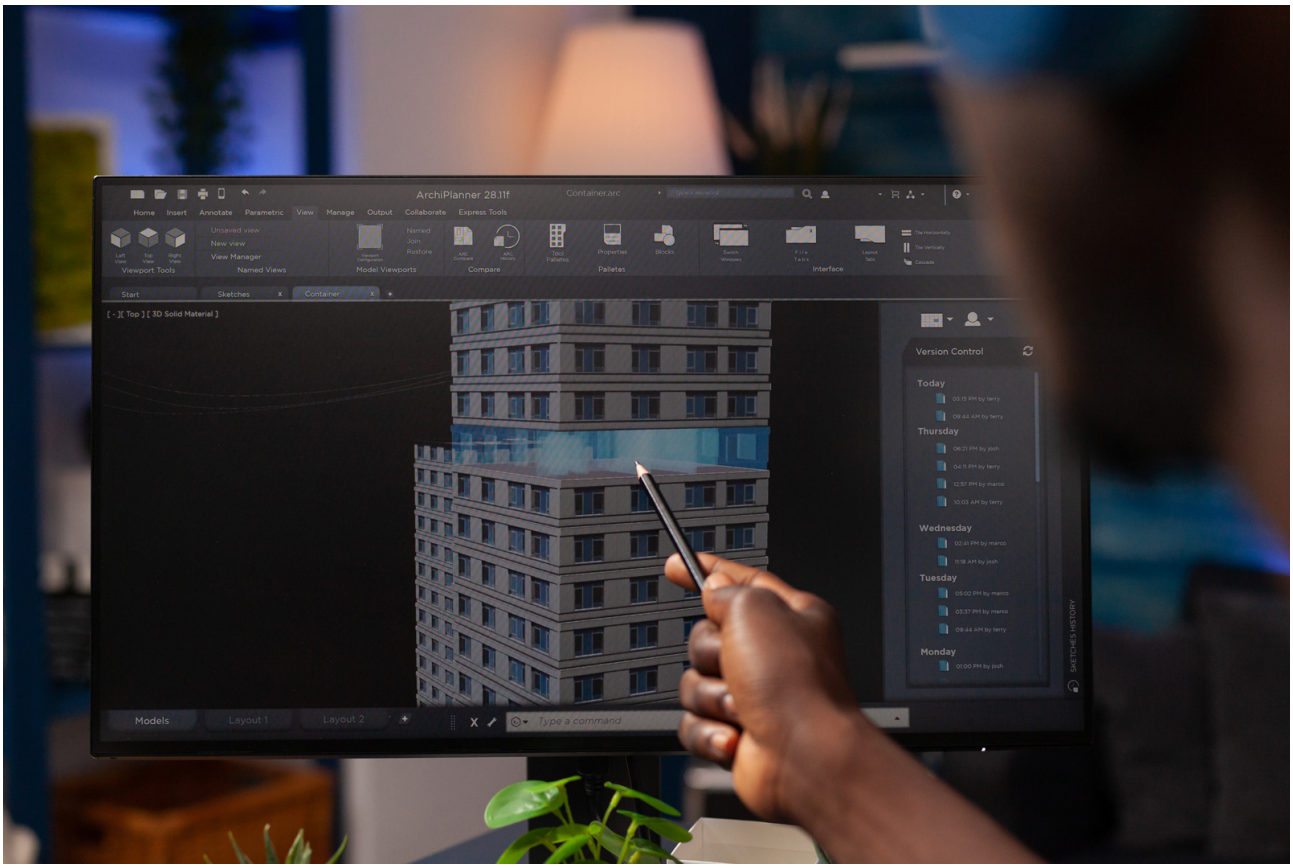
Teks academy
Transferring Experts Knowledge To Students

3DS MAX



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MODULE 01 - GETTING STARTED

- Course Introduction
- Learning objectives
- Configuring 3ds Max and 3ds Max design
- Setting up units
- Setting display units to architectural
- Assigning a project folder
- Creating a prototype folder

MODULE 02 – PRE-PRODUCTION AND PLANNING

- Pre-Planning the production
- Developing the storyboard sketch style
- Examining a sample storyboard
- Planning the scene level of details
- Understanding the level of details
- Planning file output
-

MODULE 03:- MODELING

- Modeling in 3Ds Max
- Understanding shapes
- Saving incremental files
- Cloning shapes
- Creating outline shapes
- Attaching shapes

