



+91 9716061612

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# 3ds Max With Vray

Normal Track:- 3 Months

Normal Track:- 45 Days

## 3D'S MAX (INTERIOR\EXTERIOR) WITH V-RAY

### Introduction

- Navigate the 3DS Max User Interface and workspace
- Transforming objects using gizmos
- Command Panel
- Time slider and track Bar

### Modeling

- Creating all type of Standard, Extended, Primitive objects
- Creating Doors, Windows and Stairs according to parameters
- Creating all types of shapes like Circle, Line and Ellipse etc.
- Creating Compound Objects
- Stairs & AEC Extended
- Railing & Trees
- Importing a plan from AutoCAD

### Modifiers

- Bend, Taper, Twist
- Extrude, Cloth, Lathe
- Skew, Stretch, FFD
- Shell, Bevel, Bevel Profile
- UVW Map, Squeeze, Spherify

### Texturing & Materials (V-Ray)

- Diffuse & Bump Mapping
- Texture through Bump Mapping
- Ink & Paint

- Environment & background Images
- Material Library / Architectural Material
- V-ray Glass, V-ray light material & V-ray
- 2 Sided Material

### Lighting (V-ray)

- Omni, Spot, Target Direct Light
- Sky Light, Light tracer, Light effects,
- IES Lights, Ambient, V-ray Sun & Mesh-Lights

### Camera ( V-ray)

- Free & Target Camera
- Camera Animation
- Dome & V-ray Physical Camera

### Rendering ( V-ray)

- Rendering images
- Rendering moving images
- Global Illumination & HDRI rendering
- V-ray Images rendering

### Project Work

- Day Light Render (Interior)
- Night Light Render ( Interior)
- Day Light Render (Exterior)
- Night Light Render (Exterior)

1K-80, NIT Faridabad ( Near Santo Ka Gurudawra) Haryana- 121001

Call:- 9716061612, 9716081879