



## **Autodesk 3ds Max Design**

### **1. Introduction to Autodesk 3ds Max Design**

- Overview
- Visualization Workflow
- The Autodesk 3ds Max Design Interface
- Preferences
- Setting the Project Folder
- Configure Paths
- Display Drivers
- Viewport Display and Labels

### **2. Autodesk 3ds Max Design Configuration**

- Viewport Navigation
- Viewport Configuration
- Object Selection Methods
- Units Setup
- Layer and Object Properties

### **3. Basic Modeling Techniques**

- Model with Primitives
- Modifiers and Transforms
- Sub-Object Mode
- Reference Coordinate Systems and Transform Centers
- Cloning and Grouping
- Polygon Modeling Tools in the Ribbon
- Statistics in Viewport

### **4. Modeling from 2D Objects**

- 3D Modeling from 2D Objects
- The Lathe Modifier
- 2D Booleans
- The Extrude Modifier
- Boolean Operations
- Using Snaps for Precision
- The Sweep Modifier

## **5. Materials**

- Introduction to Materials
- Understanding Maps and Materials
- Managing Materials
- Standard Materials
- Material Shaders
- Assigning Maps to Materials
- Opacity, Bump, and Reflection Mapping
- mental ray Materials
- The Material Explorer

## **6. Mapping Coordinates and Scale**

- Mapping Coordinates
- Mapping Scale
- Spline Mapping

## **7. Introduction to Lighting**

- Local vs Global Illumination
- Standard Lighting
- Types of Standard Lights
- Shadow Types

## **8. Lighting and Rendering**

- Photometric Light Objects
- Exposure Control
- Daytime Lighting

## **9. Rendering and Cameras**

- Rendering Options
- Rendering Presets
- Single vs Double-Sided Rendering
- State Sets
- Cameras
- Background Images
- The Print Size Wizard

## **10. Animation**

- Animation and Time Controls
- Walkthrough Animation
- Animation Output