

Foundation 3D Studio Max (any older version)

Overview

It is intended for those who require the foundation knowledge of any earlier older version of Studio Max. The user will learn skills to migrate from 2D design to creating 3D models, animation and rendered photo-realistic images, but who requires knowledge of an earlier older version. 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

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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