

# 3DS Max

Mental Ray



3dsmax.

## Course Guide:

3 Days

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Starting a project  
Setting a project folder  
Setting Rendering Engines  
2D Modelling Basics  
3D Modelling  
Modifications  
Extrusions  
Sweeps  
Lofts  
Booleans  
TurboSmooth  
Result based design  
Lighting Using Photometric Lights  
Exposures  
Important Mental Ray Settings  
Creating Cameras  
Camera Settings  
Best Practices for rendering  
Creating Materials  
Saving Materials to a library  
Loading Materials  
Perspectives  
Rendering for interiors  
Rendering for exteriors  
Creating draft rendering presets  
Creating beauty rendering presets

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