

3DS MAX SYLLABUS

DAYS	CHAPTER	TOPICS	HOURS
Day 1	Introduction To 3ds Max	<ul style="list-style-type: none"> • Uses In Various Engineering Sectors 	1 HOUR
Day 2	Four Ports And Configuration	<ul style="list-style-type: none"> • Animation Options – Time Line & Time Slider 	1 HOUR
Day 3	Application Of Objects Like Standard Primitive	<ul style="list-style-type: none"> • Modeling Of A Small Hut In A Garden 	1 HOUR
Day 4	Link, Unlink, Selection Tools, Operating Tools, Mirror & Snaps	<ul style="list-style-type: none"> • Software Interface 	1 HOUR
Day 5	Creating Wall By Using Box Parameters	<ul style="list-style-type: none"> • Crating Some Architectural Features Like Arc Entrances And 	1 HOUR
Day 6	Application Of Tools From Main Tool Bar	<ul style="list-style-type: none"> • Selection Sets , Align , Layers , Render ,Material Editor 	1 HOUR
Day 7	Create , Modify , Hierarchy , Object Categories	<ul style="list-style-type: none"> • Tools- Array , Mirror 	1 HOUR
Day 8	Extended Primitives	<ul style="list-style-type: none"> • Group Menu, P Q R Axis ,Co Ordinates , Family Parameters 	1 HOUR
Day 9	Modeling Of Interior Object Like Sofa , Tables , Beds ,Cupboards	<ul style="list-style-type: none"> • creating A Bed And Sofa Set With Dining Tables And Chairs 	1 HOUR
Day 10	Bend , Taper , Twist , Shell , Slice , Wave , Noise , Etc	<ul style="list-style-type: none"> • Appling Parametric Modifiers With Shell Modifiers 	1 HOUR
Day 11	Creating Some Architecture Objects Like Sunshade , Block	<ul style="list-style-type: none"> • Front Projections Arcs By Using Parametric Modifiers 	1 HOUR
Day 12	Creating One Interior By Using Default Geometrical 3d Object	<ul style="list-style-type: none"> • Parameters Deforms Extended And Standard Primitives 	1 HOUR
Day 13	Creating One Interior By Using Default Geometrical 3d Object	<ul style="list-style-type: none"> • Paremities Deforms Extended And Standard Primitives 	1 HOUR
Day 14	Spline And Default Shapes Brief Visualization On Arc , Rec , Ngon	<ul style="list-style-type: none"> • Circle , Ellipse , Helix , Text , Stares 	1 HOUR
Day 15	Sub – Parameters Of Line 1. Vertex 2. Segments 3. Spline	<ul style="list-style-type: none"> • Creating Some Shapes Like-(Star, Move Mark, Rotate Mark) 	1 HOUR
Day 16	Creating 360” Circular 3d Objects By Lathe Command	<ul style="list-style-type: none"> • Creating Single & Multiple Boolean 	1 HOUR

DAYS	CHAPTER	TOPICS	HOURS
Day 17	Creating Single & Multiple Loft	<ul style="list-style-type: none"> Modeling Of A Architectural Pillar By Using Loft 	1 HOUR
Day 18	Attach & Cross Section	<ul style="list-style-type: none"> Editing Line S By Expiring Vertex , Segments , Splines 	1 HOUR
Day 19	Vertex Parameters	<ul style="list-style-type: none"> Fillet , Chamfer , Fuse , Weld , Connect , Insert , Etc 	1 HOUR
Day 20	Spline Parameters	<ul style="list-style-type: none"> Trim, Extend, Out Line Etc 	1 HOUR
Day 21	Creating Subtraction & 3d Objects From 2d Line S & Shapes	<ul style="list-style-type: none"> Apply Mirror Any Align Attach Commands On 2d Lines Changing And Converting To 3d 	1 HOUR
Day 22	Creating One Interior Of A Kitchen With Kitchen Cabinets Flooring And Shutters	<ul style="list-style-type: none"> Relation With Auto Cad And Line Drawing 	1 HOUR
Day 23	Exporting 3d Max Files To Other Extension	<ul style="list-style-type: none"> How To Draw Plan In Auto Cad For 3ds Max Reference 	1 HOUR
Day 24	Selection Of Doors Windows Ventilators Slabs Designing in 3ds Max	<ul style="list-style-type: none"> Editable Patch And Editable Nurbs Patch Parameters And Modeling Tools 	1 HOUR
Day 25	Mesh Smooth And Interaction	<ul style="list-style-type: none"> Creating A Flower And Lives By Using Editable Patch 	1 HOUR
Day 26	Editable Poly And Low Polygon Modify	<ul style="list-style-type: none"> Convert 3d Objects To Editable Poly 	1 HOUR
Day 27	Subscribing With Modifiers Quick Slice Cut Bevel Inset Outline Extended Scaling	<ul style="list-style-type: none"> Roaiion Movement Of Scale Parameters And Modeling 	1 HOUR
Day 28	Introduction To Material Textures And Maps Concepts Of Texturing And Adding Material	<ul style="list-style-type: none"> Introduction To Material Editor 	1 HOUR
Day 29	Color Concepts Texturing With Bitmap Files	<ul style="list-style-type: none"> Application Of Materials On The Objects 	1 HOUR
Day 30	Apply Material On Surfaces	<ul style="list-style-type: none"> Uvw Mapping Tiling 	1 HOUR
Day 31	Bitmap Material Creating Mirror And Glosyness	<ul style="list-style-type: none"> Multi Material Editing Maps 	1 HOUR
Day 32	Creating Reflection On Objects	<ul style="list-style-type: none"> Creating Tiling Ranginess On Objects 	1 HOUR

