

3ds Max Training

3ds Max Studio interface

3ds Max workspace
The different views
The main toolbar
General tab of preferences
Define the units
Scaling
Rotating an object
Landmark of 3ds Max.

Object creation and modeling

Create a 3D model
See a modifier
List modifiers
Primitives

modifications

Positioning controls.
Editing properties.
Property box.
Control panel.
Symmetries.

Manipulation of shapes and objects

Object selection
Aligning objects
Layer management
Copy of objects
Symmetry tools
Aspects of objects in a scene
Create groups of objects

3ds Max Materials and Textures

Materials: definition.

Material Editor

Creating a material

Discover the textures

Use UV coordinates

Cameras and lights

Presentation of lights and cameras

Lamp settings

Types and settings of cameras.

Positioning and Depth of Field

Perform the Render

Know the rendering engines

Dimensions

Manipulate layers

Quality of renderings

Output file type