



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
- Change preferences

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 Biped

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