

Autodesk 3ds Max Design Fundamentals

This course provides a thorough introduction to Autodesk 3ds Max to help you get the most from the software. You will be taught how to use the software interface and navigate through the scenes, explore the creation of 3D objects and how to bring in objects from other software such as Autodesk Revit, AutoCAD, and Civil 3D. Additionally, you will be taught how to prepare the scenes for renderings by adding materials, lights, and cameras. Finally, you will be given an understanding of various renderers included with the software as well as image creation and animation techniques.

The practices are geared towards real-world tasks encountered by users of the Autodesk 3ds Max software in the Architecture, Interior Design, and Civil Engineering industries. Advanced topics such as character modelling, character animation, and rigging, are not covered on this course.

Course Modules

- *3ds Max Interface and Workflow*
- *Assembling Files*
- *3D Modelling with Primitives and 2D Objects*
- *Create and Modify 3D Objects*
- *Materials and Maps*
- *Autodesk 3ds Max Lighting*
- *Cameras and Exposure Control*
- *Rendering*
- *Animation for Visualisation*

Prerequisites

Experience with 3D modelling is recommended.

Course Duration

4 days

Next Steps

A Bespoke Course