

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**

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**

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**