Kids' 3D Animation Course Using 3DS MAX

Objective:

The course will cover basic 3D modeling and animation. Students will learn how to do 3D birthday cake design, colouring and texturing, candle modeling, graphic rendering and animation.

Course Outline

MODULE 1: Getting Started
In this module, students will learn the followings:

1. Overview of the Course

2. Introduction of 3DS Max User Interface

3. Viewport Configuration

4. Creating Standard Primatives

5. Creating Extended Primatives

6. Transformations: Move, Rotate and Scale

7. Viewing, Hiding, Selecting and Grouping Objects

8. Copies, instances and references

MODULE 2: Modeling
In this module, students will learn the followings:

9. Using 2D Shapes To Make 3D Objects

10. Creating Extruded, Bevel and Lathe Objects

11. Creating Compound Objects: Boonlean and Loft

12. Low Poly Modeling

13. Modifiers and Parameters

14. Hands on: Modeling of Birthday Cake and Candles and Customization

MODULE 3: Material and Animation
In this module, students will learn the followings:

15. Introduction to Materials and Maps

16. Working with Material Editor

17. Standard Cameras Settings

18. Animation: Auto Key and Set Key

19. Hands on: Creating a Customized Animation for Birthday/Other Celebration

20. Rendering Options and Output for Print or Multimedia

21. Project Completion

22. Revision of the Course