

# 3DsMax + V-Ray



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PVT.LTD

## Introduction – The 3DS Max Interface

User Interface  
Preferences  
Viewport Display and Labels  
Object Selection Methods  
Units Setup  
Move, Rotate, Scale

## Standard Primitives - Box

Model with Primitives  
Applying Transforms  
Cloning and Grouping  
Chamfer box  
Chamfer cylinder.. etc

## 3D Modeling from 2D Objects

The Extrude Modifier  
The Lathe Modifier  
Boolean Operations  
Using Snaps for Precision  
The Sweep Modifier  
Modeling Furniture , Glass  
Polygon Modeling Tools in Ribbon  
Edit poly

## Import Cad Files

AEC Extended  
Wall  
Doors  
Windows  
Properties editing  
Stairs , Railings  
Floor & Roof using Spline Extrude



## Introduction to Materials

Understanding Maps and Materials  
Managing Materials  
Standard Materials  
Assigning Maps to Materials  
Vray Materials  
The Material Explorer  
Vray Lights  
Vray vs. Global Illumination  
Standard Lighting  
Shadows

## Time Line Configuration

Camera Constraint set to spline path  
Animation and Time Controls  
Walkthrough Animation  
(Constraint camera movements using set keys)

## Rendering

Lighting and Rendering  
Daytime Lighting  
Rendering Presets  
Background Images  
Rendering Save  
Project Completion

