

Autodesk 3ds Max Training Course

Course Overview

Course Length: 16-Hours

- 16-Hours - 8 x 2-hour training sessions
- Remote training over MS Teams
- Sessions are recorded and download links for each session are provided for future use
- Training for up to 1-3 people
- Sessions can start within 7 days upon ordering
- Flexible sessions (i.e. consecutive or Monday, Wednesday, Friday, etc.)
- Courses are private and topics can be customised to suit
- Includes certificate of completion

This course provides a practical introduction to Autodesk 3ds Max for visualisation and animation workflows. You will learn to configure the 3ds Max environment, build and refine 3D models, apply materials and UV mapping, set up lighting and cameras, and render high-quality outputs using Arnold and other renderers.

Topics Covered

- Getting started with the 3ds Max interface, file commands, and project setup
- Configuring viewports, units, layers, and object properties
- Importing and linking project files and references
- Core modelling workflows: primitives, transforms, modifiers, and polygon modelling tools
- Modelling from 2D objects (extrude, lathe, sweep) and precision snapping
- Materials and maps, including Arnold materials and the Material Explorer
- UV mapping coordinates, scale, and spline mapping
- Lighting fundamentals (standard, photometric, and Arnold lights) and shadows
- Cameras and background images for visualisation
- Exposure control, daylight, rendering options, and print sizing
- Animation basics, walkthroughs, and output

Prerequisites

No prior 3ds Max experience is required, however the following is recommended to get the most from the course:

- Comfortable with Windows, file management, and installing software
- Basic understanding of 2D/3D concepts (views, coordinates, and scale) is helpful
- A mouse with a scroll wheel is recommended for efficient viewport navigation
- For best performance, a workstation with a dedicated GPU and sufficient RAM (16 GB+ recommended)
- Optional: prior experience with CAD/BIM or image editing tools can be beneficial for visualisation workflows

Training Guide Contents

Chapter 1: Introduction to Autodesk 3ds Max

1.1 Overview

- 1.2 Visualisation Workflow
- 1.3 The Autodesk 3ds Max Interface
- 1.4 File Commands
- 1.5 Configure Paths
- 1.6 Display Drivers
- 1.7 Viewport Display and Labels

Chapter 2: Autodesk 3ds Max Configuration

- 2.1 Viewport Navigation
- 2.2 Viewport Configuration and Settings
- 2.3 Object Selection Methods
- 2.4 Units Setup
- 2.5 Layer and Object Properties

Chapter 3: Assembling Project Files

- 3.1 Data Linking and Importing
- 3.2 Linking Files
- 3.3 References

Chapter 4: Basic Modelling Techniques

- 4.1 Model with Primitives
- 4.2 Modifiers and Transforms
- 4.3 Sub-Object Mode
- 4.4 Reference Coordinate Systems and Transform Centres
- 4.5 Cloning and Grouping
- 4.6 Polygon Modelling Tools in the Ribbon
- 4.7 Statistics in Viewport

Chapter 5: Modelling from 2D Objects

- 5.1 3D Modelling from 2D Objects
- 5.2 The Lathe Modifier
- 5.3 2D Booleans
- 5.4 The Extrude Modifier
- 5.5 3D Boolean Operations
- 5.6 Using Snaps for Precision
- 5.7 The Sweep Modifier

Chapter 6: Materials

- 6.1 Understanding Materials and Maps
- 6.2 Material Shaders
- 6.3 Managing Materials
- 6.4 General Materials
- 6.5 Scanline Materials
- 6.6 Autodesk Materials
- 6.7 Assigning Maps to Materials
- 6.8 Opacity, Bump, and Reflection Mapping
- 6.9 Arnold Materials
- 6.10 The Material Explorer
- 6.11 Scene Converter

Chapter 7: Mapping Coordinates and Scale

- 7.1 Mapping Coordinates

7.2 Mapping Scale

7.3 Spline Mapping

Chapter 8: Introduction to Lighting

8.1 Local vs. Global Illumination

8.2 Standard Lighting

8.3 Types of Standard Lights

8.4 Shadow Types

Chapter 9: Lighting and Cameras

9.1 Photometric Light Objects

9.2 Arnold Lights

9.3 Cameras

9.4 Background Images

Chapter 10: Exposure Control, Daylight, and Rendering

10.1 Exposure Control

10.2 Daytime Lighting

10.3 Rendering Options

10.4 Arnold Renderer

10.5 Scanline Renderer

10.6 ART Renderer

10.7 State Sets

10.8 The Print Size Wizard

Chapter 11: Animation

11.1 Animation and Time Controls

11.2 Walkthrough Animation

11.3 Animation Output

Appendix A: Optional Topics

A.1 Getting Help with Autodesk 3ds Max

A.2 Compact Material Editor

A.3 Architectural Materials

A.4 Object Substitution

A.5 Creating Hierarchies

A.6 Customising the User Interface

Appendix B: Optional Practices

Appendix C: Autodesk 3ds Max Certification Exam Objectives