3Ds Max
Autodesk

Program/Course Outline

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Introduction

Welcome to the 3ds Max Mastery course, your gateway to unlocking the boundless potential of 3D modeling and animation. This comprehensive course is designed to equip you with the skills and knowledge needed to create stunning visualizations, realistic models, and captivating animations. With six modules covering a range of topics, you'll embark on a transformative journey that will elevate your creative abilities to new heights.

Who is This Course For?

Whether you're a student, a professional looking to upskill, or simply an enthusiast eager to explore the world of 3D design, this course is for you. No prior experience with 3ds Max is required, making it accessible to anyone with a passion for creativity and a desire to learn. From beginners to intermediate learners, our course is tailored to meet your specific needs and guide you on your path to mastery.

Professional Skill Development

By taking this course, you have the opportunity to develop professional skills that are in high demand across various industries. Whether you aspire to work in film, gaming, architecture, or product design, mastering 3ds Max will give you a competitive edge. Enhance your career prospects and open doors to exciting opportunities by acquiring the skills sought after by employers worldwide.

Hobbies and Modern Device Utilization

Not only is 3ds Max a valuable professional skill, but it's also a gateway to a world of creative expression and personal fulfillment. Unleash your imagination and bring your ideas to life with this powerful software. Whether you're creating stunning visuals as a hobby or utilizing your modern devices to explore your artistic side, 3ds Max provides endless possibilities for self-expression.

Don't Miss Out on Our Best Offer Ever!

Now is the perfect time to enroll in our 3ds Max Mastery course. We're offering an unbeatable opportunity to learn from industry experts at a discounted price. Don't miss out on this limited-time offer to gain invaluable skills that will shape your future. Seize the moment and embark on a journey that will unlock your creative potential.

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3DS MAX®

Course Overview

Why Take This Course?

Unleash your creativity and unlock the full potential of 3ds Max with our comprehensive course. Whether you're an aspiring 3D artist, animator, architect, or game developer, mastering 3ds Max is essential for bringing your imagination to life.

From the fundamentals to advanced topics, this course equips you with the skills and knowledge to create stunning visualizations, realistic models, and captivating animations. Elevate your portfolio, expand your career opportunities, and stand out in the competitive world of 3D design.

For Whom is This Course?

This course is designed for beginners and intermediate learners who want to master 3ds Max and its diverse applications. Whether you're a student, a professional looking to upskill, or an enthusiast passionate about 3D design, this course is tailored for you. No prior experience with 3ds Max is required, making it accessible to anyone with a passion for creativity and a desire to learn.

What Will You Be Able to Do After This Course?

By the end of this course, you'll have a comprehensive understanding of 3ds Max and its various modules. You'll be able to navigate the interface with ease, create intricate 3D models using advanced techniques, apply materials and textures for realistic surfaces, set up cameras to capture the perfect shot, and optimize your projects for efficient performance.

Join the 3ds Max Mastery
course today and unlock
your creative potential!

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Module 1

Introduction to 3ds Max and Interface

This module provides a comprehensive introduction to 3ds Max, a powerful software used in 3D modeling and animation. Topics covered include the 3ds Max interface, viewport navigation, object selection, object manipulation, and display configuration.

Topic 1: Introduction to 3ds Max Interface

Students will learn about the layout and functionality of the 3ds Max interface, including toolbars, menus, and panels. They will gain the skills to navigate the interface effectively, maximizing productivity and workflow efficiency.
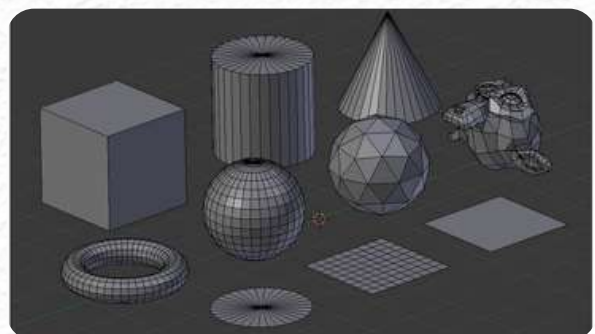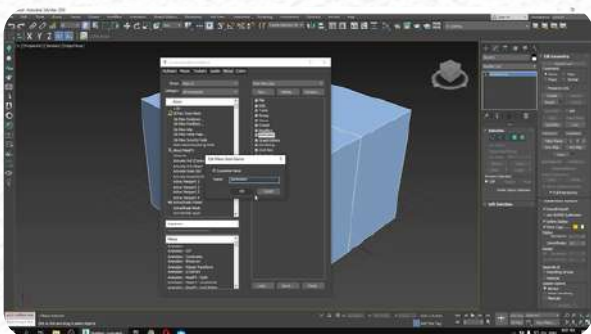
Topic 2: Viewport Navigation and Object Selection

