

## **3DS MAX COURSE OUTLINE (INTERIOR 3D)**

- + Introduction to 3Ds max environment
- + Importing 3D files to max environment.
- + Vray rendering settings.
- + Camera settings and placement.
- + Placement of natural and artificial lights.
- + IES lighting and setup
- + Vray material and texture application.
- + Adding objects and merging of furniture (3D model)
- + Vray full rendering of images.
- + Exporting completed rendered images (save rendered images).

