

COURSE OUTLINES

Course in Digital Design Visualization & Walk-Through (3D Max)

Pre-Requisite:

Knowledge of Autocad

Module 1- Modeling with 3D

- Identifying the Work area and creating Primitives
 - Getting to know the Interface
 - Customizing
 - Setting Units and Grids
 - Primitives
 - Modifying Parameters
 - Quad menus and toggles
 - File formats and Operations
- Working with Objects
 - Selection and Display Methods
 - Transformations
 - Cloning
 - Grouping and Ungrouping
 - Max Space Concepts
 - Hold and Fetch
 - Snaps
 - Basic Rendering
- Organizing files and Objects
 - Arrays
 - Alignments
 - Working with Splines
 - Editing Splines
 - Max Scene Files
- Working with Modifiers
 - Types of Modifiers
 - Applying Modifiers(Spline modifiers)
 - Modifier Stack
 - Instanced Modifier
- Mesh Modeling and Architectural tools
 - Editable Mesh Modeling

- Architectural tools
- Materials and Maps
 - Material Editor
 - Material Editor Options
 - Material Properties
 - Material Types
 - Maps
 - Material Modifiers
- Compound Objects and Patch Modeling
 - Compound Objects
 - Patch Modeling
- NURBS Modeling and Polygonal Modeling
 - NURBS Modeling
 - Editable Poly Modeling

Module II- Lights, Camera and Animation

- Working with Cameras
 - Using Camera
 - Multi-Pass Camera Effects
 - Camera Correction Modifier
 - Align Camera
 - Creating Walkthrough
- Working with Lights
 - About Lights
 - Standard Light Objects
 - Creating Lights
 - Light Parameters
 - Positioning Lights
 - Volume Lights
- Advanced lighting
 - About Photometric Lights
 - Photometric Light Objects
 - Creating Photometric Lights
 - Photometric Lights Parameters
 - Sunlight and Daylight
 - Radiosity
 - Light Tracer
 - Parameters
- Rendering
 - Rendering
 - Renderers

- Network Rendering
- Rendering Effects
- Atmospheric Effects
- Mental Ray Rendering
- Animation
 - Using Time Controls
 - Working with Keys
 - Auto Key
 - Time Configuration
 - Using the Motion Panel
 - Using the Track View
 - Manipulators
- Constraints and Controllers
 - Working With Constraints
 - Animation Controllers
- Hierarchies and Kinematics
 - Hierarchies
 - Using Schematic View
 - Kinematics
 - Bones
 - Skin Modifier
 - Helper With IK
- Dynamics and Reactors
 - Dynamics
 - Reactors