

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>



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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