Macrosoft

Vzdelávanie s trvalým efektom

DOCUMENT

Course syllabus

CATEGORY

3D graphics, CAD courses

TRAINING FORMAT

In Bratislava or online with a lecturer

PRICE EXCL. VAT

290,00 €

PRICE INCL. VAT

356,70 €

including 23 % VAT

Macrosoft školiace centrum

Aktuálne informácie na Macrosoft.sk

PDF SYLLABUS

3D Studio Max - Animation

Clear overview of course topics, training scope and key information.

3D Studio Max is a professional application for creating 3D graphics. It is used for modeling, animation and visualization of created models. It can be used to create photorealistic images and animations. It is widely used among people working in architecture and for creating models of buildings and their visualization. It also provides high comfort when creating models for computer games.

COURSE CONTENT

01 **Basics of Creating 3D Animation**

creating animation through a geometric shape in 3D Studio Max. setting animation keys to achieve looping animation

02 **Basics of Working in the Curve Editor**

application of new keys motion dynamics

03 **Linear and Nonlinear Interpolation**

changing interpolation and its use in practice according to type

04 **Creating a Skeleton for a Character**

editing bones (length, width, separate extrusion of handles for more effective work)

05 **Applying Inverse Kinematics**

character skeleton and setting kinematics angles

06 **Applying Helpers**

Dummy objects for inverse kinematics manipulators

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07 **Skinning a Character**

skinning to a created skeleton setting deformation zones of envelope sizes and their positions on given bones according to the length of limbs, fingers, torso, head, etc. skin mirroring

08 **Animating a Character**

static animation - breathing, looking around... activity according to course participant requirements with achieving real motion dynamics

09 **Working in the Dope Sheet Editor**

application of new keys, animation reverse

10 **Basics of Working with Animation Keys**

copying (separate rotation, translation and scaling)

11 **Animating Visibility**

object transparency

12 **Animating the Camera**

animating along a trajectory representing a separate object through controllers

13 **Particle Systems**

animating snow and rain (creating texture for snow and rain) creating animation of blood cells through particle systems using instant geometry and deflectors to achieve real physical laws of collisions between objects

14 **Animating Geometric Shapes Through Path Deform**

modifier to achieve movement along a given trajectory and adapt object bending in the world of animation, also known as Stroke

15 **Animating Wind and Gravity**

when using Particle Systems discussion conclusion

This document serves as an informational overview of the course syllabus. Current dates, venue and availability are listed at Macrosoft.sk.

https://www.macrosoft.sk/en/courses/3d-studio-max-animation