

Certificate Course on 3D Computer Graphics & Modelling

(Using 3D Studio Max)

立體3D美術創作設計證書課程

21 Mar - 30 May 09

Every Sat

40095867

3D Design with MAX

Modelling & Lighting technique for design

Organised By:

PRODUCTIVITY
生產力培訓學院 Training Institute

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**Hong Kong
Productivity Council**
香港生產力促進局



Certificate Course on 3D Computer Graphics & Modelling

Nature and Objectives

This Practical Hands-on course aims at:

- introducing the 3D Computer Graphic Software Tools and their applications in "Graphics, Product and Interior Design", and developing your knowledge and understanding of the current and emerging design trend and products.
- providing you with the 3D theory and developing your ability to successfully create, manage and take advantage of these amazing graphic tools for your own design.
- enabling you to develop the skills necessary to use these tools for business applications.

3D Studio Max

- especially for

Graphic design

Interior design

Product design

Introduction of tools Palette & View Windows

History of CAD, Architecture of CAD & Fundamental of Geometric

Basic tools and 3D Primitive Drawing

More in Tool Palette

Rendering and Texture

Function of the object original point

Course Contents

Stage-1: Introduction

About 3D Studio Max - 3D Creation Software
Theory of Three Dimensions : History of CAD, Architecture of CAD and
Fundamental of Geometric (Geometry, Topology and Auxiliary information)



Stage-2: 2D and 3D Modeling with tools palette

- Building model with 2D shape and 3D primitive geometry
- Lathe, extrude, loft, cross section, and polygon modeling
- Function of Tools Palette and other floating palette:
- Tools - Object moving tools, shapes tools, lighting and camera tools, etc.
- Resources - Textures, Shapes, Gel and Special Effects
- Environment - Setting of Lights, Air and Background
- Object Properties - Condition of Object, Transform the model in different axis
- Texture Mapping

Stage-3: Material shader setting

- Base material shader setting
- The relation of ambient, diffuse, specular.
- How to use map to create different material.
- How to use raytrace.
- How to create metal, glass, plastic.
- How to build up your model in primitive objects.



Stage-4: Application of lighting

- Base lighting
- The usage of point light and sport light
- How to control the color, intensity, attenuation of the lighting
- How to control the shower the of the lighting
- Theory of lighting (three point lighting)

Stage-5: Rendering & animation

- Base animation
- How to set key frame.
- How to use curve editor.
- How to set a patch animation.
- How to export a movie for 3d MAX



