

3D STUDIO MAX BLOCK ANIMATION Training program



**A TRAINING PROGRAM IS DESIGNED, DEVELOPED AND CONDUCTED BY
EXPERIENCED AND MEDIA EXPERTS.**

**This highly specialized and concentrated Program
is ideally suited to following individuals who are:**

- **Fresh University Graduates and like to pursue a career in Graphics and Multimedia.**
- **Interested to join the media in respect of Multimedia field, and also interested to work on 3D Studio Max Professionally**
- **Working People who would like to switch their field in the Multimedia.**

Program is offered by: 3D Educators – Trainers & Consultants

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3D EDUCATORS

TRAINERS & CONSULTANTS

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HEAD OFFICE

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CAMPUS II

Suite # 305 Business Center Main Shahrah-e-Faisal, Adjacent PSO Pump Nursery Karachi – 0322-2083032

Program Details

Inauguration

The Training Program will be inaugurated by a senior member of 3DEducators

Program Structure

Number of classes in a week	Two Class Per Week
Duration of each class	2 - Hour
Total Duration	32 Hours

Other Learning Activities:

Classroom Assignments	2
Presentations by Trainees	2

Course Outline of 3D Studio Max

Working with Files and Objects
Transforming Objects
Overview Lab

Animation Module

Basic Animation Techniques and Track View
Creating an Animation & Changing Controller types
Animation Labs

Modeling Module

Shapes
More Objects and Modifiers
Low Poly Modeling
Environment and Low-poly creation Lab

Materials Module

Introduction to the Material Editor
Creating Mapped Materials
Materials Lab

Scene Creation Module

Lights
Cameras and Rendering
Scene Creation Lab

Description:

Familiarize the student with the user interface and the extensive tool set. You will learn the basic techniques of how to create and animate 3D scenes. An overview of the advanced features is also provided to introduce the powerful features of 3ds max 5. Upon completion you will have a solid foundation and knowledge about 3D concepts.

Topics Covered:

- **Introduction to 3D concepts.**
- Overview of the user interface of 3ds max 5.
- User interface and view port customization.
- Creating, selecting, and combining objects.
- Object transforms and modifiers.

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- Basic modeling techniques – Loft, Lathe, Booleans, Mesh modeling.
- Creating and Animating Lights and cameras.
- Material editor and UVW mapping.
- Rendering and previews.
- Space warps

Duration & Price:

Module one

- Complex Materials
- Advance Lighting
- Particle Systems
- Effects Rendering
- Ray Tracing
- Video Post
- Environments and Atmospherics
- Plug-ins

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