

Walk-in Slide: AU 2014 Social Media Feed

1. Click on the link below, this will open your web browser

<http://aucache.autodesk.com/social/visualization.html>

2. Use “Extended Display” to project the website on screen if you plan to work on your computer. Use “Duplicate” to display same image on screen and computer.

Autodesk® 3ds Max® Certification Preparation

Adam Crespi

Instructor, The Art Institute of Seattle, Autodesk Certification Evaluator

@AdamCrespi

Class summary

Certification in Autodesk 3ds Max software demonstrates your capabilities in one of the most demanding creative jobs in the market today. Digital artists and educators alike will benefit from the Autodesk Certification process, as credentials will help you gain confidence with studios and schools. This class will help you prepare for your Certification examinations by exposing you to the topics and materials on which you may be tested. The class will cover subjects such as modeling, cameras, scene management, materials, rigging, interoperability, and animation, with an emphasis on workflow.

Key learning objectives

At the end of this class, you will be able to:

- Create and modify parametric and non-parametric objects.
- Create and modify materials and lights in 3ds Max.
- Navigate the 3ds Max user interface and manage scene files and objects.
- Describe important modeling tools and workflows for object creation and manipulation.

**An overview of the exam...
relax already. You've got
this.**

What to expect:

- The exam is a generalist proficiency test.
- Questions are not designed to stymie, flummox, obfuscate, or otherwise befuddle with complex concepts or questions.
- There may be more than one way to get a right answer.
- Answer systematically and methodically.

Modeling, UI, and The Modifier Panel

General modeling tips:

- Follow the directions exactly
- Use the Scene Explorer to select by name
- When in doubt, select and look at the Modifier tab

Example: Creating and modifying parametric objects

- Create a Box that is 10 by 10 by 100, with 20 Height Segments.
- Apply a Bend modifier to the Box with an Angle of 43.
- Apply a TurboSmooth with 2 iterations using NURMS
- What is the faces count of the object?

Example: Working with non-parametric objects

- Open the pavillion.max scene
- Select Concrete Wall01 and 02 and attach them together.
- What is the resulting vertex count of the object?

Lighting, Materials, and Shading

Example: Sliding around the Slate

- Open the pavillion.max scene
- Open the Slate Material Editor
- What is the name of the color map for the concrete?

Example: Lighting up the room

- Open the CSH22.max scene.
- What is the Emit Light From shape of Photometric004?
- What is the shadow type of Photometric004?

Cameras and UI navigation

Example: What am I seeing?

- Open the CSH22.max.
- Using Stock Lenses on Camera01, what is the largest size that will enclose the right end of W12x16 beam02 inside the Action Safe frame?

Adding life with animation

Example: When is this happening?

- Open the bokeh.max scene.
- What is the value of the second keyframe of Camera001?
- What is the In tangent type of the second keyframe of Camera001?
- When do the particles stop emitting?

Rigging and the technical arts

Example: Biped and CATs running amok!

- Open the BiSnack.max scene.
- What is the parent of AllosaurHeadBone0?
- Why is the Biped being eaten?
- Help! Somebody do something!

Session Feedback

- Via the Survey Stations, email or mobile device
- AU 2015 passes given out each day!
- Best to do it right after the session
- Instructors see results in real-time







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