

ATC Training: Autodesk 3ds Max Essentials for Games

This course has been designed for individuals looking to gain the key skills to start a career as an artist or an animator within the computer games industry. Covering the fundamental skills and governing concepts essential for professionals creating successful 3d models this is an intensive course for people who need to learn how to get the most from 3ds Max.

It is advised that those wishing to take this course should be familiar with the basics of 3ds Max or should have attended a 3ds Max Essentials course.

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

- Ø Know how to build Characters, Vehicles & Environments for games.
- Ø Be able to use more advanced tools for specific placement of 2d images onto 3d models.
- Ø Learn how to set up characters for animation.

Course Outline

Introduction to Video Games

- Ø Creating basic geometry.
- Ø Basic UV Mapping.
- Ø Creating Colour Maps using Photoshop
- Ø Creating Secondary Maps - Bump, Normal, Specular.

Building Environments

- Ø Working with reference images
- Ø Creating the structure with details
- Ø Texture Model
- Ø Light Mapping with Texture Baking

Vehicles

- Ø Image Planes
- Ø Blocking out the vehicle
- Ø Refining the model
- Ø Unwrap UV's
- Ø Texture model

Characters

- Ø Getting the right reference material.
- Ø Image Planes.
- Ø Creating Limbs
- Ø Stitching body parts

Rig & Animate

- Ø Introduction to Bones.
- Ø IK & FK theory
- Ø Rigging a character
- Ø Creating Non-Linear Animation

Course Code: EM0615_3dsMaxGM

Course Duration: 5 days

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