

3D STUDIO MAX SYLLABUS

Day 01	• Introduction To 3ds Max , • Uses In Various Engineering Sectors
Day 02	• Features In The Software Interface , • Four Ports And Configuration , • Animation Options – Time Line & Time Slider • Unit Setup
Day 03	• Application Of Objects Like Standard Primitive • Modeling Of A Small Hut In A Garden
Day 04	• Application Of Tools In Main Tool Bar , • Link, Unlink, Selection Tools, Operating Tools, Mirror & Snaps , • Software Interface , • Navigation Panel. Tab Panel , Media Panel ,Grid And Snap Set Up
Day 05	• Creating Wall By Using Box Parameters • Crating Some Architectural Features Like Arc Entrances And • Front Elevations By Cloning
Day 06	• Application Of Tools From Main Tool Bar • Selection Sets , Align , Layers , Render ,Material Editor , • Interface For Command Panel • Create , Modify , Hierarchy , Object Categories , • Tools- Array , Mirror
Day 07	• Creating Various Kinds Of Stair Case By Using Standard Primitives Exe – L- Type , C- Type , Radial , Flat , Hexagonal & Octagonal
Day 08	• Extended Primitives , • Group Menu, P Q R Axis ,Co Ordinates , Family Parameters
Day 09	• And Modeling Hedra, Torous Nut, Chamfer Box , Chamfer Cylinder Etc.
Day 10	• Modeling Of Interior Object Like Sofa , Tables , Beeds , Cupboards , • Enating A Bed And Sofa Set With Dining Tables And Chairs.
Day 11	• Parameters Modifier • Bend , Taper , Twist , Shell , Slice , Wave , Noise , Etc
Day 12	• Applng Parametric Modifiers With Shell Modifiers , • Limit Effects Gizmo Center
Day 13	• Creating Some Architection Objects Like Sunshade , Block , • Front Projections Arcs By Using Parametric Modifiers
Day 14	• Geometrical 3d Object With Parameters
Day 15	• Door , • Windows , • Wall , • Railing , • Stairs , • Foliages And Site

PIOUS INFOTECH ACADEMY

	Improment
Day 16	• Creating One Interior By Using Default Geometrical 3d Object , • Paremetires Deforms Extended And Standard Parimites
Day 17	• Concepts Of 2d Shapes , Line Spline Difference Between Editable
Day 18	• Spline And Default Shapes Brief Visualization On Arc , Rec , Ngon ,
Day 19	• Circle , Ellips , Helix , Text , Stares , • Extrude Lathe , Loft, Boolean
Day 20	• Sub – Parameters Of Line 1. Vertex 2. Segments 3. Spline
Day 21	• Creating Some Shapes Like–(Star, Move Mark, Rotate Mark) • Extruding Some Editable Splines , • Creating 360” Circular 3d Objects By Lathe Command , • Creating Single & Multiple Boolean • (Subtraction Of Doors & Windows From Walls) , • Creating Single & Multiple Loft , • (Modeling Of A Architectural Pillar By Using Loft)
Day 22	• Using Editable Spline , • Attach & Cross Section • Editing Line S By Expiring Vertex , Segments , Splines
Day 23	• Modeling Concepts Of Bevel Profile • Vertex Parameters – • (Fillet , Chamfer , Fuse , Weld , Connect , Insert,Etc)
Day 24	• Segment Parameters (Insert,Break,Divide,Hide ,Unhide,Etc) , • Spline Parameters (Trim, Extend, Out Line Etc)
Day 25	• Creating Models Of Realing , Door , Frames , Windows , Cupbordes Of A Piller
Day 26	• Creating Subtraction & 3d Objects From 2d Line S & Shapes
Day 27	• Aplly Morror Any Align Attach Commands On 2d Lines Changing And Converting To 3d
Day 28	Editable Spline Copy Of Segment And Line
Day 29	• Creating One Interior Of A Kitchen With Kitchen Cabinets Flooring And Shutters.
Day 30	• Relation With Auto Cad And Line Drawing
Day 31	• Importing 2d Plans And 3d Blocks From AutoCAD , • Exporting 3d Max Files To Other Extension , • How To Draw Plan In Auto Cad For 3ds Max

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	Reference
Day 32	• Importing One Plan From AutoCAD And Creating Walls And • Sulestraction Of Doors Windows Ventilators Slabs Designing in 3ds Max
Day 33	• Editable Patch And Editable Nurms Patch Parameters And Modeling Tools Nurms
Day 34	Modifiers And Parameter Modify Tools , • Mesh Smooth And Interaction
Day 35	• Creating A Flower And Lives By Using Editable Patch • Creating Curtains And Wardrops By Using Editable Nurms
Day 36	• Ediable Poly And Low Poligon Modify , • Convert 3d Objects To Editable Poly
Day 37	• Working With Vertex Edge Polygon And Elements Adding And
Day 38	• Subscripting With Modifiers Quick Slice Cut Bevel Inset Outline Extended Scaling
Day 39	Roaiion Movement Of Scale Parameters And Modeling
Day 40	• Creating One Architectural Piller And Some Falls Projection From A 3d Objects
Day 41	• Introduction To Material Textures And Maps Concepts Of Texturing And Adding
Day 42	Material –• Introduction To Material Editor , • Mapping Material Slots Adding Substracting Maps , • Color Concepts Texturing With Bitmap Files
Day 43	• Application Of Materials On The Objects , • Creating Colorized Material Textures For Objects
Day 44	• Apply Material On Surfaces , • Uvw Mapping Tiling
Day 45	• Diffuse Mapping And Creating New Tercouse , • Bitmap Material Creating Mirror And Glosyness , • Multi Material Editing Maps
Day 46	• Appling Different Materials On One Surface • Creating Reflection On Objects • Creating Tiling Ranginess On Objects
Day 47	• Architectural Maps , • Shellac Maps , • Raytral Maps , • Materials Object

