



3D's Max with V-Ray

Normal Track - 3 Month

Fast Track - 45 days



3D's Max (Interior/Exterior) with V-Ray

Introduction

- Interface and layout study
- Extended primitives
- layout prepping for Architects

Modifiers

- Compound objects
- Bend, Taper, Twist
- Stretch, Skew, FFD
- Extrude, shell, Lattice

Modeling

- Edit Poly Modeling
- Chamfer
- Symmetry Mirror Modeling
- Designing a table and chair
- Designing a house using box
- Lines and Nurbs
- Importing a plan from AutoCAD
- Making an interior space
- Doors and Windows
- AEC extended
- Railing and Trees
- Stairs

Texturing & Materials (V-Ray)

- Diffuse and Bump Mapping
- ink and paint
- Environment and back ground images
- Material library/Architectural Materials

Lighting (V-Ray)

- Omni, Spot, Direct Lights
- Sky light and Light tracer rendering
- Light effects, IES Lights
- Ambient, Sun & Mesh Lights

Camera (V-Ray)

- Free and Target Camera
- Camera Animation
- Dome & Physical Camera

Particles and Dynamics

- Particle systems (Rain System)
- Object Properties and motion blur

Rendering (V-Ray)

- Rendering images
- Rendering moving images
- V-Ray Image rendering
- Global Illumination and HDRI rendering

Project Work

- Day Light Render (Interior)
- Night Light Render (Interior)
- Morning Light Render (Interior)
- Day Light Render (Exterior)
- Night Light Render (Exterior)
- Morning Light Render (Exterior)