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



PDF SYLLABUS

# 3D Studio Max - Visualization

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

Knowledge of the program in the scope of previous courses: 3D MAX modeling/animation.

## COURSE CONTENT

01 **Working with Lights**

basic - omni light, target, free, skylight, mental ray Area Light and Area Spot setting light intensity, shadow types (soft and hard shadow) and their use according to type in practice setting light color and implementing a bitmap on the projector - light parabola

02 **Working with Photometric Lights**

Target/Free Point, Target/Free Linear, Target/Free Area

03 **Implementation of Photometric Lights**

IES Sun and IES Sky into exterior visualization of a family house with land. Setting intensities of additional lights to achieve a photorealistic image

04 **Application of Post-Production Effects**

Video Post (Glow, Lens Flare, Highlight)

05 **Creating Object Grass**

setting values for grass and hair, color, gloss, physics - collisions editing - combing and cutting in real time to required values for grass and hair placing grass in required places in the scene and its additional modification

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06

### Implementation of a 3D Object

implementation (building/house) into a photograph with placement in the required location, lighting of the scene and application of a special type of texture to achieve a photorealistic image

07

### Rendering

description of components of the render settings dialog window for basic types

08

### Scanline Render

detailed description of setting values for Radiosity, Light Tracer, types of output filters, setting image resolution, saving the final render to the required format

09

### Mental Ray Render

description of items, setting values of caustics and global illumination, photons, Final gather, depth of field use of relevant types of lights for Mental Ray rendering, setting their light intensity and shadow values

10

### Working with Post-Production Effects

volumetric light: setting intensity and colors of sun rays, implementation of a bitmap to achieve a realistic image of rays setting shading types for this type of effect with a difference for use in practice

11

### Depth Of Field

depth of field (blurring and focusing objects through the camera view to the required result)

12

### Lens Effect

implementation of the Lens Flare effect on the required light in the scene to achieve a shining sun in the background of the whole scenery discussion conclusion

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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-visualization