

3D Studio MAX 2010

(This course is specially designed for Architects, Interior Designers, Product Modelers & 3D Graphics Visualizers)

To visualize a real life object using virtual reality, modern computer graphics software are used very effectively. In such type of software you can generate 3D working models, Architectural walk through, Mechanical assembly models with complete technical details for presentation purpose. Now in this new version of 3DS MAX 2010 you can also get real world realistic light effects.

Contents:

Computer Fundamentals, Introduction to 3D Environment, Solid modeling concepts, Basic Modeling, Parametric Modeling, Modeling with modifiers, Modeling with 2D Shapes, Boolean Objects, Loft Objects, Mesh and Patch Modeling concepts.

Materials and Maps, Map Channels, Real World Material Properties, Adjusting Materials for Lights.

Light, Advance Lighting for more realistic effect, Day lighting, Night lighting, Neon glow effect, Photometric Light Concepts, Understanding Radiosity Principle, Shadow concepts, Adjusting Shadows with Advance Shadow, Ambient Light Algorithms, Camera, Animating Camera, Object Animation Concepts, Linking objects, Environment effects like Fog, Volumetric Light, Special effects like Glow, Lance Flair, Skylight.

Controlling Animation using Track view and Curve Editor, Understanding Object and Scene Hierarchy, Adding sound, Rendering Concepts, Handling different file formats, using different Codacs, Video-Post Concepts, Rendering with Video Post, Rendering stills and Animations, Mental Ray.

AutoCAD interface, Importing plans from AutoCAD, Adjusting the units, Creating 3d objects using AutoCAD Plan.

Live Project: Planning the project, Writing Story Board, Combining together, Rendering Stills, Making Walkthrough/Animation.

Pre-requisites: Architect, Interior Designer, Civil or Mechanical Engineering / Diploma, Commercial Artist, Graphics Visualizer.

Total Duration: (120 Hours) Fees: Rs. 14,000/-

