

Autodesk 3ds Max Template Setup Training Course

Course Length: 16-Hours*

- 16-Hours (8 x 2-Hour Sessions) Training*
- Delivered remotely over MS Teams
- Sessions are recorded and download links are provided after each session for your future use and reference.
- Pricing is based on 1-3 people.
- Volume Discounts apply for 5+ people.
- Training is usually broken up into 2 or 4-hour sessions in the morning and flexible (i.e. consecutive or Monday, Wednesday, Friday, etc.)
- Training sessions can start within 14 days of booking
- Courses are private and topics can be customised to suit

*Training may go over 16-hours depending on requirements and can be determined prior to commencement

The Autodesk 3ds Max Template Setup Training Course is designed for organisations looking to standardise their visualisation workflows, improve project consistency, and implement company standards across architectural visualisation, product design, interior design, animation, and rendering projects.

Participants work from a professionally developed 3ds Max base template which is customised throughout the training to suit organisational requirements, including scene templates, rendering presets, material libraries, asset libraries, lighting standards, layer structures, naming conventions, and workflow settings.

Rather than simply learning software administration, attendees leave with a customised 3ds Max environment that can be immediately deployed across projects and teams. The course delivers both training outcomes and practical commercial outcomes, helping organisations establish a consistent visualisation framework for future work.

Topics Covered

- 3ds Max template management
- Scene templates
- Material libraries
- Texture libraries
- Rendering standards
- Lighting presets
- Environment settings
- Asset management
- Naming conventions
- Layer management
- Camera standards
- Animation workflows
- File structures

- Project organisation
- Visualisation standards
- Quality assurance processes

Prerequisites

Participants should have a working knowledge of Autodesk 3ds Max and general modelling, rendering, or animation workflows. Previous experience with materials, lighting, rendering, and scene management is recommended. No prior template administration experience is required.

Training Course Contents

Chapter 1: 3ds Max Templates and Standards Fundamentals

- Understanding template structures
- Planning company standards
- Scene setup requirements
- Standards governance and maintenance

Chapter 2: Project Structures and File Management

- Project folders and paths
- Asset organisation
- Naming conventions
- Multi-user workflows

Chapter 3: Scene Templates and Default Configurations

- Default scene settings
- Units and scale standards
- Viewport configurations
- Startup templates

Chapter 4: Material and Texture Library Standards

- Material libraries
- Texture organisation
- Company material standards
- Asset consistency workflows

Chapter 5: Lighting and Environment Standards

- Lighting templates
- HDRI environments
- Daylight systems
- Rendering environments

Chapter 6: Render Settings and Output Standards

- Render presets
- Resolution standards
- Output workflows
- Quality assurance processes

Chapter 7: Layer Management and Object Standards

- Layer structures

- Object naming conventions
- Scene organisation
- Collaboration workflows

Chapter 8: Camera and Animation Standards

- Camera templates
- Animation settings
- Walkthrough standards
- Presentation workflows

Chapter 9: Asset Libraries and Reusable Content

- Asset libraries
- Proxy objects
- Company content management
- External references

Chapter 10: Deployment and Company Rollout

- Network deployment
- User adoption
- Standards governance
- Ongoing maintenance

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