

# 3DS MAX

- This was formerly a 3D studio that was converted into a professional computer graphics program.
- It is used in making interesting and unique animation, Models, Games, and Images.
- It's easy to model finely detailed interiors & objects from this tool. This brings characters and features to life with animation & VFX.
- Modeling and texturing are adapted to high-end visuals with the live connection between the project and training.

## SCOPE OF COURSE

- Brief overview of 3DS max
- Groups and layers of grouping objects
- Organizing your projects
- Modelling multiple objects at once
- Create and use primitives while modeling
- To use Modifiers & Manipulating your objects
- How to use the shapes tool & Rendering options
- Applying materials to objects to make them realistic
- UVW Mapping for the projection of the texture
- Material editor, Standard Lighting & Rendering
- Advanced Rendering
- Projects

## Career Prospects

- Interior Designer
- Exterior Designer
- Animation specialist
- Graphic designer