
Corso 3D Studio Max

CORSO 3D STUDIO MAX

1. ANIMATION

- 1.1. Create a path animation and evaluate an object along the path
- 1.2. Preview an animation
- 1.3. Identify Controller types
- 1.4. Identify playback settings
- 1.5. Locate the value of keys in the Time Slider
- 1.6. Use a Dope Sheet

2. CAMERAS

- 2.1 Differentiate camera types
- 2.2 Orbit and pan
- 2.3 Edit FOV (Field of View)
- 2.4 Data Management / Interoperability
- 2.5 Differentiate common file types and usages
- 2.6 Use the import feature to import model data

3. LIGHTING

- 3.1 Use directional lighting
- 3.2 Compare Attenuation and Decay
- 3.3 Identify parameters for modifying shadows
- 3.4 Add a volumetric effect

4. MATERIALS / SHADING

- 4.1 Set shader parameters
- 4.2 Identify standard materials
- 4.3 Use the Slate Material Editor

5. RIGGING

- 5.1 Use Character Studio for Rigging
- 5.2 Create simple Biped
- 5.3 Use the Skin modifier

MODELING

- 6.1 Create and modify objects
- 6.2 Differentiate reference coordinate systems
- 6.3 Differentiate workflow
- 6.4 Identify Clone types
- 6.5 Editable mesh and poly
- 6.6 Work with standard primitives
- 6.7 Work with surfaces
- 6.8 Differentiate standard versus extended primitives
- 6.9 Identify and use line tool creation methods
- 6.10 Identify Vertex types
- 6.11 Use object creation and modification workflows

6.12 Use polygon modeling tools

6.13 Use ProBoolean

RENDERING

7.1 Differentiate Renderers

7.2 Identify rendering parameters

8. UI / OBJECT MANAGEMENT

8.1 Describe and use object transformations

8.2 Identify Selection Regions and methods

8.3 Organize Objects

8.4 Use Viewports

8.5 Set up and use Scenes