

Up Coming Course

RM1000

Date: to be advised ([Melaka](#))
to be advised ([Puchong](#))

Time: 10am-5pm

Duration: 18 Hours



Why and for who?

The purpose of this workshop is to equip you with 3ds Max's modelling, material mapping, lighting and rendering capabilities in 3D model and make the scene look realistic.

We will explore the 3ds Max interface (command panel, viewports, shading, navigation, quadmenus etc). Learn the skills of selecting objects, transforming objects (move, rotate, scale), managing object techniques. Features covering layers, groups, linking object into Hierarchies, Scene Explorer will be explored.

We will start the modeling with basic and extended primitives, modify the model using modifiers. Features covered are Polygon Modeling, creating compound objects will be explored.

We will work with material using Material Editor, Material/Map Browser. Creating, editing different materials (Standard, Raytrace, Matte/Shadow, Multi/Sub-Object, Architectural, Ink 'n Paint, Mental Ray), using different Maps (Opacity, Self-Illumination, Bump, Displacement, Reflections, Refractions).

We will learn to create standard lights (spotlight, Omni, directional etc) and photometric lights (Target Point, Linear etc) with light parameters (shadows, intensity). Features covering creating type of shadows, creating light effects, Lens Effects, Volume Light will be explored.

We will learn the basic and advanced features for rendering, show how you can use 3ds Max to produce lifelike views (rendering) of your 3D scenes. This realism is possible because of the materials attached to models, lights placed in drawings, and complex mathematical calculations determining how light illuminates, reflects from, and refracts through materials.

This workshop is intended for architects, engineers, drafters, and design-related professionals who wish to transform his/her imagination world into 3d Models.

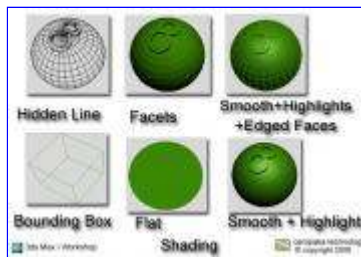
What will you learn?

During the workshop, we provide hand-on, step-by-step instructions on how to accomplish our course objectives:

A. Introducing 3ds Max

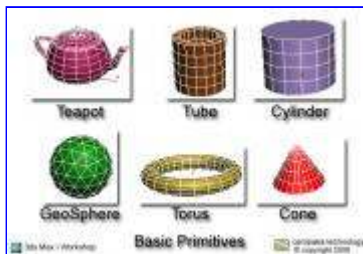
- Understanding the 3ds Max Interface

- Selecting Objects
- Transforming Objects
- Managing Objects
- Scene Explorer



B. Modeling

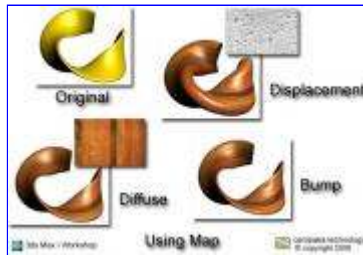
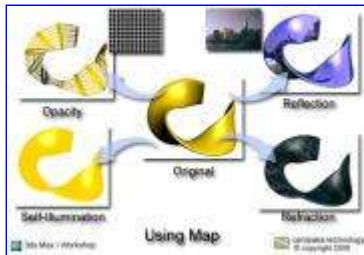
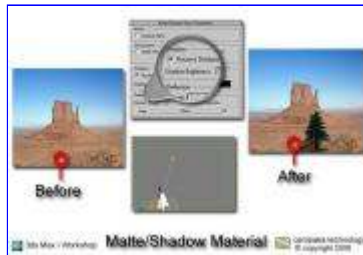
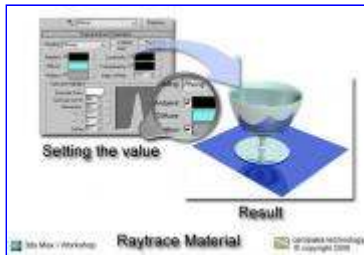
- Understanding Geometry Type
- Creating Geometry
- Using Modifier
- Using Splines
- Polygonal Modeling
- Using Subdivision Surfaces
- Creating Compound

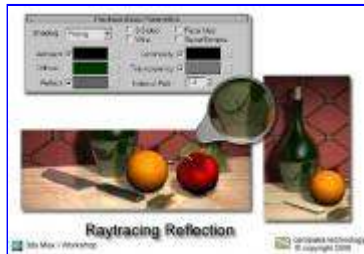
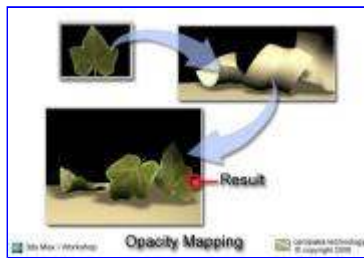




C. Material and Mapping

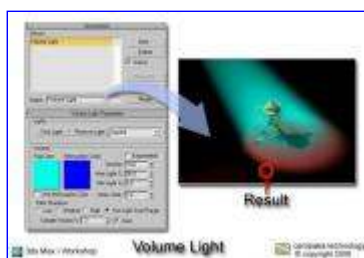
- Working with Materials
- Creating and Editing Materials
- Using Map
- Types of Maps
- Applying Materials





D. Lighting

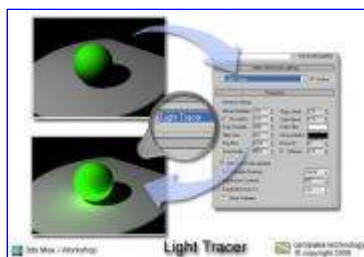
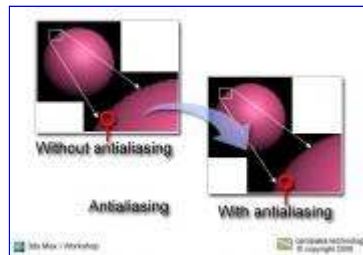
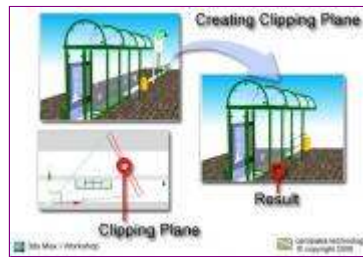
- Creating Lights
- Adjusting Lights
- Creating Shadows
- Creating Lighting Effects
- Atmospheres and Effects
- Setting Light Exclusion



E. Rendering

- Rendering Still Images

- Rendering with Mental Ray
- Using Final Gather and Ambient Occlusion
- Using Photons



L1: Introduction
L2: Introduction Tutorials
L3: Modeling
L4: Modeling Tutorials
L5: Material And Mapping
L6: Material And Mapping Tutorials

L7: Lighting
L8: Lighting Tutorials
L9: Rendering
L10: Rendering Tutorials

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