

## Foundation 3D Studio Max Design 2012

### Overview

It is intended for those who require the fundamental knowledge and skills to enable the user to migrate from 2D design to creating 3D models, animation and rendered photo-realistic images. It is recommended that delegates have a little working knowledge of Microsoft Windows.

All training held at TutorCAD Offices are inclusive of comprehensive course manual, a variety of refreshments, buffet lunch and certificate.

### Duration

3-days

### Standard Price

£675+VAT / person

### Availability

Tel: 0161 904 8753

### Objectives

You will learn the features, commands, and techniques of 3D Studio Max and this will be applied to real world scenarios using many practical workshop exercises.

- Navigate the 3ds Max interface
- Creating and modifying objects
- Transforming objects
- Using the modifier stack
- Using the Co-ordinate system
- Creating and editing splines
- Low Poly modelling
- Material creation & editor
- Using mapped materials
- Basic animation techniques
- Using track view
- Lighting creation & modification
- Property changes
- Camera creation & modification
- Using depth of field
- Rendering and creating previews
- Building simple hierarchies
- Grouping objects

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