3Ds Max design (Architectural course)
+ Vray + plug-ins

Training details

Description
Autodesk® 3ds Max® Design visualization software provides architects, designers, civil engineers, and visualization specialists with 3D modeling, rendering, animation, and compositing tools to help create cinematic-quality visuals and movies. 3ds Max Design integrates NVIDIA ® iray® rendering technology to help users get more predictable, photorealistic results without worrying about rendering settings, and features lighting simulation tools validated by the National Research Council Canada. Smooth interoperability with Autodesk® Revit® software, Autodesk® Inventor® software, Adobe® Photoshop® and After Effects®, as well as many CAD products, enables architects and designers to more rapidly aggregate their CAD data into emotionally engaging visualizations in order to validate and sell their designs.

Training structure:
This course specially designed for Architects & interior designers as the following:
• Autodesk 3DsMAX design
• Vray
• Assignments & project
• Selected plug-ins
With total: 25 class x 2.5 hours = 60 hours

Course textbooks and other reading materials
We recommend the following resources:

Web resources:
• http://www.autodesk.com/products/autodesk-3ds-max-design/overview
• http://seek.autodesk.com/
• http://docs.autodesk.com/3DSMAX/15/ENU/3ds-Max-Help/index.html

Prerequisites:
• Basic knowledge and skills about using computers.
• Architecture or interior background is recommended

Course Grading:
Attendance 40%
Assignments 60%

To pass the course and receive both Autodesk certificate & CAD MASTERS certificate you should:
• Attend at least 80% of course hours
• Score more than 60% as a total score

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### 3DsMAX Architectural – course outline

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<th>14 class x 2.5 hours = 35 hours</th>
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- **User Interface**
  - Menu bar, Tool bar, Command Panel & Viewports
  - Transforming & Cloning Objects
  - Layers
  - Groups
  - Snapping and Pivot Point Adjustment

- **Modeling**
  - Stack & Basic Modifiers
  - Shapes & Editable Spline
  - Spline-Based Modifiers
  - Compound Objects (ProBoolean, ShapeMerge, Terrain, Loft)
  - Importing AutoCAD DWG, Revit RVT & Sketchup SKP Files
    - **Assignment 1**
    - Coordinate Systems & Transformation Centers
    - Misc. Tools
    - Editable Poly
    - Advanced Modifiers
    - **Assignment 2**

- **Lighting (Vray)**
  - Standard Lights (Direct, Omni, Spot)
  - Vray Lights (Vray Light, Vray IES, Vray Sun)
  - Intro to Global Illumination
  - GI Engines (Brute Force, Irradiance Map, Light Cache)
    - **Assignment 3**
    - **Assignment 4**

- **Materials (Vray)**
  - Slate Material Editor
  - Vray Material & Vray Light Material
  - Bitmap
  - Gradient Map & Gradient Ramp Map
  - Noise Map
  - Vray Sky Map
  - Vray HDRI Map
  - VrayEdgeTexture Map
  - UVW Map Modifier
  - MapScaler Modifier
    - **Assignment 5**
    - **Assignment 6**

- **Rendering (Vray)**
  - Rendered Frame Window
  - Standard Camera & Vray Physical Camera
  - Image Sampling & Antialiasing Filters

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- Camera Animation
  - Keys
  - Autokey
  - Time Configuration Dialog
  - Trajectory
  - Moving, Copying, Deleting & Scaling Keys
  - Path Constraint
  - Create Animated Sequence
  - Rendering Animation

- Advanced Topics
  - Edge Copy for Organic Modeling in Editable Poly
  - Blend Material & Composite Material
  - Mix Map
  - UVW Unwrap Modifier
  - Selected Plugins to ease Mass Editing
  - Curve Editor
  - Print Size Assistant
  - Vray Frame Buffer
  - Batch Renderer
  - Distributed Rendering
  - Assignment 7