



3D Max 2015

➤ Standard Primitives

- Ⓞ Introduction to 3D Max
- Ⓞ Uses in various Engineering sectors
- Ⓞ Four ports and configuration
- Ⓞ Animation option-Time line & time slider
- Ⓞ Unit setup

➤ Extended Primitives

- Ⓞ Application of tools in main toolbar
- Ⓞ Link, Unlink, Selection tools, Operating tools, Mirror & Snaps
- Ⓞ Navigation panel, Media panel, Grid and snap setup
- Ⓞ Selection sets, Align, Layers, Render, Material editor
- Ⓞ Create, Modify, Hierarchy, Object Categories
- Ⓞ Tools-Array, Mirror
- Ⓞ Group menu, P Q R Axis, Family parameters

➤ Basic Models

- Ⓞ Parameter modifiers
- Ⓞ Limit effects with Gizmo center
- Ⓞ Creating a 3D objects by using AEC extended objects

➤ 2D & 3D Boolean

- Ⓞ Creating 2D sketches by using spline, line etc
- Ⓞ Creating 3D objects by using commands like extrude, lathe, loft Boolean

➤ Advanced modeling

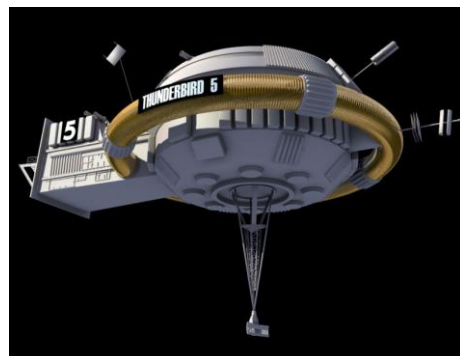
- Ⓞ Creating some architectural objects like sunshade, Block
- Ⓞ Front projections arcs by using parametric modifiers
- Ⓞ Creating 3D objects like door, windows, wall, railing, stairs etc
- Ⓞ Foliage & site impartment
- Ⓞ Creating compound objects

➤ Advanced rendering

- Ⓞ Standard lightning, Advanced lightning by using light parameters tools
- Ⓞ Basic texturing of 3D models by using texturing tool
- Ⓞ Creating particles, environmental effects in 3D models
- Ⓞ Animating camera, path camera by motion panel tools
- Ⓞ Animating the position, rotation & path of the camera
- Ⓞ Rendering

➤ Animation

- Ⓞ Frame to frame animation, Parametric animation
- Ⓞ Object animation, Walk through, creating video files



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DURATION : 80 HRS

