

# 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](mailto: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)

Render specific render settings

Understanding samples

Managing render quality vs. render time

Final Tips: Render small, tweek, repeat until final