



GENIUS COMPUTER ACADEMY

PLACE WHERE QUALITY MATTERS

3Ds MAX WITH ANIMATION

Syllabus:

1. Introduction/ History of software
2. Basic interface and layout study
3. All About Menu & Shortcuts
4. Basic and extended primitives (create object)
5. Compound Object (Boolean, pro Boolean)
6. Create basic Objects (sofa)
7. Unit Setup, Snap Tool , Mirror, align tool, use of Ribbon, group - ungroup, open close, detach, array, spacing tool, clone & align, object properties, hide - unhide, freeze - unfreeze, layer manager
9. Spline Shape, Numbs Curves, Extended Spline
10. Create column (construction site)
11. Hierarchy, create analog watch
12. Bend, Taper, Twist, morph, lattice
13. Noise, skew, FFD, squeeze, slice, stretch, melt, push
14. Create bridge
15. loft (compound object)
16. Shell, Extrude Bevel, Chamfer
17. Lath (wine glass)
18. AEC extended, stairs, windows, doors, wall with link (no need of Boolean)
19. Using AEC, hair and fur
20. Poly Modeling Tools- Convert to Editable, Poly, Edit Selection, Soft Selection, Edit Polygons, Polygon Properties, Edit Mesh Modifier
21. Create LCD Computer Modeling
22. Create wristwatch using mesh smooth
23. Cloth Skinning
24. Material editor introduction, Diffuse (whole object & by polygon), UVW map
25. Bump map, reflection (retrace), specular & glossiness
26. Opacity map, displace (modifier & create ground)
27. Mental ray maps, architectural, Arch & design (glass, chrome, copper)
28. Autodesk water, car paint, Autodesk material library, ready, Material (liquid, mirror, wood. etc.)
29. Light standard
30. Glow effect
31. Light Photometric
32. Interior
33. Cameras intro, standard
34. Camera's depth of field (BG blur effect)
35. Walkthrough assistant/ camera path
36. Rendering settings resolution, create video output
37. Animation pipeline
38. Principal of animation
39. Human anatomy(bones & constraints, animation constraint)
40. Creating face
41. Creating hand modeling
42. Making skeleton
43. Hand bone creation
44. Facial rig
45. Ball animation
46. Human walk
47. Character controls (head mouth controls)
48. Morphing face expressions
49. Animation eyes, rotating eyes
50. Methods of animating a biped

Pre-requisites: Architect, Interior Designer, Civil or Mechanical Engineering / Diploma, Commercial Artist, Graphics Visualizer.

Professional version: -Total Duration: (200 Hours)

Branch 1: 6 & 6A, C Wing, Parmar Plaza, Wanowrie, Fatimanagar, Pune- 411040

Branch 2: 1st Floor, Sarvaswi Apartment, Behind Sinhagad College Campus, Ambegaon, Pune-411046