

# 3DS Max New User Training

## 3-day class

The Autodesk 3DS Max New User course provides for the student a thorough introduction to the 3DS Max software. Students will learn how to make the most of this sophisticated application, as well as broaden the horizons of existing, self-taught users. The practices in this course are geared toward professionals in the Architecture, Interior Design, Civil Engineering, Mechanical Engineering and Product Design Industries.

- **Introduction to 3ds Max**
  - Identify Data Sources
  - Visualization Workflow
  - User Interface
  - Scene Preferences
  - Setting the Project Folder & Path Locations
  - Viewport Display & Labels
- **3ds Max Configuration**
  - Scene Navigation
  - Viewport Configuration
  - Object Selection Methods
  - Scene Units
  - Object Grouping
  - Layer & Object Properties
  - Modifying Display Settings of Layers & Objects
- **Basic Modeling Techniques**
  - Model with Primitives
  - Applying Transforms
  - Sub-Object Mode
  - Coordinate Systems & Transform Centers
  - Cloning & Grouping
  - Create & Modify Objects Using Polygon Modeling Tools
  - Statistics in Viewport
- **Modeling from 2D Objects**
  - Create 2D Shapes
  - 3D Modeling from 2D Shapes
  - 2D & 3D Boolean Modifiers
  - Using The Extrude Modifier
  - The Sweep Modifier
  - Using Snaps for Precision
- **Assembling Project Files**
  - Linking vs. Importing Files
  - Combining Entities from DWG/DXF/FBX/RVT File Formats
  - Linking DWG/DXF/FBX/RVT Files
- **Materials**
  - Understanding Maps & Materials
  - Controlling Material Attributes
  - Using the Material Explorer
  - Standard Materials & Material Shaders
  - Assigning Maps to Materials
  - Transparency, Opacity, Bump, & Reflection Mapping
- **Mapping Coordinates & Scale**
  - Mapping Coordinates of Texture Maps
  - Mapping Scale & Size
  - Spline Mapping
- **Introduction to Lighting**
  - Local vs. Global Illumination
  - Standard Lighting
  - Shadow Casting Methods
- **Lighting & Rendering**
  - Photometric Light Objects
  - Exposure Control
  - Using Sun & Skylight to Enhance a Scene
- **Rendering & Cameras**
  - Common Rendering Options
  - Rendering Presets
  - Understanding Surface Normals
  - Creating Scene States Using State Sets
  - Creating Cameras
  - Applying Background Images
  - Print Resolution, Paper Size, & Other Options
- **Animation**
  - Animation & Time Controls
  - Walkthrough Animations
  - Animation Output