

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 in NYC and onsite training is available for this course.
For more information, email corporate@nobledesktop.com or visit:
<https://www.nobledesktop.com/classes/3ds-max-training>



hello@nobledesktop.com • (212) 226-4149

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)
- Render specific render settings
- Understanding samples
- Managing render quality vs. render time
- Final Tips: Render small, tweek, repeat until final