Program Category\*

Autodesk 3ds Max 2013  
  
Program Brief\*

Learn to use 3ds Max to design, develop, and create 3D animation. This 3ds Max Course takes you all the way through the user interface, modeling, material creation, animating objects, cameras, and scene generation.You’ll also explore the capabilities of the interface, how to work efficiently, and how to apply the toolsets.

If you’re looking to design professional 3D objects and scenes that look and feel just like the ones in video games you play at home, then this is the program for you! First you’ll learn all about modeling, texturing, and preparing models for animation. Once you’ve mastered the fundamentals of modeling 3D objects, you’ll learn to create 3D animation. You’ll complete individual assignments to develop the skills necessary to create models, textures, maps, and realistic environments, along with particle effects for added realism. You’ll also learn to use a variety of tools to create a complete 3D scene as a portfolio piece.

Quality 3D objects and animation are the standard for today's video games. This 3ds Max Course gives you the chance to immerse yourself in a 3D world. This program is designed for aspiring game animators who want to learn to create complex virtual 3D landscapes, develop models, design levels, and creates lighting and shadow effects.

Course Objective\*

Learn 3ds Max from beginners to advanced and get certified by Autodesk by taking the 3ds Max Associate Certification Exam. The 3ds Max Creative License package includes the entire curriculum for total immersion into 3d Animation and features a combination of 2 Autodesk courses for a discounted price. The package does not have a schedule of its own. Each class is scheduled separately, beginning with the 3DS Max Jumpstart and then taking the 3ds Max 201 Hotshot class

Who Should Attend\*

This course has been designed for people who want to create 3D graphics for print or animation.

Develop skills to enter the world of video game development as an animator or 2DModeler.

Before enrolling in this course, you should know how to use Windows, files and folders, e-mail, chat, Windows media. You should have basic PC skills, knowledge of computers, and a better than average understanding of the Internet.

What you will learn\*

You’ll learn how to work in a production environment, understand the mechanics of 3ds Max, be able to create 3d models using a variety of techniques, work with materials to texture your models, understand how to light a scene, be able to create animations, stage a scene and understand cinematography, know how to create output for use in post-production. You will be able to design 3d environments with animated walking characters with realistic lighting viewed from a moving camera.

Course Outlines\*

* Basic Concepts and Navigation of User Interface
* Working with Objects
* Basic Modeling
* Creating Shapes with Splines
* Building Compound Objects
* Modifiers
* Surface Modeling
* Materials and Maps
* Lights and Cameras
* Creating and Controlling Particle Systems
* Creating Atmospheric Effects
* Basic Animation
* Character modeling and skinning
* Character rigging
* Rendering and Post Production

Manual Language\*  
Arabic – English  
  
Facilitate Language\*  
Arabic – English  
  
Course Fees\*  
LE1500 instead of LE 2100  
  
Course Duration\*  
80Hours

Schedule: 3 Days per Week, 4 Hours per session

Course Location\*  
18, 305 St., New Maadi, Cairo, Egypt

For Reservation\*  
Kindly Call at: 01026199833