This topic focuses on viewport navigation techniques and object selection methods. Students will learn how to manipulate the view of the 3D space using controls and tools, and efficiently select and deselect objects within their scenes.

Topic 3: Object Manipulation and Display Configuration

Students will delve into object manipulation techniques such as moving, rotating, and scaling objects. They will also explore display configuration options to optimize workflow and enhance visual representation in their 3D scenes.

By mastering 3ds Max, aspiring 3D artists and animators can unlock a world of creative possibilities. Understanding the interface, navigating viewports, selecting objects, manipulating objects, and configuring display settings are essential skills for creating stunning 3D visualizations. Whether you aim to work in film, gaming, or architectural visualization, learning 3ds Max will give you the foundation to bring your imagination to life. Start your journey today and unlock your creative potential!

Module 2

Introduction to Modeling Techniques

Module 2 is a comprehensive introduction to modeling techniques in 3ds Max. Students will learn the skills and techniques needed to create and manipulate 3D models effectively. Topics covered include creating geometric shapes, working with modifiers, Editable Poly and spline modeling, and utilizing symmetry and mirroring techniques.

Topic 4: Basics of Geometric Shapes and Modifiers

Students will learn the fundamentals of creating and editing basic geometric shapes in 3ds Max. They will also explore modifiers, which allow for easy modification of object properties. Understanding these concepts is crucial for creating a wide range of objects and models.

Topic 5: Editable Poly and Spline Modeling

This topic focuses on working with Editable Poly objects and spline modeling techniques. Students will learn how to create complex models using Editable Poly tools and manipulate spline curves to create intricate shapes. Mastering these techniques enables students to bring their creative ideas to life with precision.

Topic 6: Symmetry and Mirroring Techniques

Students will discover the power of symmetry and mirroring techniques in 3D modeling. These techniques streamline the creation of symmetrical objects, reducing time and effort. By mastering symmetry and mirroring, students can create complex models with ease, making them invaluable skills in various industries.

Mastering modeling techniques in 3ds Max opens up a world of creative possibilities. By understanding geometric shapes, modifiers, Editable Poly and spline modeling, and symmetry and mirroring techniques, students gain the ability to create intricate, complex, and visually stunning 3D models.

Module 3

Fundamentals of Materials and Texturing

Module 3 provides a comprehensive understanding of materials and texturing in 3D modeling. Students will learn how to create and apply materials, utilize textures and maps for realistic surfaces, and explore advanced techniques like material libraries, presets, and UV unwrapping. Mastering these skills allows for visually compelling and realistic 3D models.

Topic 7: Understanding Material Concepts and Properties

Students will explore the characteristics and properties of materials, understanding their influence on the appearance and behavior of 3D objects. By comprehending material concepts, students gain the ability to create visually appealing and realistic 3D models.
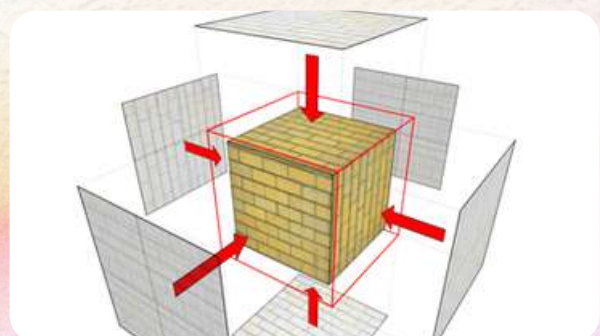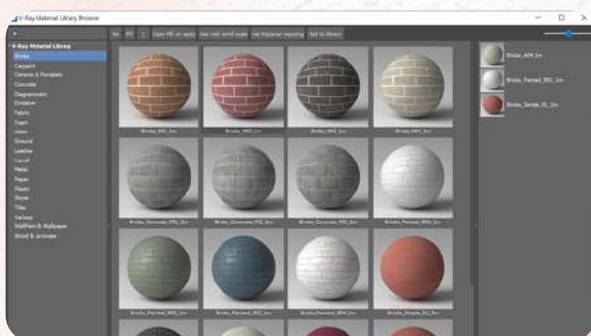
Topic 8: Creating and Applying Materials and Textures

