

3DS Max

Vray



Course Guide:

2 Days

Starting a project
Setting a project folder
Setting Rendering Engines
Shortcuts
2D Modelling Basics
3D Modelling, Extrusions, Sweeps, Lofts
Using the Freeform Modelling Ribbon
Modifications
Running Scripts
TurboSmooth
Result based design
Lighting Using Vray Lights
Studio 2 & 3 point lighting
HDRI for exteriors
Interior Lighting using IES
Vray Sun and Sky using Global Illumination
Exposures
Important Vray Settings
Creating Cameras
Camera Settings
F-stop, Shutter, ISO Settings
Realtime Rendering techniques
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
