

# 3ds Max Interior and Exterior rendering and animation

Time duration 2-3 month

## Exterior

### Week 1

Basic understand of the plan  
drawing the outline  
extruding the walls  
adding details ( elements like trees, cars, peopls, lights etc. to the scene )  
making other areas of the plan

### Week 2

understanding the materials and textures  
adding materials and textures  
adding details to the textures  
making/applying bump maps to the textures  
makin custome textures and alpha for the objects

### Week 3

understanding lights and the types of lights  
placements of the lights in the scene  
using IES lights  
understanding and use of HDRI  
using HDRI for lighting and reflections and refraction

### Week 4

Render setting  
Rendering the final scene

## interior

### Week 1

understanding of the layout of the area  
modeling of the room  
adding details ( elements like sofa, bed, carpet etc. to the scene )  
modeling the basic things to add details to the scene

### Week 2

understanding the materials and textures  
using multi/sub object materials  
adding details to the textures  
making/applying bump maps to the textures

making custom textures and alpha for the objects

### Week 3

understanding lights and the types of lights  
placements of the lights in the scene  
using IES lights  
using light material  
understanding and use of HDRI

### Week 4

Types of camera's  
Placement of the camera/basic setting  
Render setting  
Rendering the final scene

## **Animation & compositing**

Planning the shots  
managing the time  
understanding the resolution  
rendering the animation sequence  
type of format to render  
Compositing