Students will learn the practical aspects of creating and applying materials to 3D objects, as well as utilizing textures and maps to enhance surface details. Mastering this topic enables students to bring their models to life with visually engaging materials and realistic textures.

Topic 9: Material Libraries, Presets, and UV Unwrapping

This topic explores the use of material libraries and presets to streamline material creation, as well as UV unwrapping techniques for precise material mapping. Students will learn efficient workflows and techniques to enhance their material creation and achieve accurate mapping on 3D models.

Mastering the fundamentals of materials and texturing is essential for creating visually compelling and realistic 3D models. By understanding material concepts, creating custom materials, utilizing textures and maps, and exploring advanced techniques, students gain the ability to bring their creative ideas to life with precision and realism.

Module 4

Introduction to Lighting and Rendering

Module 5 focuses on camera techniques in 3ds Max, enabling students to effectively capture and present their 3D models from different perspectives. They will learn about various camera tools and techniques, how to set up cameras for different viewpoints, and how to configure the viewport for optimal presentation.

Topic 10: Camera Tools and Techniques

Students will explore different camera tools and techniques available in 3ds Max, including camera types, controls, and techniques for controlling movements and angles. Mastering these techniques allows students to present their models from desired viewpoints and emphasize important design elements.

Topic 11: Setting up Cameras for Different Perspectives

Students will learn techniques for positioning cameras, adjusting parameters, and utilizing camera features to capture various perspectives and enhance the depth and realism of 3D scenes. These skills enable students to effectively present their models and create visually engaging 3D scenes.

Topic 12: Camera Views and Viewport Configuration

Students will learn about camera views and viewport configuration in 3ds Max, allowing them to showcase their models from different perspectives, manage multiple views for better workflow, and utilize viewport settings for improved presentation.

Mastering camera techniques is essential for creating visually captivating and realistic 3D scenes. By understanding camera tools, setting up cameras effectively, and utilizing different perspectives and viewport configurations, students can showcase their models in the best possible way, emphasizing design elements, and enhancing the overall visual impact.

Module 5

Camera Techniques

Capture and present your 3D models with precision and impact through our Camera Techniques module. In this comprehensive course, you will learn various camera tools and techniques, setting up cameras for different perspectives, and optimizing the viewport configuration. By mastering these skills, you'll elevate your 3D presentations with enhanced depth, realism, and visual appeal.

Topic 13: Camera Tools and Techniques

Discover a range of camera tools and techniques available in 3ds Max. Understand different camera types, master controlling camera movements and angles, and become proficient in using camera tools and controls.

Topic 14: Setting up Cameras for Different Perspectives

Learn the art of camera setup to create captivating and realistic 3D scenes. Explore camera positioning, frame composition, and parameter adjustments such as field of view, focal length, and depth of field.

Topic 15: Setting up Cameras for Different Perspectives

Unlock the power of camera views and viewport configuration in 3ds Max. Discover how to configure the viewport for different camera views, manage multiple views efficiently, and utilize viewport settings to enhance your presentations.

Mastering camera techniques is vital for anyone seeking to create visually captivating 3D scenes. Whether you're an architect, animator, product visualizer, or game developer, the ability to capture the right perspective and present your work with finesse is crucial. By learning camera tools, setup, and viewport configuration, you can elevate your 3D models, emphasize design elements, and leave a lasting impression on your audience.

Module 6

Advanced Topics and Project Work

Take your skills to the next level with our Advanced Topics and Project Work module in 3ds Max. This comprehensive course covers three key topics: advanced techniques and particle systems, project development based on interior design requirements, and optimization, presentation, and review.

