

---

At EDUCBA, it is a matter of pride to us to make job oriented hands on courses available to anyone, any time and anywhere.

Learn at a time and place, and pace that is of your choice.

Plan your study to suit your convenience and schedule.

# 3DS MAX Modeling Course

---

Email Contact: [info@educba.com](mailto:info@educba.com)



# EDUCBA

---



[www.educba.com](http://www.educba.com)

# Course Overview

---

You get to learn entire character modeling and texturing in detail from scratch. You can perform the modeling with the tutor step by step to create your own.

# 3Ds Max Modeling Skills

---

We learn the following skills:

Creating basic objects by using the modifier to alter an object's shape. Cloning objects to create a typical geometry and assembling objects to each other.

Creating spline objects and converting them into geometry.

You can grab all the skills and make use to develop yourself.

# Course Features

---



Course Duration-  
15+ Hours



Number of Courses



Verifiable  
Certificates



Lifetime Access



Technical  
Excellence

# About 3Ds Max Modeling

---

3ds Max is an animation software used in the graphic designing industry. 3ds Max has the capacity to develop and render the objects with the help of surfacing tools.

The data integration can also be facilitated using this tool that makes it easy for other application to utilize that data for their requirement.

3ds Max is a multi-user software which is used in a different field. 3ds max is used in the civil engineering field, graphic designing field, animation and motion creation field and in the cartoon.

# 3Ds Max Modeling Course

---

This is a Bundle Course that includes complete in-depth 3Ds Max Modeling 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 3ds Max Modeling Learning 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

## Section 2. Character Modeling in 3D Max(Contd)

- Forehead Modeling
- Forehead Edge Modeling
- Forehead- Perspective View
- Neck Modeling
- Adding Basic Details
- Eye Details Addition
- Smile Editing
- Adding Cuts
- Adding Nose Details
- Adding Lips Details
- Basic Ear Editing
- Body Refernce Setup

# 2

## Shreks Shoelace, Index Finger and Hand

---

### Section 1. Shoe Lace

- Shoe Lace

### Section 2. Index Finger and Hand

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

# 3

## Shreks Shoelace, Index Finger and Hand

---

### Section 1. Jacket and Inner Cloth

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

### Section 2. Creat Nod and Neck

- Creat Nod

### Section 3. 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

# 4

## Shreks Shoelace, Index Finger and Hand

---

### Section 1. Unwarp Face

- Unwarp Face

### Section 2. 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
- Render Uvs
- Camera Setup

# 5

## Texturing Shrek

---

### Section 1. Texturing

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



# Frequently Asked Questions

---

Will I get complete knowledge about 3ds max just by learning online?

Learning online is as per your convenient time determines your mood. Also, this makes you grab fast when you want to learn. Online knowledge helps to last longer in your mind instead of by learning theory.

3Ds Max Modeling Training is sufficient knowledge to get use it further?

This syllabus includes information of all tools and features in the software. Live examples and demo projects are included in the sessions that adhere you to the topic. Practicing makes a man perfect after learning theoretical knowledge.

How long it will take for me to learn the complete 3Ds Max Modeling Training?

It depends upon us how fast we grab the skills. Still, we don't have any boundary condition that you should finish within a certain timeline. But you should score at least 70 percent to get the certificate.



# Customer Reviews

“

Great job by being specific with the keys you are using. Makes it much easier to follow along in the tutorial. I Found it very informative from beginning to end. If I had one request, it would be to insert an “image” of the keys you are using during the tutorial. At some points in the videos it is hard to hear exactly what key is being said.

Mark Cain

”

The learning process was relatively easy for a beginner. I have a good experience in 3d max, and thus I could relate in areas a beginner couldn't understand. The area where the tangents were involved has been explained better for the guys starting up in Max. All in all, a very good job throughout the tutorials, I will be looking forward to getting more from you.

Mark Stephens

”

It taught more than I expected on character animation. Now I can design my own designs by using the techniques that have been taught in this 3Ds Max Modeling Course. It is a very beneficial course for design/animation students.

Rosette



# EDUCBA

---

## 3Ds Max Modeling Course

---

For Queries please contact:

Email : [info@educba.com](mailto:info@educba.com)



[www.educba.com](http://www.educba.com)