# 3DsMax

# +

# V-Ray

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## Introduction – The 3DS Max Interface

User Interface
Preferences
Viewport Display and Labels
Object Selection Methods
Units Setup
Move, Rotate, Scale

## Standard Primitives -  Box

Model with Primitives
Applying Transforms
Cloning and Grouping
Chamfer box
Chamfer cylinder.. etc

## 3D Modeling from 2D Objects

The Extrude Modifier
The Lathe Modifier
Boolean Operations
Using Snaps for Precision
The Sweep Modifier
Modeling Furniture , Glass
Polygon Modeling Tools in Ribbon
Edit poly

## Import Cad Files

AEC Extended
Wall
Doors
Windows
Properties editing
Stairs , Railings
Floor & Roof using Spline Extrude

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## Introduction to Materials

Understanding Maps and Materials
Managing Materials
Standard Materials
Assigning Maps to Materials
Vray Materials
The Material Explorer
Vray Lights
Vray vs. Global Illumination
Standard Lighting
Shadows

## Time Line Configuration

Camera Constraint set to spline path
Animation and Time Controls
Walkthrough Animation
(Constraint camera movements using set keys)

## Rendering

Lighting and Rendering
Daytime Lighting
Rendering Presets
Background Images
Rendering Save
Project Completion

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