Topic 16: Advanced Techniques and Particle Systems

Unlock the power of particle systems in 3ds Max. Learn advanced techniques for creating and manipulating particle systems, adding dynamic effects like smoke, fire, and fluids to your 3D scenes. By mastering these techniques, you can create visually compelling animations, simulations, and visual effects, opening up new creative opportunities.
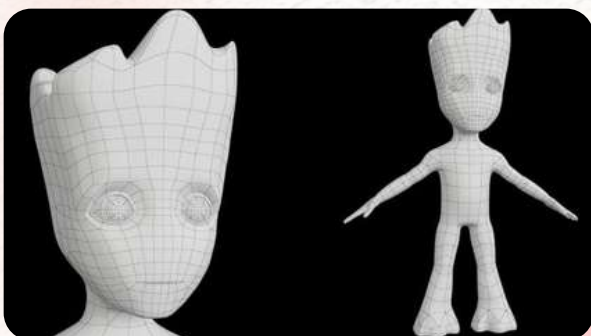
Topic 17: Project Development: Interior Design Requirements

Immerse yourself in a real-world interior design project. Analyze and interpret design requirements, develop detailed interior scenes using 3ds Max, and effectively communicate your design concepts. Gain practical experience in interior design project development, preparing you for real-world scenarios and client engagements.

Topic 18: Optimization, Presentation, and Review

Discover the importance of optimization, presentation, and project review. Learn techniques to optimize your project files for efficient performance, prepare professional presentations to showcase your work, and engage in the project review process to receive valuable feedback. Refine your skills, ensure smooth project execution, and leave a lasting impression on clients and stakeholders.

Mastering advanced topics in 3ds Max and engaging in project-based work offers numerous benefits in the real world. By acquiring advanced techniques and understanding particle systems, you'll have the skills to create stunning visual effects, animations, and simulations.
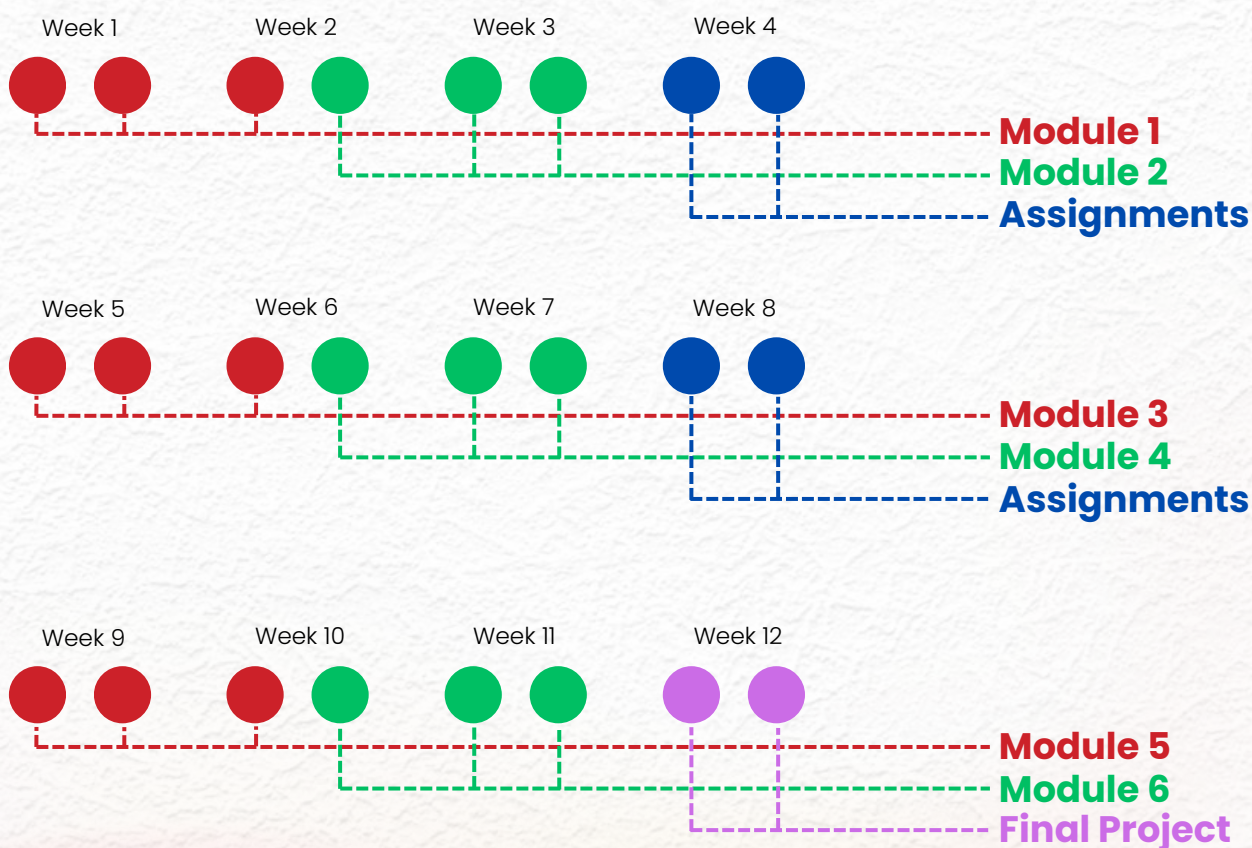
Package 1
3 Months Comprehensive Course

