

Orbit Training Center

Engineering Course, Technical Course Computer and IT Courses, Soft Skill

Course Description: This 3DS Max training in Dubai teaches architects and interior designers to create photorealistic 3D visualizations. This course is perfect for both beginners and pros. They'll teach you all the basics and even some fancy stuff, so you can make really cool animations. They have experts to help you, and it's all hands-on, which means you get to learn with practical training.

3DS MAX

Module 1 – Get to Know 3ds Max

- > Explore the interface
- Customize your workspace
- Use navigation tools
- Understand panels and buttons

Module 2 – Basic 3D Modeling

- > Learn modeling basics
- Create simple shapes
- Move and adjust objects
- Snap objects together

Module 3 - Advanced Modeling

- ➤ Make detailed 3D models
- ➤ Alter existing shapes
- Work with curves and complex forms
- Combine objects

Module 4 – Add Color and Texture

- Use materials and textures
- Apply colors and patterns
- Map textures onto objects
- Wrap textures correctly

Module 5 – Add Lighting and Rendering

- Apply different lighting
- > Set up lights properly
- Adjust shadows and lighting effects
- Prepare and save final scenes

Module 6 – Animate Model

- Understand animation basics
- Create movements over time
- Use the timeline
- Fine-tune animations

Module 7 - Add Special Effects

- Make objects look dynamic
- > Simulate things like smoke
- > Add forces like gravity
- Use particle and physics tools

Module 8 - Render Beautifully

- Get realistic lighting
- Use image-based lighting
- Isolate scene elements
- Create high-quality renders

Module 9 - Extend with Plugins

- Add useful extras
- Get specialized tools
- Use external renderers
- Simulate advanced effects

Module 10 - Collaborate Smoothly

- Work together seamlessly
- Organize large projects
- Sync files efficiently
- Combine work in other apps

Module 11 - Model Like a Pro

- Use advanced shaping tools
- Sculpt organic forms
- Deform objects extensively
- Simplify high-res models





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Module 12 - Architectural Design

- Create buildings accurately
- > Import blueprints
- > Add real-world materials
- Render architectural scenes

Module 13 - Polish Your Work

- Enhance renders after
- Combine renders in comps
- Tweak color and lighting
- > Add final polish

Module 14 - Promote Yourself

- Assemble a showreel
- > Share work effectively
- Search and apply for jobs
- Prepare for interviews

Module 15 - Practice on Projects

- Work on real examples
- > Build portfolio pieces
- Get feedback to improve
- Learn advanced techniques

Module 16 - Industry Know-How

- > See pro workflows
- Get insider tips
- Keep skills up-to-date
- Explore careers

