



## Curriculum Of 3DS Max

### INTRODUCTION TO MAX DESIGN HARMONY

- Max for Architects
- Autodesk 3ds Max

### TERMINOLOGIES

- The Welcome Screen
- Learn Tab, Start Tab, Extend Tab
- Layout Panel

### 3DS MAX INTERFACE

- Elements of GUI, Application button and Quick Access toolbar, Info Centre, Menu bar, Main toolbar, Ribbon, Scene Explorer, Viewport Layout, Command panel, Viewports, Animation and Time controls, Viewport Navigation controls

### TOOLS MENU

- Display Floater, Array, Align, Snapshot, Color Clipboard Utility

### SHAPES AND GEOMETRY SPLINE

- Line, Rectangle, Circle, Ellipse Spline, Arc Spline, Donut Spline, NGon Spline, Star Spline, Helix Spline, Egg Spline, Section Spline, Extended Splines, WRectangle Spline, Channel Spline, Angle Spline, Tee Spline

### STANDARD PRIMITIVES

- Box, Cone, Sphere, GeoSphere, Cylinder, Tube, Torus, Pyramid, Teapot, Plane, TextPlus

### EXTENDED PRIMITIVES

- Hedra, Torus Knot, Chamfer Box,

ChamferCyl, Oil Tank, Capsule, Spindle, L-Ext, Gengon, CExt, Ring Wave, Prism, Hose,

### COMPOUND OBJECTS

- Morph, Scatter, Conform, Connect
- BlobMesh, Shape Merge
- Boolean, Terrain, Loft, Meshier, ProBoolean, ProCutter

### PATCH GRIDS

- Quad Patch, Tri Patch

### DOORS

- Pivot Door, Sliding Door, BiFold Door

### WINDOWS

- Awning Window, Casement Window, Fixed Window, Pivoted Window, Projected Window, Sliding Window

### AEC EXTENDED

- Foliage, Railing, Wall, Stairs: Straight Stair, L - Type Stair, U-Type Stair, Spiral Stair

### SPACE WARP OBJECTS

- Gravity, Wind, Displace

### MODIFIERS

#### SELECTION MODIFIERS

- Mesh Select Modifier, Patch Select modifier, Poly Select Modifier, Editable Poly

#### VERTEX

- Remove, Break, Extrude, Weld, Chamfer, Target Weld



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### EDGE

- Remove, Split, Extrude, Weld, Chamfer, Target Weld, Bridge, Connect

### BORDER

- Extrude, Insert Vertex, Chamfer, Cap, Bridge, Connect

### POLYGON/ELEMENT

- Insert Vertex, Extrude, Outline, Bevel, Inset, Bridge, Flip

### OBJECT – SPACE MODIFIERS

- Bend Modifier, Lattice Modifier, Push Modifier, Shell Modifier, Stretch Modifier, Twist Modifier, Lathe Modifier, Wave Modifier, Smooth Modifier, TurboSmooth Modifier, Symmetry Modifier, Cloth, Modifier, Simulation Parameters (Cloth), FFD (Free Form Deformation)

### MODELING INTERIOR & EXTERIOR OBJECTS

- Detailed Modeling of a Kitchen Cabinet
- Modeling the Objects for Living Room
- Modeling the Exterior of a Building
- Environment Modeling

### MATERIALS

- Material Editor

### UVW COORDINATES

- Coordinates Rollout (2D), Coordinates Rollout (3D)
- Camera Map Modifier (World Space)

### UVW MAP MODIFIER

- Manipulators for UVW Map
- Composite Material

### DEFINING MATERIAL FOR EXTERIOR MODEL

### LIGHT, CAMERA AND RENDERING

- Lights

### PHOTOMETRIC LIGHTS

- Target Light, Free Light, Mental Ray (mr) Skylight Portal, Sun Positioner

### STANDARD LIGHTS

- Target Spotlight, Free Spotlight, Target Directional Light, Free Directional Light, Omni Light, Skylight, mr Area Omni Light, mr Area Spotlight

### CAMERAS

- Physical Camera, Free Camera, Target Camera, Walkthrough Assistant

### RENDERING

- Render Setup Dialog, ART Renderer, Scan line Renderer, Mental ray Renderer, Environment and Effects Dialog Box
- Exposure Controls, Exterior Lighting
- Environment Texturing, Exterior Rendering, Modeling, Lights & Cameras, Rendering