For those who desire to take a deep dive into creative fields at a comfortable pace, with small group interactions!

Unleash your potential with our Three-Month Comprehensive Course. This package is crafted for those who enjoy a steady pace and prefer a structured curriculum.

Get personal attention in a small group setting, make new friends, and journey together into the exciting world of creative arts.

Each course has 6 modules, each module has 3 topics.
The course is distributed across 12 weeks.

On completion, learners will receive a Certificate of Attendance.

Week 1   Week 2   Week 3   Week 4

Module 1
Module 2
Assignments

Week 5   Week 6   Week 7   Week 8

Module 3
Module 4
Assignments

Week 9   Week 10   Week 11   Week 12

Module 5
Module 6
Final Project

Fee: 180 BHD per Month

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Package 2
Crash Course

It's not for beginners, but for those who have learned before and want to remember and shine up their skills.

Get back in the game fast and join us today!

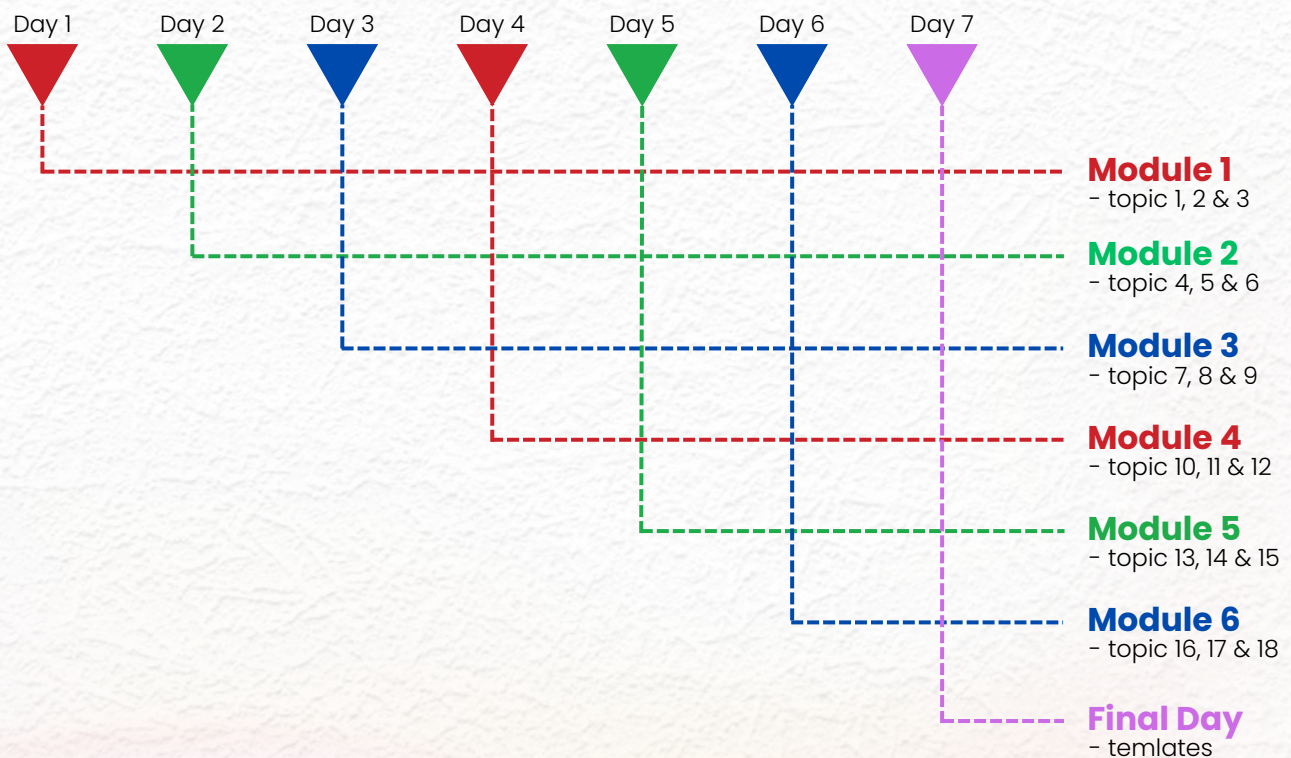Are you a go-getter with a tight schedule?

