



AUTODESK 3DS MAX DESIGN

BEGINNER TRAINING COURSE

LEVEL

01

OFFICIAL AUTODESK TRAINING COURSE
TRAINED BY APPROVED INSTRUCTORS

Course Description

This course provides the knowledge and practical skill sets that new users need when working with this 3D software. Our course is packed with industry related exercises and key functional features so you can understand the basics of modelling, lighting and animating 3D scenes.

Course Information

Duration:	2-3 days
Time:	9:30am – 4:30pm
Location:	T2 Train Suite or On-site training available throughout the UK
Courseware:	Autodesk manual recommended for use during the course
Qualifications:	Autodesk Authorised certificate on successful completion

Before attending this course, delegates should have a working knowledge of:

- Microsoft® Windows® XP/Vista/7
- Understanding of Architecture, and/or engineering experience.

Course Availability

Scheduled quarterly basis and arranged as and when required.

Course topics and duration may be modified by the instructor based upon the knowledge and skill levels of the course participants.

Book Now to Reserve Your Place!

For further information and group training dates, contact our training team by calling **01909 512193** or emailing **info@t2train.com**.



T2 Train Ltd

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COURSE CONTENT 2014

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Software Introduction

- User Interface
- Creating & Modifying Basic Objects
- Scene File Manipulation
- Selecting Objects
- Transforms
- Object & Scene Organisation
- Project Folders

Modelling

- Geometrical Object Types
- 3d Parametric Objects
- Using the Modifier Stack
- Essentials Modifiers
- Object Cloning
- Low Poly Modeling
- Creating Shapes
- Spline Editing
- Creating Objects from Splines
- Using Compound Objects

Lighting

- Light Types
- Simple Lighting Setup
- Lighting Tools
- Indirect Illumination and Exposure
- Control
- Simulating Sunlight
- Lighting Effects

Materials

- Working with the Material Editor
- Material Types
- Using Predefined ProMaterials
- Using Maps

Animation

- The Basics
- Time Controls



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