



FABERMATE

3DS MAX + VRAY COURSE - SCHEDULE



Day 1

- Layout
- Transformation tools
- Size information

Day 2

- Viewport navigation controls
- Setup

Day 3

- pivot point
- Snapping tools
- Mirror tool
- Align tool

Day 4

- Simple Modeling examples

Day 5

- Standard primitives
- Shapes

Day 6

- Modifiers
- Some Miscellaneous options

Day 7

- Modeling methods
- Editable Poly Options

Day 8

- Modeling Example 1
- Modeling Example 2
- Modeling Example 3

Day 9, 10, 11

Creating 3d Output based on Floor plan Vray:

- Texturing
- Lighting and Cameras

Day 12, 13, 14, 15 and 16

One Interior room Modelling Vray:

- Texturing
- Lighting
- Rendering

Day 17, 18 and 19

Exterior elevation Modelling Vray:

- Texturing
- Lighting
- Rendering