



3DMAX Course Outlines

- Finding Your Way-Exploring the MaxInterface
- Seeing It All— Working with the Viewports
- Working with Objects
- Transforming Objects—Translate, Rotate, and Scale
- Cloning Objects and Creating Object Arrays
- Introducing Modifiers and Using the Modifier Stack
- Modeling
- Building Compound Objects
- Materials and Maps
- Creating Simple Materials
- Cameras and Lighting
- Basic Lighting Techniques
- Animation
- Rendering