# AUTODESK®
# 3DS MAX®

## CERTIFIED USER & CERTIFIED PROFESSIONAL

Exam preparation road map. Autodesk certifications are industry-recognized credentials that can help you succeed in your design career.

### PREPARE FOR SUCCESS

Autodesk certifications provide reliable validation of knowledge and skills. These credentials can lead to accelerated professional development, improved productivity and enhanced credibility.

Your examination preparation is critical for your success. Schedule time to prepare, review this exam preparation road map, take a course at a Certiport Authorized Testing Center (CATC), and support your studies with official preparation materials. Equally as important is actual hands-on experience.

### CERTIFICATIONS LEVELS AVAILABLE

The 3ds Max Certified User exam includes both academic and industry requirements designed to confirm that Autodesk® 3ds Max® software users have the skills necessary to continue their design careers—whether they attend college, enter the workforce, or work toward additional levels of industry certification.

The 3ds Max Certified Professional exam is aimed at assessing advanced users' knowledge of the tools, features, and common tasks of 3ds Max.

### RECOMMENDED EXPERIENCE LEVELS

Actual hands-on experience is a critical component in preparing for the exam. You must spend time using the product and applying the skills you have learned.

**Certified User exam:**

- 3ds Max course (or equivalent) plus 50 hours of hands-on application
- Certified Professional exam: 3ds Max course (or equivalent) plus 400 hours of hands-on application

### QUESTIONS AND ANSWERS

**When do I get my proper certificate from Autodesk?**
You will be able to download your certificate from the Certiport website after the exam - usually takes a bit time for it to be generated.

**When do I get my results?**
You will get the scores straight away after the exam on screen.

**When do I get access to the accredited logo?**
You should receive an email with instructions from crepitant.com and you will be able easily download the logo and certificate.

Academy Class London HQ
Elizabeth House,
39 York Road | SE1 7NQ

Adobe AUTHORISED Training Centre

MAXON A NEMETSCHEK COMPANY TRAINING PROVIDER.

CIW™

Autodesk Authorized Training Center

DELL | intel

unity

## EXAM TOPICS & OBJECTIVES

We recommend that you review the topics and objectives during preparation for certification. Please note that some objectives may not be tested on your certification exam.

The Autodesk Certified User exam consists of about 30 questions combining multiple choice, matching, point-and-click (hot-spot), and performance-based question types to ensure students understand and can effectively use 3ds Max. The exam has a 50-minute time limit.

The Autodesk Certified Professional exam is comprised of about 35 questions, of which the majority requires you to use 3ds Max to create or modify a data file, and then type your answer into an input box. Other question types include multiple choice, matching, and point-and-click. The exam has a 2-hour time limit (in some countries, the time limit may be extended).

| Animation | User | Professional |
|---|---|---|
| Create a path animation and evaluate an object along the path | X | X |
| Preview an animation | X | |
| Identify Controller types | | X |
| Identify playback settings | X | X |
| Locate the value of keys in the Time Slider | X | X |
| Use a Dope Sheet | | X |
| **Cameras** | | |
| Differentiate camera types | X | X |
| Orbit and pan | X | |
| Edit FOV (Field of View) | X | X |
| Data Management / Interoperability | | X |
| Differentiate common file types and usages | | X |
| Use the import feature to import model data | | X |
| **Effects** | | |
| Identify Space Warp types | | X |
| Use atmosphere effects | | X |
| Use particle systems | | X |
| **Lighting** | | |
| Use directional lighting | X | |
| Compare Attenuation and Decay | | X |
| Identify parameters for modifying shadows | X | X |
| Add a volumetric effect | | X |
| **Materials / Shading** | | |
| Set shader parameters | X | |
| Use the Blinn shader | X | |
| Identify the specular component of a light | | X |
| Use the Slate Material Editor | X | X |

| Rigging | User | Professional |
|---|---|---|
| Use Character Studio for Rigging | | X |
| Create simple Bipeds | X | X |
| Use the Skin modifier | | X |
| **Modeling** | | |
| Create and modify objects | X | |
| Differentiate reference coordinate systems | | X |
| Differentiate standard versus extended primitives | | X |
| Differentiate workflow | X | X |
| Editable mesh and poly | X | |
| Identify and use line tool creation methods | | X |
| Identify Clone types | | X |
| Identify Vertex types | | X |
| Use object creation and modification workflows | | X |
| Use polygon modeling tools | | X |
| Use ProBoolean | | X |
| Work with standard primitives | X | |
| Work with surfaces | X | |
| **Rendering** | | |
| Differentiate Renderers | X | X |
| Identify rendering parameters | X | X |
| Quick Render | X | |
| **UI / Object Management** | | |
| Describe and use object transformations | X | X |
| Identify Selection Regions and methods | X | X |
| Organize objects | X | |
| Set up and use Scenes | | X |
| Use Viewports | X | X |