

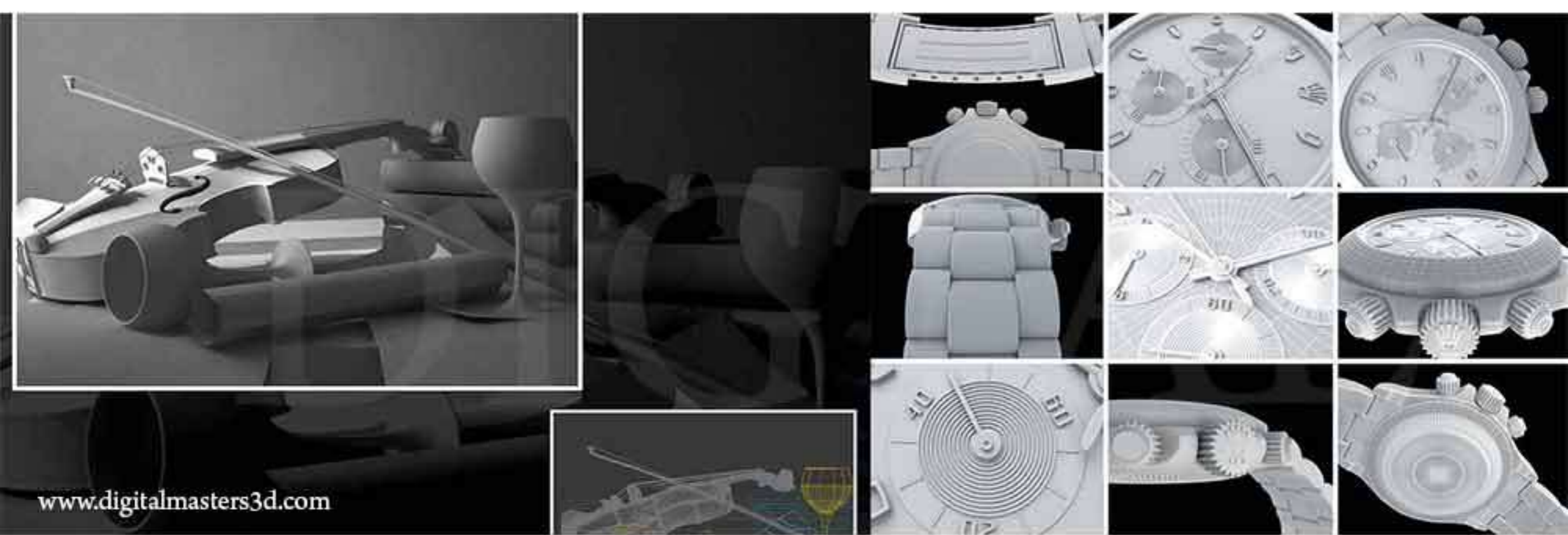
DIGITAL MASTERS

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3D MAX COURSE OUTLINE

Introduction

- Getting Started
- Touring the 3ds Max User Interface
- View Ports
- Orthographic
- Perspective
- Command Panel
- Creating and Simple Objects
- Transform Tools
- Transform Base Point
- Coordinate Systems
- Align
- Mirror
- Snap
- Angle snap
- Cloning Objects
- Other Transforms
- Working with Scene Files
- Applying Modifiers

- Learning Low Poly Modeling Basics
- Creating and Editing Shapes
- Using 2D Shapes to Build 3D Objects
- Using Compound Objects
- Exploring Various Modeling Techniques
- Compound Objects
- Booleans
- ProBoolean Operations
- Lofts
- Scatter Tool
- Animation
- Learning General Principles
- Working with Keyframes
- Animating Different Types of Objects
- Working with the Track View Editor
- Materials and Mapping
- Creating Materials
- Working with the Material Editor
- Differentiating Between Materials and Textures
- Using Maps
- Mapping Coordinates
- Creating and Applying Materials and Textures
- Rendering
- Creating and Positioning Cameras
- Learning about Camera Parameters and Concepts
- Animating Cameras
- Understanding and Creating Ambient Light
- Using Standard Lights
- Adjusting Shadow Parameters
- Adding Secondary Lights
- Setting up Scenes and Saving Renders
- Completing a Project