



AUTODESK 3DS MAX

3ds Max is used by leaders in the video games, film and television industries to produce stunning 3D content.

3ds Max Design provides a comprehensive 3D modelling animation and rendering solution to architects, designers and engineers.

3ds Max Essentials training provides an ideal starter for users of 3ds Max and 3ds Max Design from all industries and backgrounds.

Course Summary

3Ds Max Essentials course introduces the basic functionality, features and principles behind 3ds Max and 3ds Max Design, teaching the key theory and techniques that you need to use the application effectively.

Duration

30 hours

Who Should Attend?

New comers to 3ds Max and novice 3ds Max users from any industry and background

- Architectural students who have a basic understanding of design projects
- Interior designers

Requirements

A basic understanding of modeling is recommended. No prior knowledge to other CAD products required.

General Information

IPEL Group is an **Autodesk authorized Training Center (ATC)**, and our 3Ds Max course is accredited by Autodesk.

3Ds max courses are hosted by Autodesk Certified Trainers (ACTs) who are experienced in using 3Ds max.

Course fees are paid by cash on site.

Courseware & Certificate

Trainees Receive:

- Autodesk Official Training classes with the most comprehensive 3Ds max training materials available.
- An e-certificate from Autodesk confirming attendance on an accredited 3ds max Course.

Methodology of Delivery

For detailed information on the method different methods of delivery, please visit our website at:

www.ipelgroup.com/home/news

Practical exercises are carried out under guidance to help trainees to learn the techniques right.

Dates and Price

3Ds max advanced courses are typically scheduled monthly. For forthcoming dates and for prices please visit our website at:

www.ipelgroup.com/home/schedule

After Course Support

Following 3Ds max training, trainees get 3 months of email support from their trainer to help with any post course issues.

Course Outline

See Below.

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INTERNATIONAL
PROFESSIONAL
ENGINEERING
LEADERS



AUTODESK
Authorised Training Centre
Certification Centre

CERTIPORT
A PEARSON VUE BUSINESS
AUTHORIZED TESTING CENTER

Detailed Course Outline

Topics	Sub Topics
Introduction	Understanding the 3D environment
User interface	Touring the interface Viewports Command panels Other UI elements
File I/O	Starting a project Saving files Hold/fetch Merging files Import/export File linking
Getting started	Setting preferences correctly Object creation Object selection Scene management
Transforming objects	Transform tools Coordinate systems Snaps Align tools Making duplicates Other transforms
Modifying objects	Basic concepts Modifier examples

Topics	Sub Topics
Materials and Modeling	The principles of materials and surfaces Introduction to the materials editor Different types of material Applying materials Using 2D maps introduction to UVW mapping Editing UVW map coordinates Applying materials and maps Introduction to mental ray materials Applying and editing mental ray materials Applying mental ray materials
Cameras	Camera nd Camera paths Camera target
Lightning	Introduction to direct lighting Creating 3 point and dome lighting rigs Shadows and shadow theory How to get the most from using shadows by adjusting their parameters Using lights in mental ray The daylight system
Animation	General principles Working with key-frames Animating objects Animating an object with Auto key Understanding animation controllers
Rendering	Render scene dialog Scene states Batch render