

3D Studio Max Advanced

(1 day)

Background

Designed for those already familiar with 3ds max but who require detailed knowledge of the more advanced features.

This one day course will include nurbs modelling, particle systems, inverse kinematics and generating atmospheric effects such as volumetric lighting and fog.

You are welcome to bring your existing 3ds max generated models and sequences to work on during the course if you wish.

Course Outline

INTRODUCTION

Further modelling in max
Creating compound objects: (Boolean and Morphing)
Patch grids (Tri and Quad)
Nurbs modelling (surfaces and curves)

PARTICLE SYSTEMS AND SPACE WARPS

Particle systems, Spray, Super spray, PArray, Snow, Blizzard etc
Space warps, Geometric/Deformable, Particle and Dynamics

TRACKVIEW

The trackview interface
Using trackview
The Schematic View

VIDEO POST

A complete overview including:
- adding scene events
- adding image input events
- adding image filter events
- adding image layer events
- adding image output events
Applying lens effects

INVERSE KINEMATICS

Joint parameters
Animating with inverse kinematics

ENVIRONMENT

Common parameters
Adding atmospheric effects including:
- volumetric lighting
- volumetric fog

TIPS, TRICKS AND EXTRAS

Useful utilities and plug-ins
Useful websites

QUESTIONS AND ANSWERS

