



TECHHUB SOLUTIONS

...be step ahead in your field

<u>3ds Max COURSE CONTENT</u>	
A. User Interface:	Quick Access toolbar, Menu Bar, Viewports, Navigation Toolbars, Command panel, Animation controls, Status bar, Animation Key frames.
B. Viewport Configuration Setting:	Layouts, View Cube, Safe frame, Statistics, Regions, Visual Style
C. Main Toolbar:	Selection, move, rotate, Scale, Array, Align, Snap toggle, Grid & Snap setting, Unit Setup, Selection bracket toggle (J), manage Layers.
D. Command panel:	Create panel–Geometry: Standard Primitives, Extended Primitives, Auto Grid Doors, Windows, Stairs, AEC Extended, Compound Object Shapes: Spline Modify panel– Parameters, Editable Poly, and Selection by vertex/Edges/polygon/Element. Soft selection, Edit Polygons, Edit Geometry. Hierarchy –Pivot adjustment Display – Display color, Hide by Category, Hide, Freeze, Display properties.
E. Modifier List :	Object-Space Modifier – Bend, Bevel, Extrude, lathe, Lattice, Shell, Smooth, Spherify, FFD, HSDS, Turbo Smooth, Mesh Smooth, Quadify Mesh, Stretch, taper, Sweep, Push, Cloth, Displace, Noise, UVW Map.
F. Modeling using different kind of modifiers:-	- Basic modeling with standard primitives. - Modeling a Classic Chair by Using Qualify mesh Modifier. - Modeling a Barcelona chair by Using TerboSmooth, Push, and FFD Modifier. - Modeling a Spiral Staircase using ARRAY. - Modeling a Pillow using edit poly and meshsmooth modifier. - Modeling Cloth using Garment maker, Cloth modifier and wind deformation on table

and bed. vii. Modeling a certain using displace modifier. viii. Modeling a certain using Noise modifier. ix. Modeling a certain using Cloth modifier (Group & Node). x. Modeling a certain using Cloth modifier (group & Wind). xi. Modeling a certain using normal spline & grid. xii. Modeling a Ground by using displace Modifier. xiii. Modeling a Carpet Using Hair and Fur. xiv. Making a simple curtain model, noise, FFD modifier. xv. Modeling of an Interior & Exterior with Texturing bitmap. xvi. Modeling vray 3d grass using vray displacement modifier. Animation control bar utilization
G. Material Editor:- i. Basic texturing concept ii. Use of Multi & Sub object Material iii. Fall-off map iv. Noise map v. Raytracing Map
H. V-Ray material:- Making of Plain Glass material, Reflective Glass, Steel material, Stainless Steel Material, Glossy realistic material, acrylic material.
I. V-Ray Lighting:- Vray IES, Vray Ambient, Varylight & Vray Sun light. Cove Light (using vray light), rod light (using vray light), Spot Light (using ies light), Direct target light, Omni light
J. V-ray Physical camera Focal length, F number, Film speed, Sutter speed, Target point.
K. V-ray Plan