

Autodesk 3ds Max Design 2009 3ds Max for Design Visualization

Courseware Description

This courseware provides a fundamental understanding of utilizing 3ds Max for Design Visualization. Although this courseware is designed for instructor-led courses, you can also use it for self-paced learning. The courseware encourages self-learning through the use of the Autodesk® 3ds Max™ 2009 Help system.

Hands-on exercises throughout the courseware demonstrate the modeling process using techniques that can be applied to the mainstream drafting industries.

Suggested Course Duration:	3 days
Pages:	~420
Trial CD:	No
Onscreen Exercises Included?	No

Objectives

The four primary objectives of this courseware are to teach students how to:

- Understand the basic functionality, features and principles behind 3ds Max Design 2009.
- Create and manipulate 3D data in 3ds Max Design.
- Import data from other 3D applications.
- Embellish scenes with the use of materials and maps.
- Create adequate lighting for your environments.
- Animate objects in the scene.
- Render still pictures and animations to disk for later viewing

Who Should Attend

This courseware is designed for new users of Autodesk 3ds Max Design.

Prerequisites

This course is designed for beginner users who want to learn about 3D environments and want to use 3ds Max Design for Design Visualization purposes.

It is recommended that you have:

- Have a working knowledge of a CAD application such as Autodesk AutoCAD or Autodesk Revit.
- A working knowledge of Microsoft® Windows® 2000, Microsoft® Windows® XP. Or Microsoft® Windows® Vista.

Course Outline

Day 1

User Interface

- User Interface Components
- Viewports
- Command Panels
- Other UI Elements

File I/O

- Starting a Project
- Saving Files
- Hold/Fetch
- Merging Files
- Import/Export
- File Linking

Getting Started

- Setting Preferences
- Object Creation
- Object Selection
- Scene Management

Day 2

Transforming Objects

- Transform Tools
- Coordinate Systems
- Snaps
- Align Tools
- Making Duplicates
- Other Transforms

Modifying Objects

- Basic Concepts
- Modifier Examples

Modeling with 3D Geometry

- AEC Techniques

Modeling from Splines

- Shape Definition
- Working with Splines
- Using Shape Modifiers
- Using Lofts

Materials

- Using Materials
- Material Types

Using Maps

- Maps in Material Definitions

Day 3

Mapping Coordinates

- Mapping Coordinates

Cameras

- Camera Types
- The Moving Camera

Lights

- Standard Lights
- Dome Lighting
- Ambient Occlusion
- Light Tracer
- Radiosity
- Mental Ray

Animation Basics

- Animation Theory
- Alternative Animation Methods

Rendering

- Render Scene Dialog
- Scene States
- Batch Render

Note: The suggested course duration is a guideline. Course topics and duration may be modified by the instructor based upon the knowledge and skill level of the course participants.