

ADVC 3D'S Max

Architectural & Design Visualization Course with Autodesk 3D'S Max & V-Ray

Realize your most complex and creative ideas.

Autodesk 3D'S Max software builds to deliver state-of-the-art tools for creative and media professionals. Developed as a total animation package with a deep, productive feature set designed to accelerate workflow, 3D'S Max is the leader in 3D animation for game development, design visualization, visual effects, and education.

ADVC 3D'S MAX

Duration: 65 Hours

Prerequisites: windows knowledge

Objective:

This Track is designed for the candidates who interested to master all the skills for using 3D'S MAX professionally, especially architecture designers for interior or exterior
 The Track starts from 3D'S MAX fundamentals course and covers all the features of 3D'S MAX
 Includes modeling, animation, lighting, rendering, and special advanced features in one track. The Track, followed by practical applications, covers the most usage tracks of 3D'S MAX

ADVC 3D'S Max	
Fundamentals & Beyond	
Introduction	
What do you know and what do you need	
Getting Started	
Overview of the standard 3ds Max workflow to The User Interface, Navigation, Transforming, Selecting, Unit Setup & Grid Settings	
Creation	
Creating Objects, Modification, Cloning essentials, Grouping essentials, Array, Max's Coordinate Systems & Snap Settings	
Modification	
Understanding Modifiers, Merge, XReference, import from AutoCAD and export to others	
Advanced Features	
Modeling & Creative Concept	
Editable poly, Mesh, Shapes, NURBS Techniques, Architectural modeling, Reactor Cloth, Landscape, Making a 3D logo with Adobe Illustrator files, Creating compound objects & Advanced Modifiers	
Materials & Mapping	
Making Great Materials with using: Materials Editor basics, Basic material parameters, Adding a basic map, Bump mapping, The importance of Photoshop, Specularity, Opacity mapping, HDRI, Reflection/refraction, Raytrace maps, Other types of maps, Other types of materials, UVW mapping, Multi/Sub-Object materials, Unwrap UVW & Free good materials with V-Ray	
Lighting, Global Illumination, V-Ray & Rendering	
The Oft-Overlooked Power of Lights, The difference lights make, Types of lights, Three-point lighting, Light parameters, Shadows, The Power of Rendering, Introduction to rendering, Default scanline rendering controls, Adjusting the rendering environment, Rendering parts of your scene, Rendering with V-Ray, Principals of GI and Indirect Illumination	
Cameras & Visual Effects (3D'S Max & VRay Renderer) Techniques	
Introduction to cameras, Camera Basics and Types of cameras, Creating cameras from View, , The importance of lens size, Depth of field, Camera navigation & animation, Realistic scenes Visual Effects	
Final Project Make your final project like professional Designers	