



AUTODESK/AUTOCAD TRAINING

Autodesk 3ds Max Course

Master Autodesk 3ds Max for professional 3D modeling, animation, and rendering. Create stunning visualizations for design and media.

DURATION

Flexible

LEVEL

Intermediate

FORMAT

Instructor-Led

- Globally Recognized Certification

- Expert-Led Hands-On Training

- Flexible Scheduling

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COURSE OVERVIEW

Unlock your creative potential and elevate your skills in 3D design and animation with Computer Pride's intermediate Autodesk 3ds Max Course. This comprehensive program delves into the sophisticated world of 3D modeling, texturing, lighting, animation, and rendering using one of the industry's most powerful software applications. You will master advanced modeling techniques for both organic and hard-surface objects, learn to apply realistic materials and textures, set up dynamic lighting scenarios, and create captivating animations. The course emphasizes practical application, ensuring you gain hands-on experience with tools like the Graphite Modeling Tools, Arnold Renderer, and various animation controllers.

By completing this certification, you will not only become proficient in manipulating 3D environments and assets but also develop a strong portfolio of projects showcasing your ability to create high-quality visualizations and animations. The professional benefits are immense, as 3ds Max is a cornerstone in industries such as architectural visualization, game development, product design, and film/TV production. Graduates will be equipped to tackle complex 3D projects, meet professional visualization standards, and contribute significantly to design and media teams, enhancing their career prospects in a competitive digital landscape.

Level	Intermediate
Vendor	Autodesk/AutoCAD

COURSE CURRICULUM

01 Module 1: Advanced Modeling Techniques

- Polygon Modeling and Subdivision Surfaces
- Graphite Modeling Tools for intricate details
- NURBS Modeling for precise curves and surfaces
- Boolean operations and ProBoolean
- Retopology workflows for optimized meshes
- Creating complex organic and hard-surface models

02 Module 2: Materials, Texturing, and UV Mapping

- Understanding PBR (Physically Based Rendering) materials
- Creating custom materials with the Material Editor
- Advanced texture mapping techniques (projection, tiling, blending)
- Efficient UV Unwrapping strategies for complex models
- Using procedural maps and generators
- Introduction to Substance Painter integration workflows

03 Module 3: Lighting and Camera Fundamentals

- Principles of photographic lighting for 3D scenes
- Setting up various light types: Omni, Spot, Direct, Photometric
- Image-Based Lighting (IBL) with HDRI maps
- Global Illumination (GI) and Caustics
- Understanding camera controls: F-stop, shutter speed, depth of field
- Composition techniques for impactful renders

04 Module 4: Rendering with Arnold

- Introduction to the Arnold Renderer in 3ds Max

- Configuring Arnold render settings for quality and speed
- Sampling and denoising techniques
- Render Passes and AOV (Arbitrary Output Variables)
- Batch rendering and render farm considerations
- Post-production preparation for rendered images

05 Module 5: Introduction to Animation

- Keyframe animation principles
- Using the Track View (Dope Sheet and Curve Editor)
- Basic rigging for simple objects
- Path animation and motion paths
- Introduction to character animation tools (Biped, CAT)
- Rendering animated sequences

CAREER PATHWAYS

Graduates of this program are prepared for the following roles:

- > **Architectural Visualizer Specialist**
- > **3D Game Environment Artist**
- > **Product Design & Visualization Modeler**

FREQUENTLY ASKED QUESTIONS

Q: What prior experience with 3ds Max or 3D software is recommended before enrolling in this intermediate course?

This intermediate Autodesk 3ds Max course assumes participants have a foundational understanding of 3ds Max or other 3D modeling software. It is highly recommended that you are familiar with the basic user interface, navigation, fundamental modeling tools (e.g., editable poly basics, extrude, bevel), and simple material application. While not strictly required, prior experience with design principles or digital art will also be beneficial for maximizing your learning.

Q: Will this course cover advanced scripting or plugin development for 3ds Max?

While this course focuses on leveraging the core functionalities of Autodesk 3ds Max for modeling, texturing, lighting, animation, and rendering, it does not delve into advanced MAXScript programming or the development of custom plugins. The curriculum is designed to equip you with robust operational skills for creating professional-grade 3D content, rather than software development. However, we will touch upon how to effectively integrate and utilize existing industry-standard plugins within your workflow.

Q: How will the skills learned in this 3ds Max course prepare me for specific industry project workflows, such as architectural visualization or game asset creation?

This course is structured to provide practical skills directly applicable to industry workflows. For architectural visualization, you will master techniques for accurate modeling of structures, realistic material application for surfaces like glass and concrete, and advanced lighting setups to achieve photorealistic renders. For game asset creation, you'll learn optimized polygon modeling, efficient UV mapping for texture atlases, and preparing assets with appropriate poly counts and material IDs for game engine integration, ensuring your models are production-ready for both sectors.

ABOUT COMPUTER PRIDE



East Africa's Premier IT Training Center

With over 15 years of excellence, Computer Pride delivers globally recognized certification programs from leading technology vendors. Located on Kenyatta Avenue in Nairobi's CBD, our state-of-the-art facilities and expert instructors have empowered thousands of professionals across East Africa.

15+

Years of Excellence

10,000+

Professionals Trained

50+

Vendor Certifications

READY TO ENROL?

Take the next step in your technology career.

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