



Skillsfuture@ PA 3D Digital Interior Design Using 3Ds Max

Objective:

The training course will cover architecture and interior design, global illumination, color and texture, material management, graphics rendering, camera control and walk-through.

Course Outline

MODULE 1 Getting Started (3hrs)

In this module, students will learn the followings:

1. Overview of the Course
2. Introduction of 3ds Max User Interface
3. Viewport Configuration
4. Creating Standard Primitives
5. Creating Extended Primitives
6. Transformations: Move, Rotate and Scale
7. Viewing, Hiding, Selecting and Grouping Objects
8. Copies, instances and references

MODULE 2 Modeling and Material (3hrs)

In this module, students will learn the followings:

1. Using 2D Shapes To Make 3D Objects
2. Creating Extruded, Bevel and Lathe Objects
3. Creating Compound Objects: Boolean and Loft
4. Introduction to Materials and Maps
5. Working with Material Editor
6. Material Libraries
7. UVW Mapping Modifier and Unwrap UVW Modifier
8. Hands on: Creating Rubber, Plastic, Metal and Glass Materials

MODULE 3 Camera and Lighting (3hrs)

In this module, students will learn the followings:

1. Standard Cameras Settings
2. Animation: Auto Key and Set Key
3. Creating Walkthrough Animation
4. Standard Target and Free Lights
5. Omni and Skylight
6. Global Illumination

MODULE 4 Case Studies (3hrs)

In this module, students will learn the followings:

1. Case Study I: Indoor Scene and Light Settings
2. Case Study II: Outdoor Daytime Scene and Light Settings
3. Case Study III: Outdoor Night Scene and Light Settings
4. Rendering Options and Output for Print or Multimedia
5. Revision of the Course