BRAINBUFFET

AUTODESK 3DSMAX

CERTIFICATION COURSE

All BrainBuffet Certification Courses come with Interactive Videos, Practice Assessments, Multilingual Subtitles and Transcripts, Hands-on Project Files, Teacher Lesson Plans, Grading Rubrics, Answer Keys, and Student Analytics.

MODULES	ESTIMATED COURSE DURATION	LESSON VIDEO RUNTIME
8	**47** hours	**15.3** hours

COURSE DESCRIPTION

In this Certification Course our instructor Daniel Torres guides us along a hands-on journey to teach the wonderful platform of 3DS Max. In each module, students will work on files, objects, and techniques in a cumulative manner, so that these will come together in the end to create one single scene and produce a set of still and animation renders that students can use for their portfolios while at the same time preparing them for the certification exam. Students can expect to learn how to create their own scenes, model their own characters, and animate all in the 3D world.
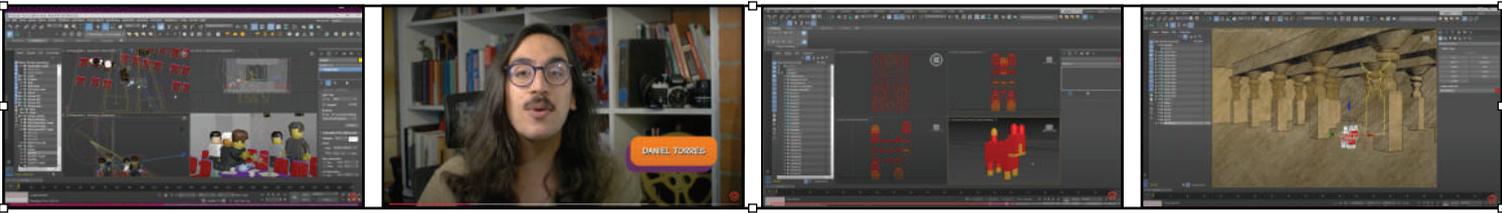
MAIN INGREDIENTS

Module 1: The Basics
Module 2: Managing Your Scene
Module 3: Modeling
Module 4: Lights and Cameras
Module 5: Rendering
Module 6: Materials and UVW
Module 7: Rigging
Module 8: Animation

INSTRUCTOR FOR THIS COURSE

DANIEL TORRES

Daniel Torres is an architect, filmmaker, and devoted cat lover. A 2014 graduate of Cornell University, Daniel later served as an Architectural Visualization Specialist at the university's College of Architecture, Art, and Planning. Alongside his architectural expertise, he has pursued his passion for storytelling as an independent filmmaker, specializing in analog film. Splitting his time between South Florida and Bogotá, Daniel teaches filmmaking while working on his debut feature film.

Watch Course Trailer

https://www.youtube.com/watch?v=_hndpWB1aSo

AUTODESK
3ds Max
CERTIFIED USER

BRAINBUFFET