

# 3Ds MAX Professional

#### Course details



**AUTODESK** 

# Description

One of the most important 3D design and visualization programs, if not the most important for many users, whether for architects, designers or Games developers.

#### Course structure:

60 hour 20 lectures

# Resourcing, text books and reading material:

We recommend the following resources:

- Mastering Autodesk 3Ds Max
- Autodesk 3Ds Max Essentials

# Web resources:

- https://www.autodesk.com/products/3ds-max/overview
- http://seek.autodesk.com/
- https://help.autodesk.com/view/3DSMAX/2022/ENU

# Prerequisites:

Basic knowledge and skills about using computers Engineering background is recommended.

#### Certificates:

- Certificate from CAD MASTERS (Printed)
- Certificate from Autodesk Online

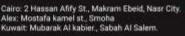
# **Grading:**

Attendance 40% Assignments 60%



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

- Attend at least 80% of course hours
- Score more than 70% as a total score

#### **Course Outline:**

This course including the following:

- The interface of the program and its explanation and definition of the program.
- The basics of modeling and how 3D models work.
- · Dealing with Lighting.
- · Dealing with materials.
- Rendering.
- Dealing with the Camera and how to move it.
- Blend and composite material MIX Map Curve Editor Very frame (Advanced Topics -Buffering - Distributed Rendering.
- Practical application on a complete architectural model.
- teach students with or without previous knowledge of 3Ds Max how to use software to its fullest capacities

### Individual tutors

• We'll work with you one - on - one every lecture to help you with specific tasks.

# **Extensive experience**

Our huge 3D rendering experience is at your disposal

## Lecture 1 to 12:

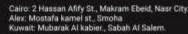
• The modeling skills you will learn during your course 3Ds Max training will enable you to model complex interior spaces, building, concepts, and objects efficiently

#### **Lecture 13 to 15:**









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www.cadmasters.org



















· One the most important classes. subtle illumination is essential to good visualization, our insights will empower you to create photorealistic beautiful visualization

# Lecture 16 to 18:

- You will able to create any material, adjustable to any lighting quickly.
- We will enable you to breathe life into your designs

### Lecture 19:

• How to position camera and how to take a deapth of field photos.

#### Lecture 20:

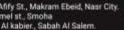
• How to reach the highest quality render for your final project and do some retouches



























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