



# **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**

# Table of Contents

**Detail**

**Inauguration**

**Structure**

**Topics & Time Allocation**

**Other Learning Activities**

**About the Program Designer & Instructor**

**Syllabus**

**3D EDUCATORS**

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**TRAINERS & CONSULTANTS**

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# 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

**3D E**  
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## 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.
- 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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## TRAINERS & CONSULTANTS

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