



Autodesk® Official Training Guide

Mastering Autodesk 3ds Max Design 2011 Autodesk Official Training Guide

Description

Mastering 3ds Max Design teaches readers how to quickly get the most out of Autodesk's potent 3D modeling, animation, and rendering software in this complete reference and tutorial. The concise explanations, focused examples, step-by-step instructions, and hands-on tutorials are rooted in the authors' extensive professional experience. *Mastering 3ds Max Design's* real-world focus means workflows and instructions are professional and

proven, and as readers follow the real-world examples, they'll quickly see how to apply these techniques to their own design projects.

The book covers all aspects of 3ds Max design, beginning with instruction on efficiently using the 3ds Max interface and working with Autodesk Revit and AutoCAD files. Tutorials show clearly how to use the data and scene management tools and illustrate modeling using primitive and compound objects. Readers will learn how to create complex shapes with the surface modeling tools, accurately simulate lighting effects, render real-world surfaces with Architectural material using the right renderer to create the right effect, and use the software's Exposure feature to analyze sustainable design features. Other topics include setting up animated walk-throughs, producing design presentation views, and understanding keyframes and function curve editing. This complete reference and tutorial also features content to help readers prepare for the 3ds Max Design 2011 Certified Associate and Certified Professional exams.

ISBN	9780470882627
Pages	912, 7-3/8" x 9-1/4", perfect bound, English, downloadable tutorial files and PDF showing Important images in color
Trial DVD	No
Onscreen Exercises	No
Prerequisites	<ul style="list-style-type: none">• Architectural design, drafting, or engineering experience is recommended. No previous CAD experience is necessary.• A working knowledge of Microsoft® Windows® Vista, Microsoft® Windows® XP, or Microsoft® Windows® 2000.

Class Information

Suggested Duration	1 day or 3 days
Objective	To provide new 3ds Max users an understanding of the software's core functionality and features so that they can create their first compelling visualization. Users will have a solid grounding in the software so that they can immediately be productive using 3ds Max.
Who Should Attend	New 3ds Max 2011 users or other Autodesk software users who want to learn the core features and functionality of 3ds Max.
Note	<i>Mastering 3ds Max Design</i> can also be used to teach intermediate and advanced users. If you're interested in teaching a more advanced class or a class on a niche subject, please contact atfeedback@wiley.co for suggestions on how <i>Mastering 3ds Max Design</i> can be employed. Please also use that email address to share your thoughts about the book and supporting materials.

Note: The suggested class duration is a guideline. Topics and duration may be modified by the instructor based upon the knowledge

Mastering Autodesk 3ds Max Design 2011

Instructor Support

The instructor support material is still being developed and will be available for download from this website soon. It will include:

- An introductory letter from the authors
- Different syllabi with suggestions for teaching 1-day, 3-day, and 30-session courses
- PowerPoint slides for each chapter that you can edit and customize to your liking
- Test questions and answers

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