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Plan your study to suit your convenience and schedule.

3D Max Course

Email Contact: info@educba.com



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Course Overview

In this Course you get to learn:

3DS Max is an animation industrial software used for creating and modifying 3D modeling, animation, rendering, gaming, architectural and visualization. It's in use in the field of animation and so from years.

It has the ability to handle the high polygon count models or dense models and data of them such as textures, dynamics, keys, graphic, rendered, rigging data easily and its user-friendly interface makes it smooth to handle with inbuilt application options and also the plug-in required for the project scope can be added.

3D Max Course Skill

You get to learn about the below skills:

Anyone who has done their degree in animation or interested in 3D animation, interior designing, architecture design, and gaming model makings can join this 3D Max course.

There are multiple job openings in the field using 3DS Max such as modeler, texturing artist, designer, gamer, VFX artist, lighting artist.

Basic computer knowledge and application usage will be learned and work with 2D and 3D designers in Max which you will be trained on.

Course Features



Course Duration -
32 hours



Number of Courses



Verifiable
Certificates



Lifetime Access



Technical
Excellence

About 3D Max Course

3DS Max comes in 2 different flavors first is 3DS max is the core with editing and creating games professionals and the second one is 3DS Max Design is used more for visualization (VFX) and architectural design.

The application is a powerful tool to work on the 3D environment where we can create models, Design of an object in 3d such as furniture, mechanical parts, architectural designers etc, with their elements which are available in the toolbox.

3D Max Course

This is a Bundle Course that includes complete in-depth 3D Max Course Combined into one course.

This Bundle perfectly meets the requisite of the industry and gives you a better chance of being hired as 3D Max Course professional.

Section 1 . Character Modeling in 3D Max

- Introduction to Character Modeling
- Importing Reference Image
- Set for Modeling
- Extruding Edge
- Modeling Eye
- Inserting Eyeball Reference
- Working on Nose
- Modeling Nose
- Modeling Lips
- Modeling Chicks
- Working on Chicks
- Extrude Eye Edge and other

Section 2 . Shoe Lace

- Shoe Lace

Section 3 . Index Finger and Hand

- Index Finger
- Index Finger Hand Ref
- Hand Upside
- Hand Downside
- Full Hand
- Fingers Twik
- Complete Hand

Section 4 . Jacket and Inner Cloth

- Jacket
- Jacket Extrude
- Jacket Twik
- Inner Cloth Twik

Section 5 . Creat Nod and Neck

- Creat Nod
- Creat Neck

Section 6 . Twiking Character

- Twiking the Character
- Belt Editing
- More on Belt Editing
- Belt Copy
- Box Object Type
- Polygon Option
- Node Hook
- Symetry
- Unwarp and Unwarp Ear

Section 7 . Unwarp Face

- Unwarp

Section 8 . Head Full Unfold and Full Hand Unwrap

- Head Full Unfold and Unwarp Torso
- Hands and Jacket Unwrap
- Right Leg Unfold
- Left Leg Unfold
- Shoe Unfold
- Full Hand Unwrap

Section 9 . Texturing

- Head Texture
- Bump Map
- Lip Texture
- Eye Brows
- Render Inner Body Uvs
- Innerbody Texture
- Shoe Texture
- Hand Texture
- Jackete
- Eyeball Shader

Section 1. Interfaces 3ds Max

- Introduction to 3D max Interface
- Rename and select
- Geometry View
- Directions
- Changing Axis dimensions
- Rotating the Sphere

Section 2. Basic Modeling

- Basic Modeling Chair
- Making Curve Shape
- Making Additional Chair Shape
- Attaching an Object
- Making Chair portion
- Hide and Unhide Objects
- Making Rest Portions of Chair

Section 3. Interior Modeling

- Interior Modeling
- Modeling the Plan
- Top View Modeling
- Selecting Edge and Vertex
- Perspective View
- Editable Poly-Vertex

