

Autodesk 3ds Max Design Now to Wow

Course | 2 days

Class Hours | 8:30am - 4:30pm



Autodesk 3ds Max Design - Now to Wow is a course intended for design professionals who are interested in bringing their existing designs (Now) from Revit & AutoCAD based products into 3ds Max Design to create stunning renderings and animations (Wow).

Prerequisite: Basic Computer and Keyboard Skills with a general knowledge of an Autodesk Application such as AutoCAD, Revit or Civil 3D. Prior exposure to the 3ds Max Design interface and commands are needed for this fast-paced course.



Autodesk
Authorized Training Center
Consulting Services Partner
Authorized Certification Center

Visit mwcad.com for a complete class schedule or call us at 800-279-3221.

* The suggested course duration is a guideline. Course topics and timeline may be modified by the Instructor based upon the knowledge and skill level of the course participants.

Starting a Visualization Project

Max Design Configuration

- Different Video modes
- Setting System Preferences
- Configuring Paths and Units

Assembling Project Files

- Importing your Models
- Layer and Object Properties
- Using Object Snaps for Precision

Materials

- How Materials Work
- Understanding Maps and Materials
- Material Libraries
- Managing your Materials

Intro to 3ds Max Design Lighting

- Local vs. Global Illumination
- Choosing Lighting Strategies

Lighting and Rendering using mental ray

- Scene Preparation for mental ray
- mental ray Interior Rendering
- Controlling mental ray Quality
- mental ray Proxies

Rendering and Animation

Rendering

- Iterative Rendering
- Single vs. Double Sided Rendering
- Camera Parameters
- Background Images
- Print Size Wizard
- Selected Rendering Options and Presets

Animation

- Animation Controls
- Walkthrough Animation
- Animation Output

Other Tools

- Lighting Analysis
- Creating a Shadow Study