

# Autodesk 3ds Max Design Fundamentals

## Course Description

This course will provide you with a thorough introduction to Autodesk 3ds Max to help you get the most from the software, it is also a good course to broaden the horizons of existing, self-taught users. The practises in this course are primarily geared toward real-world tasks encountered by users of 3ds Max software in Architecture, Interior Design and Civil Engineering industries.



## Prerequisites

Experience with 3D modelling is recommended.



## Topics Include

-  Autodesk 3ds Max Interface
-  Autodesk 3ds Max Workflow
-  Assembling files by importing
-  Assembling files by linking
-  Assembling files by merging
-  3D Modelling with primitives and 3D objects
-  Using modifiers to create 3D objects
-  Using modifiers to modify 3D objects
-  Materials
-  Maps
-  Autodesk 3ds Max Lighting
-  Lighting with Mental Ray
-  Rendering with Mental Ray
-  Rendering Cameras
-  Animation and Visualisation

Course Duration: 4 Days

Next Step: A Bespoke Course