



ProGrafix
School of Design & New Media

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Autodesk
Authorized Training Center
Authorized Certification Center



www.prografix.gr

Autodesk 3Ds Max Level 2

ΔΙΑΡΚΕΙΑ

12 SESSIONS X 3 HOURS (36 HOURS)

01 INTRO & MODELING VI

Stage 01 catch up
Editing Polygons

02 MODELING VII

Editing Polygons
Box modeling

03 LIGHTS II

Stage 01 catch
Photometric lights II

04 MENTAL RAY II

Working with MR

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05 MENTAL RAY III

Working with MR

06 ANIMATION II

Curve editor

Working with more animated objects

07 ANIMATION III

Curve editor

Audio

Video post

08 CAMERAS II & RENDER II

Camera matching

Scenes settings

Sequences

09 EFFECTS

Light special effects

Models special effects

Scene special effects

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10 REACTOR

Materials extended features

UVW Mapping

11 PARTICLE SYSTEMS

Particles types

Particles & gravity

12 CONCLUSION

Finalizing projects