



## 3D Studio MAX, Intro ti434

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**TEXTBOOK:** Most up-to-date version available at class time

**PUBLISHER:** (check with instructor before ordering)

**PREREQUISITE:** A working knowledge of windows and AutoCAD.

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### COURSE DESCRIPTION

Students will be introduced to the fundamental principles underlying 3D MAX .Topics include character generation, animation, and creating 3D environments.

### COURSE OBJECTIVES

At the completion of this course, the student will be able to

1. Navigate the 3ds max user interface
2. Demonstrate use of 3ds max commands to create a basic primitive
3. Define modifiers and StackView
4. Describe core modeling technologies and surface modeling techniques used in 3ds max
5. Identify spline and patch modeling
6. Demonstrate the use of lights and cameras in 3ds max
7. Manipulate the Material Editor
8. Describe use of maps in 3ds max
9. Define and use rendering commands
10. Describe basic animation methods used in 3ds max
11. Identify tools and techniques that are used in character animation
12. Describe FX capabilities of 3ds max

### METHOD OF EVALUATION (FOR STUDENTS)

A certificate of completion requires 80% attendance, in addition to the completion of all required assignments.