Publication date : 02/12/2024

Course : 3ds Max, mastering 3D modeling and animation

Practical course - 4d - 28h00 - Ref. DMF
Price : 1650 € E.T.

5 / 5

Autodesk 3ds Max is 3D modeling and animation software. You'll learn how to compose and model 3D scenes with 3ds Max. You'll see lighting for compositing still images, the materials editor for textures, staging, lighting and rendering parameters.

Teaching objectives

At the end of the training, the participant will be able to:

- Mastering the 3ds Max interface
- Modeling objects
- Apply textures to 3D objects
- Setting up lights in the scene
- Generate rendering for export

Intended audience

Animation directors, audiovisual technicians, editors, video truquists and 2D and 3D computer graphics artists.

Prerequisites

Knowledge of CAD and graphics software.

Course schedule

1 The user interface

- Organization of toolbars, menus and 3D views.
- Using keyboard shortcuts.
- Precision tools (snapping, alignment, rulers, grids).
- Scene management (groups, layers, selection sets, etc.).
- Management of pivot points and axes.
- Optimize software settings (units, save, undo).
- File management: import and export formats, working folder.

Hands-on work

Getting to grips with the 3ds Max interface.

PARTICIPANTS

Animation directors, audiovisual technicians, editors, video truquists and 2D and 3D computer graphics artists.

PREREQUISITES

Knowledge of CAD and graphics software.

TRAINER QUALIFICATIONS

The experts leading the training are specialists in the covered subjects. They have been approved by our instructional teams for both their professional knowledge and their teaching ability, for each course they teach. They have at least five to ten years of experience in their field and hold (or have held) decision-making positions in companies.

ASSESSMENT TERMS

The trainer evaluates each participant's academic progress throughout the training using multiple choice, scenarios, hands-on work and more.
Participants also complete a placement test before and after the course to measure the skills they've developed.

2 Modeling

- Primitives and Boolean operations.
- Model from a photo, image or vector plan in AutoCAD or Illustrator.
- Spline-based modeling.
- Modifiers for splines (extruder, revolution, sweep).
- Modifiers for geometries (edit poly, curvature, noise, FFD, sectioning, etc.).
- Use of network, mirror and alignment tools.
- Architectural objects (wall, window, door, staircase, railing, foliage).
- Polygonal modeling (extrusion tools, chamfers, insertion, bridging, smoothing, etc.).

Hands-on work
Modeling objects in a scene.

3 Materials management

- The materials editor with its options and simple or detailed mode.
- Different types of materials and textures (physical, standard, multi-subobject, bitmap, noise, color correction).
- Multi-subobject and materials to apply multiple materials.
- Application of UVW texture coordinates.

Hands-on work
Place materials and textures on 3D objects.

4 Using the lights

- Photometric lights and the daylight or sun positioner system.
- In-depth photometric light settings using photographic exposure control.
- Photo studio and architectural lighting techniques.

Hands-on work
Creating multiple lights in a scene.

5 Render creation

- Create a physical camera and set its parameters.
- Comparison between Art and Arnold renderings.
- Advanced Art and Arnold rendering parameters (rendering quality, noise filter, sampling).
- Produce a final HD render and use the print size wizard.

Hands-on work
Export 3D rendering.

Dates and locations

REMOTE CLASS
2026 : 26 May, 15 Sep.

PARIS LA DÉFENSE
2026 : 26 May, 15 Sep.

TEACHING AIDS AND TECHNICAL RESOURCES

• The main teaching aids and instructional methods used in the training are audiovisual aids, documentation and course material, hands-on application exercises and corrected exercises for practical training courses, case studies and coverage of real cases for training seminars.
• At the end of each course or seminar, ORSYS provides participants with a course evaluation questionnaire that is analysed by our instructional teams.
• A check-in sheet for each half-day of attendance is provided at the end of the training, along with a course completion certificate if the trainee attended the entire session.

TERMS AND DEADLINES

Registration must be completed 24 hours before the start of the training.

ACCESSIBILITY FOR PEOPLE WITH DISABILITIES

Do you need special accessibility accommodations? Contact Mrs. Fosse, Disability Manager, at psh-accueil@orsys.fr to review your request and its feasibility.