

3D Max (Duration :- 2 month)

1. Introduction – The 3DS Max Interface

- ❖ Navigate the 3DS Max User Interface and Workspace
- ❖ Transforming Objects Using Gizmos
- ❖ Graphite Modeling Tools Set
- ❖ Command Panel
- ❖ Time Slider and Track Bar
- ❖ File Management
- ❖ Chapter exercise

2. 3DS Max First Project

- ❖ Setting Up a Project Workflow
- ❖ Clock Modeling
- ❖ Spline Modifier
- ❖ Bringing It All Together
- ❖ Chapter exercise

3. Modeling in 3DS Max: Architecture Model - Part 1

- ❖ Units Setup
- ❖ Importing a CAD Drawing
- ❖ Creating the Walls
- ❖ Creating the Doors
- ❖ Creating the Window
- ❖ Adding the Floor and Ceiling
- ❖ Chapter exercise

4. Modeling in 3DS Max: Architecture Model - Part 2

- ❖ Modeling the Couch
- ❖ Modeling the Lounge Chair
- ❖ Chapter exercise

5. Introduction to Animation

- ❖ Animating the Ball
- ❖ Refining the Animation
- ❖ Chapter exercise

6. Animation Principles

- ❖ Anticipation and Momentum in Knife Throwing
- ❖ Chapter exercise

7. Character Poly Modeling - Part 1

- ❖ Setting Up the Scene
- ❖ Soldier Modeling
- ❖ Chapter exercise

8. Character Poly Modeling - Part 2

- ❖ Completing the Main Body
- ❖ Creating the Accessories
- ❖ Putting On the Boot
- ❖ Creating the Hands
- ❖ Chapter exercise

9. Character Poly Modeling - Part 3

- ❖ Creating the Head
- ❖ Merging and Attaching the Head's Accessories
- ❖ Chapter exercise

10. Introduction to the Materials: Interiors and Furniture

- ❖ The Slate Material Editor
- ❖ Material Types
- ❖ Mental Ray Material Types
- ❖ Shades
- ❖ Mapping the Couch and Chair
- ❖ Mapping the Window and Doors
- ❖ Chapter exercise

11. Textures and UV Workflows: The Soldier

- ❖ UV Unwrapping
- ❖ Seaming the Rest of the Body
- ❖ Applying the Color Map
- ❖ Applying the Bump Map
- ❖ Applying the Specular Map
- ❖ Chapter exercise

12. Character Studio: Rigging

- ❖ Character Studio Workflow
- ❖ Associating a Biped with the Soldier Model
- ❖ Chapter exercise

13. Character Studio: Animation

- ❖ Animating the Soldier
- ❖ Chapter exercise

14. Introduction to Lighting: Interior Lighting

- ❖ Three-Point Lighting
- ❖ 3DS Max Lights
- ❖ Lighting the Still Life in the Interior Space
- ❖ Selecting a Shadow Type
- ❖ Atmospheres and Effects
- ❖ Light Lister
- ❖ Chapter exercise

15. 3DS Max Rendering

- ❖ Rendering Setup
- ❖ Cameras
- ❖ Safe Frames
- ❖ Raytraced Reflections and Refractions.
- ❖ Rendering the Interior and Furniture
- ❖ Chapter exercise

16. Mental Ray

- ❖ Mental Ray Renderer
- ❖ Final Gather with Mental Ray
- ❖ Mental Ray Materials
- ❖ Chapter exercise