This one-on-one class lets you dive head-first into your chosen field, giving you an intensive overview in just a week. Gain the skills you need, in the time you have.

Each day covers one module.
With the 7th day dedicated to revising and summarizing all the modules.
Learners will be receiving a total of 14 hours of one-on-one instruction.

On completion, learners will receive a Certificate of Attendance.

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7

Module 1
- topic 1, 2 & 3

Module 2
- topic 4, 5 & 6

Module 3
- topic 7, 8 & 9

Module 4
- topic 10, 11 & 12

Module 5
- topic 13, 14 & 15

Module 6
- topic 16, 17 & 18

Final Day
- temlates

* 7 days

Fee: 280BHD

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Customized Learning Experience

For those who value flexibility and control in their learning journey, our Customized Learning.

Your goals, your pace, your success.

Our Customized Learning Experience puts you in the driver's seat of your education. Select from our Starter, Linear and Intense Learner options to tailor your learning experience to your lifestyle.

We are here for you if you seek flexible timings, wish to tailor your learning journey according to your personal schedule, and value the opportunity to intensify or ease your study plan based on your individual needs.

Why fit in when you can stand out?

■ Starter Package

3 sessions per week;
Total of 12 sessions per month;

240BHD

4Months

■ Linear Package

4 sessions per week;
Total of 16 sessions per month;

320BHD

3Months

■ Intense Learner

5 sessions per week;
Total of 20 sessions per month;

400BHD

2Months

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Package 4
Customized Program

