

Introduction to 3D Studio Max

(2 days)

Background

The course is for designers or animators new to this high-performance 3D animation, modelling and rendering package.

3DS Max is the world's best selling professional 3D software and will enable you to create photo-realistic visualisation images, rendered 3D sequences for broadcast or high-impact 3D animations for multimedia or the web.

Course Outline

INTRODUCTION TO 3DS MAX

The stages of the 3D pipeline: modeling, materials, lighting, cameras, animation and rendering

THE MAX INTERFACE

The menu bar, tool bars and boxes
Activating and arranging viewports
The Command Panel

DRAWING PRECISION

Grids explained
The Transform Managers
Using Axis Constrainers

MODELLING IN 3DS MAX

The Create Panel
Fundamentals of modelling
Creating primitive based objects
Lofting (inc. the deformation tools)

ARRANGING A SCENE

The various selection methods
Pivot points explained
The move, rotate and scale transforms
Aligning objects
Cloning and grouping objects
Creating and using selection sets
Positioning and adjusting cameras

MODIFYING OBJECTS

The Modify panel
Object modifiers

THE MATERIALS EDITOR

The Materials Editor interface

LIGHTING

Different types of light sources
Positioning and adjusting lights

RENDERING A STILL IMAGE

Render parameters and options

ANIMATING A SCENE

Animation controls
Controlling time
Dummy objects explained
Creating event-driven animation

RENDERING AN ANIMATED SCENE

Rendering parameters
Output options



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