

# 3ds Max Introduction



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3ds Max is used in a wide range of industries. It provides a comprehensive 3D modelling, animation and rendering solution to architects, interior designers and engineers.

The gaming, film and television industries use the application to produce stunning 3D animations.

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

This course is run on a bespoke basis, giving you the opportunity to tailor the course to your exact requirements. To provide a starting point, we'd recommend you use the suggested course outline as a guide only.

The course runs from 9.30 am to approximately 4.30 pm.

Duration: 2 days.

## Introduction

Understanding the 3D environment  
The 3ds Max user interface  
Command panels  
Other UI elements

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## Getting started

Setting preferences correctly  
View port navigation and configuration  
Object creation and selection  
Scene management

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## Assembling Project Files

Starting a project  
File linking  
Holding/fetching  
Merging files  
Importing/exporting

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## Basic modelling techniques

Basic concepts  
Modelling with primitives  
Modifiers and transforms  
Reference coordinate systems and transform centres  
Cloning and grouping  
Polygon modelling tools

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## Modelling

Modelling with 3D geometry  
Spline theory

Working with splines

Create 3D models from 2D objects Using shape modifiers

Using lofts

Creating multiple model concepts from one idea

Polygon theory

Creating and editing 3D polygon objects

Using snaps and align tools for precision

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## Materials and mapping

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

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## Lighting

Introduction to direct lighting

Creating 3 point and dome lighting rigs

Shadows and shadow theory

How to get the most from using shadows to adjusting their parameters

Using sky light and light tracer for external scenes

Colour light theory

The daylight system

“A highly professional company run by knowledgeable, friendly people”



# 3ds Max Introduction...

Our bespoke onsite courses run from 9:30am to 4:30pm with an hour for lunch. The trainer will arrive in time to check and help with your set up. If you need to amend these timings just let us know in advance and we will work around what suits you.

## Cameras

- Physical camera
- Target and free camera parameters
- Camera paths

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## Rendering

- Review of the renderers available in 3dsMax:
  - ART.Amold
- Review of popular third-party renderers:
  - V-Ray. mental ray
- Render scene dialog
- Scene states
- Batch render

## Animation

- General principles
- Working with key-frames
- Animating objects
- Working with the track view editor
- Animating an object with Autokey
- Understanding animation controllers
- Working with object hierarchies
- Animating bipeds