Collin College - Continuing Education
COURSE SYLLABUS

COURSE INFORMATION

Course Number: CADD 6240

Course Title: 3ds Max – Basic

Course Description: Introduction to the principles of 3D modeling including overview of core 3d concepts and their applications within 3ds Max.

Suggested Course Prerequisite(s): N/A

Course Resources:
Textbook: OPTIONAL
Autodesk 3ds Max 2016 Essentials: Autodesk Official Press
By Derakhshani
Sybex: 978-1-119-05976-9

Student Learning Outcomes: Demonstrate basic techniques and best practices of using 3ds Max, including problem- solving strategies and skills in the construction and manipulation of 3d space objects.

Certification Notes: N/A

Next course recommendation: N/A

Refund Policy: Please refer to www.collin.edu/ce/inforegistrar.html for our refund policy. No refunds after the start time of the first class.

Americans with Disabilities Act: Collin College will adhere to all applicable federal, state and local laws, regulations and guidelines with respect to providing reasonable accommodations as required to afford equal opportunity. It is the student's responsibility to contact the ACCESS office, SCC-D140 or 972.881.5898 (V/TTD: 972.881.5950) to arrange for appropriate accommodations. See the current *Collin Student Handbook* for additional information.

Course Sessions: Listed are guidelines to indicate all topics that will be covered during your course. Do not plan your personal calendar based on these sessions. Your instructor will give you a calendar for your class that will indicate specific topics, assignments, and days.

Lesson Plan – by week or session:
Sessions 1, 2: Core concepts of 3d space and usage and understanding of the basic interface.
- 3d geometry core concepts, Cartesian space and video games
- 3d Studio Max intro and introductory lore
- Basic file and scene management
- Basic user interface and viewpoints

Session 3: 3d geometry and transforms
- 3d Object properties and creation.
- Mesh and poly sub-object components, transformation and manipulation
- Modifiers, sub objects and the controlling the Stack

Session 4, 5: Core Materials overview

- Introduction to Materials
- Material Editor Overview and basic controls
- Basics of object material interactions

Session 6: Scene setup, lighting and rendering

- Introduction to rendering
- Creating and populating a scene
- Lights, camera, action!

Method of Evaluation: Unless otherwise stated, course completion is evaluated on the basis of attendance. Students must be in attendance 90% of each course in a certificate series for successful completion and to earn a certificate as specified.