Zetlan Technologies

AUTODESK 3DS MAX

e-Learning Course

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www.zetlantech.com

Module 5: Animation Basics

- Understanding keyframe animation
- Using the timeline and curve editor
- Simple object animations (Move, Rotate, Scale)
- Path animation

Module 6: Cameras and Scene Setup

- Adding and adjusting cameras
- Camera animation and depth of field
- Setting up a basic scene for rendering

Module 7: Introduction to Effects and Dynamics

- Basics of Particle Systems
- Simple physics simulations (MassFX, Rigid Body, Cloth)
- Environment effects (Fog, Fire, Water)

ADVANCED LEVEL

Module 1: Advanced Modeling Techniques

- High-poly vs. Low-poly modeling techniques
- Hard surface modeling techniques
- Subdivision modeling and topology optimization
- Advanced spline modeling and procedural modeling
- Boolean operations and retopology

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Module 2: Advanced Materials and Texturing

- Advanced Material Editor (Node-based materials)
- Creating realistic shaders (Metal, Subsurface Scattering)
- PBR (Physically Based Rendering) workflow
- Unwrapping complex models (UV mapping)
- Texture baking and normal mapping

Module 3: Advanced Lighting and Rendering

- Global Illumination and Final Gather
- Advanced V-Ray/Arnold rendering techniques
- HDRI lighting for realistic environments
- Light baking and optimization for real-time engines
- Ambient Occlusion and Ray Tracing

Module 4: Rigging and Character Animation

- Creating and applying bones
- Skinning and weight painting
- Facial rigging and morph targets
- Advanced Biped and CAT animation
- Motion capture and animation retargeting

Module 5: Advanced Particle Systems and Dynamics

- Advanced Particle Flow (PF)
- Fluid simulations (Phoenix FD, RealFlow)
- Cloth simulation (MassFX, Marvelous Designer workflow)
- Hair and fur simulation
- Destruction and physics simulations (RayFire, TyFlow)

Module 6: Camera and Cinematics

- Advanced camera techniques and motion tracking
- Depth of field, motion blur, and lens effects
- Animating cameras for cinematic shots
- Virtual reality and 360-degree rendering

Module 7: Integrating 3ds Max with Other Software

- Exporting for game engines (Unity, Unreal Engine)
- Importing/exporting between Maya, Blender, and ZBrush
- Using 3ds Max with CAD software (AutoCAD, Revit)
- Scene optimization for real-time rendering