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3DMAX Course Outlines

Volume 1 – Introduction

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|------------------------|-----------------------------|-----------------------------|
| 1. Introduction | 2. Introduction | 3. Interface |
| 4. Objects | 5. Viewports pt.1 | 6. Viewports pt.2 |
| 7. Viewports pt.3 | 8. Viewports pt.4 | 9. Models Navigation |
| 10. Model Modification | 11. Building Block pt.1 | 12. Building Block pt.2 |
| 12. Polygon level | 14. Project (airplane) pt.1 | 15. Project (airplane) pt.2 |

Volume 2 – Interior

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|-------------------------|-------------------------|-------------------------|
| 1. Revision | 2. Box and Cube | 3. Create Chair pt.1 |
| 4. Create Chair pt.2 | 5. Create Chair pt.3 | 6. Create Chair pt.4 |
| 7. Create Chair pt.5 | 8. Create Table pt.1 | 9. Create Table pt.2 |
| 10. Create Ground | 11. Create Walls | 12. Furniture Setup |
| 13. Create Shelves pt.1 | 14. Create Shelves pt.2 | 15. Create Shelves pt.3 |
| 16. Writing Text | 17. Create Lamp | 18. Decorate Room |
| 19. Seating capacity | 20. Create LCD | 21. Conclusion |

Volume 3 – Box Modeling

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|-------------------------|--------------------|-----------------------|
| 1. Introduction | 2. Create Truck | 3. Set Parameters |
| 4. Segments | 5. Set Poly | 6. Create Bumper |
| 7. Create Head Lights | 8. Adjusting Face | 9. Create Cabin |
| 10. Create Front screen | 11. Create Roof | 12. Define Cabin Back |
| 13. Adjust Bonnet | 14. Create Back | 15. Create Doors |
| 16. Create Tire space | 17. Create Tire | 18. Glass detached |
| 19. Turbo Smooth | 20. Create Staring | 21. Applying Map |

Volume 4 – Exterior Modeling

- | | | |
|---------------------------------|---------------------------------|---------------------------------|
| 1. Introduction | 2. Working on CAD file | 3. Edit Map |
| 4. Making 3D | 5. Clear Vertex | 6. Revision 3D |
| 7. Drawing floor | 8. Door & Windows spaces | 9. Create Ceiling |
| 10. Ceiling Adjusting | 11. Create Railing | 12. Create Pillar |
| 13. Create Doors & Windows pt.1 | 14. Create Doors & Windows pt.2 | 15. Adding Doors & Windows pt.1 |
| 16. Adding Doors & Windows pt.2 | 17. Create Glass | 18. Add Glass Material |
| 19. Adding multistory | 20. Project pt.1 | 21. Project pt.2 |
| 22. Project pt.3 | 23. Project pt.4 | 24. Create environment pt.1 |
| 25. Create environment pt.2 | 26. Rendered Project | |

Volume 5 – Animation

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|-------------------------------|-------------------------------|-------------------------------|
| 1. Introduction | 2. Demos for Concept | 3. Working area |
| 4. Animation Concept pt.1 | 5. Animation Concept pt.2 | 6. Key Modes pt.1 |
| 7. Key Modes pt.2 | 8. Object Creation | 9. Object Animation pt.1 |
| 10. Object Animation pt.2 | 11. Object Animation pt.3 | 12. Object Animation pt.4 |
| 13. Animation Exercise pt.1 | 14. Animation Exercise pt.2 | 15. Animation Exercise pt.3 |
| 16. Apply Material pt.1 | 17. Apply Material pt.2 | 18. Key Frame |
| 19. Plane Animation pt.1 | 20. Plane Animation pt.2 | 21. Plane Animation pt.3 |
| 22. Important Points pt.1 | 23. Important Points pt.2 | 24. Assembling Animation pt.1 |
| 25. Assembling Animation pt.2 | 26. Assembling Animation pt.3 | 27. Path Assigning pt.1 |
| 28. Path Assigning pt.2 | 29. Path Assigning pt.3 | 30. Path Assigning pt.4 |
| 31. Project pt.1 | 32. Project pt.2 | 33. Project pt.3 |
| 34. Project pt.4 | 35. Project pt.5 | 36. Project pt.6 |
| 37. Render Project | 38. Review Project | 39. Points to remember |
| 40. Render as Image | 41. Final project | 42. Project Video (rendered) |
| 43. Project Video (rendered) | 44. Project Video (rendered) | |

Volume 6 – Car Modeling

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|----------------------------|----------------------------|----------------------------|
| 1. Introduction | 2. Revision | 3. Image Adjustment |
| 4. Massage | 5. Importing Images | 6. Material and Plane pt.1 |
| 7. Material and Plane pt.2 | 8. Material and Plane pt.3 | 9. Material and Plane pt.4 |
| 10. Plan Alignments | 11. Revision | 12. Project pt.1 |
| 13. Project pt.2 | 14. Tube | 15. Adjust Tube |
| 16. Edge selection pt.1 | 17. Edge selection pt.2 | 18. Bonnet pt.1 |
| 19. Bonnet pt.2 | 20. Back | 21. Left Side |
| 22. Bottom | 23. Tires | 24. Cabin pt.1 |
| 25. Cabin pt.2 | 26. Cabin pt.3 | 27. Front |
| 28. Head Lights | 29. Combine Parts | 30. Change Vertex |
| 31. Apply Modifiers | 32. Combine Roof | 33. Define Back Screen |
| 34. Define Back | 35. Back Lights | 36. Define Front Door |
| 37. Front Bumper | 38. Center Gizmo | 39. Define Back Door |
| 40. Back Bumper | 41. Review structure | 42. Back view Mirrors |
| 43. Conclusion | | |

