



# 3ds Max Fundamentals

Duration: 30 hours / 5 full days

Creating amazing visual effects shots, animations, broadcast graphic designs or high-end design visualization requires software that is flexible, open, and that has a rich range of tools that frees your talent to create mesmerizing 3D.

This course is designed for the **entry level 3D artist** and covers all aspects of Autodesk 3ds Max at a fundamental level.

## Course Description

This module is a perfect start for those with little or no experience in this 3D package. Students will learn the basics of Autodesk 3ds max and be ready to further their studies with any book or tutorial downloaded from the web.

The book "**3ds Max Essentials**" and other learning material are included in the cost of the course.

## This Course covers:

- 3D concepts and interface
- Modelling Mapping and Materials
- Lights and Cameras
- Animation Methods (hierarchies and controllers)
- Rendering