

## 3DS MAX (Architecture Course)

Course details



### AUTODESK 3ds Max

#### 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 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.

#### Course Structure:

This course specially designed for Architects & interior designers as the following:

- Autodesk 3DsMAX design
- V.ray
- Assignments & project



#### Resourcing, text books and reading material:

Web resources:

- [www.autodesk.com/products/3ds-max/overview](http://www.autodesk.com/products/3ds-max/overview)
- <https://knowledge.autodesk.com/support/3ds-max>
- <https://help.autodesk.com/>

#### Prerequisites:

- Basic knowledge and skills about using computers
- Architecture or interior background is recommended

#### Certificates:

Certificate from CAD MASTERS

Certificate from Autodesk

#### Grading

Attendance 40%

Assignments 60%

To pass the course and receive both Autodesk & CAD MASTERS certificate you should:

- Attend at least 80% of course hours
- Score more than 70% as a total score + Technical evaluation by the instructor



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Alex: Mostafa kamel st., Smoha  
Kuwait: Mubarak Al kabier., Sabah Al Salem.



[www.cadmasters.org](http://www.cadmasters.org)



## Course Outline:

This course including the following:

### 1. Introduction:

- Introduction to view port
- Navigation & grid
- Command panel
- Transformation
- Pivot
- Snaps
- Clone
- Array
- Mirror
- Align

### 2. Shapes (Edit Spline):

- Shapes Introduction
- Line drawing
- Face extrude & extrude modeling
- Interpolation
- Selection
- Attach & detach
- Weld & break
- Fillet & chamfer
- Adding vertices
- Outline
- Boolean, Trim, Extend

### 3. Edit poly:

- Selection
- Attach & detach
- Adding Edges
- Mark Planar
- Edit polygons, edges, vertices & border

### 4. Organic modeling:

- Geometry + Turbo Smooth

### 5. Light:

- Introduction To Vray light
- Vray light General
- Directional of the light
- Vray light options
- Vray Plane, Sphere, Mesh, Dome, Disc
- Vray IES
- Vray Sun
- Vray Ambient



**V-Ray**  
for 3ds Max



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#### 6. Camera:

- DSLR Camera introduction
- How to Draw a camera
- Navigation
- Exposure
- Focal length
- Vignetting & white balance
- Tilt & Shift
- Depth of field
- Bokeh effect
- 360 Camera

#### 7. Material:

- Introduction to Material
- Compact & Slate
- Assign Material
- Diffuse
- UVW map
- Reflection, Refraction, etc...
- Wood, marble floor, water, glass, metals, cloth, Rugs, light material

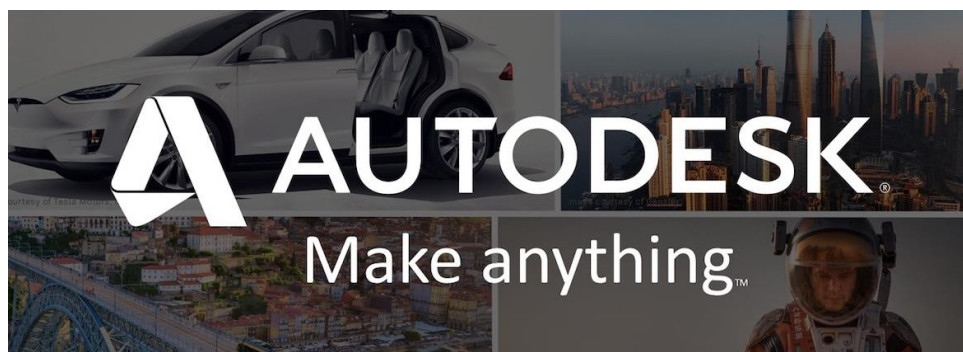
#### 8. Rendering:

- Understanding Rendering
- Common Panel
- V-Ray panel
- VFB
- Print size assistant

#### 9. Animation:

- Introduction to Animation
- Time slider
- Make camera animation
- Make object animation
- Render animation

#### 10. Find Project



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