TCA
TRAINING & DEVELOPMENT

3DS Max Training Program

MENTORTCA TECHNOLOGY PVT. LTD.

GET TRAINED BY

INDUSTRY EXPERTS

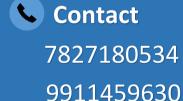3DSMAX   3DSMAX

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Standard Primitives

Stairs, Spline, Shapes

Excerices of Editable Poly

Basic Animation

Photoshop

Architecture Model

Modules	Topics
Module-1	Introduction about max, User interface, Viewport configuration, Preferences
Module-2	Standard Primitives
Module-3	Exercises related to Standard Bar and Standard primitives.
Module-4	Extended Primitives & Compound Objects (Proboolean)
Module-5	Exercises related to extended primitives & Compound Objects (Proboolean)
Module-6	Doors & Windows Objects
Module-7	AEC Objects (Wall, Foliage, Railing)
Module-8	Stairs
Module-9	Exercises related to Above Objects
Module-10	Shapes (Spline, Extended Spline)
Module-11	Spline (Intro to Sub-Object Levels)
Module-12	Exercises related to Spline
Module-13	Editable Poly (Intro to Sub-Object Levels)
Module-14	Editable Poly (Intro to Sub-Object Levels)
Module-15	Exercises related to Editable Poly
Module-16	Exercises related to Editable Poly
Module-17	Exercises related to Editable Poly

Modules	Topics
Module-18	How to Import AutoCAD Plan & Elevation and creating Architectural Model by referencing it.
Module-19	Exercise of creating Architecture Model
Module-20	Exercise of creating Architecture Model
Module-21	Exercise of creating Architecture Model
Module-22	Intro to Natural Lighting & Standard Lighting
Module-23	Intro to Photometric Lighting & how to place and control them
Module-24	Exercise related to Light
Module-25	Intro to Material
Module-26	Intro to Material
Module-27	Intro to Render Setup and creating Photorealistic Render
Module-28	Intro to Basic Animation
Module-29	Problem Solution Module
Module-31 to 35	Project
Module-36 to 40	Photoshop