

Visualisation with 3ds Max



User Interface

- 3ds Max User Interface Overview
- Basic Viewports
- Keyboard Shortcuts and Tools
- Viewport Steering Wheel
- Viewport Walkthrough Mode
- Customising the User Interface
- Project File Set-up
- Scene Set-up
- Units, Snapping

Modeling

- Blocking Out
- Intersections and Welding
- Hand Spray
- Creating Curtain Walling
- Using Arrays
- Polygon Facade
- Preview of Curtain Walls
- Polo Chair Modelling

UV's and Texturing

- Introduction to Texturing in 3ds Max
- Multi Sub
- Texturing Tiles
- Repeating Patterns

Shading

- Introduction to Shading
- The Architectural Design Material
- Reflectance
- Glossiness and Fresnel
- Wooden Floor
- Concrete
- Displacements
- Glass

Photoshop

- Textures from Photographs
- Lens Correction
- Cropping and Offsetting
- Burn and Dodge
- Adjusting Colours and Patterns
- Colour Correction
- Bump Maps
- Specular Maps

Lighting with Mental Ray

- Lighting
- Final Gathering
- Global Illumination

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Lighting an Office Interior

Introduction to the Office

Sun and Sky Lighting

Basic Materials

Tuning Materials

Base Lighting

Small Object Materials

Artificial Lighting

Furniture

Render Settings

Render Critique

Background Reflection

Glare and Glow

Flare and Lens Effects



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