



3 AUTODESK® 3DS MAX®

The Autodesk 3ds Max Certified User exam demonstrates competency in 3D modeling and use in the animation industry. The exam covers the basic use of the 3ds Max software as well as basic computer modeling and animation practices. An individual earning this certification has approximately 150 hours of instruction and hands-on experience with the product, has proven competency at an industry entrylevel and is ready to enter into the job market.

Exam Objectives

Individuals who have earned an Autodesk Certified User certification have demonstrated mastery of the following skills:

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 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

UI / OBJECT MANAGEMENT

- Describe and use object transformations
- Identify Selection Regions and methods
- Organize Objects
- Use Viewports