



**MSME- TECHNOLOGY CENTRE, GUWAHATI**  
**TOOL ROOM & TRAINING CENTRE**  
Ministry of Micro, Small & Medium Enterprises, Govt. of India



**COURSE NAME: e – Learning on Application of 3DS Max**  
**Duration: 24 Hours**

Sl no.	Topics
1	<b>INTRODUCTION OF 3DS MAX</b> <ul style="list-style-type: none"><li>• FEATURES IN THE SOFTWARE,</li><li>• VIEWPORT &amp; CONFIGURATION, ANIMATION, TIME LINE &amp; TIME SLIDER</li><li>• UNIT SETUP</li><li>• SNAPS &amp; GRID SETTINGS, VIEW CUBE SETTINGS</li><li>• VIEW CUBE SETTINGS</li><li>• USES OF NAVIGATION TOOLBAR</li><li>• USES OF 3DS MAX CONFIGURABLE USER INTERFACE TO ACCESS MULTIPLE VIEWS WITH TABBED LAYOUTS</li><li>• USE OF COMMAND PANEL</li></ul>
2	<b>CHAIR MODELLING</b> <ul style="list-style-type: none"><li>• MODELLING OF A SIMPLE CHAIR WITH EDITABLE POLY</li></ul>
3	<b>RUBIKS CUBE MODELLING</b> <ul style="list-style-type: none"><li>• RUBIK'S CUBE BY USING ARRAY COMMAND, POLYGON &amp; DETACH ETC.</li></ul>
4	<b>TABLE MODELLING</b> <ul style="list-style-type: none"><li>• CREATE A SIMPLE TABLE,</li><li>• CREATE A ROUND TABLE BY USING CHAMFERCYL AND LATHE COMMAND</li><li>• USE OF TURBOSMOOTH COMMAND</li></ul>
5	<b>CUP &amp; PLATE MODELLING</b> <ul style="list-style-type: none"><li>• CREATE CUP &amp; PLATE USING SPLINE COMMAND</li><li>• USE OF MESH SMOOTH COMMAND</li></ul>
6	<b>DINNING CHAIR &amp; TABLE</b> <ul style="list-style-type: none"><li>• CHAIR MODELING BY APPLYING FFD 3X3X3</li><li>• TABLE BODELLING USING EXTRUDE COMMAND</li><li>• USE OF MATERIAL COMMAND TO APPLY 3D TEXTURE</li></ul>

8	<b>SOFA MODELLING</b> <ul style="list-style-type: none"> <li>• EDIT MESH COMMAND</li> <li>• USE OF CUT COMMAND</li> <li>• SIMULATION</li> <li>• OBJECT CLOTH</li> <li>• AIR PRESSURE ADJUSTMENT &amp; GRAVITY ADJUSTMENT</li> </ul>
9	<b>MATERIAL &amp; TEXTURING TO THE OBJECTS</b>
10	<b>ASSAM TYPE HOUSE MODELLING</b> <ul style="list-style-type: none"> <li>• SWIFT LOOP COMMAND</li> <li>• BOX COMMAND</li> </ul>
11	<b>MODELING A TWO STOREY BUILDING</b> <ul style="list-style-type: none"> <li>• USE OF AEC EXTENDED</li> <li>• USE OF COMPOUND OBJECTS</li> </ul>
12	<b>FLAG ANIMATION</b> <ul style="list-style-type: none"> <li>• ANIMATION USING APPLY WIND MODIFIER</li> </ul>
13	<b>WORK ON CAMERA VIEWS AND MODIFY THE LENS</b>