

Collin College - Continuing Education

COURSE SYLLABUS

COURSE INFORMATION

Course Number: CADD 6245

Course Title: 3d Studio Max Intermediate

Course Description: Developing advanced modeling techniques and exploration of extended material applications and rendering possibilities within 3ds Max.

Suggested Course Prerequisite(s): 3ds Max – Basic, or equivalent experience.

Course Resources:

Textbook: OPTIONAL

Autodesk 3ds Max 2016 Essentials: Autodesk Official Press

By Derakhshani

Sybx: 978-1-119-05976-9

Student Learning Outcomes: Building on fundamentals of 3ds Max Basics, demonstrate advanced techniques in modeling and mesh usage, opening more in-depth interactions with materials.

Certification Notes: N/A

Next course recommendation: PTC Creo Essentials

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: Intermediate modeling techniques and scene manipulation

- Intermediate object creation and techniques 3d Studio Max
- Low Poly object creation and object/sub object manipulation
- Mesh/poly control and object/scene organization
- Building for skinning and unwrapping

Session 3: Intermediate Materials- UVW mapping and texture/skinning.

- Intermediate material editor overview and control
- UVW mapping basics- UV mapping and object unwrapping basics.
- Material slots and texture usage, view port control and simple rendering

Sessions 4, 5: Intermediate scene lighting and rendering

- Intermediate lighting overview and interface

- Lighting and camera placement.
 - Scene organization and control
- Session 6:** Advanced modeling techniques 2- Hard Surface Basics
- Introduction to Hard Surface techniques
 - Smoothing Modifiers and Geometric Sub divisions
 - High Poly and low poly model interactions

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.