

3DS MAX FOR RENDERING & ANIMATION



COURSE OVERVIEW

This course is designed to introduce participants to rendering engineering technologies for presentation & animation development of a new product. The subject covers with theoretical knowledge of concept and methodology in engineering technology and design process. As a practical-based subject, participants are assigned to carry out a project using CAD technology.

COURSE OBJECTIVES

Upon completion of this course, participants will be able to :

- Understand the basic functionality, features and principle behind 3ds Max.
- Create and manipulate 3D data in 3D Max.
- Import data from other 3D applications.
- Embellish scenes with the use of materials and maps.
- Create adequate lighting or environments.
- Animate objects in the scene.
- Data compilation of rendering pictures and animations to cd for later viewing.

THE UNIQUENESS OF THIS COURSE

- Practical and hands on the machine operation, maintenance and mould testing.
- Experienced trainers in the field of plastics and processing industry.

WHO SHOULD ATTEND

Target Group: Tooling engineers, Assistant engineers, Line supervisors, Quality Control personnel, and Maintenance technicians, Mould setter.

KEY TOPICS

- Transforming Objects
- Modifying Objects
- Modeling with 3D geometry
- Modeling from splines
- Basics animation
- Rendering

METHODOLOGY

Consist of theory contents and practical sessions, lessons delivery is via lectures, demonstration and group activities.

COURSE DURATION

4 Days

PRE-REQUISITE

Minimum have completed SPM/SPMV

CERTIFICATION

Certificate of attendance will be issued to those who fulfill 80% of attendance.

For further details, please contact:

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