

# 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