

Training Course Outline

COURSE DESCRIPTION

This course is designed for the new or novice 3D Studio Max user and is designed to teach the fundamental concepts and features. The course is intended to provide an understanding of how best to apply these features.

The course includes many practical exercises (called Labs) which use real world scenarios to enforce the basic concepts and features of 3DS Max.

PRE-REQUISITES

Attendees will require general knowledge of 3D modelling concepts and familiarity with 2D and 3D drawing or modelling programs.

The user will also benefit from general knowledge of using standard applications under Windows operating system.

COURSE OBJECTIVES

Upon completion of this training course, the user will have an understanding of the following:

- Interface
- Modelling
- 2D shapes to 3D objects
- Animation
- Materials and Mapping
- Using Maps
- Rendering
- Creating and Positioning Cameras
- Mental Ray
- Creating Ambient Light
- Lab Scenario

Duration 3 Days Course Code MAX9

Course Costs
First Delegate: £280/Person/Day
Additional Delegates: £180/Person/Day

Autodesk 3DS Max 9 Essentials

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