Unleash your creative freedom and tailor your learning experience to suit your individual needs and interests.
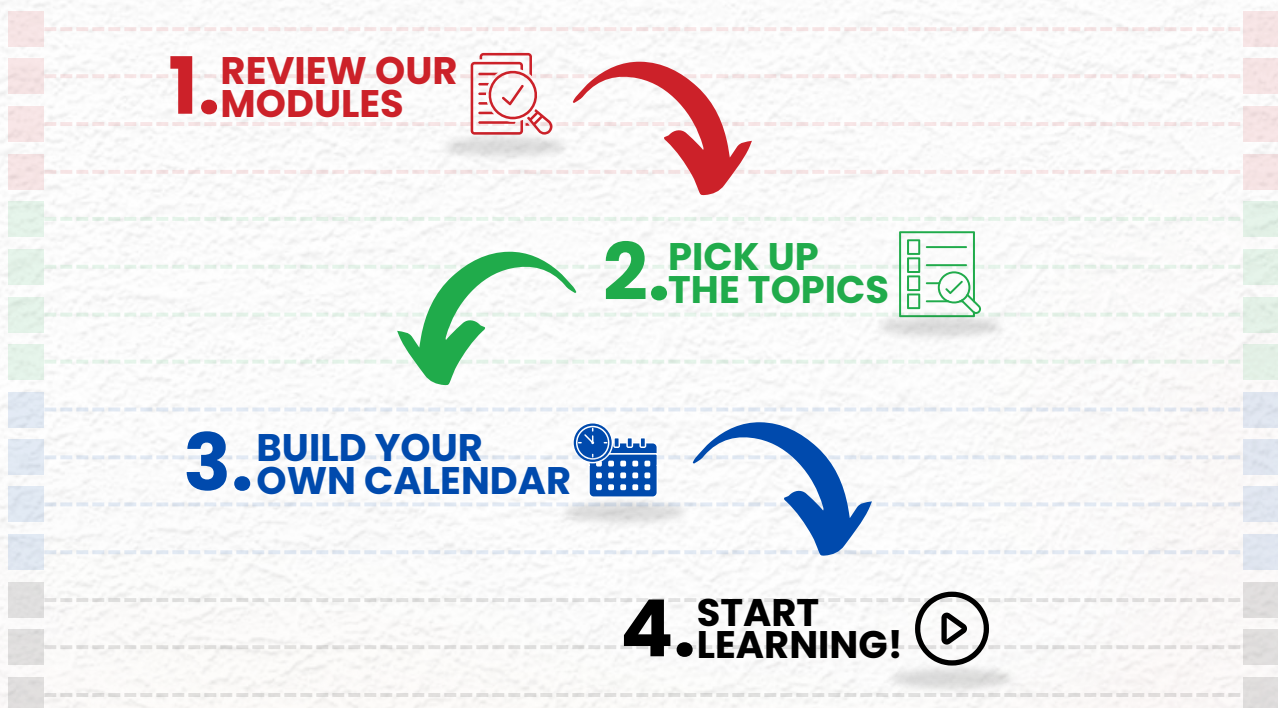
Do you know exactly what you want?

Our Customized Program lets you design your learning journey.

For those who know what they want and need the flexibility to focus on specific topics

Select your course content, schedule your class timings, and learn at a pace that works for you.

It's your path to success, designed by you.

1. REVIEW OUR MODULES

2. PICK UP THE TOPICS

3. BUILD YOUR OWN CALENDAR

4. START LEARNING!

* this package start with at least 8 session..

Fee: 20BHD per session

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Your **Portfolio** Journey

Start your course with us, and you'll begin crafting your unique portfolio right away. Over three months, watch it grow and reflect your newfound skills and creativity.

By the end, you'll have a tangible testament to your educational journey with Create Bahrain. Your portfolio is more than just a stepping stone for career progression—it's a keepsake of your achievements.

A tool for self-reflection, it allows you to revisit your growth and inspire yourself to keep pushing for greater heights.

We'll showcase your portfolio on a dedicated page on our website, giving you lifetime access to your body of work.

Share your journey and creations with the world and bask in the pride of being a part of the Create Bahrain community.

Remember, your portfolio is your story of dedication, resilience, and creativity. At Create Bahrain, we're excited to see the narrative you'll create and the heights you'll reach.

Your portfolio isn't just a collection—it's your first step in making a global impact. Let's embark on this unforgettable journey together.

Printable PDF

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Dear Student,

Welcome to CreateBahrain Academy, a dynamic platform designed for those passionate about design, photography, filmography, animation, coding, and digital marketing. As an independent entity from the well-established TeachBahrain Academy, our mission is to empower curious minds to transform the world.

Inspired by the pioneering educational philosophies of Mr. Saad Akbar and Mr. Omair Imtiaz, we believe in nurturing individuality, fostering inventive spirits, and promoting independent thinking. The curriculum, further shaped by the expertise of Ms. Kanwal Imtiaz, a former Ikea Design Manager, ensures a focus on self-driven and experiential learning.

Our curriculum guarantees meaningful, hands-on learning experiences, guided by expert educators in a vibrant community. We're excited to offer you a customized learning path tailored to your interests and aspirations.

Join us for a tour or attend an upcoming admission event to experience our dynamic learning environment firsthand. Spread the word to others who share your passion for creativity and learning. Together, let's improve the world through the power of creative education.

Best wishes

Kanwal Saeed

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