Volume 7 – Light & Cameras

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| 1. Introduction | 2. Slide | 3. Overview |
| 4. Effects | 5. Default Lights | 6. Add Lights |
| 7. Light Effect | 8. Shadows and Adjustment | 9. Multi Light |
| 10. Light Colors | 11. Multiplier | 12. Attenuation |
| 13. Omni Light | 14. Two Lights pt.1 | 15. Two Lights pt.2 |
| 16. Target Spot Light pt.1 | 17. Target Spot Light pt.2 | 18. Project pt.1 |
| 19. Project pt.2 | 20. Spotlight effect | 21. Volume Light |
| 22. Cameras | 23. Target Camera | 24. Animation |
| 25. Select & Link | 26. Change Viewpoint | 27. Project |
| 28. Two Cameras pt.1 | 29. Two Cameras pt.2 | 30. Exercise pt.1 |
| 31. Exercise pt.2 | 32. Exercise pt.3 | 33. Final Project |
| 34. Conclusion | | |

Volume 8 – Particles & Reactors

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2. Lesson-1
3. Lesson-2
4. Lesson-3
5. Lesson-.4
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23. Clip-01
24. Clip-02
24. Clip-03
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Volume 9 – Maps & Materials

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| 4. Define on Object pt.2 | 5. Slot & Bitmap | 6. Map on Object |
| 7. Oil Tank pt.1 | 8. Oil Tank pt.2 | 9. Working on Models |
| 10. Applying Lights | 11. Two Sided Map | 12. Teapot |
| 13. Materials pt.1 | 14. Materials pt.2 | 15. Light on Material |
| 16. Opacity pt.1 | 17. Opacity pt.2 | 18. Bar wire |
| 19. Photoshop map | 20. Import File | 21. Opacity Map |
| 22. Opacity Map import | 23. Tiles | 24. Moon Effect |
| 25. Tree Effect | 26. 3D Effect | 27. Defuse Map |
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| 31. Templates pt.1 | 32. Templates pt.2 | 33. Blend parameters |
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| 37. UVW Edit | 38. Solar system pt.1 | 39. Solar system pt.2 |
| 40. Solar system pt.3 | 41. Solar system pt.4 | 42. Solar system pt.5 |
| 43. Solar system pt.6 | 44. Solar system pt.7 | 45. Solar system pt.8 |
| 46. Solar system pt.9 | 47. Solar system pt.10 | 48. Solar system pt.11 |
| 49. Solar system pt.12 | 50. Solar system pt.13 | |

Volume 10 – Reactor

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| 4. Object Properties pt.2 | 5. Preview & Animation pt.1 | 6. Preview & Animation pt.2 |
| 7. Preview & Animation pt.3 | 8. Applying Light | 9. Project no.1 |
| 10. Project no.2 | 11. Project no.3 | 12. Project no.4 |
| 13. Project no.5 | 14. Cloth Modifier pt.1 | 15. Cloth Modifier pt.2 |
| 16. Cloth Modifier pt.3 | 17. Cloth Modifier pt.4 | 18. Cloth Reactor |
| 19. Material & Light | 20. Water Reactor pt.1 | 21. Water Reactor pt.2 |
| 22. Water Reactor pt.3 | 23. Water Reactor pt.4 | 24. Water Reactor pt.5 |
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| 4. Circle | 5. Initial type | 6. Draw Line |
| 7. Get Path | 8. Revision | 9. Shape & Path |
| 10. Line Level | 11. Skin Parameters | 12. Add Oil Tank |
| 13. Start New Shape | 14. Create Copies | 15. Boolean |
| 16. Final Result | | |

Volume 12 – Using Flash

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|-------------------|-------------------|-------------------|
| 1. Introduction | 2. Create Model | 3. Animation pt.1 |
| 4. Animation pt.2 | 5. Animation pt.3 | 6. Export file |

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|----------------------|---------------------|---------------------|
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| 10. Using Flash pt.3 | 11. Conclusion | |

Volume 13 – 3DMAX Course Update for 2011 to 2014

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03- Graphite Modeling Tools	3.3- How to Change UI To 3dmax 2009	04- Graphite Modeling Tools 1:43
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خبردار!

یہ کورس اسلامک اکیڈمی آف کمیونیکیشن آرٹس کی ملکیت ہے۔ اس کورس کی Videos کو کاپی کرنا، فروخت کرنا، انٹرنیٹ پر اپ لوڈ یا ڈاؤن لوڈ کرنا سخت منع ہے۔ بغیر اجازت کوئی بھی ایسا عمل شرعاً حرام اور قانوناً جرم ہے۔ اگر آپ نے کورس کے Videos اسلامک اکیڈمی آف کمیونیکیشن آرٹس کے علاوہ کسی بھی اور طریقے سے حاصل کر لی ہیں تو اس کورس کی فیس کا 50% (یعنی نصف) اسلامک اکیڈمی آف کمیونیکیشن آرٹس کو ادا کرنا لازمی اور فرض ہے۔ فیس ادا نہ کرنے کی صورت میں آپ شرعاً گناہ اور قانوناً جرم کا ارتکاب کر رہے ہیں، جو دنیا اور آخرت دونوں میں قابل گرفت ہے۔ فیس ادا کر کے ہمارے اس کام میں تعاون کریں تاکہ ہم اس کارِ خیر کو جاری رکھ سکیں۔



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