Autodesk 3DS Max with Vray Introduction

Autodesk 3ds Max is a professional 3D graphics program for making 3D animations, models, games and images.

V-Ray is a commercial plug-in for Autodesk 3ds Max and is used for visualizations and computer graphics in industries such as media, entertainment, film and video game production, industrial design, product design and architecture.

3 days will will give an overview of all the important features of 3ds Max and VRay

If delegates wish to explore some other avenues of max we can accommodate that, and if they want the full max intro with nothing left out then it would jump to 4 days (Max=3, VRay=1)

The course runs from 9.30 am to approximately 4.30 pm.

Interface and workflow
Project folder configuration
Viewports & navigation tools
Keyboard shortcuts
Reference coordinate system and Snaps
Default workspaces with enhanced menus

Creating a model
Parametric geometries and shapes
High and low polygon modeling
Modeling 3D objects from 2D shapes
Parametric modeling, polygon modeling
Combine multiple modeling concepts to create photo-real models
Learn to build anything you can imagine
Scaling your model (reset Xform)
Groups

Material Techniques
Learn a material's workflow
Difference between Material and Map
How to use material templates
How to create photo-realistic materials
How to apply a material and control its projection with an UVW map modifier
Open, save, create and merge materials libraries
Cameras & Views

Create & modify cameras
Create camera from view

Target and free cameras
Viewport background
Isolation mode
Layers
Layer properties
Object properties
Lighting your scene
Distributions types photometric lights
Self-illuminated materials
Interior lighting techniques
Daylight system
Shadow types
Studio light setup (for product rendering)
Animation

How to animate objects and materials
Tips & tricks
Walk-through animation
Select and link objects
Schematic view
Principles of inverse kinematics
Auto Key and Set Key
Track view (Curve editor and Dope Sheet)

Rendering your model
VRay rendering
VRay Exposure Control
VRay Rendering animations
VRay Rendering static images
VRay materials