

3DS MAX for Architectural Visualization

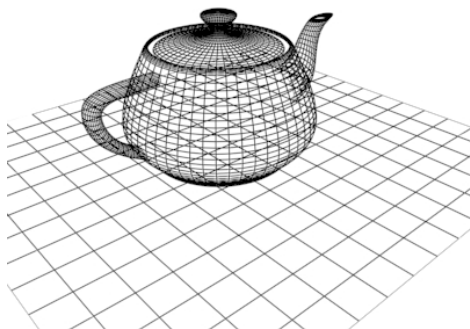
Introduction

- About Today's Industry and Technology
- Why 3DS max for Architectural Visualization



Fundamentals You Should Know

- Fundamentals of Geometry (Point, Line, Shapes, Face, Solid Objects)
- Perspective and Orthographic Views
- Files Types (Vector or Bitmap) and File Extensions-usability
- Colour Theory and Color Cycles
- General Co-ordinate System and Units
- XY Z Axes

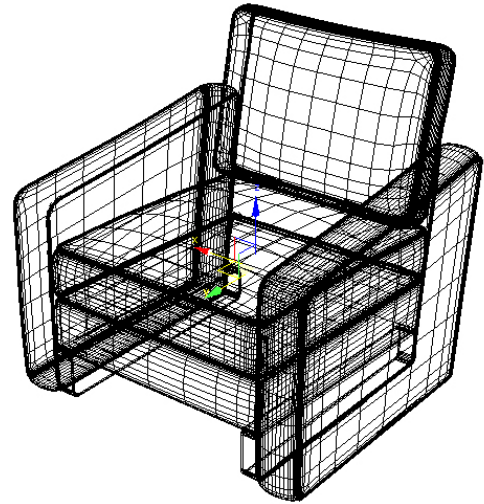


3DS MAX Start

- Introduction to 3DS MAX
- Workflow in Max
- Customization and Help Parameters
- Setting up Units
- Basic 3D objects Creation
- Selection Types
- Transformation and Copy / Instance
- Rendering Concept Basic

Core 3D Modeling and Handling Modifiers

- Extended Primitives
- Creating 2D Shapes
- Snapping
- Mirror, Array, Align
- Helpers
- Importing and Exporting Objects
- Display Parameters
- Loft and Lathe
- Applying Modifiers
- Object History
- Compound Objects and Booleans
- Working with Pivot



Project 1 : Creating Basic Bungalow from Autocad Drawing

Nurbs and Poly Modeling

- Poly Modeling and Mesh Modeling
- Nurbs base Modeling
- Mesh optimization

* Project 2 : 3D Modeling for Room Interior



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Materials

- Material Concept
- Basics of Rendering
- Material Editor and Modes
- Applying Materials and Mapping to Geometr
- 2D Materials and Procedural Materials
- Saving Materials to Library
- Creating and Using Library of Materials
- Applying Material designed in Photoshop
- Types of Materials and Shaders
- Material maps
- Creating Complex Materials



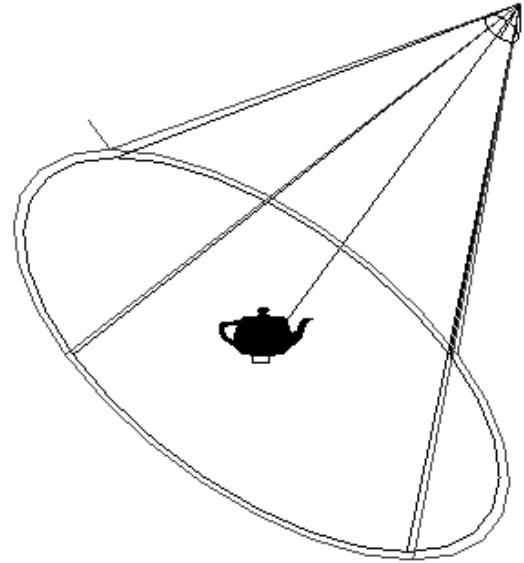
Project 3 : Applying Materials in your Scene



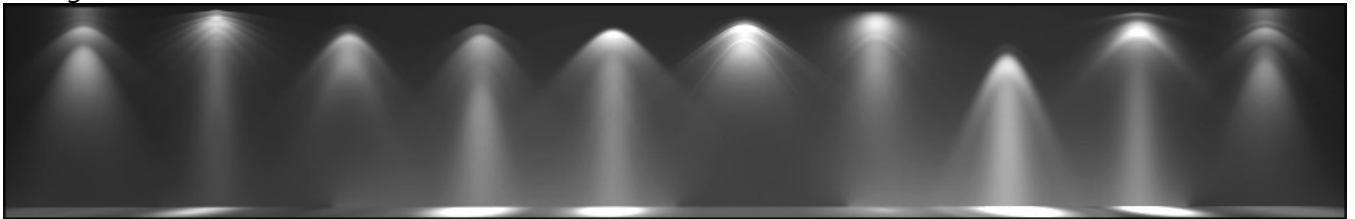
Courtesy : Digital art

Lighting and Rendering

- What is Light ? Understanding Properties of Light.
- Types of Lights in 3DS MAX
- Basic Light Parameters in Max
- Working with Shadows
- Scan line Rendering in Details



