COURSE SYLLABUS

Autodesk 3ds Max Bootcamp

Learn the industry's top 3D drawing application and become a 3D artist capable of making stunning animations and renders. Gain a powerful and flexible skill set applicable to architecture, product design, engineering, and entertainment.

Group classes (NYC) and onsite training are available for this course. For more information, email corporate@nobledesktop.com or visit: https://www.nobledesktop.com/classes/3ds-max-training



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Course Outline

The User Interface & Workflow

Viewport Navigation
Object Management
Modifier Panel
Scene Management

Poly Modelling with Subdivision Surfaces

Poly modelling workflow
poly modelling tools
Advanced Poly modelling tools
Subdivision Surfacing
Using the control cage

Spline Based Modelling

Spline Creation and modification
Spline refinement
extrusion

UV Coordinates

Understanding UV Coordinates
Tileable vs object based

UVW Map Modifier (projection mapping)
Unwrap UVW Modifier (UV unwrapping)
Render UVW Template
Outside tools and recommendations

Materials / Surfacing

Materials Explained
Slate Editor
Material types and node groups
Multi-sub object Material
PBR (Physically Based Rendering)
Material Properties. The big 3: Albedo / Spec / Bump
Outside tools and recommendations

Animating 3D objects

Keyframes explained
Autokey mode
TRS (Translation Rotation Scale)
Trajectories
Graph editor / mini graph editor

Lighting and Cameras

Creating and manipulating cameras
What is IBL? (Image Based Lighting)
Using HDRI probes to light a scene (High Dynamic Range Image)
Exposure control
Controlling light settings
Adding standard lights to a scene
light lister

Rendering

Rendering stills vs animations
Common render settings (output folder / Image size / sequence length)
Renderer-specific render settings
Understanding samples
Managing render quality vs. render time
Final Tips: Render small, tweak, repeat until final