



PLANET DIGITAL EDUCATION

17 N Summerlin Ave Ste 200

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Autodesk 3ds Max - Standard Courses

3ds Max Fundamentals

This class is an introduction to Autodesk 3ds Max. Major workflow and interface concepts will be introduced to get new users up and running within the application. This session is primarily intended for anyone looking to add 3ds Max to their general software toolkit, or for experienced users wanting to brush up on their existing skills in a comprehensive manner.

Topics covered include: Viewport navigation tools, 2D and 3D primitives, transforms, Command Panel categories and tools, selection types, Material Editor, Function Curve Editor, cameras, lights and hierarchical assemblies including inverse kinematics (IK).

You will learn:

- User interface and navigation
- Working with Sub-Objects
- 2D and 3D modeling techniques including "box modeling"
- Material analysis and creation
- Light types and essential light rig setups
- Principles of animation including keyframing and ease-curves
- Rendering for various output types including print, web and video/film

Duration: 3 days

Level: Fundamental

Prerequisite: There is no prerequisite for this course.

3ds Max Foundations of Architectural Visualization

This class is designed for users with little or no experience in 3ds Max, and teaches the student the 3ds Max tools essential for creating architectural renderings and animations. This session avoids topics unnecessary in typical visualizations, such as inverse kinematics, reactor, space warps, etc., to allow more time to be devoted to those areas of 3ds Max which are truly critical in the design visualization process. Included with your tuition is a signed copy of the 3ds Max Architectural Visualization book by Brian L. Smith, your instructor for this class.

Topics covered include: Modeling and production for design visualization, specific tools for greatest efficiency within 3ds Max, 3ds Max features applying directly to visualizations.

You will learn:

- Essential components of the 3D design visualization process
- Tips and Tricks that normally take years to learn in a production environment



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- To maximize productivity and efficiency
- To get ahead in the industry in the shortest possible time

Duration: 3 days

Level: Fundamental

Prerequisite: There is no prerequisite for this course.

3ds Max Modeling and Materials

This class addresses a more in-depth look at the creation of 3D models and applying materials to further enhance their look. This lesson includes man-made objects as well as organic models such as characters, nature, and environments. This session is primarily intended for individuals looking to further their abilities in the creations of 3D objects.

Topics covered include: 2D shape creation and editing, Lofting, Edit Spline, Edit Poly, Pro Booleans, UVW Mapping and UVW Unwrap, Material Editor and Render to Texture.

You will learn:

- Using tracing templates for reference
- Working to scale with real world units
- Polygon modeling (aka "Box Modeling") for organic and man-made objects
- Photorealistic and technical illustration/cartoon shader creation
- Analysis of real-world objects for material creation

Duration: 3 days

Level: Intermediate

Prerequisite: *3ds Max Fundamentals* or a working knowledge of 3ds Max in a production environment is required.

3ds Max Lighting and Rendering

This class assumes that the modeling and materials within a 3D scene are largely finished, and, instead, focuses on lighting these scenes in various ways. The second half of this session focuses on the numerous ways of rendering your images from within 3ds Max. This session is primarily intended for individuals looking to output stills and animations with refined detail and quality.

Topics covered include: Light types including Photometric lights, attenuation, volumetric lights, Radiosity, Mental Ray, Light Tracer, Render Elements, the RPF file format and network rendering with Backburner.

You will learn:

- Traditional lighting techniques including 3 point lighting
- Multiple global illumination techniques
- Optimizing your lighting setups for efficient render times
- Using lights as projectors



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- Indoor and outdoor lighting setups
- Rendering techniques for different output types including print, web and DVD/video/film

Duration: 3 days

Level: Intermediate

Prerequisite: *3ds Max Fundamentals* or a working knowledge of 3ds Max in a production environment is required.

3ds Max for Real-Time Applications

This class focuses on techniques associated with real-time game engines. This session is primarily intended for individuals looking to create content for video games, military simulations and virtual reality systems.

Topics covered include: Edit Spline, Edit Poly, UVW Map, Unwrap UVW, Render to Texture, Normal Mapping, Optimize modifier, Vertex coloring and painting, and an introduction to Radiosity.

You will learn:

- Low poly modeling
- Exporting models to third party applications
- Generating levels of detail for models (LODs)
- Material considerations for real-time engines
- Generation of Direct X shaders
- Creation and application of normal maps
- Texture Baking

Duration: 3 Days

Level: Intermediate

Prerequisite: *3ds Max Fundamentals* or a working knowledge of 3ds Max in a production environment is required.

3ds Max Character Class

This class explores the creation and application of characters in your projects. This includes the design, modeling, materials and animation of characters. This session is primarily intended for people looking to begin the journey that is character animation.

Topics covered include: Edit poly modeling for organic shapes, Max-bones, forward/inverse kinematics (FK/IK), creating hierarchical rigs, skin modifier, parameter wiring, motion capture without plugins, loading and saving animation data and animation controllers.

You will learn:

- Character Modeling Considerations
- Introduction to Character Studio
- Character rigging fundamentals



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- Realistic and cartoon shaders (Material Editor)
- Creating custom animation controls including parameter wiring

Duration: 2 days

Level: Intermediate

Prerequisite: *3ds Max Fundamentals* or a working knowledge of 3ds Max in a production environment is required.