- Attaching shapes
- Editing Closed 2D shapes
- Trimming and welding splines
- Filtering a vertex
- Understanding mesh and poly objects
- Discovering the editable poly object type
- Converting object types

MODULE 04 – MATERIALS

- Introducing Materials
- Understanding the slate material edit
- Creating schematic materials
- Learning the arch and design material
- Adjusting shaders
- Editing reflectivity
- Assigning a material
- Using map patterns
- Simulating Geometry
- Working with unwrapping UVW
- Editing materials IDs
- Assigning a multi/sub-object material

MODULE 05 - LIGHTING

- Learning direct and indirect light
- Discovering daylight
- Placing a daylight system

- Adjusting location
- Adjusting physical sky
- Understanding photometric lights
- Enabling streetlights in a scene
- Enabling global illumination

MODULE 06 – RENDERING

- Introducing rendering
- Learning about still image
- Understanding still image resolution
- Rendering still images etc...

MODULE 07 - CAMERAS

- Understanding the importance of the camera
- Discovering the traditional camera shots
- Learning effective camera distance
- Changing viewer distance
- Discovering the depth of field
- Adding depth of field to control focus

MODULE 08 - EFFECTS AND DYNAMICS

- Understanding particle effects
- Creating a particle flow
- Discovering 3ds max dynamics
- Simulating rigid bodies
- Draping a tablecloth

MODULE 09 – OUTPUT

- Considering the final output
- Understanding the scene states
- Setting up scene states for rendering
- Understanding batch rendering
- Configuring a batch rendering Queue

MODULE 10 - LEED LIGHTING ANALYSIS

- Introducing lighting analysis
- Understanding lighting analysis
- Learning who uses lighting analysis
- Identifying issues for lighting analysis
- Examining scene and modeling issues
- Building to scale
- Understanding 3D lighting design
- Examining real-world lighting

MODULE 11 - LIGHTING THE SCENE

- Understanding Lighting preparation
- Creating a ground plane
- Discovering the daylight system

MODULE 12 - SCENE MATERIALS

- Understanding scene materials
- Identifying scene materials

MODULE 13 – LIGHTING ANALYSIS FOR PRESENTATION

- Introducing lighting analysis for presentation
- Understanding lighting analysis tools

MODULE 14 - RENDERING AN ANALYSIS

- Rendering a complete analysis

VR-RAY

MODULE 15 - INTRODUCTION

- V-Ray installation
- V-Ray Configuration
- Tools and Features
- Image saving options

MODULE 16 - CRITICAL CONCEPTS

- Image sampling
- Sudiv's
- DMC Sampler
- Color mapping
- Color-mapping modes

MODULE 17 – KEY LIGHTING TOOLS

- Introduction
- Dealing with lighting problems
- How to add spherical fill light
- How to create mesh light
- How to create a skylight effect
- How to work with the dome light

MODULE 18 - GLOBAL ILLUMINATION

- Introduction
- What is primary and secondary bounces
- How irradiance mapping works
- Using irradiance mapping
- How light cache works
- Using light cache
- Understanding brute force GI
- Using brute force G

MODULE 19 - MATERIALS

- Introduction
- Creating a diffuse color
- Making reflective materials
- Blurring reflections
- Making clear and colored glass
- How to create a translucency effect

MODULE 20 – QUALITY CONTROL WITH IMAGE SAMPLING

- Introduction to image sampling
- Using the Fixed-Rate sampler
- How to use the Adaptive DMC sampler
- Working with the Adaptive Subdivision sampler
- Comparing image-sampling renders

MODULE 21 - THE PHYSICAL WORKFLOW

- The physical workflow explained
- Working with V Ray Sun and V Ray Sky
- Controlling the V Ray Physical Camera

MODULE 22 - V-RAY'S EFFECTS TOOLS

- Depth of field: V Ray Physical Camera
- Depth of field: using a perspective viewport
- Creating a motion blur effect
- Generating caustic effects
- Using V Ray Fur
- Stereoscopic 3D rendering

MODULE 23 - USING RENDER ELEMENTS

- Render elements workflow
- Preparing to composite

- Compositing V-Ray elements
- Putting extra elements to work
- Post-lighting a scene

MODULE 24 - RT

- Introduction to RT
- Demonstrating the RT workflow

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