

3ds MAX, For Engineers & Architects

- 1. *Introduction to 3ds MAX.***
- 2. *Modeling using basic primitives.***
- 3. *Transforming Objects.***
- 4. *Customizing Working units.***
- 5. *Arranging Objects using Utility Tools.***
- 6. *Modeling using parametric modifiers.***
- 7. *Editing Poly Models using Compound Objects.***
- 8. *Spline Modeling.***
- 9. *Land-scaping and Modeling using Compound Objects.***
- 10. *Construct using Architectural Object.***
- 11. *Views-Lights & Cameras.***
- 12. *Texture- Basic and Advance.***
- 13. *Praticle Systems & Forces.***
- 14. *Importing other Formats.***
- 15. *Basic of Animation.***
- 16. *Walk- Through.***
- 17. *Advanced Rendering.***

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