

ATC Training: Autodesk 3ds Max Essentials for Visualisers

This course has been designed for the professional who wants to create 3D graphics for print or animation. Target customers are architectural practices, visualisation studios, production houses, advertising agencies or other such departments that work in large organisations.

Upon successful completion of this course you will be able to:

- Ø Work in a production environment
- Ø Understand the mechanics of 3ds Max
- Ø Be able to create 3d models using a variety of techniques
- Ø Work with materials to texture your models
- Ø Understand how to light a scene
- Ø Be able to create animations
- Ø Stage a scene and understand cinematography
- Ø Know how to create output for use in post production

Course Outline

Getting Started

- Ø Understanding the 3D environment
- Ø Touring the interface
- Ø Setting preferences correctly
- Ø Creating primitive objects
- Ø Transforming objects

Modelling

- Ø Spline theory
- Ø Creating and editing 2D spline shapes
- Ø Create 3D objects from 2D shapes
- Ø Applying modifiers
- Ø Creating multiple model concepts from one idea (lab)
- Ø Polygon theory
- Ø Creating and editing 3D polygon objects.
- Ø Add detail to the building concept lab (lab)

Materials and Mapping

- Ø The principles of a surface
- Ø Introduction to the materials editor
- Ø Different types of material
- Ø Applying materials
- Ø Making materials by hand (lab)
- Ø Using 2D maps
- Ø Introduction to UVW Mapping
- Ø Editing UVW map coordinates
- Ø Applying materials & maps to the building concept lab (lab)
- Ø Introduction to Mental Ray materials
- Ø Applying and editing Mental Ray materials
- Ø Applying Mental Ray materials to the building concept and comparing them to standard materials (lab)

Course Code: EM0615_3dsMax

Course Duration: 5 days

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ATC Training: Autodesk 3ds Max Essentials for VisualisersContinued

Lighting

- Ø Lighting Theory
- Ø Introduction to direct lighting
- Ø Creating 3 point & dome lighting rigs
- Ø Shadows & shadow theory
- Ø How to get the most from using shadows by adjusting their parameters
- Ø Using sky light & light tracer for external scenes
- Ø Colour light theory
- Ø Using lights in Mental Ray
- Ø The Daylight System
- Ø Photorealistic lighting using Global Illumination and Final Gather in Mental Ray

Animation

- Ø Learning General Principles
- Ø Working with Key-frames
- Ø Animating Objects
- Ø Working with the Track View Editor
- Ø Animating an object with key-frames (lab)
- Ø Understanding Animation Controllers
- Ø Working with Object Hierarchies
- Ø Animating Bipeds (lab)
- Ø Camera Theory
- Ø Creating & editing cameras
- Ø How to compose a scene in the camera view correctly
- Ø Wiring storyboards and cinematic techniques

AIT Spatial Workshops

As an alternative to the standard ATC course, we are also able to provide a Workshop covering a selection of those topics listed above. If you are interested in undertaking an Autodesk 3ds Max Workshop, please contact us and we can discuss your bespoke requirements.

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