Autodesk 3ds Max 2024: Fundamentals

Category: Design & Creative | **Vendor:** Autodesk

Duration: 4.00 hours (1 days) **3.3 CPD Hours** **Rating:** ⭐ 4.6 (5,878 reviews)

Course Information

Delivery Format: vILT

Course Overview

Explore the various features and capabilities of Autodesk 3ds Max 2024 through our comprehensive training. Beginners will learn to create 3D models, use the Autodesk 3ds Max interface and workflow, assemble files, use materials and maps, and Autodesk 3ds Max lighting features for better output.

About This Course

Explore the various features and capabilities of Autodesk 3ds Max 2024 through our comprehensive training. Beginners will learn to create 3D models, use the Autodesk 3ds Max interface and workflow, assemble files, use materials and maps, and Autodesk 3ds Max lighting features for better output.

Learning Outcomes

Upon successful completion of this course, participants will be able to:

Course ObjectivesAutodesk 3ds Max interface and workflowAssembling files by importing, linking, or merging3D modeling with primitives and 2D objectsUsing modifiers to create and modify 3D objectsMaterials and mapsAutodesk 3ds Max lightingWorking with cameras and exposure controlRendering using various renderers, such as Scanline, ART, and ArnoldAnimation for visualization, Course ObjectivesAutodesk 3ds Max interface and workflowAssembling files by importing, linking, or merging3D modeling with primitives and 2D objectsUsing modifiers to create and modify 3D objectsMaterials and mapsAutodesk 3ds Max lightingWorking with cameras and exposure controlRendering using various renderers, such as Scanline, ART, and ArnoldAnimation for visualization, Course ObjectivesAutodesk 3ds Max interface and workflowAssembling files by importing, linking, or merging3D modeling with primitives and 2D objectsUsing modifiers to create and modify 3D objectsMaterials and mapsAutodesk 3ds Max lightingWorking with cameras and exposure controlRendering using various renderers, such as Scanline, ART, and ArnoldAnimation for visualization, Course ObjectivesAutodesk 3ds Max interface and workflowAssembling files by importing, linking, or merging3D modeling with primitives and 2D objectsUsing modifiers to create and modify 3D objectsMaterials and mapsAutodesk 3ds Max lightingWorking with cameras and exposure controlRendering using various renderers, such as Scanline, ART, and ArnoldAnimation for visualization, Course ObjectivesAutodesk 3ds Max interface and workflowAssembling files by importing, linking, or merging3D modeling with primitives and 2D objectsUsing modifiers to create and modify 3D objectsMaterials and mapsAutodesk 3ds Max lightingWorking with cameras and exposure controlRendering using various renderers, such as Scanline, ART, and ArnoldAnimation for visualization, Course ObjectivesAutodesk 3ds Max interface and workflowAssembling files by importing, linking, or merging3D modeling with primitives and 2D objectsUsing modifiers to create and modify 3D objectsMaterials and mapsAutodesk 3ds Max lightingWorking with cameras and exposure controlRendering using various renderers, such as Scanline, ART, and ArnoldAnimation for visualization, Course ObjectivesAutodesk 3ds Max interface and workflowAssembling files by importing, linking, or merging3D modeling with primitives and 2D objectsUsing modifiers to create and modify 3D objectsMaterials and mapsAutodesk 3ds Max lightingWorking with cameras and exposure controlRendering using various renderers, such as Scanline, ART, and ArnoldAnimation for visualization, Course ObjectivesAutodesk 3ds Max interface and workflowAssembling files by importing, linking, or merging3D modeling with primitives and 2D objectsUsing modifiers to create and modify 3D objectsMaterials and mapsAutodesk 3ds Max lightingWorking with cameras and exposure controlRendering using various renderers, such as Scanline, ART, and ArnoldAnimation for visualization, Course ObjectivesAutodesk 3ds Max interface and workflowAssembling files by importing, linking, or merging3D modeling with primitives and 2D objectsUsing modifiers to create and modify 3D objectsMaterials and mapsAutodesk 3ds Max lightingWorking with cameras and exposure controlRendering using various renderers, such as Scanline, ART, and ArnoldAnimation for visualization, Course ObjectivesAutodesk 3ds Max interface and workflowAssembling files by importing, linking, or merging3D modeling with primitives and 2D objectsUsing modifiers to create and modify 3D objectsMaterials and mapsAutodesk 3ds Max lightingWorking with cameras and exposure controlRendering using various renderers, such as Scanline, ART, and ArnoldAnimation for visualization, Course ObjectivesAutodesk 3ds Max interface and workflowAssembling files by importing, linking, or merging3D modeling with primitives and 2D objectsUsing modifiers to create and modify 3D objectsMaterials and mapsAutodesk 3ds Max lightingWorking with cameras and exposure controlRendering using various renderers, such as Scanline, ART, and ArnoldAnimation for

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Detailed Course Outline

Animation, Animation, Introduction to Autodesk 3ds Max, Introduction to Autodesk 3ds Max, Autodesk 3ds Max Configuration, Autodesk 3ds Max Configuration, Assembling Project Files, Assembling Project Files, Basic Modeling Techniques, Basic Modeling Techniques, Modeling from 2D Objects, Modeling from 2D Objects, Materials, Materials, Mapping Coordinates and Scale, Mapping Coordinates and Scale, Standard Lighting, Standard Lighting, Photometric Lighting and Cameras, Photometric Lighting and Cameras, Exposure Control, Daylight, and Rendering, Exposure Control, Daylight, and Rendering

Frequently Asked Questions

Q: What delivery options are available for Autodesk 3ds Max 2024: Fundamentals?

We offer multiple delivery formats:

- Live Instructor-Led Classroom Online (Virtual/Live Online)
- Traditional Instructor-Led Classroom Training (ILT)
- On-site delivery at your offices anywhere in United Kingdom
- Private dedicated courses customized for your team

Q: How many CPD hours does this course provide?

The 1-day Autodesk 3ds Max 2024: Fundamentals course provides up to 3.3 CPD hours of structured learning. CPD certificates can be provided upon request.

Q: What is the duration of the Autodesk 3ds Max 2024: Fundamentals training?

The training takes place over 1 day(s), with each day lasting approximately 4.00 hours including breaks for lunch and refreshments.

Q: Do you provide corporate training for Autodesk 3ds Max 2024: Fundamentals?

Yes, we provide corporate training, dedicated training, and closed classes for Autodesk 3ds Max 2024: Fundamentals. Training can take place anywhere in United Kingdom including London, Manchester, Birmingham, Edinburgh, or live online allowing teams from across United Kingdom or internationally to attend.

Q: What related terms do people search for?

Popular related searches include: Autodesk 3ds Max 2024: Fundamentals, Autodesk, vILT, Autodesk 3ds Max 2024

Q: Why choose Nexus Human for Autodesk 3ds Max 2024: Fundamentals?

Nexus Human is recognized as one of the leading training providers. Our trainers have won multiple awards including:

- Small Firms Best Trainer Award
- National Training Partner of the Year (Ireland) - Multiple Years
- Global Top 30 Instructor Awards (2012, 2019, 2021)
- Tech Excellence Award Nominations
- Learning Performance Institute (LPI) External Training Provider Sponsor 2024

Q: Are there any discount codes available?

Yes! Use discount code **PENPAL5** when booking your Autodesk 3ds Max 2024: Fundamentals training. Please note that only one discount code can be used per booking and cannot be combined with other special offers.

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