Autodesk 3Ds Max Master

Duration: 03 Months

[Class Room | Online Training]

Weekdays:- 2hrs / 3 days

Fastrack:- 1½hrs / Day

Weekend:- 2½ hrs (Sat & Sun)

ADMEC® ANIMATION & DIGITAL MEDIA EDUCATION CENTER

An ISO 9001:2015 Institute

ADMEC® Multimedia Institute

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The Autodesk 3D Max Master is ideal for aspiring animators who want to excel in the field of animation and are looking to improve the quality of their current demo reel using the latest versions of 3DS Max software. This Program is designed in consultation with ADMEC's experienced trainers which offers the fastest and most cost-effective method to learn the professional skills which will be required to start working in the industry.

Students are taught in ADMEC's simulated environment to develop competent work habits, experience working in real-world production team environments, improve their communication skills and efficiently manage production deadlines.

Pre-requisites for the course:

- Familiar with Windows or Mac operating system
- Knowledge of Adobe Photoshop is a must

Who will be your Mentor?

All our 3Ds Max training course mentors are highly experienced, who guarantee that you take home with you all the practical knowledge required to aid you in your professional career.

Semesters and Modules:

MODULE 1: Introduction to User Interface

This module will give students a comprehensive overview of Autodesk 3D Max and will learn how to produce CGI high-quality content as well as applications for film and TV, games, and advertising industry through the user interface, a different set of tools available in the software and plug-ins. Students will be trained in both theoretical concepts and practical projects.

Key Takeaways:

- Getting Started
- Unit Measurement
- Types of Mode
- Types of View and Isometric View
- User Interface

- Command Panel
- Controlling and Configuration of Viewports
- Working with files, Importing, and Exporting
- Creating and Editing Primitive Objects
- Selecting Objects and Setting Object Properties
- 3Ds MAX Transforming objects, Pivoting, Aligning, and Snapping
- 3Ds MAX Grouping, Linking, and Parenting Objects
- Access of Subobjects and using Modeling Helpers in 3Ds MAX

MODULE 2. Modeling, Texturing and Lighting of Mental Ray

Autodesk 3ds Max is primarily but not completely based on polygon modeling. Polygon modeling is used more widely in game design than in other animation application as it offers a highly specific control over individual polygons that make up the model.

The NURBs feature of Autodesk 3ds allows smooth surface rendition by use of mathematical formulae and is of greatest use to inaccurate simulation of mechanical parts. It is of greatest use in applications such as automobile design and instrument design.

3ds Max allows the use of custom lighting and shadows and highlights can also be 'burned' into the image rendered. These settings are frequently used for game imagery.

Key Takeaways:

- 3D Max Poly Modeling
- Objects and Sub-Objects
- Sub-Object Levels
- Smoothing Groups
- Using Subdivision Surfaces
- Spline Modeling
- Mesh Modeling
- Nurbs Modeling
- Texturing
- Standard Texture
- Mental Texture

- V-Ray Texture
- Using Lights and Lighting Techniques in 3Ds MAX

MODULE 3. Animation, Camera and Walkthrough

With the Animation in 3ds Max, an individual will learn how to tackle many of the fundamental aspects of adding motion to objects and characters that are not only effective but is also believable. This module will be focused on learning everything from basic techniques to advanced animation workflows that are used in film and games industries.

Cameras are the main viewing tools in 3D visualization. They are placed in the scene either manually or from the Perspective viewport and named uniquely. The Walkthrough Assistant in 3ds Max allows to "fly" the camera to explore virtual designs.

Key Takeaways:

- Animation
- Basic Animation
- Keyframing
- Auto Key and Set Key
- Camera
- Standard Camera
- V-Ray Camera
- Walkthrough

MODULE 4. V-Ray Rendering Application

Key Takeaways:

In this V-Ray Rendering module, students will learn how to create high-resolution textures, multi-layered shaders to add realism to our scene in 3ds Max and V-Ray. On completion of this module, you will learn in creating complex materials and using the unwrap tools in 3ds Max to create something special.

MODULE 5. Student Portfolio and Project

A student portfolio is a compilation of academic work and other forms of educational evidence assembled for the purpose of

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- Learning progress and academic achievement;
- Determining whether students have met learning standards
- Projects which can be shown at the time Job Interviews

Key Takeaways:

- Development of Student Portfolio
- Working on Live Projects

Why Join Us?:

ADMEC's believe in "Learn. Practice. Work" methodology which teaches the critical production skills needed to get hired in the fast-growing 3D industry. b .Practice on Real time projects c. Provision of Internships

Learning Methodology:

- Conduct sessions in a small group of students.
- The course is designed in such a way that learning 3ds Max becomes a fun-filled experience.
- Mentors provide practical examples along with the technicalities of the software
- Project Portfolio and 100% Job Placement Assistance
- Lifetime support to all our students

Career Options:

- Autodesk 3D Max Specialist
- 3D Artist, Art Director
- 3D Modeller Professional
- Texture Artist
- Lighting Professional
- Rigging Expert
- 3D Animators
- Game Developers
- Graphic Designers
- Architects
- Interior Designers

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