

AutoCAD 3ds Max Design Essentials

Courseware Description

Autodesk 3ds Max Design is Autodesk's premier design visualization platform. It offers world-class state-of-the-art technology for creating photo-realistic "still" renderings and desktop animations. While it includes its own tools for 2D and 3D modeling, Autodesk 3ds Max Design can also work with geometry imported from many other applications.

Suggested Course Duration: 3 days

Pages:

Trial CD: Yes

Onscreen Exercises Included? Yes

Objectives

Autodesk 3ds Max Design is a robust and powerful program that can be challenging to learn. This course provides a thorough introduction to Autodesk 3ds Max Design that will help new users make the most of this sophisticated application, as well as broaden the horizons of existing, self-taught users.

The main topics covered in this course include:

- Introduction to Autodesk 3ds Max Design
- Autodesk 3ds Max Design Interface and Workflow
- Autodesk 3ds Max Design Project Configuration
- Assembling Files – File Link and Import
- 3D Modeling from 2D Objects
- Materials
- Introduction to Autodesk 3ds Max Design Lighting
- Lighting with Autodesk 3ds Max Design mental ray
- Rendering
- Animation for Visualization

Who Should Attend

The practices in this course are geared toward real-world tasks encountered by the primary users of Autodesk 3ds Max Design: professionals in the Architectural, Interior Design, Civil Engineering, Mechanical Engineering, and Product Design industries.

Prerequisites

Before using this courseware, students should have a working knowledge of the following:

- Drafting, design, or engineering principles.
- Experience with 3D modeling is recommended.

Microsoft® Windows® Vista, Microsoft® Windows® XP, or Microsoft® Windows® 2000

Course Outline

Day 1

Taking the AutoCAD Tour

- Navigating the Working Environment
- Working with Files
- Displaying Objects

Creating Basic Drawings

- Inputting Data
- Creating Basic Objects
- Using Object Snaps
- Using Polar Tracking and PolarSnap™
- Using Object Snap Tracking
- Working with Units

Manipulating Objects

- Selecting Objects in the Drawing
- Changing an Object's Position
- Changing the Angle of an Object's Position
- Creating a Mirror Image of Existing Objects
- Creating Object Patterns

Day 3

Dimensioning

- Creating Dimensions
- Using Dimension Styles
- Using Multileaders

Hatching Objects

- Hatching Objects
- Editing Hatch Objects

Working with Reusable Content

- Using Blocks
- Working with DesignCenter™
- Using Tool Palettes

Creating Additional Drawing Objects

- Working with Polylines
- Creating Ellipses
- Using Tables

Plotting Your Drawings

- Using Page Setups
- Plotting Drawings

Day 2

Drawing Organization and Inquiry Commands

- Using Layers
- Changing Object Properties
- Matching Object Properties
- Using the Properties Palette
- Using Linetypes
- Using Inquiry Commands

Altering Objects

- Trimming and Extending Objects to Defined Boundaries
- Creating Parallel and Offset Geometry
- Joining Objects
- Breaking an Object into Two Objects
- Applying a Radius Corner to Two Objects
- Creating an Angled Corner Between Two Objects
- Changing Part of an Object's Shape

Working with Layouts

- Using Layouts
- Using Viewports

Annotating the Drawing

- Creating Multiline Text
- Creating Single Line Text
- Using Text Styles
- Editing Text