate skill-set.

You will also be prepared for and take the Autodesk 3ds Max Certified Associate exam

## Who is this course for?

This is for people who want to create 3D graphics for print or animation. Target customers are architectural practises, visualisation studios, production houses, advertising agencies or other such departments that work in large organisations.

## Assumed Knowledge

Attendees require only a very general knowledge of 3D and its concepts although a basic understanding of computer hardware and software is essential. Knowledge of other digital media packages is an advantage but not a necessity.

## What you will learn

You'll learn how to work in a production environment, understand the mechanics of 3ds

Max, be able to create 3d models using a variety of techniques, work with materials to texture your models, understand how to light a scene, be able to create animations, stage a scene, understand cinematography and learn how to create output for use in post production.

## Outline

An introduction to Autodesk 3DS Max Design 2011

- interface & workflow
- project folder configuration
- viewports & navigation tools
- keyboard shortcuts
- reference coordinate system and Snaps
- asset browser

Creating a model

- parametric geometries and shapes
- high and low poly modeling
- modeling 3D objects from 2D shapes
- edge copying technique
- combine multiple modeling concepts to create photo-real models
- learn to build anything you can imagine
- scaling your model (reset Xform)
- Xview

Material Techniques

- learn a material's workflow
- how to use material templates (arch and design and autodesk materials)
- how to create photorealistic materials
- how to apply a material (uvw map and unwrap uvw)
- open, save, create & merge materials libraries

Cameras & Views

- create & modify cameras
- create camera from view
- viewport background
- scene states
- isolation mode
- display object properties

Lighting your scene

- standard and photometric lights- advantages & disadvantages

- distributions types photometric lights
- self illuminated materials
- interior lighting techniques
- daylight system
- shadow types

#### Animation

- how to animate objects & materials
- tips & tricks
- walk through animation
- select & link objects

#### Rendering your model

- default scanline renderer
- mentalray renderer
- final gather
- rendering animations with mentalray
- panorama exporter
- print size assistant