



3Ds Max

Create amazing worlds in 3Ds Max. If you can dream it, you can build it in Max, the 3D software solution for modeling, animation and rendering visualisations.

You do not require any prior software experience in order to enrol for this course. However, a working knowledge of Photoshop would be helpful.

You should be able to use a computer at a basic level.



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Course Outline:

Intro

- Quick Start Introduction to 3D.
- Navigating and controlling the 3D Space.
- Customising viewports and Preferences.
- Project setup.
- Managing files and assets: best practises.

Modeling

- Learning the basics of Polygonal Modeling.
- Advanced Polygonal Modeling Tools and Techniques.
- Sub-Patching / Nurms / Organic Modeling.
- Spline Modeling.
- Other Modeling techniques.

Scene Setup

- Aligning, duplicating and arranging objects in 3D space.
- Transforming objects in 3D space.
- Creating sets and environments: best practises.

Materials and Textures

- Setting up surface ID's.
- Understanding the science of materials, surfaces and textures.
- Understanding the basics of editing and creating materials and textures using procedural and image maps.
- Bump, Specular and other maps.
- UV Mapping objects.
- UV Unwrapping objects.
- Advanced texturing.

Lighting

- Understanding the science of 3D lighting workflows.
- Intro to types of lights.
- Understanding light settings and setting up lighting rigs.
- Lighting best practices.

Cameras

- Understanding camera terminology and mechanics.
- Setting up and controlling camera settings.

Rendering

- Understanding render terminology and techniques.
- Controlling renders using settings.
- Render best practises for optimal render times and quality.

Animation

- Basic principles of effective animation.
- Understanding keyframing and controlling animation and timing.
- Advanced animation techniques: Dope Sheets and Graph Editors.
- Rendering animations: best practises.

Advanced Systems

- Working with Particle Systems.
- Environments & Effects.
- Basic character rigging and IK.
- Advanced motion mixing and morphing.
- Dynamic systems.
- Hair and Fur.
- etc...

Post Production

- Quick intro to using Adobe Photoshop to clean-up, colour correct and finish your renders.
- Quick intro to using Adobe After Effects to composite rendered animations and images into video projects.

Note:

- Learners will receive comprehensive PDF notes and course material.
- A Certificate of Completion will be issued upon the successful completion and submission of a post-course assignment.