

3ds Max Level I: MODELING

Modeling in 3D is similar to sculpting. Many different techniques to build highly detailed models for architectural presentations can be used to create the objects in your scene.

Using projects, you will learn by applying techniques directly to models. By the completion of this training, you will be fully capable of creating, animating and rendering your own 3d models.

In this 3ds Max modeling classes you will learn:

The basics of 3d models

A variety of ways to work with models in 3ds Max

The core 3ds Max tools you need to know that can be used to build models

We will look at how geometry can be assembled into more complex models

LEVEL I

3ds Max MODELING COURSE SYLLABUS

CLASSES CONTENT

3ds Max Environment

User Interface

Navigation and Viewports

Selection Tools

Units Setup

Layers

Command Panel

Save Max Files

Merge Max files

Importing and Exporting

3D Modeling Concepts

Shape

Edge

Vertex

Face

Objects:

Spline

Polygons

Elements

Object Properties

Vertex Sub-Object Level

Edge Sub-Object Level

Border Sub-Object Level

Element Sub-Object Level

Editable Poly

Normals

Flipped Faces

Transforming Helpers

Local Coordinate system

World Coordinate system

Select and Move the Gizmo

Scale gizmo

Manipulating pivots

Pivot Points

Transform Gizmos

Rotate Gizmo

Basic Transformations:

move, rotate, scale

Clone:

copy, instance, reference

Object Creation

2D shapes
Standard Primitives
Duplicating Objects
Convert to Editable Poly
Extrude
Chamfer Tool
Symmetry Modifier
View Align tool
The cut tool
Select and Link tool
Array
Group

Types of Modeling in 3ds Max:

Primitive
Box
3D models from 2D shapes
Polygon Modeling
Box Modeling Techniques
Subdivisions Techniques
Spline Modeling
Surface Modeling
Patch (Deformable Object)
NURBS (Complex Curves)
Loft (two-dimensional shapes extrude along a third axis)
Boolean (Combines two objects)
ProBoolean
Compound Objects
Low polygon Modeling

Modeling Helpers

Hiding and Freezing Objects
Translating, Rotating and Scaling Objects
Using Pivot Points
Snap Options
Cloning Objects
Mirror tool

Modifiers

Modifier List
Modifier Stack
Symmetry Modifier
Geometric Modifiers
Parametric Deformer Modifiers
Free form Modifiers
Subdivision Surface Modifiers
Polygon Smoothing Groups
Mesh Smooth

Manage Scenes State

Texturing Basics
Lighting Basics
Render Basics