3 AUTODESK®
3DS MAX®

Exam Objectives

ANIMATION
Create a path animation and evaluate an object along the path
Preview an animation
Identify playback settings
Locate the value of keys in the Time Slider

CAMERAS
Differentiate camera types
Orbit and pan
Edit FOV (Field of View)

LIGHTING
Use directional lighting
Identify parameters for modifying shadows

MATERIALS / SHADING
Set shader parameters
Identify standard materials
Use the Slate Material Editor

RIGGING
Create simple Bipeds

MODELING
Create and modify objects
Differentiate workflow
Editable mesh and poly
Work with standard primitives
Work with surfaces

RENDERING
Differentiate Renderers
Identify rendering parameters
Quick Render

UI / OBJECT MANAGEMENT
Describe and use object transformations
Identify Selection Regions and methods
Organize Objects
Use Viewports