

Updated 01/03/2023

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## 3DS Max training

3 days (21 hours)

### Presentation

Autodesk 3ds Max is 3D modeling and animation software developed by the Autodesk company. Alongside Maya, Softimage XSI, Lightwave, Houdini and Blender, it is one of the benchmark programs in the field of 3D computer graphics, having evolved from the 3D Studio program, which ran under DOS until version 4 in 1994. The programmers at Kinetix developed a completely new and redesigned program. It was released in 1996.

3ds Max is based on a modular architecture, compatible with multiple plug-ins and scripts written in a proprietary language called Maxscript. 3ds Max software has developed rapidly, being used mainly in the video, film and automotive industries.

The software is currently in version 2017 (3ds max 2017) and is developed by Autodesk, and integrates many new features, such as the Mental Ray rendering engine, as well as Joe Alter's Shave and a HairCut plugin for hair rendering, new in version 8. 3ds Max also has two character animation engines: Character Studio and CAT (Character Animation Toolkit). The version of 3ds Max 2016 also integrates Max Création Graph a plug-in creation module operating nodally.

### Objectives

- Create a scene composed of models
- Create 3D animations and illustrations
- Use in video game creation
- Know how to create professional 3D models and renderings with 3ds Max software
- Preparing for Autodesk 3DS Max ACU certification

### Target audience

- It can be adapted to all levels.

## Prerequisites

Autodesk 3D Studio Max is used by the following professions: Architects, designers, DTP graphic artists, animation professionals, computer graphics artists, fitters, audiovisual professionals wishing to produce 3D models or animations...

## Program

### First steps in Autodesk 3DS Max

- Introduction to 3D and its principles
- Organization and customization of toolbars and control panels
- Project settings

### File management in 3DS Max

- Importing into 3DS Max

### Modeling

- Primitives and compound objects
- Setting up referents for the transition from 2D to 3D
- Poly and mesh editing
- Splines and lathe modeling
- Surface modeling

### Object management

- Object duplication, instance
- Object selection and management: layers, groups...

### Texture

- Standard materials
- UV map
- Using the texture editor: slate/node
- Discovering procedural methods
- Map-based textures

### Camera

- Standard and target cameras
- Focal length settings

## Stage direction

- Standard lighting
- Environment
- Optimized rendering

## Animation

- Identify animation parameters
- Creating a biped
- Key frame animation
- Preview
- Path Constraint

## Exports

- 3D printing
- Virtual reality
- Motion Design

## Companies concerned

This course is aimed at companies, large or small, wishing to train their teams in a new, advanced computer technology.

## Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

## Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

## Validation

At the end of the session, a multiple-choice questionnaire is used to check that skills have been correctly acquired.

## Sanction

A certificate will be issued to each trainee who completes the course.