



3ds max Certification Program

580 hours

Course Overview/Description

This exciting certificate program will teach students how to use 3ds Max to design, develop, automate and animate 3D objects within a 3D scene.

3D-Object Development is one of the most important skills behind the success of digital games. You will complete individual assignments to develop the knowledge and skills necessary to create models, textures, maps, and realistic environments, along with particle effects for added realism. You will also learn to use a variety of tools to create a complete 3D scene as a Portfolio piece.

Quality 3D objects and animation is the standard for today's video games. To be a successful 3D Animator takes the marriage of both traditional artistic talents and the mastery of a barrage of computer programs and digital design techniques.

This awesome 3D game design and animation certificate course offers the chance for students to immerse themselves in a 3D world. If you are looking to design professional 3D objects and scenes that look and feel just like the ones you play at home then you don't want to miss this course!

Emphasis is placed on modeling, texturing, and preparing models for animation. Once you have mastered the Fundamentals of modeling 3D objects, you will learn 3D animation. This program is designed for aspiring game animators who have a passion for creating complex virtual 3D landscapes, create models, design levels, and create lighting and shadow effects.

Upon registering, you are given an initial six months to complete the program. Should you need more time, you may request a 6-month extension.

Course Objectives

The objectives of the 3ds max certificate program are:

- To facilitate your professional growth into the world of video game development as an Animator.
- To facilitate your professional growth into the world of video game development as a 3D modeler.
- To equip the student with the technical knowledge and skills vital for success in vocational endeavors.

Course Outline

- I. Basic Concepts and Navigation of User Interface
- II. 3DS Max Workflow
- III. Naming Conventions
- IV. Working with Objects
- V. Basic Modeling
- VI. Materials and Maps
- VII. Basic Animation
- VIII. Working with Trackview
- IX. Building Compound Objects
- X. Creating and Controlling Particle Systems
- XI. Creating Atmospheric Effects
- XII. Rendering and Post Production
- XIII. Modeling Using Reference Images
- XIV. Advanced Production Tutorials
- XV. Maxscript

Prerequisites/Audience

Software & application knowledge: Windows, FTP, Files & folders, Email, Chat, Windows media, PowerPoint Skill-sets: Students should have basic PC skills, knowledge of computers, and a better than average understanding of the Internet.

Audience: By earning any kind of technical certification, you demonstrate commitment and acknowledge your desire to work with and to learn multiple technologies.

If your friends won't compete with you anymore, and you hold the record for solving brain teasers or consistently have the highest scores in console games, this is the program for you.

If beating your own high scores has no challenge and you want more, this program is for you.

If being on an industry recognized, award winning team building video games is where you want to be, please give serious consideration to this program.

The ever-growing, evolving Video Game Industry, your employer, clients, and peers will recognize your Certification, your credential as a symbol of the skills and knowledge you've gained through experience. The certification clearly and strongly demonstrates that you are a technical leader with the ability to successfully implement Video Game solutions for your organization.



PC Requirements/Materials Included

This course is compatible with the Windows Vista operating system.

Your computer should meet the following requirements upon registration:

- Processor: Pentium II with a minimum processor speed of 550mhz
- Hard-disk drive available space: 10 Gigs
- Minimum Ram: 128MB
- Monitor: Color
- Internet Connectivity: High Speed Bandwidth strongly recommended
- Windows Media 9.0 (a free upgrade) - Please download at:
<http://www.microsoft.com/windows/windowsmedia/download/default.asp>
- Anark Player - please download at: <http://www.anark.com/downloads/>
- Microsoft Producer 1.1 (a PowerPoint add-in) a free download at:
<http://www.microsoft.com/downloads/details.aspx?FamilyID=210df665-352d-4968-9b30-361fa2874ff8&displaylang=en>
- Microsoft PowerPoint 2002

Adobe Flash Player and Adobe Acrobat Reader are required for this course.

Go to <http://www.adobe.com/products/acrobat/readstep2.html> to download the Acrobat Reader.

Go to <http://get.adobe.com/flashplayer/> to download the Flash Player.

The following materials are provided:

- Current version of 3ds max with one year student license

The following materials are recommended for all students, but are NOT required or provided:

- Adobe Photoshop 6.0
- Rendering with Mental Ray & 3ds Max
- 3ds Max MAXScript Essentials, Second Edition
- Model, Rig, Animate! With 3ds max, by Michele Bousquet
- Animating Real-Time Game Characters (Game Development Series)