

Course Outline

New for 3ds Max 2018

- Working with 3ds Max Rendering with Arnold
- Animation

Introduction to 3ds Max

- Introduction
- Drawing Tools
- Units & Help

Object Selection

- Selection Tools
- Explorer Tools

3d Objects

- Standard Primitives
- Extended Primitives

Working with Architectural Objects

- Architectural Objects
- Doors
- Windows
- Stairs

2D Shapes

- Splines
- Extended Splines

Modifying 2D Shapes

- Modifying Splines
- Selections
- Geometry Rollout

Materials and Maps

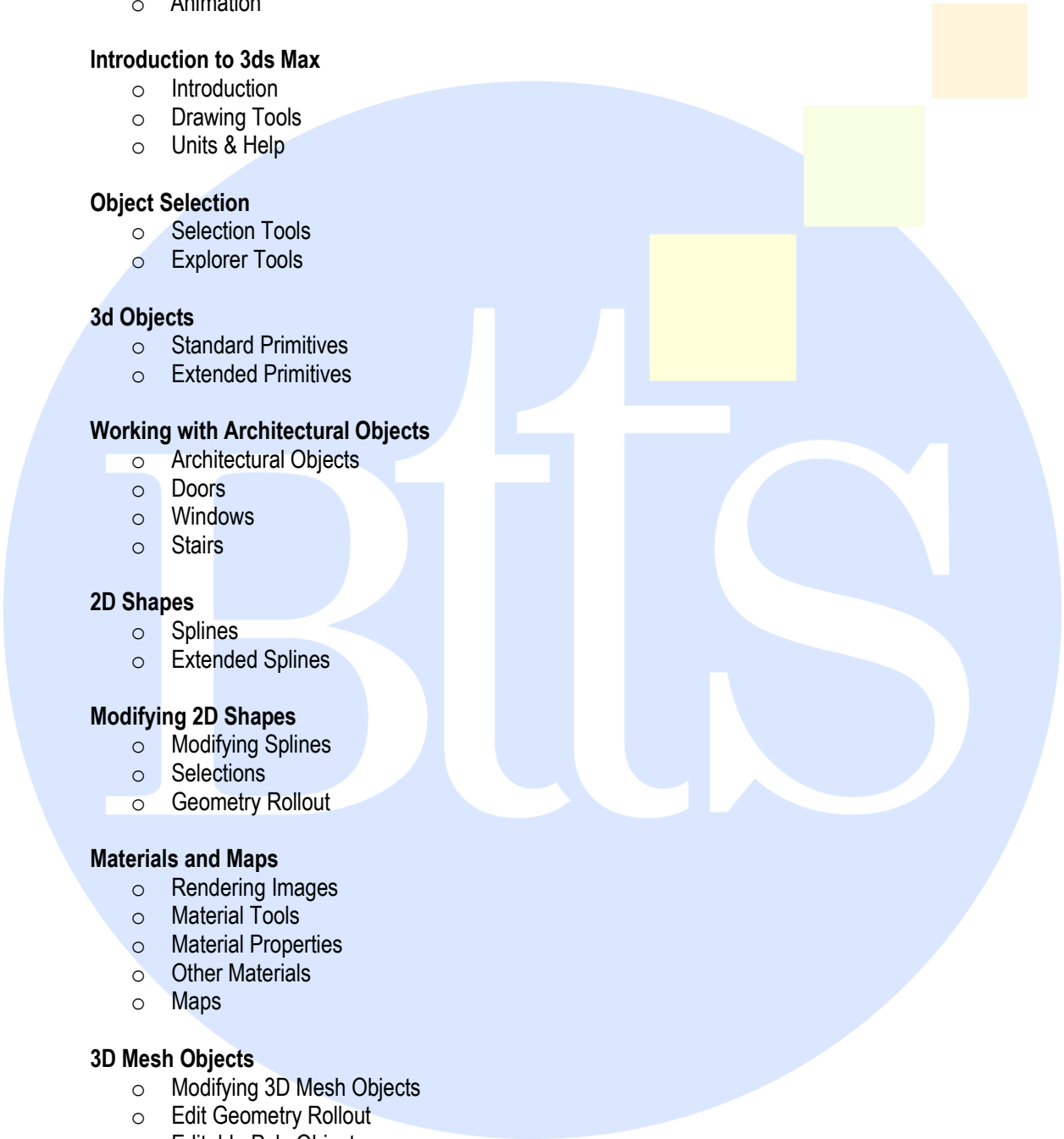
- Rendering Images
- Material Tools
- Material Properties
- Other Materials
- Maps

3D Mesh Objects

- Modifying 3D Mesh Objects
- Edit Geometry Rollout
- Editable Poly Objects
- Editable Poly Rollouts

Graphite Modeling Technique

- Polygon Modeling Panel
- Edit Panel
- Geometry Panel
- Modify Selection Panel
- Loops Panel



NURBS Modeling

- Curves and Surfaces
- NURBS Parameter Rollout

Compound Objects

- Compound Objects

Modifiers

- Mesh Modifiers
- Geometry Modifiers
- Material and Map Modifiers

Lights and Cameras

- Lights
- Cameras

Animation Basics

- Animation Controls
- Rendering an Animation

Systems, Hierarchy, and Kinematics

- Ring Array Systems
- Lighting Systems
- Hierarchies
- Bone Systems

Rigid Body Dynamics and Helpers

- Body Dynamics
- Constraints
- Controls and Tools
- Helpers

Particle Flow

- PF Source

Particle Systems and Space Particle

- Systems
- Particle Mesh
- Space Warps
- Deflector Space Warps
- Extended Space Warps

