

# AUTODESK 3DS MAX

## GENERAL

- ✓ Fundamental of 3DS Max
- ✓ Toolbar, Modifier
- ✓ Geometrical Primngitive
- ✓ Working on Nubs, Polygon
- ✓ Solid Editing
- ✓ Working with Segment
- ✓ Working with Vertex
- ✓ Extrude Face, Edge
- ✓ Coloring Object



## MODELING

- ✓ Product Modeling
- ✓ Corrector Modeling
- ✓ Machine
- ✓ Building Modeling
- ✓ Kitchen Appliances Modeling
- ✓ Vehicle Modeling
- ✓ Furniture Modeling
- ✓ Door, Window Etc...
- ✓ Study Good Modeling

## LIGHTING

- ✓ Normal Lighting Effect
- ✓ Two & Three Point Lighting
- ✓ Real Sun Lighting
- ✓ Night Lighting
- ✓ Lighting Intensity
- ✓ Lighting Glow
- ✓ Colorfully Lighting

## RENDERING

- ✓ Normal Rendering without Material
- ✓ Rendering without Material
- ✓ Rendering with Lighting Texturing
- ✓ Rendering with Mantel Ray
- ✓ Final Rendering with all Components in Real Looking

## TEXTURING

- ✓ Pattern
- ✓ Bump Mapping
- ✓ Texturing Editing
- ✓ Default Texture use
- ✓ House Texturing
- ✓ Fabric & Metal Texturing
- ✓ Glass & Gold Material Texturing

## Course Highlights

- ✓ Best Teachers
- ✓ Individual Care
- ✓ Working on Live Project
- ✓ Syllabus completion on time
- ✓ Real Work Experience
- ✓ Minimum Course Fee



# Free Demo Classes Available

**LeHub - I.T. Academy Solutions**

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