

3DS Max-Rendering Inventor Assemblies Training

1-day class

This course provides an introduction to the Autodesk 3ds Max software relative to working with Autodesk Inventor assemblies. Students will learn how to prepare an Inventor assembly for transfer to 3ds Max, configure materials and lighting, and produce high quality renderings. Students will be able to leverage the presentation features of the software without having to digest the entire program.

- Introduction to 3ds Max
 - Identify Data Sources
 - Visualization Workflow
 - User Interface
 - Scene Preferences
 - Setting the Project Folder & Path Locations
 - Viewport Display & Labels
- 3ds Max Configuration
 - Scene Navigation
 - Viewport Configuration
 - Object Selection Methods
 - Scene Units
 - Object Grouping
 - Layer & Object Properties
 - Modifying Display Settings of Layers & Objects
- Materials
 - Assigning materials to Inventor components
 - Understanding Maps & Materials
 - Controlling Material Attributes
 - Standard Materials & Material Shaders
 - Assigning Maps to Materials
 - Transparency, Opacity, Bump, & Reflection Mapping
- Assembling Project Files
 - Importing Inventor assemblies
 - Best Practices and Templates
- Introduction to Lighting
 - Local vs. Global Illumination
 - Standard Lighting
 - Shadow Casting Methods
 - Photometric Lights
 - Exposure Control
- Rendering & Cameras
 - Common Rendering Options
 - Rendering Presets
 - Creating Cameras
 - Using Background Images
 - Render Output
- Introduction to Animation
 - Animation & Time Controls
 - Motion Animation
 - Animation Output