Autodesk 3Ds Max Fundamentals

Target Audience

This course is designed for beginners, architects, interior designers, game developers, and visualization professionals who want to learn the fundamentals of 3ds Max for modeling, texturing, lighting, and rendering.

Course Objective

The course aims to provide a solid foundation in Autodesk 3ds Max, enabling learners to create 3D models, apply materials, set up lighting, and render high-quality visuals for architectural visualization, product design, and animation.

Course Outcome

- Understand the 3ds Max interface and efficiently navigate the modeling workspace.
- Create and modify 3D models using basic and advanced modeling techniques.
- Apply materials, textures, and lighting to enhance the realism of 3D scenes.
- Render high-quality images and animations using built-in rendering tools.

Course Outline: The course comprises **40-hours** of theory and labs and is divided into **17** different chapters. Each chapter will be followed by **hands-on lab exercises** to reinforce learning and gauge understanding of the topics covered.

Chapter 1. Introduction to Autodesk 3ds Max

Chapter 2. Primitive Objects-I

Chapter 3. Primitive Objects-II

Chapter 4. Working with Splines-I

Chapter 5. Working with Splines-II

Chapter 6. Lofting, Twisting, and Deforming Objects

Chapter 7. Material Editor: Creating Materials

Chapter 8. Material Editor: Texture Maps-I

Chapter 9. Material Editor: Texture Maps-II

Chapter 10. Material Editor: Controlling Texture Maps

Chapter 11. Material Editor: Miscellaneous Materials

Chapter 12. Interior Lighting-I

Chapter 13. Interior Lighting-II

Chapter 14. Animation Basics

Chapter 15. Complex Animation

Chapter 16. Arnold Materials, Lights, and Rendering

Chapter 17. Creating Walkthrough

Project 1

Project 2