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3DS MAX Architecture Course

Email Contact: info@educba.com



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Course Overview

You get to learn a comprehensive detailed course on learning Interior Texturing using 3DS Max Software.

This course will also help the students and learners to study texturing and help them to master it. It is a Basic course that provides easy and simple practical examples of modeling and texturing.

This course will definitely help the users in the long run.

3DS MAX Skills

We learn the following skills:

3DS Max is not just a program today, but it is an industry itself. It is used in many of the industries and fields of architecture and engineering.

This 3DS Max Architecture Course is a practical and simple course which is designed in a way that it can be used by beginners as well as professionals.

Course Features



Course Duration-
12+ Hours



Number of Courses



Verifiable
Certificates



Lifetime Access



Technical
Excellence

About 3DS MAX

3Ds Max is a popular and well-known 3D modeling, animation, and rendering software. It is widely used by the various 3D artist, modelers, engineers, architects, and interior designers.

The program has an amazing renderer that renders realistic images and helps in the clarity of the same.

The architectural industries also use 3DS Max to create photo realistic images of the buildings and architecture in the design phase.

3DS MAX Course

This is a Bundle Course that includes complete in-depth 3DS MAX Learning Courses combined into one Complete Course.

This Bundle perfectly meets the requisite of the industry and gives you a better chance of being hired as a Learning professional.

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The Interfaces and Basic Modeling

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
- Attaching the Chair Portions

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Modeling Interior, Wall, Window and Sofa

Section 1. Interior Modeling

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

Section 2. Wall Modelling

- Basic wall interior

Section 3. Window Modeling

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

Section 4. Sofa Modeling

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

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Modeling Dining, Bed and Kitchen

Section 1. Final Sofa Modeling

- Dining Table Modeling
- Dining Table Pillar
- Dining Table Base
- Dining Table and Chairs
- Arranging Table and Chairs

Section 2. Bed and Bedroom Modeling

- Bed Cloth Modeling
- Adding Objects in Bed Cloth Modeling
- Cloth Model for Pillows
- Importing the Bed
- Back Panel of Bed
- Cloth Bedsheet Modeling
- Importing Cloth Over Bedsheet
- Master Bedroom

Section 3. Kitchen Modeling

- Sink
- Crossection
- kitchen Box
- kitchen Down Box
- Sink Setup
- Drawers
- Understanding Proportion

Section 1. 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 2. 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 & Wall Texture



Frequently Asked Questions

3DS Max is a 3D Modelling program. I am a beginner in this field will this 3DS Max Architecture Course benefit me in any possible way?

Definitely. This course is not just for professionals or advanced learners. If you are a beginner, you can still learn a lot of skills and techniques through this course. This course includes a lot of practical examples and methods that will help you to gain immense basic knowledge about 3D tools and techniques. Also, if you desire to make a career in this field, this course will be very useful for you.

I am a student of Maya and I do most of the animation work on it. But I am not happy with the modeling and texturing part in Maya. Can i use 3DS Max for Modelling and how will this course help me in that?

Honestly, Maya is an animation perfect software while Max is a Modelling Perfect software. You can simply create your models on Max and export them to Maya. Max is a very useful program and is mostly used for Polygonal Modelling. This type of Modelling helps the user to have control over the individual polygons of each model and modify them accordingly. Rest it's your wish to animate your files on Max or Maya.



Customer Reviews

“

Your 3D architecture part is very clear to understand. I enjoyed the case study on architecture and myself performed with the trainer. Very practical.

Arshi

”

I have found the subject very informative and extremely helpful. 3D MAX is a good software and the information on the course is very helpful the items raised on the course are good and can help me with my design work i have found the items on the course will be able to assist me the lessons are very helpful

Nigel Hibert

“

What I like most about this program that I can make the design, plans, and drawings of two and three dimensions in an easy and fast away. It is an internationally recognized software. It is excellent for its editing ability.

Arslan Haider



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For Queries please contact:

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