



COURSE DETAILS

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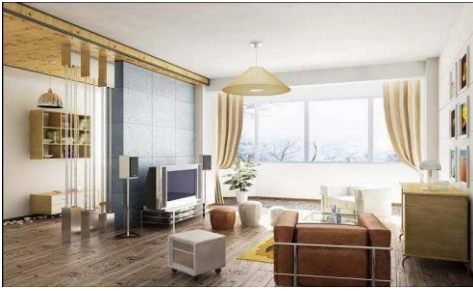
3Ds MAX

MODULE-1

- Introducing 3Ds Max
- Importance of 3Ds Max for Civil/Architecture Students
- Creating all type of Standard, Extended, Primitive objects
- Creating Doors, Windows and Stairs according to parameters
- Creating all types of shapes like Circle, Line and Ellipse etc.
- Convert all solid objects into Editable mesh
- Convert all shapes in Editable Spline
- Creating Compound Objects
- Creating Doors, Windows frame, Pannel, Glasses using Boolean
- Creating Doors, Windows frame, Pannel, Glasses using Editor Spline

MODULE-2

- Importing AutoCAD 3D Building Model File in 3Ds Max
- Applying Camera, Lights and Materials in 3D Model view



- Rendering Model View using Default Scan line Renderer
- Rendering Building View using Mental Ray Renderer

MODULE-3

- Different types of Lens and Effects in Lights
- Creating Road Night views using Spot light and Lens effects
- With path and without path Animation of an object in Particular frames
- Road Animation creating with Dummy and Camera
- Creating a big Fountain of Circular shape by Particle System and Space Warp
- Creating Bounce Effect of Water
- Creating Smoke Effect in Pooja Room by Particle system and Space Warp
- Creating a Farm House with Water Animation, Rotation of Fan Wheel

MODULE-4

- Creating a scene with Fire Effects
- Creating Inner wall, Inner door with Frames in AutoCAD to Exterior Building Model
- Importing Exterior and Interior building model in 3Ds Max
- Setting the furniture in rooms according to its requirement



MODULE-5

- Walk Through of Building in Exterior and Interior
- Creating AVI Movie
- Creating Blanket with Bed and Table Cloth Using some special modifiers
- Creating Curtains using special modifiers