Section 4. Wall Modelling

- Basic wall interior

Section 5. Window Modeling

- Living Windows Interior
- Window- Perspective View
- Window Adjustments
- Window Base
- Window- Deselecting
- Bedroom Windows Interior

Section 6. Sofa Modeling

- Creating Sofa
- Starting with Sofa Modeling
- Attaching Surface
- Selecting Faces
- Sofa Modeling- Collapse
- Final Sofa Modeling

Section 7 . Dining Table and Chair modeling

- Dining Table Modeling
- Dining Table Piller
- More on Piller
- Dining Table Base
- More on Base Modeling
- Dining Table and Chairs
- Arranging Table and Chairs

Section 8 . Bed and Bedroom Modeling

- Basic Modeling Chair
- Making Curve Shape
- Making Additional Chair Shape
- Attaching an Object
- Making Chair portion
- Hide and Unhide Objects
- Making Rest Portions of Chair
- Attaching the Chair Portions

Section 9. Kitchen Modeling

- Sink
- Crossection
- kitchen Box
- kitchen Down Box
- Sink Setup
- Drawers and other

Section 10.TV Panel and Other Tables Modeling

- Tv Table Modeling
- Tv Table Perspective View
- Led Tv Modeling
- Tv Panel Modeling
- Leaving Table Modeling
- Bedroom Table
- Table Lamp

Section 11 . Texturing

- Floor Cloth Modeling
- Floor Texture Adding
- Wooden Floor Modeling
- Floor Mat Texturing
- Texturing the Bed Sheet
- Pillow Texturing
- Bedroom Panel Texturing
- Dining Table Texturing
- Adding Sofa Texture
- Change in Sofa Texture
- Table Lamp Texture
- Kitchen Texture
- Wall Painting and other

Section 1 . Dome and Mesh Lights

- Glossiness,Max Depth & Exit Color
- Fresnel PPT
- Fresnel Option
- Reflection
- Diffuse
- Setup for Using Materials
- Dome and Mesh Lights
- Dim and Affect Color
- Refraction to Exit Color
- Refraction Fog color
- Affect Channels
- Vray Frame Buffer
- Frame Buffer Controls and other

Section 2 . Plane Vray Light

- Texture and Direction
- Sampling
- Diffuse,Specular And Reflection options
- Size and Options
- Color And Temperature
- Light Types and Intensity
- Plane Vray Light

Section 3 . CG Lights

- What is VRay
- Artificial vs CG Lights and VRay
- Natural vs CG Lights
- CG Lights

Section 4 . Lighting and its behavior

- Light and its behaviour

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Frequently Asked Questions

What should be my eligibility to do this 3D Max course?

If you have passion and creative about animation, gaming and movie VFX creation and so this 3D Max course is best suitable for you learn the get familiar with the technical concepts of 2D and 3D designing with tools and attributions to make the work visually the best.

How much is the average render time taken by 3DS Max?

Yes, rendering is easy in 3DS max to know the preference setting of rendering for each mode go through this 3D Max course. Every object has a number of polygons and pixels which mater in rendering along with resolution standards so to know more about more similar stuff go through the complete 3D Max course.



Customer Reviews

“

The 3D Max course was well explained and had a good time learning all the stuff to gain the skills of animation, unwrapping, lightning and rendering the techniques share was worth valuable while working. The different modeling practices as part of the section made me do better models in less time. I have assisted my friends to join the 3D Max course as they can start their career in this field.

David Currie

”

It's the best application to get trained on. It takes time for beginners to understand and handle the interface once they are habituated, they can enjoy with its tools and stuff available in the software. I was very much interested with the texturing and unwrapping part as I am a texturing artist using Photoshop and 3DS max I can create my models in less time. I would recommend my friends and colleges to do this 3D Max

Aarohi Tilwani



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3D Max Course

For Queries please contact:

Email : info@educba.com



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