



AUTODESK/AUTOCAD TRAINING

Autodesk 3ds Max

Master 3D modeling, animation, and rendering with Autodesk 3ds Max. Create stunning visualizations for games, film, and design projects.

DURATION

Flexible

LEVEL

Intermediate

FORMAT

Instructor-Led

- Globally Recognized Certification

- Expert-Led Hands-On Training

- Flexible Scheduling

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COURSE OVERVIEW

This intermediate Autodesk 3ds Max course provides comprehensive training in the industry-standard software for 3D modeling, animation, and rendering. Participants will delve into the powerful tools and features that enable the creation of stunning visualizations for architectural design, game development, product prototyping, and visual effects. You'll master essential techniques from foundational 3D modeling principles, understanding various object types and modifiers, to crafting intricate scenes with precise detailing and realistic textures. The course emphasizes practical application, ensuring you gain hands-on experience with key workflows. By the end, you'll be proficient in constructing complex 3D assets and environments. Beyond modeling, this course covers the critical aspects of bringing your creations to life. You will learn about advanced material creation, exploring PBR (Physically Based Rendering) workflows and UV mapping to apply realistic surfaces to your models. Furthermore, you will gain an understanding of lighting principles, setting up scenes for optimal illumination, and mastering rendering techniques using integrated renderers like Arnold. The professional benefits of this course are immense: you'll develop a robust portfolio of 3D work, significantly enhance your marketability in competitive creative industries, and acquire the skills to transform concepts into high-fidelity 3D realities, positioning you as a highly capable 3D artist or visualizer.

Level	Intermediate
Vendor	Autodesk/AutoCAD

COURSE CURRICULUM

01 Module 1: Introduction to 3ds Max Interface and Basic Modeling

- Navigating the 3ds Max User Interface
- Understanding Viewports and Display Controls
- Basic Object Creation (Primitives and Splines)
- Transformation Tools (Move, Rotate, Scale)
- Introduction to Modifiers and Stacks
- Scene Management and Organization (Layers, Groups)

02 Module 2: Advanced Polygonal Modeling and Detailing

- Editable Poly Tools and Techniques (Extrude, Bevel, Bridge, Connect)
- Working with Sub-Object Selections (Vertex, Edge, Face, Polygon, Element)
- Applying Modifiers for Complex Geometry (Edit Poly, TurboSmooth, Shell)
- Modeling from Reference Images and Blueprints
- Creating Hard Surface and Organic Models
- Introduction to Boolean Operations and ProBoolean

03 Module 3: Materials, Texturing, and UV Mapping

- Understanding the Material Editor (Slate and Compact)
- Creating Standard and Physical Materials
- Introduction to Physically Based Rendering (PBR) Workflows
- Applying and Managing Textures (Bitmaps, Procedural Maps)
- UV Unwrapping Techniques (Unwrap UVW Modifier)
- Applying Decals, Labels, and Complex Surface Details

04 Module 4: Lighting Principles and Rendering with Arnold

- Types of Lights (Photometric, Standard, Daylight System)
- Setting up Interior and Exterior Lighting Scenarios
- Understanding Light Parameters (Intensity, Color, Decay)

- Introduction to Arnold Renderer (Basic Settings, Samples)
- Rendering Output Settings and Image Formats
- Batch Rendering and Render Elements (Render Passes)

05 Module 5: Basic Animation and Camera Techniques

- Keyframe Animation Fundamentals
- Using the AutoKey and SetKey Modes
- Graph Editor for Animation Curve Control
- Understanding Hierarchies and Linking Objects
- Creating and Animating Cameras (Target, Free Cameras)
- Basic Walkthroughs and Flythroughs

06 Module 6: Scene Assembly, Optimization, and Project Workflow

- Importing and Exporting Assets
- Optimizing Scene Performance (Proxies, XRefs)
- Populating Scenes with Assets and Libraries
- Working with External References (XRef Scenes, XRef Objects)
- Post-Production Concepts (Introduction to Image Editing for Renders)
- Final Project: Assembling and Rendering a Complete Scene

CAREER PATHWAYS

Graduates of this program are prepared for the following roles:

- > **Architectural Visualizer/3D Modeler**
- > **3D Game Environment & Asset Artist**
- > **Product Design & Prototyping Specialist**

FREQUENTLY ASKED QUESTIONS

Q: What prior knowledge or software experience is recommended before enrolling in this Autodesk 3ds Max course?

While this course covers foundational aspects of 3ds Max, participants are expected to have a basic understanding of computer operations and file management. Prior exposure to any 2D CAD software (like AutoCAD) or basic graphic design principles would be beneficial but is not strictly required. The 'intermediate' level refers to the depth of 3ds Max features covered, not necessarily requiring prior 3D software experience, as the course is structured to build skills progressively.

Q: How does mastering Autodesk 3ds Max specifically enhance my portfolio for roles in architectural visualization or game development?

Mastering Autodesk 3ds Max will significantly elevate your portfolio by enabling you to create highly detailed, photorealistic architectural renderings and complex, optimized 3D game assets and environments. For architectural visualization, you'll produce stunning interior and exterior renders, walkthrough animations, and precise models of buildings and landscapes. For game development, you'll demonstrate proficiency in efficient polygonal modeling, UV mapping, texture baking, and creating assets suitable for game engines, showcasing your ability to contribute industry-standard models to interactive experiences.

Q: Will this course cover advanced rendering techniques using V-Ray or other third-party renderers for photorealistic outputs?

This course provides a strong foundation in rendering using Autodesk's integrated Arnold renderer, covering principles of lighting, materials, and render settings essential for photorealistic outputs. While the core curriculum focuses on Arnold, the concepts and workflows taught are highly transferable. We do not extensively cover V-Ray or other third-party renderers in this intermediate course, but students will gain a solid understanding of rendering fundamentals that prepares them for easily picking up other render engines in advanced specialized courses.

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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