3DS MAX ARCHITECTURE with VRay
3D Modeling and Rendering focused in architecture and interior design.

Directed Towards:
Architects, Interior designers, Landscape architects, set designers and students in related careers.

General Objectives:
Be able to take photo-realistic images from 3D models. Achieve high quality visualization of internal spaces and buildings.

Specific Objectives:
Create complex 3D models to achieve high quality renders in 3ds Max.
Learn advance techniques of 3D modeling
Apply techniques to achieve realistic materials, lighting and animations.

COURSE CONTENT

3Ds Max Environment
User interface
Viewports
Coordinate systems
Object selection
Navigation
Snaps

Importing Files
Import Dwg files
Import Revit Architecture Models
Layer and Object Use
Merge Max files

Object manipulation
Transformations: move, rotate, scale
Clone: copy, instance, reference, array
Manipulating pivots
Object Pooling

3D Modeling
2D shapes
3D models from 2D shapes
Boolean and ProBoolean

Surface Modeling
Box Modeling Techniques
Poly Modeling
Subdivisions Techniques

Modifiers
Use of the stack of modifiers
Commonly used modifiers
Adding Modifiers
Deformation Modifiers

VRay Materials, Lighting, Camera & Rendering
VRay first settings
VRay Frame Buffer
VRay Materials
Color Mapping
VRay Lights
Lighting schemes
VRay Sun
VRay Physical Camera
Light Balance and exposure settings
HDRI maps
VRay Reflections

Render
Rendering Parameters
Save images files

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