

Visualisation Essentials

Duration

3 Days

This course is intended primarily for Designers looking to start using 3Ds Max Design and 3Ds Max as a visualisation tool to enhance their Revit and AutoCAD model presentation.

NB - The modules in the course are largely independent of one another. Depending on the time available and the needs of a particular class, the instructor can therefore choose to focus on certain modules and omit others. Also, at this advanced level, some of the topics within each module tend to be highly specialised (e.g., vertically compound walls or complex railing patterns). These can be covered or not depending on the interests of the class and the schedule.

Course Objectives:

- Setting up 3Ds Max materials and rendering effects
- Basic 3Ds max modelling and creation tools
- Importing, exporting, and linking files
- Rendering and other visualisation tools

Prerequisites:

It is recommended that the student have a working knowledge of:

- Revit or AutoCAD Essentials.
- Knowledge of basic techniques is assumed, such as creating walls, roofs, and other objects; copying and moving objects; creating and working with views; etc.
- Experience with Microsoft and Windows operations



Visualisation Essentials Course Outline:

Chapter 1: The User Interface

- Pull down menus
- Toolbars
- Command panel
- Status bar
- Animation tools
- Navigation tools
- Viewport Right-click menu
- Quad menu

Chapter 2: Configuring 3Ds Max

- Preferences
- Customise user interface
- Viewport configuration
- Drawing units
- Configuring paths

Chapter 3: Basic Functions

- Basic objects
- Modify Tab
- Object transform tools
- Object selection
- Object display properties
- Layer properties
- Object properties
- Object display
- Objects pivot point

Chapter 4: Modelling

- Modifiers
- Sub-Objects Level
- Working with 2D Shapes
- Nurbs and Mesh modelling

Chapter 5: Material and Rendering

- The material editor
- The material / Map browser
- Material ID's and Multi / Sub-Object material
- Camera Matching
- Render resolution
- Camera navigation tools
- Face Normals

Chapter 6: Walkthrough Animation

- Configuring the animation time
- Modifying the Animation Parameters

