FUTURE GEN TECHNOLOGIES

3DS MAX SYLLABUS

Getting Started

- **Course Introduction**
- **Learning objectives**
- **Configuring 3ds Max and 3ds Max design**
- **Setting up units**
- **Setting display units to architectural**
- **Assigning a project folder**
- **Creating a prototype folder**

Pre production and planning

- **Pre-Planning the production**
- **Developing the story board sketch style**
- **Examining a sample storyboard**
- **Planning the scene level of details**
- **Understanding level of details**
- **Planning file output**

Modeling

- **Modeling in 3Ds Max**
- **Understanding shapes**
- **Saving incremental files**
- **Cloning shapes**
- **Creating outline shapes**
- **Attaching shapes**
- **Editing Closed 2D shapes**
- **Trimming and welding splines**

- **Filtering a vertex**
- **Understanding mesh and poly objects**
- **Discovering the editable poly object type**
- **Converting object types**

Materials

- **Introducing Materials**
- **Understanding the slate material editor**
- **Creating schematic materials**
- **Learning the arch and design material**
- **Adjusting shaders**
- **Editing reflectivity**
- **Assigning a material**
- **Using map patterns**
- **Simulating Geometry**
- **Working wit unwrap UVW**
- **Editing materials ID's**
- **Assigning a multi/sub-object material**

Lighting

- **Learning direct and indirect light**
- **Discovering daylight**
- **Placing a daylight system**
- **Adjusting location**
- **Adjusting physical sky**
- **Understanding photometric lights**
- **Enabling streetlights in a scene**
- **Enabling global illumination**

Rendering

- **Introducing rendering**
- **Learning about still image**

- **Understanding still image resolution**
- **Rendering still images etc...**

Cameras

- **Understanding the cameras impportance**
- **Discovering the traditional camera shots**
- **Learning effective camera distance**
- **Changing viewer distance**
- **Discovering the depth of field**
- **Adding depth of field to control focus**

Effects and Dynamics

- **Understanding particle effects**
- **Creating a particle flow**
- **Discovering 3ds max dynamics**
- **Simulating rigid bodies**
- **Draping a table cloth**

Output

- **Considering the final output**
- **Underi=standing the scene states**
- **Setting up scene states for rendering**
- **Understanding batch rendering**
- **Configuring a batch rendering Queue**

Leed lighting analysis

- **Introducing lighting analysis**
- **Understanding lighting analysis**
- **Learning who uses lighting analysis**
- **Identifying issues for lighting analysis**

- **Examining scene and modeling issues**
- **Bulding to scale**
- **Understanding 3D lighting design**
- **Examining real world lighting**

Lighting the scene

- **Understanding Lighting preparation**
- **Creating a ground plane**
- **Discovering the daylight system**

Scene materials

- **Understanding scene materials**
- **Identifying scene materials**

Lighting analysis for presentation

- **Introducing lighting analysis for presentation**
- **Understanding lighting analysis tools**

Rendering an analysis

- **Rendering a complete analysis**

VR-RAY

Introduction

- **V-Ray installation**
- **V-Ray Configuration**
- **Tools and Features**
- **Image saving options**

Critical Concepts

- **Image sampling**
- **Subdivs**
- **DMC Sampler**
- **color mapping**
- **color-mapping modes**

Key Lighting Tools

- **Introduction**
- **Dealing with lighting problems**
- **How to add spherical fill light**
- **How to create mesh light**
- **How to create skylight effect**
- **How to work with the dome light**

Global Illumination

- **Introduction**
- **what is primary and secondary bounces**
- **How irradiance mapping works**
- **Using irradiance mapping**
- **How light cache works**
- **Using light cache**
- **Understanding brute force GI**
- **Using brute force GI**

Materials

- **Introduction**
- **Creating a diffuse color**
- **Making reflective materials**
- **Blurring reflections**
- **Making clear and colored glass**

How to create translucency effect

Quality Control with Image Sampling

- **Introduction to image sampling**
- **Using the Fixed-Rate sampler**
- **How to use the Adaptive DMC sampler**
- **Working with the Adaptive Subdivision sampler**
- **Comparing image-sampling renders**

The Physical Workflow

- **The physical workflow explained**
- **Working with VRaySun and VRaySky**
- **Controlling the VRayPhysicalCamera**

V-Ray's Effects Tools

- **Depth of field: VRayPhysicalCamera**
- **Depth of field: using a perspective viewport**
- **Creating a motion blur effect**
- **Generating caustic effects**
- **Using VRayFur**
- **Stereoscopic 3D rendering**

Using Render Elements

- **Render elements workflow**
- **Preparing to composite**
- **Compositing V-Ray elements**
- **Putting extra elements to work**
- **Post-lighting a scene**

RT

- **Introduction to RT**
- **Demonstrating the RT workflow**

- **Future gen training & course syllabus can make the student to challenge on the success of international interviews.**

ABOUT US

- o **Future Gen Technologies Training center is an engineering training institute providing trainings on job oriented professional courses for . Our training programs cover Civil Engineering, Mechanical Engineering, Electrical Engineering & IT Engineering.**

- o **The Aim of the Future Gen is to develop quality engineers by providing the real time practical knowledge.**

- o **Future Gen Training center has a team of highly experienced & qualified teaching staff. Many of them are experienced with real time projects. Our courses training mainly focus on instructors past experience and practical examples. This will help the trainees to have a better understanding of the concept.**

- o **Future gen technologies also comprise a placement cell and enjoy placement tie ups with many companies. Student gets the placement benefits after the completion of the course. Many of our students have been successfully placed with some reputed companies in India & other countries.**

WHY FUTURE GEN ?

- o Future Gen provides the real time training on 100% job oriented courses on international projects & make every student to work on individual project in the training period.

- o Knowledge of Students who trained under Future Gen will be as good as experienced professionals.

- o Future gen provides digital training by In-depth demonstration on every aspect of course topics.

- Future Gen provides the complete support after completion of your course

- We provide excellent quality of infrastructure to our students

- Future gen provides the special training classes on personality development and interview skills after completion of course with 100% placement assistance.

- Highly qualified faculty with industry experience

- Training will be provided based on 20% theory and 80% practical concept

- Get fee Refund if not satisfied

Thank & Regards,

FUTURE GEN TECHNOLOGIES,

AMEERPET,KPHB HYDERABAD