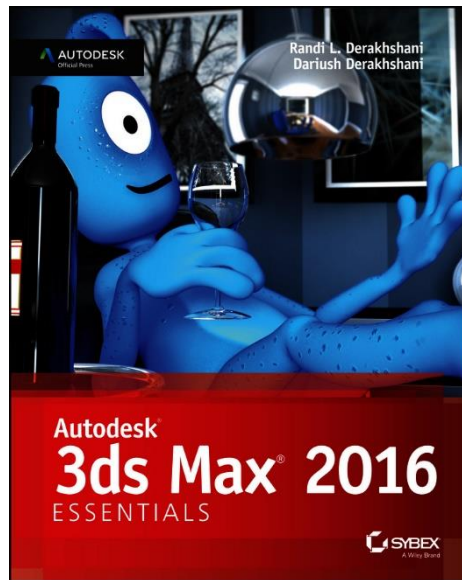


UT&M Autodesk 3DS Max Training & Professional Certification.

In this document, you will find the relevant information that you need in order for you to understand the overview of the services that we offer for Autodesk 3DS Max. Our main deliverable for this training course is to produce capable professionals that can fulfil the demands of the industry, using Autodesk products as the main tool to produce high quality work product. To do that, we have provided several options for our customers from various backgrounds to pick and choose the combination of courses that they would like to participate in.

1.0 Software Training: Level 1

Duration: 4 days total



Modules: Sybex's Autodesk 3ds Max 2016 Essentials by Dariush Derakhshani and Randi L. Derakhshani book, included in the package.

During the duration of this session, you will be taught on all the functions offered by the software using the modules provided. For the syllabus, you may obtain it by officially requesting it from any Unified Training & Management representatives. This session will equip you on the fundamentals of the software, complete with the inclusion of case-scenarios. At the end of the training session, you will be fit enough to further into getting your Professional Certification or to further enhance your skills and knowledge in using the software through our Software Enhancement sessions.

By completing this course, you will be awarded the Certification of Completion from Autodesk.

2.0 Level 2 and Certified Professional Examination

Duration: 4 days total

Modules: In-house, Instructor-led Modules.

During the duration of this session, emphasis will be given to the functions and operations related to the Professional Examination. This will be done by revisiting all the functions taught in the previous classes and to focus on chapters required to sit for the exam. Participants will perform many exercises to prepare them especially in identifying the requirements of the exam and executing the right commands as per instructed. On the second day, the participant will sit for the Professional Examination (2 hours, 35 questions).

By passing the Professional Exam, you will be awarded the Autodesk Certified Professional certificate of the software you chose.

3.0 Course Summary

Course Name	Duration	Materials	Certification
Software Training	6 days	Sybex's Autodesk 3ds Max 2016	Autodesk Certificate of Completion
Certified Professional Exam	2 days	In-house training exercises, 1 Professional Exam voucher	3DS Max Certified Professional Certification upon passing

3DS MAX SOFTWARE TRAINING SYLLABUS (8 Days)

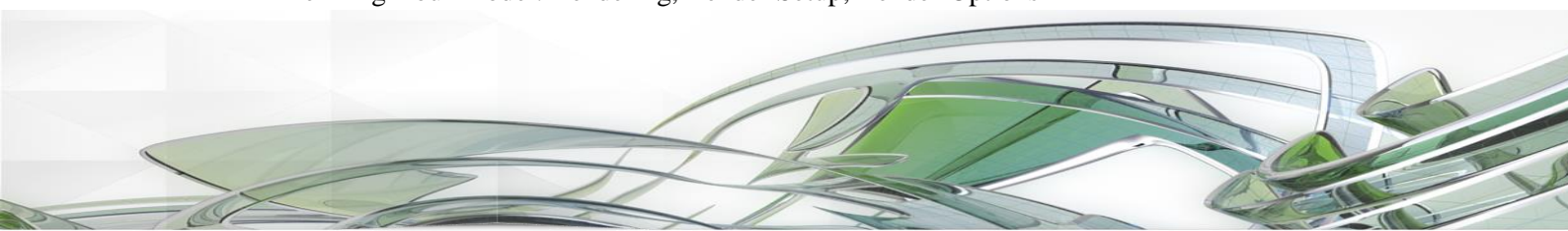
Listed below are the summarized topics to be covered during the whole 6 day class. These topics will be covered during the module execution, with the module developed by us to ensure continuity and relevance throughout the training.

Day 1

- Introduction to 3DS Max UI and Environment: Viewport Display and Options, Preferences Settings
- Modelling Basics: Polygon Modelling, Spline Modelling, Applying Modifiers, Modifier Stack
- File Management: Saving Your Scene, Saving Selected Object, Import, Xref.

Day 2

- Modelling Basics: Continued
- Refining Your Model: Material and Textures; Material Editor, UVW Mapping and Correction
- Refining Your Model: Rendering, Render Setup, Render Options



Day 3

- Improving Your Scene: Lighting and Shadows; Light Explorer, Shadow Types, Light Types, Volume Light.
- Improving Your Scene: Atmospherics and Effects (Volume Fog), Environment Mapping.
- Refining Your Model: Rendering, Render Setup, Render Options

Day 4

- Introduction to Animation: Recording Animation (Keyframing, Time Configuration), Animation Controllers.
- Introduction to Animation: Modifying Your Animation Properties; Curve Editor, Dope Sheet
- Introduction to Animation: Camera, Field of View, Safe Frames
- Animation Constraints: Path Constraints
- Improving Your Scene: Atmospherics and Effects (Motion Blur)

Day 5

- Introduction to Character Modelling: Rigging, Skin and Bones
- Introduction to Character Modelling: Biped, Animating a Biped (Auto-key, Footsteps).
- Animation Management: Animating By Layers; Layer Explorer.
- Animation Constraints: Link Constraints

Day 6

- Interoperability: Importing from REVIT, Modifying Imported Models
- Introduction to Particle Systems: Super Spray, Space Warps
- Refining your Scene: Mental Ray Material, RPC's, Exterior Lighting

Day 7 and Day 8

- Chapter revisions, Module enhancement
- Certified Professional Examination Preparation.
- Autodesk Certified Professional Examination.