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	Maps
Day 48	• Blend Materials , • Composite Materials , • Uvw Mapping • Tiling , • Browning jpeg Files As Materials
Day 49	• Creating And Editing Material By Using All Concepts Of Mapping • Texting One Interior And One Exterior
Day 50	• Introduction To Lights , • Universal Concepts & 3ds Max Representation
Day 51	• Sun Study & Positioning Lights , • Main & Subordinate Lights
Day 52	• Types Of Lights – 1. Omni 2.Spot 3.Directionals
Day 53	• Creating Lights In View Ports • Observing The Categories And Parameters Of Lights • Applying Lights With Some Objects
Day 54	• Light Parameters – Restricting Lights , • General Parameters(Conversion Of Lights)
Day 55	• Intensity And Color Attenuation , • Shadow Parameters
Day 56	• Atmospheric Effects , • Far And Near Attenuation
Day 57	• Applying Lights In A Interior And Creating Shadows • Creating Lights In Cones , • Bed Lights, Falls Lights , Table Lamps
Day 58	• Application Of Lights In Interiors , • Creating And Applying Lights On Exteriors
Day 59	• Creating Multiple Lights In Interiors , • Applying Lights In Side Wall Corners , • Getting Preview
Day 60	• Brief Application Of Lights In Interiors And Exterior • Creating Previews With Lights
Day 61	• Introduction To Camera , • Application And Utilities Of Camera , • Brief Discussion On Camera Concepts And Getting Previews • Types Of Camera 1. Free Camera 2. Target Camera , • Parameters For Cameras (Lenses And Coverage)
Day 62	• Getting Previews By Camera • Creating Still Images From A Camera • Application In Interior And Exterior

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Day 63	<ul style="list-style-type: none"> • Animating Camera ,• Path Camera By Motion Panel • Time Configuration And Frame Rates • Animating The Position , Rotation , And Path Of Camera • Applying Camera View Ports For Preview ,• Path Constant
Day 64	<ul style="list-style-type: none"> • Animating One Camera One Path ,• Getting Preview From A Camera In A Interior ,• And Exterior
Day 65	<ul style="list-style-type: none"> • Concepts Of Walk Through • Frame Rate And Time Configuration For Walk Through • Sexualizing Animation In A Human Tendency • Rising and Droppings Camera on Stair Cases And Exterior Elevations. • Getting Views for Top, Left, Bottom, and Right Ports.
Day 66	<ul style="list-style-type: none"> • Creating One Walk Through With Certain Frames ,• Preview The Walk Through.
Day 67	<ul style="list-style-type: none"> • Concepts Of Rendering • Scan Line Rendered
Day 68	<ul style="list-style-type: none"> • Properties 1. Frame Range 2. Files 3. File Size Resolution. 4. Port Selection. 5. Rendering from Different Views
Day 69	<ul style="list-style-type: none"> • Environments and Back Grounds. • Active View Port Settings. • Creating Still Images (Jpeg, Bmp). Movies-(Avi, Mpeg)
Day 70	<ul style="list-style-type: none"> • Producing Still Images And Movies In Frame Length ,• Timing Of The File, Angles, Of The Camera ,• Creating Walk Through Files In Avi Format
Day 71	<ul style="list-style-type: none"> • Basics Of Animations ,• Frame To Frame Animation ,• Parametric Animations ,• Morphings And Object Animation ,• Noise
Day 72	<ul style="list-style-type: none"> • Animating Doors, Openings At Entrance Of Camera,• Animating Curtain And Wordrops In Interior ,• Creating Water Bodies (Swimming Pool) ,• Animating Water
Day 73	<ul style="list-style-type: none"> • Introduction To View Post Effects ,• Video Post Application and Object Id. ,• Add Scene Event ,• Add Image Filter Event ,• Add Image Out Put Event
Day 74	<ul style="list-style-type: none"> • Saving Video Post Effect In Various Formats ,• Executing Sequencies ,• Saving Files
Day 75	<ul style="list-style-type: none"> • Creating Glows On Objects By Applying Video Post Effects ,• Creating Contrast, Highlights, Glow On Objects ,• Getting Render Still And Animated Movies From Video Post

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Day 76	• Getting Start With Projects ,• Estimating The Projects ,• Site Improvement With Elevations
Day 77	• Creating Architectural Point Of View ,• Planning Of Interior Of Files ,• Planning Of Exterior Files
Day 78	• Creating A Project On Interior ,• Walk Through ,• Exterior Elevations • Presentation Of The Projects
Day 79	Auto Key animation, Ghosting
Day 80	Dummy objects and animation,Track View – Dope Sheet, Looping animation,Weighted list controllers
Day 81	Set Key Animation,Path constraint and Path deform animation methods,Schematic View Improvements
Day 82	Make a simple animation.
Day 83	Adjusting your biped with Figure Mode.Applying Physique.Creating a walk cycle using Footsteps.
Day 84	Creating and editing a generated walk cycle using Footsteps.Setting keys in freeform mode.
Day 85	Combining animation clips to create an animated sequence.IK linking different biped limbs to objects.Animating multi-legged creatures.
Day 86	Make a Character Animation
Day 87	Creating particle systems., Using different lens effects., Creating rigid body collections.
Day 88	Creating simulations with reactor.,Setting physical properties for objects in simulation.
Day 89	Using Hinge and Rag Doll constraints.
Day 90	Use special effects in a object.