Syllabus of 3Ds-MAX

Module-1

Introducing 3Ds Max

Importance of 3Ds Max for Civil/Architecture Students

Creating all type of Standard, Extended, Primitive objects

Creating Doors, Windows and Stairs according to parameters

Creating all types of shapes like Circle, Line and Ellipse etc.

Convert all solid objects into Editable mesh

Convert all shapes in Editable Spline

Creating Compound Objects

Creating Doors, Windows frame, Pannel, Glasses using Boolean

Creating Doors, Windows frame, Pannel, Glasses using Editor Spline

Module-2

Importing AutoCAD 3D Building Model File in 3Ds Max

Applying Camera, Lights and Materials in 3D Model view

Rendering Model View using Default Scan line Renderer

Rendering Building View using Mental Ray Renderer

CAD Academy.

Module-3

Different types of Lens and Effects in Lights

Creating Road Night views using Spot light and Lens effects

With path and without path Animation of an object in Particular frames

Road Animation creating with Dummy and Camera

Creating a big Fountain of Circular shape by Particle

System and Space Warp

Creating Bounce Effect of Water

Creating Smoke Effect in Pooja Room by Particle system and Space Warp

Creating a Farm House with Water Animation, Rotation of Fan Wheel

Module-4

Creating a scene with Fire Effects

Creating Inner wall, door with Frames in AutoCAD to Exterior Building Model

Importing Exterior and Interior building model in 3Ds Max

Setting the furniture in rooms according to its requirement

CAD Academy.

Module-5

Walk Through of Building in Exterior and Interior

Creating AVI Movie

Creating Blanket with Bed and Table Cloth using some special modifiers

Creating Curtains using special modifiers

CAD Academy.

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