



ProGrafix
School of Design & New Media

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Autodesk
Authorized Training Center
Authorized Certification Center



www.prografix.gr

Autodesk 3Ds Max Level 1

ΔΙΑΡΚΕΙΑ

14 SESSIONS X 3 HOURS (42 HOURS)

01 INTRO

Intro to 3Ds Max
Interface tour
Viewport tools
Geometry (basic & extended primitives)
Basic tools (move , rotate , scale)

02 TOOLS

Basic tools (type in)
Clone tools (clone , array)
Snap tools
Import/export/merge

03 MODELING I

Shape (splines)
Editing splines
Modifiers I

04 MODELING II

Editing splines
Walls layering for buildings
Modifiers II

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05 MODELING III

Editing splines

Modifiers III

Loft

06 MODELING IV

Editing polygon

Boolean/ProBoolean

Mesh

ProBoolean

07 MODELING V

AEC

Walls

Windows

Doors

Foliage

08 RENDER I

Rendering principles

09 MATERIAL I

Materials Intro

Material Basics

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10 MATERIAL II

Materials extended features
UVW Mapping

11 MATERIAL III

Materials extended features
Modifiers IV
Multi-sub object & ID's

12 CAMERAS I & ANIMATION I

Intro to cameras & lenses
Working with cameras
Depth of field
Animation principles

13 LIGHTS I

Lights & lighting principles
Standard lights
Volume light effect

14 LIGHTS II & MENTAL RAY I

Sunlight systems
Intro to Mental Ray materials & lighting
Intro to 3Ds-Max - Level II

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