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 - Modeling

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

3ds Max Modeling 1

getting familiar with the user interface basics of topology creating and modifying simple objects modeling own low poly objects and low poly objects according to a design UV mapping and basic texturing and materials exporting objects

02

3ds Max Modeling 2

creating more complex objects and creation from multiple objects maintaining the most correct topology possible UVW mapping and unwrap for texturing texture creation and creating a normal map getting familiar with external tools for creating 3D objects

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-modeling