## Course Description ( 3Ds MAX )

- Course Introduction
- Learning objectives
- Configuring 3ds Max and 3ds Max design
- Setting up units
- Setting display units to architectural
- Assigning a project folder
- Creating a prototype folder

- Standard Primitives
- Extended Primitives
- Customizing the Units
- Basic Models using Parametric Deformers
- AEC Extended objects
- Advanced Set modeling-Buildings
- Foilage-Exterior- Landscaping
- 3D Boolean
- Compound Objects
- 2D Boolean
- Standard Lighting
- Advanced Lighting
- Basic Texturing
- Particles
- Environment Effects
- Mentalray Rendering

### ❖ Pre production and planning

- Pre-Planning the production
- Developing thestory board sketch style
- Examining a sample storyboard
- Planning the scene level of details
- Understanding level of details

- Planning file output

## ❖ Modeling

- Modeling in 3Ds Max
- Understanding shapes
- Saving incremental files
- Cloning shapes
- Creating outline shapes
- Attaching shapes
- Editing Closed 2D shapes
- Trimming and welding splines
- Filtering a vertex
- Understanding mesh and poly objects
- Discovering the editable poly object type
- Converting object types

## ❖ Materials

- Introducing Materials
- Understanding the slate material editor
- Creating schematic materials
- Learning the arch and design material
- Adjusting shaders
- Editing reflectivity
- Assigning a material
- Using map patterns
- Simulating Geometry
- Working wit unwrap UVW
- Editing materials ID's
- Assigning a multi/sub-object material

- Lighting

- Learning direct and indirect light
- Discovering daylight
- Placing a daylight system
- Adjusting location
- Adjusting physical sky
- Understanding photometric lights
- Enabling streetlights in a scene
- Enabling global illumination

## ❖ Rendering

- Introducing rendering
- Learning about still image
- Understanding still image resolution
- Rendering still images etc...

## ❖ Cameras

- Understanding the cameras impportance
- Discovering the traditional camera shots
- Learning effective camera distance
- Changing viewer distance
- Discovering the depth of field
- Adding depth of field to control focus

## ❖ Effects and Dynamics

- Understanding particle effects
- Creating a particle flow
- Discovering 3ds max dynamics
- Simulating rigid bodies
- Draping a table cloth

## ❖ Output

- Considering the final output
- Underi=standing the scene states
- Setting up scene states for rendering
- Understanding batch rendering
- Configuring a batch rendering Queue

### ❖ LEED lighting analysis

- Introducing lighting analysis
- Understanding lighting analysis
- Learning who uses lighting analysis
- Identifying issues for lighting analysis
- Examining scene and modeling issues
- Bulding to scale
- Understanding 3D lighting design
- Examining real world lighting

## ❖ Lighting the scene

- Understanding Lighting preparation
- Creating a ground plane
- Discovering the daylight system

## ❖ Scene materials

- Understanding scene materials
- Identifying scene materials

## ❖ Lighting analysis for presentation

- Introducing lighting analysis for presentation
- Understanding lighting analysis tools

## ❖ Rendering an analysis

- Rendering a complete analysis