



## **Technocation Freelancing Training Institute And Software House**

### **3D Max Course Certification Module**

#### **MODULE 1: Introduction to 3Ds Max**

- Learn what 3Ds Max is used for.
- Know the interface and basic tools.
- Understand 3D workspace and navigation.
- Start a simple 3D object creation.

#### **MODULE 2: Basic Shapes and Modeling**

- Create shapes like box, sphere, and cylinder.
- Move, scale, and rotate objects easily.
- Learn about modifiers and editing shapes.
- Make your first 3D room model.

#### **MODULE 3: Working with the Viewport**

- Understand top, front, and perspective views.
- Adjust camera angles for better design.
- Learn zoom, pan, and orbit tools.
- Practice viewing from different sides.

#### **MODULE 4: Editable Poly Modeling**

- Convert shapes into editable polygons.
- Learn vertex, edge, and face editing.
- Practice extrude and bevel tools.
- Create complex models like chairs or tables.

#### **MODULE 5: Advanced 3D Modeling**

- Work with loft and lathe modifiers.
- Combine objects into one model.
- Create curved and detailed surfaces.
- Model real-world items like bottles or lamps.

## **MODULE 6: Materials and Texturing**

- Learn to add colors and materials.
- Apply textures like wood, glass, or metal.
- Use Material Editor for adjustments.
- Make realistic-looking 3D surfaces.

## **MODULE 7: Lighting in 3Ds Max**

- Understand different types of lights.
- Learn about shadows and brightness.
- Use daylight and artificial light effects.
- Create mood with soft or dramatic lighting.

## **MODULE 8: Cameras and Composition**

- Add cameras to your 3D scene.
- Learn about camera movement and focus.
- Set up scenes for rendering.
- Capture realistic camera shots.

## **MODULE 9: Rendering Basics**

- Understand what rendering means.
- Choose render settings for best quality.
- Render your first 3D image.
- Save and export final outputs.

## **MODULE 10: Animation in 3Ds Max**

- Learn to animate objects easily.
- Use keyframes for smooth motion.
- Move, rotate, and scale with time.
- Make a short animated clip.

## **MODULE 11: Special Effects and Simulation**

- Add effects like water, fire, or smoke.
- Use particle systems for motion effects.
- Create wind or gravity-based animation.
- Make realistic environmental scenes.

## **MODULE 12: Architectural Visualization**

- Create buildings, interiors, and landscapes.
- Apply materials to walls and furniture.
- Set lighting for realistic render.
- Prepare walkthrough animation.

## **MODULE 13: Certification Module**

- Complete a real 3D modeling project.
- Present your 3D scene or animation.
- Get feedback and improve your design.
- Earn your **3Ds Max Professional Certificate**.

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