

Autodesk 3DsMAX :-

Overview

3ds Max® 3D modeling and rendering software helps you create massive worlds in games, stunning scenes for design visualization, and .engaging virtual reality experiences

In Our course we introduce more than 16 progressive project on interior and exterior designs

3DsMAX Architecture Design Outline:-

- Introduction and Getting Started with Autodesk 3ds Max
- User Interface
- Manipulating Objects
- Introducing Subjects and Modifiers and Using the Modifier Stack
- Drawing and Editing 2D Splines and Shapes
- Modeling with Polygons
- Using the Graphite Modeling Tools
- Working with Compound Objects
- Introduction to V-Ray render engine
- V-Ray Light
- V-Ray Sun and V-Ray Physical Camera
- V-Ray IES
- How to light with HDRIs
- Lighting Workflow
- Using and Adjusting the Physical camera
- In-depth Global Illumination
- Image Sampling
- Advance V-Ray Materials
- Render
- Introducing Photoshop
- Post-Production using photoshop
- Network Rendering
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