

# 3ds Max Introduction



## Course Details:

**Duration:** 4 Days

**Prerequisite:** Basic concepts of 3D Building Design

**Courseware:** Included

**Achievement:** Certificate

**Time:** 9:00 a.m. - 5:00 p.m.

## General Information:

**Locations:** All courses are offered online, on-site, or in-person at SolidCAD training facilities across Canada, including:

Burnaby, BC  
Calgary, AB  
Edmonton, AB  
Regina, SK  
Winnipeg, MB  
Richmond Hill, ON  
Ottawa, ON  
Quebec City, QC  
Montreal, QC  
Hanwell, NB  
Halifax, NS

Alternatively, training can be conducted on-site for a specific client or at a 3rd party facility in any city or province

## Pricing, Registration &

**Scheduling:** Please contact our training coordinator at 1-877-438-2231 x227 or via email at [training@solidcad.ca](mailto:training@solidcad.ca)

**Complete course listing:**

[www.solidcad.ca/training](http://www.solidcad.ca/training)



## Course Description:

This program teaches the basic principles of 3D computer modeling, rendering and animation within 3ds Max Design. Concepts include primitive and spline-based modeling, AEC object modeling, transforms and transform managers, sub-object modeling and modifiers. Techniques will be discussed on how to use CAD drawings as a basis for MAX models. After becoming familiar with basic modeling techniques, users will learn how to apply realistic materials and textures, enhance their scenes with lighting and create photorealistic renderings.

Upon completion, users will be able to create rendered images and basic animations.

## Learning Objectives:

- User Interface
- Importing, merging and linking geometry
- Transforming objects
- Applying modifiers
- Low-poly modeling
- Creating shapes
- Creating compound objects
- Creating material to simulate real-world texture
- Assigning materials to geometry
- Mapping coordinates
- Physical Materials
- Arnold Materials
- Basic lighting
- Daylight System and Photometric Lights
- Arnold Lights
- Arnold render
- Creating and manipulating cameras for still and walkthroughs/fly-bys
- Physical Camera
- Rendering with high resolution images
- Lighting analysis
- Improved ActiveShade Rendering
- Rendering in A360
- Basic animation technique

## Supplemental Learning:

- Showcase for Architecture, Engineering & Construction