IES Lights



Camera and Rendering

- Camera Fundamentals
- Camera Parameters
- Types of Renderers
- Intro to Mental Ray Rendering
- Intro V-ray Rendering Basics



Project 4 : Adding Lights and Camera to the Scene

Animation Basics

- Basic Concepts about of Animation
- Working with Storyboard
- Understanding Timeline
- Track view & Parameters
- Dope Sheet & Curve editors
- Optimization & working with Scene files
- Camera Movement, Making of Walkthrough

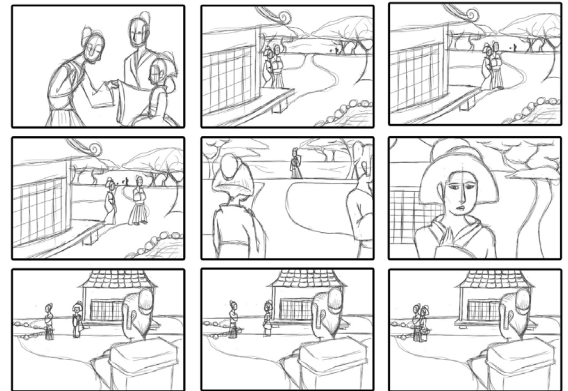
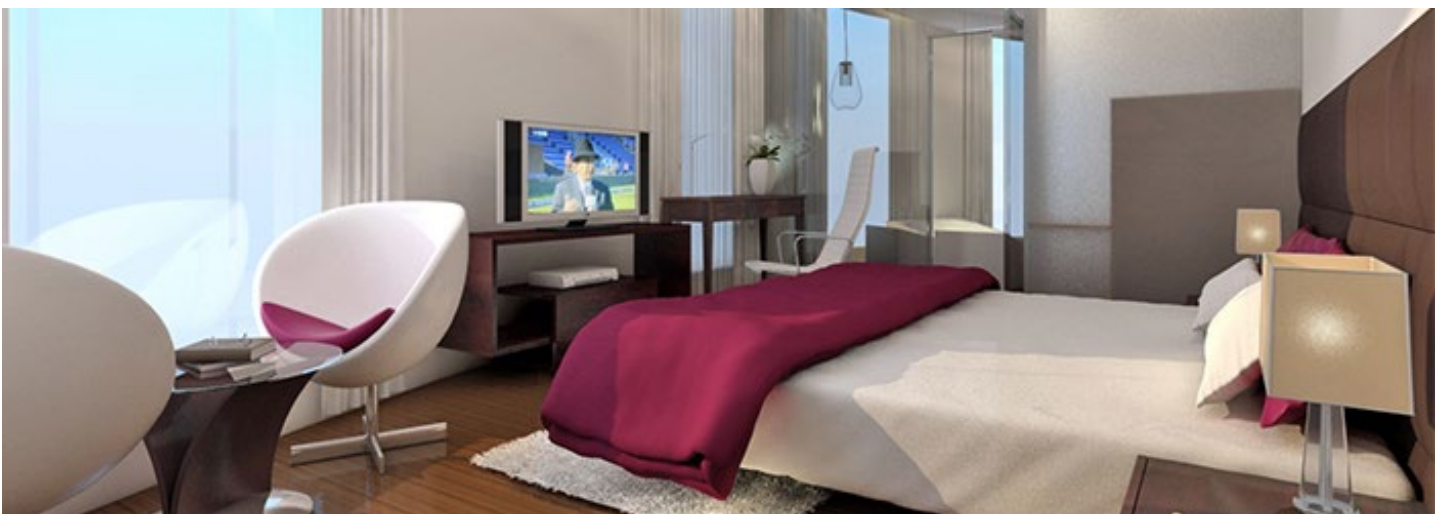


Illustration by : Grim Ddo

Project 5 : Animating Scene Objects, Lights and Camera



Rendering

- Rendering Parameters
- Antialiasing and Resolution
- Adding Environment and Special Effects
- Network Rendering

Project 6 : Rendering Final Project

Industrial Tips and Tricks about MAX

- Post Production Intro
- Professional Guidance

