

## Training of 3ds Max

### LESSON 1 – Basic interface and layout study

- User Interface introduction components
- Viewpoints
- Command Panel
- Viewpoint UI Elements

### LESSON 2 - Files & Objects

- Scene File Manipulation
- Simple Geometry Creation
- Object Orientation
- Modifying Standard Objects
- Selecting Objects
- Organization of Objects in a Scene

### LESSON 3 - Transforms

- Transform Tools
- Transform Base Point
- Coordinate Systems
- Align
- Cloning Objects
- Other Transforms

### LESSON 4 - Applying Modifiers

- Concepts of the Modifier Stack
- Modifiers
- Noise
- Collapsing the Stack

### LESSON 5 - Low-Poly Modeling

- Objects and Sub-Objects
- Smoothing Groups

### LESSON 6 - Shapes

- Editing Splines
- Vertex Editing
- Using Shape Modifiers

### LESSON 7 - Compound Objects

- Booleans

### LESSON 8 - Modeling Lab

Room scene

### LESSON 9 - Animation Basics

- Keyframing
- Auto Key and Set Key
- Track View

### LESSON 10 - Hierarchies

- Mechanics of Movement
- Linking Objects

### LESSON 11 -

- Animation Principles

### LESSON 12 - Animation Lab

- Planning the Animation

### LESSON 13 - Materials

- Introduction to Materials
- The Material Editor

- Material Types
- LESSON 14 - Using Maps
- Maps in Material Definitions
  - Displating Maps in Viewpoint
- LESSON 15 - Mapping
- Mapping
  - Render to Texture
- LESSON 16 - Cameras
- Camera Types
  - Camera Angles
  - Perspective
  - The Moving Camera
- LESSON 17 - Lighting
- Light Types
- LESSON 18 - Mental Ray
- Mental Ray
  - The Arch & Design Material
- LESSON 19 - Rendering
- Rendering
  - Time Output
  - Ouput Size
  - Ram Player
- LESSON 20 - Basic and extended primitives