

COURSE CODE	COURSE TITLE	L	T	P	C
1152CS216	3D ANIMATION	3	0	3	3

UNIT I

9

Introduction to 3ds Max, Navigating 3D space, Creating geometry, Transforms, Modifiers, Animation basics, Light and cameras, Material Editor, Materials, and Maps, Rendering, Effects and Environments

UNIT II

9

Conceptualizing 3D coordinate systems. How to construct 3D models using various tools. Props Modeling. Advancement Environment and Set Design, Advancement Modeling and Texturing Environments and Sets, Advancement Lighting Considerations and Techniques

UNIT III

9

Tips and tricks for good lighting: Standard sunlight system, faking bounced light, daylight system, angle of incidence, attenuation, exposure control, photometric lights, radiosity, standard lights with scan line rendering,

UNIT IV

9

Color, Texture and surface styles: The Material Editor, colors and patterns in materials, multiple materials on single objects, lofting the materials, mapping coordinates, materials, multi/sub-object materials, procedural maps

UNIT V

9

ANIMATION KEYS: Concepts Of Time In Animation, Working With The Max Animation Tool, Getting Started The Animation In Max, Using Controllers To Animate, Using The Track View To Animate, Using Dummy Objects, Animating Hierarchies, Creating Key frames, Auto Key frames, Move & Scale Key frame on the timeline, Animating with constraints & simple controllers, animation Modifiers & complex controllers, function curves in the track view, motion mixer Software: Autodesk 3Ds max

Learning Resources

1. Tickoo, S. (2016). Autodesk 3ds Max 2017: a comprehensive guide. Schererville: CADCIM Technologies.
2. Smith, B. L. (2012). 3ds max design architectural visualization: for intermediate users. Waltham, MA: Focal Press.

Murdock, K. (2016). Kelly L. Murdock's 3ds Max 2017 complete reference guide. Mission, KS: SDC Publications.