3ds Max Special Effects, Particles and Dynamics

This class addresses several important areas for creating special effects. Light and camera setups, animating particle systems and physical simulations will be explored. This session is primarily intended for individuals looking to add that extra punch to their existing projects.

Topics covered include: Standard 3ds Max particles, Particle Flow (event-driven particles), space warps, helpers, per pixel camera mapping, lens effects, dynamic systems for rigid/soft/deformable bodies, rope, water and springs.

You will learn:

- Creating and animating special effects too complex to do by hand including rocket trails, water fountains, spray, boulders falling, fire and explosions, sparks, bubbles and steam
- Advanced lighting effects including flares, glows and volumetrics
- Creating physics-based animations

Duration: 2 days

Level: Intermediate/Advanced

Prerequisite: *3ds Max Modeling & Materials*, *3ds Max Lighting & Rendering* or equivalent knowledge required.

3ds Max Advanced Animation

For this class, participants will be given the opportunity to explore various scenarios for animation including camera walk-through(s), special effects involving physical simulation and the various methods of generating changes over time. This session is primarily intended for individuals looking to bring their static MAX files to life.

Topics covered include: Auto and set key, timeline and keyframing filters, controller types (motion capture, audio controllers, list controllers, Bezier controllers, etc), Point Cache modifier and an introduction to Reactor and Particle Flow.

You will learn:

- Automatic and manual keyframing
- Procedural animation techniques
- Inexpensive motion capture without plugins



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- Common animation modifiers
- Combining various animation techniques

Duration: 3 days

Level: Intermediate/Advanced

Prerequisite: *3ds Max Modeling & Materials* or equivalent knowledge required.

3ds Max Architectural Visualization: Creating Architectural Content

This class is designed for users who are already familiar with 3ds Max and have fundamental knowledge of architectural drawings, who are seeking to improve their skills in architectural visualization. Included with your tuition is a signed copy of the 3ds Max Architectural Visualization book by Brian L. Smith, your instructor for this class.

Topics covered include: Methods of creating building elements used by leading visualization firms around the world, site element creation, furniture creation complexities, materials creation, light application, animation, effects, business tips.

You will learn:

- Most effective methods of creating walls, windows, roofs
- To create terrain, vegetation, streets
- Furniture creation
- To apply materials and light to architectural visualizations
- Animation of objects such as fountains and vegetation to breathe life into your scene
- How to create realistic fog, motion blur and effects to add emotion
- How to market your 3D business
- Invaluable production tips to save you (and your clients) time and money

Duration: 2 days

Level: Intermediate/Advanced

Prerequisite: *3ds Max Fundamentals* or equivalent working knowledge of 3ds Max (version 6 or beyond) in a production environment is required, along with a fundamental knowledge of architectural drawings.

3ds Max Product Design Visualization

This class is geared towards product designers who have an idea that needs to be conveyed to their clients. Rendering stills for print as well as animation techniques such as virtual walkthroughs will be addressed.

Topics covered include: Units setup, AutoCAD DWG linking and importing, Radiosity, Photometric lighting, Edit Poly (modeling), 2D spline creation, Mental Ray and global illumination.



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You will learn:

- Importing data from other packages
- Cleaning up an imported model
- Generation of virtual landscapes and foliage
- Indoor vs. outdoor lighting
- Virtual walkthrough(s)
- Rendering for print, web and video/DVD
- Photorealistic vs. technical illustration shaders and rendering

Duration: 3 days

Level: Intermediate/Advanced

Prerequisite: *3ds Max Fundamentals* or a working knowledge of 3ds Max in a production environment is required.

3ds Max A Weekend of MaxScripting with Swami*

This class demystifies MaxScript (MXS) and unlocks its vast potential. In addition to covering MXS language specifics, the course is designed to teach you to teach yourself!

Topics covered include: MaxScript basics, UI construction, objects and classes, transforms and animation, MaxScript objects, and advanced topics.

You will learn:

- To work in the MXS development environment
- To use and interpret the help file
- To query MXS
- To find MXS resources on the web
- To troubleshoot and approach any problem

Duration: 2 days

Level: Intermediate

Prerequisite: An understanding of programming or scripting and a basic knowledge of 3ds Max is required.

Project Management for 3ds Max

This class addresses the project management side of any project. Fundamental concepts such as dealing with clients, educating them on your technology and expectations on deliverable are examined. How to work within your facility will also be addressed (as it pertains to different industries such as film/TV/web/print/architecture/games/etc). This session is primarily intended for managers and team leads, but anyone is more than welcome to learn good workflow!

Topics covered include: Asset Tracking, Bitmap/Photometric Path Editor, Backburner, File Archiving, Hit-list and naming conventions, Renamer and Windows networking.



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You will learn:

- Naming conventions (Operating system and within 3ds Max)
- Establishing a common language among your team
- Working with and keeping your clients educated
- Hardware and software considerations for your current and future needs
- Spec'ing, configuring and setting up a Backburner render farm
- Identifying strengths and weaknesses in your existing pipeline

Duration: 2 days

Level: Any level

Prerequisite: *3ds Max Fundamentals* suggested but not required.