

## Introduction to Autodesk 3ds Max

LECTURER	Anna Medvedskaya
DURATION	4 Saturdays (10am-2:15pm)
FEE	\$792
VENUE	Billy Blue College of Design, 46-52 Mountain Street, Ultimo, NSW 2007
COURSE OUTLINE	Introduction of 3ds Max, a widely used industry leading 3D program. The course is designed to take you through basic 3ds Max features step by step. Focusing on using 3ds max for architectural visualisations.
PRE-REQUISITES	Basic computer skills. Designed for beginners wanting to learn 3d visualisation skills using Autodesk 3ds Max. Anyone who interested in 3d computer visualisation.

### COURSE CONTENT

#### Day 1:

- Introduction in 3ds Max
- 3ds Max interface and navigation
- Standard Primitives and its parameters
- Working with Modifiers: Bend, Taper, Twist, Lattice, etc
- Modelling simple object with standard primitives
- Splines and its parameters
- Editable Splines
- Working with Splines Modifiers: Extrude, Bevel, Sweep, Lather, etc
- Modelling simple object with splines

#### DAY 2:

- Polygon modelling
- Convert to Editable Poly
- Creating an object by using polygon modelling
- Compound objects

#### DAY 3:

- Using Slate Material Editor
- Creating materials and textures
- Applying materials. UVW Map Modifier

#### DAY 4:

- Setting up Camera
- Creating simple scene
- Lighting. Creating photometric lights
- Using Mental Ray-Rendering

# STUDIO SESSIONS

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### LECTUER BIOGRAPHY:

Anna Medvedskaya is the co-owner of architectural visualisation company Digital Line and has been working in the industry for over 15 years. She has been a Lecturer at Billy Blue College of Design for the last 4 years, teaching 3ds Max to Interior Design students. She has a Bachelor degree in Architecture.

### CONTACT:

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