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.

COURSE FEE
RM 1050.00 per participant
Minimum participants: 6 persons