DAYS	CHAPTER	TOPICS	HOURS
Day 33	Browsing jpeg Files As Materials	<ul style="list-style-type: none"> • Creating And Editing Material By Using All Concepts Of Mapping 	1 HOUR
Day 34	Introduction To Lights	<ul style="list-style-type: none"> • Universal Concepts & 3ds Max Representation 	1 HOUR
Day 35	Main & Subordinate Lights	<ul style="list-style-type: none"> • Types Of Lights 	1 HOUR
Day 36	Creating Lights In View Ports	<ul style="list-style-type: none"> • Observing The Categories And Parameters Of Lights 	1 HOUR
Day 37	Light Parameters – Restricting Lights	<ul style="list-style-type: none"> • GeneralParameters(Conversion Of Lights) 	1 HOUR
Day 38	Shadow Parameters	<ul style="list-style-type: none"> • Atmospheric Effects 	1 HOUR
Day 39	Appling Lights In A Interior And Creating Shadows	<ul style="list-style-type: none"> • Creating Lights In Cones 	1 HOUR
Day 40	Application Of Lights In Interiors	<ul style="list-style-type: none"> • Creating And Appling Lights On Exteriors 	1 HOUR
Day 41	Appling Lights In Side Wall Corners	<ul style="list-style-type: none"> • Getting Preview 	1 HOUR
Day 42	Creating Previews With Lights	<ul style="list-style-type: none"> • Introduction To Camera 	1 HOUR
Day 43	Brief Discussion On Camera Concepts And Getting Previews	<ul style="list-style-type: none"> • Types Of Camera 1. Free Camera 2. Target Camera 	1 HOUR
Day 44	Getting Previews By Camera	<ul style="list-style-type: none"> • Creating Still Images From A Camera 	1 HOUR
Day 45	Animating Camera	<ul style="list-style-type: none"> • Path Camera By Motion Panel 	1 HOUR
Day 46	Animating The Position , Rotation , And Path Of Camera	<ul style="list-style-type: none"> • Appling Camera View Ports For Preview 	1 HOUR
Day 47	Animating One Camera One Path	<ul style="list-style-type: none"> • Getting Preview From A Camera In A Interior 	1 HOUR
Day 48	Concepts Of Walk Through	<ul style="list-style-type: none"> • Frame Rate And Time Configuration For Walk Through 	1 HOUR
Day 49	Rising and Droppings Camera on Stair Cases And Exterior Elevations	<ul style="list-style-type: none"> • Getting Views for Top, Left, Bottom, and Right Ports 	1 HOUR
Day 50	Preview The Walk Through	<ul style="list-style-type: none"> • Concepts Of Rendering 	1 HOUR

DAYS	CHAPTER	TOPICS	HOURS
Day 51	Rendering from Different Views	<ul style="list-style-type: none"> • Environments and Back Grounds 	1 HOUR
Day 52	Creating Still Images (Jpeg, Bmp). Movies-(Avi, Mpeg)	<ul style="list-style-type: none"> • Producing Still Images And Movies In Frame Length 	1 HOUR
Day 53	Creating Walk Through Files In Avi Format	<ul style="list-style-type: none"> • Basics Of Animations 	1 HOUR
Day 54	Parametric Animations	<ul style="list-style-type: none"> • Morphings And Object Animation 	1 HOUR
Day 55	Animating Curtain And Wordrops In Interior	<ul style="list-style-type: none"> • Creating Water Bodies (Swimming Pool) 	1 HOUR
Day 56	Introduction To View Post Effects	<ul style="list-style-type: none"> • Video Post Application and Object Id 	1 HOUR
Day 57	Saving Video Post Effect In Various Formats	<ul style="list-style-type: none"> • Executing Sequencies 	1 HOUR
Day 58	Creating Contrast, Highlights, Glow On Objects	<ul style="list-style-type: none"> • Getting Render Still And Animated Movies From Video Post 	1 HOUR
Day 59	Estimating The Projects	<ul style="list-style-type: none"> • Site Improvement With Elevations 	1 HOUR
Day 60	Planning Of Interior Of Files	<ul style="list-style-type: none"> • Planning Of Exterior Files 	1 HOUR