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AUTODESK.
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Autodesk 3ds Max Essentials

Course Description: This course introduces the Autodesk 3ds Max software interface and navigating through scenes for architecture, interior design, and civil engineering. It covers the creation of 3D objects and how to bring in objects from other software including Autodesk Revit, AutoCAD, and Civil 3D, and how to prepare scenes for rendering by adding materials, lights, and cameras. Additionally, it teaches the various renderers included with the software as well as image creation and animation techniques.

Prerequisites: Experience with 3D modeling is recommended

Length:	4 days
Times:	8:30 AM - 4:30 PM
PDH Credit Hours:	26 hours

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Representative Topics

- Autodesk 3ds Max interface and workflow
- 3D modeling with primitives and 2D objects
- Materials and maps
- Working with cameras and exposure control
- Animation for visualization

- Assembling files by importing, linking, or merging
- Using modifiers to create and modify 3D objects
- Autodesk 3ds Max lighting
- Rendering using various renderers such as Scanline, ART, and Arnold