

## 3DS MAX DESIGN FOR VISUALIZATION ESSENTIALS TRAINING

### Course Code

MV0001

### Course Overview

This course is designed to teach participants the fundamentals of working in 3D using an array of features and tools in 3ds Max. It is dedicated to animation, modeling, materials, lighting, and rendering.

### Course Duration

3 days (9:30am – 5:30pm)

### Course Objectives

This course covers the basics of creating, embellishing, and animating 3D scenes. After completing this course, participants should be able to:

- Understand the basic functionality, features and principles behind Autodesk 3ds Max
- Create and manipulate 3D data in Autodesk 3ds Max Model objects using a variety of techniques
- Import data from other 3D applications
- Embellish scenes with the use of materials and maps
- Create adequate lighting for your environments
- Animate objects in the scene
- Render still pictures and animations to disk for later viewing

### Course Target Group

This course is designed to teach beginner users who want to learn about 3D environments and want to use 3ds Max for Design Visualization purposes.

### Course Pre-requisites

- Working knowledge of a CAD application such as AutoCAD or Revit.
- Working knowledge of Microsoft® Windows® 2000 or Microsoft® Windows® XP.

### Course Materials

Autodesk Official Training Courseware will be provided to each participant.

### Course Achievement

Autodesk ATC Certificate of Completion shall be issued to participants with full attendance record within 2 weeks upon training completion.

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## 3DS MAX DESIGN FOR VISUALIZATION ESSENTIALS TRAINING

### Course Outline

#### Day 1

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##### User Interface

- User Interface Components
- Viewports
- Command Panels
- Other UI Elements

##### File I/O

##### Getting Started

- Setting Preferences
- Object Creation
- Object Selection
- Scene Management

##### Transforming Objects

- Transform Tools
- Coordinate Systems
- Snaps
- Align Tools
- Making Duplicates
- Other Transforms

#### Day 2

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##### Modifying Objects

- Basic Concepts
- Modifier Examples

##### Modeling with 3D Geometry

- AEC Techniques

##### Modeling from Splines

- Shape Definition
- Working with Splines
- Using Shape Modifiers
- Using Lofts

##### Materials

- Using Materials
- Material Types

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## 3DS MAX DESIGN FOR VISUALIZATION ESSENTIALS TRAINING

### Course Outline (Continued)

#### Day 3

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##### Using Maps

- Maps in Material Definitions

##### Mapping Coordinates

##### Cameras

- Camera Types
- The Moving Camera

##### Lights

- Standard Lights

##### Advanced Lighting

##### Animation Basics

- Animation Theory
- Alternative Animation Methods

##### Rendering

- Render Scene Dialog
- Scene States
- Batch Render

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*Note: The suggested course duration is a guideline. Course topics and duration may be modified by the instructor based upon the knowledge and skill level of the course participants.*

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