

# Autodesk 3ds Max 2019

1. Introduction to Autodesk 3ds Max
  - a. Visualization Workflow
  - b. The Autodesk 3ds Max Interface
  - c. File Commands
  - d. Configure Paths
  - e. Display Drivers
  - f. Viewport Display and Labels
2. Autodesk 3ds Max Configuration
  - a. Viewport Navigation
  - b. Viewport Configuration and Settings
  - c. Object Selection Methods
  - d. Units Setup
  - e. Layer and Object Properties
3. Assembling Project Files
  - a. Data Linking and Importing
  - b. Linking Files
  - c. References
4. Basic Modeling Techniques
  - a. Model with Primitives
  - b. Modifiers and Transforms
  - c. Sub-Object Mode
  - d. Reference Coordinate Systems and Transform Centers
  - e. Cloning and Grouping
  - f. Polygon Modeling Tools in the Ribbon
  - g. Statistics in Viewport
5. Modeling From 2D Objects
  - a. 3D Modeling from 2D Objects
  - b. The Lathe Modifier
  - c. 2D Booleans
  - d. The Extrude Modifier

- e. 3D Boolean Operations
  - f. Using Snaps for Precision
  - g. The Sweep Modifier
6. Materials
- a. Understanding Materials and Maps
  - b. Material Shaders
  - c. Managing Materials
  - d. General Materials
  - e. Scanline Materials
  - f. Autodesk Materials
  - g. Opacity, Bump, and Reflection Mapping
  - h. Arnold Materials
  - i. The Material Explorer
  - j. Scene Converter
7. Mapping Coordinates and Scale
- a. Mapping Coordinates
  - b. Mapping Scale
  - c. Spline Mapping
8. Introduction to Lighting
- a. Local vs. Global Illumination
  - b. Standard Lighting
  - c. Types of Standard Lights
  - d. Shadow Types
9. Lighting and Cameras
- a. Photometric Light Objects
  - b. Arnold Lights
  - c. Cameras
  - d. Background Images
10. Exposure Control, Daylight, and Rendering
- a. Exposure Control

- b. Daytime Lighting
- c. Rendering Options
- d. Arnold Renderer
- e. Scanline Renderer
- f. ART Renderer
- g. State Sets
- h. The Print Size Wizard

## 11. Animation

- a. Animation and Time Controls
- b. Walkthrough Animation
- c. Animation Output