3ds Max Essentials
Training course outline

3ds Max is used in a wide range of industries.

It provides a comprehensive 3D modelling, animation and rendering solution to architects, interior designers and engineers.

The gaming, film and television industries use the application to produce stunning 3D animations.

3ds Max Essentials training provides an ideal starter for users of 3ds Max from all industries and backgrounds.

Course summary
Teaches the theory and introduces the practical steps required to use 3ds Max effectively. Sessions include:

- Configuring and rendering scenes.
- Creating and editing 3D geometry.
- Understanding and applying lighting and materials for realism.
- Creating desktop animations.

The course includes a session looking at the most popular renderers used with 3ds Max, including ART, Arnold and V-Ray, to help you ascertain which best meets your needs.

Duration
3 days.

Who should attend?
This course is ideal for new users of 3ds Max from all industries, including:

- Architects, designers and engineers.
- Game developers.
- Artists and animators who produce film and video content.

Where possible, delegates carry out exercises relevant to their industry.

In-class or live online
You can attend course in-person at any of our centres, or participate online from your place of work or home.

To read about our approach to online training, see armada.co.uk/live-online-training.

General information
Armada is an Autodesk authorised Training Centre (ATC), and our 3ds Max Essentials course is accredited by Autodesk.

3ds Max courses are hosted by Autodesk Certified Instructors (ACIs) who are CGI experts with vast experience of using the application professionally.

Whilst attending training at our centres, delegates have the use of a computer running licensed 3ds Max software to practice the techniques taught. Refreshments and lunch are provided.

Course fees can be paid by card or bank transfer. We accept purchase orders from UK-registered companies and public sector organisations.

If you're self-funding your training, you can pay in staged payments, interest-free, over 12 months.

Course materials and certificate
Delegates receive:

- A comprehensive training guide for 3ds Max.
- An e-certificate from Autodesk confirming attendance on an accredited *3ds Max Essentials* course.

After course support
Following 3ds Max training, delegates are entitled to 30 days' email support from their trainer to help with any post-course issues.

3ds Max professional certification
Armada is an authorised Autodesk Certification Centre (ACC) offering Autodesk professional certification exams which lead to 'Autodesk-certified professional in 3ds Max' status.

Further information, prices & dates
See armada.co.uk/course/3ds-max-training.

Course syllabus
See over.

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Course syllabus

Topics	Sub-topics
Introduction	Understanding the 3D environment
	The 3ds Max user interface
	Command panels
	Other UI elements
Getting started	Setting preferences correctly
	Viewport navigation and configuration
	Object creation and selection
	Scene management
Assembling project files	Starting a project
	File linking
	Holding/fetching
	Merging files
	Importing/exporting
Basic modelling techniques	Basic concepts
	Modelling with primitives
	Modifiers and transforms
	Reference coordinate systems and transform centres
	Cloning and grouping
	Polygon modelling tools
Modelling	Modelling with 3D geometry
	Spline theory
	Working with splines
	Create 3D models from 2D objects
	Using shape modifiers
	Using lofts
	Creating multiple model concepts from one idea
	Polygon theory
	Creating and editing 3D polygon objects
	Using snaps and align tools for precision

Topics	Sub-topics
Materials and mapping	The principles of materials and surfaces
	Introduction to the materials editor
	Different types of material
	Applying materials
	Using 2D maps
	Introduction to UVW mapping
	Editing UVW map coordinates
	Applying materials and maps
Lighting	Introduction to direct lighting
	Creating 3 point and dome lighting rigs
	Shadows and shadow theory
	How to get the most from using shadows by adjusting their parameters
	Using sky light and light tracer for external scenes
	Colour light theory
	The daylight system
Cameras	Physical camera
	Target and free camera parameters
	Camera paths
Rendering	Review of the renderers available in 3ds Max: ART, Arnold
	Review of populat third-party renderers: V-Ray, mental ray
	Render scene dialog
	Scene states
	Batch render
Animation	General principles
	Working with key-frames
	Animating objects
	Working with the track view editor
	Animating an object with Autokey
	Understanding animation controllers
	Working with object hierarchies
	Animating bipeds