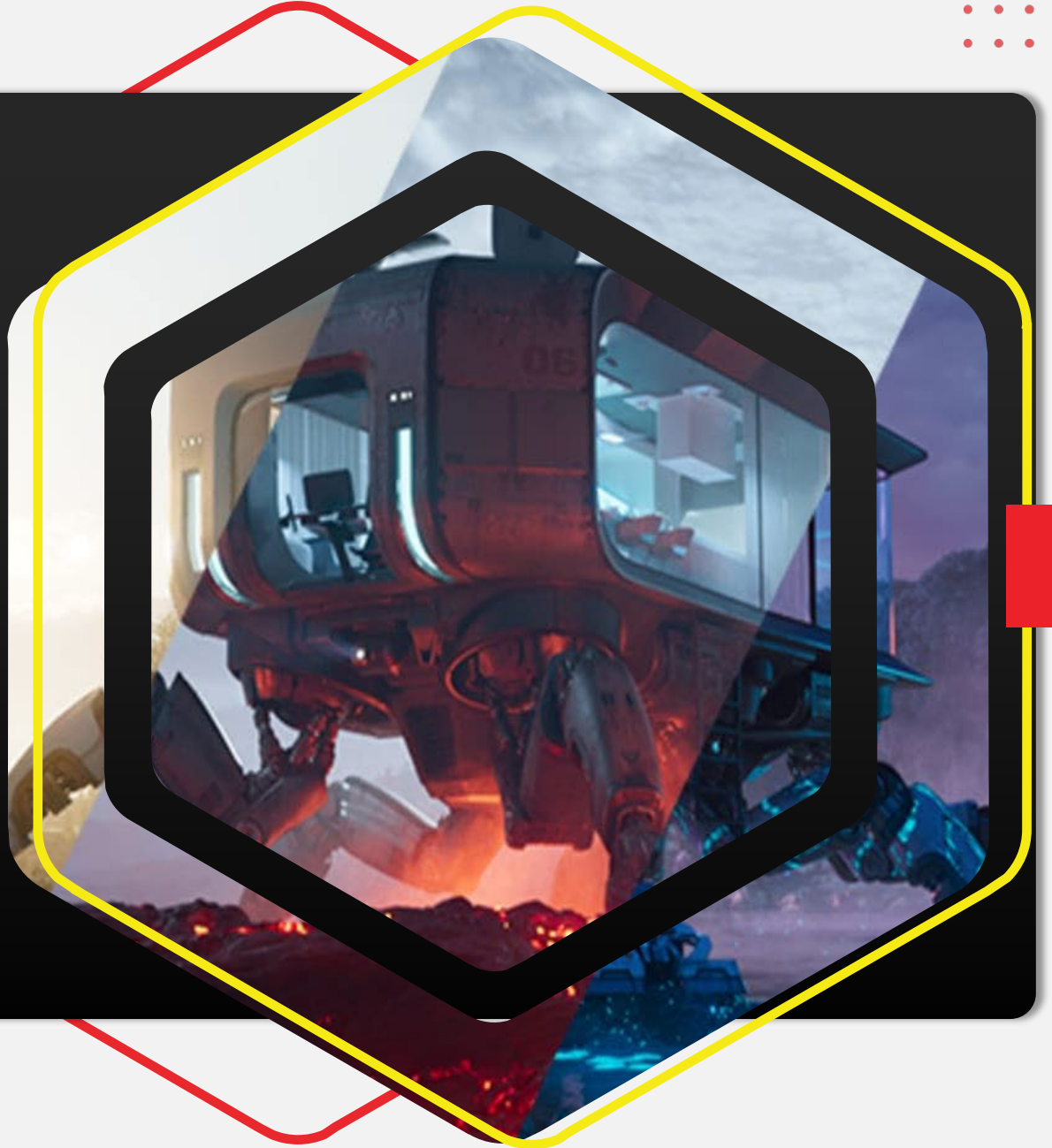# MASTER IN 3DS MAX

Journey in 3D

ARENA®
ANIMATION

Learn from the Leader

1

INDUSTRY INSIGHT

Autodesk 3ds Max continues to be a leading solution across game development, architectural visualization, and product visualization due to its powerful modelling, rendering, and animation capabilities. In the gaming industry, it's widely used for creating optimized low-poly assets, detailed characters, and immersive environments, with seamless export to engines like Unity and Unreal Engine, making it a key part of many production pipelines. In the architectural sector, 3ds Max excels in producing photorealistic visualizations of interiors, exteriors, and landscapes, especially when paired with render engines like V-Ray, helping architects and designers communicate their visions with stunning clarity. Meanwhile, in product visualization, companies rely on it to design and render high-quality digital prototypes, experimenting with materials, lighting, and finishes to create marketing visuals and AR-ready content, streamlining both prototyping and promotional processes in industries like consumer goods, automotive, and fashion.

ABOUT

This professional training program offers a deep dive into 3D content creation using Autodesk 3ds Max, the industry-standard software for visualization and animation. Through a carefully structured curriculum, students will develop core competencies in digital modeling, surfacing techniques, scene illumination, and motion principles. The course emphasizes practical, project-based learning where participants engage with professional workflows from initial concept to final render.

Participants will gain hands-on experience with advanced tools for shaping 3D geometry, creating realistic materials, and setting up dynamic lighting environments. The program includes specialized training in rendering techniques using V-Ray, enabling students to produce cinema-quality outputs. By focusing on both technical skills and artistic principles, the course prepares learners for real-world challenges in animation studios, architectural firms, and game development companies.

COURSE HIGHLIGHT:

- Job-oriented, industry centric curriculum

- Hands-on practical training using latest tools and software

- Certified faculty

- Exposure to industry interaction and workshops

- Placement assistance

- Access to **Pro Connect,** a platform to showcase your portfolio.

4

Course Structure

Modules	Preferred Training Tools	Sessions	Theory Hours	Lab Hours	Total Hours	Home Assignments
Understanding CG Pipeline	Conceptual	2	4	0	4	0
Shaping World with 3ds Max	Autodesk 3ds Max	12	24	12	36	12
Mastering Texturing & Lighting with 3ds Max	Autodesk 3ds Max	6	12	8	20	4
Animating in 3ds Max	Autodesk 3ds Max	6	12	8	20	0
RenderCraft in 3ds Max	Autodesk 3ds Max	4	8	8	16	0
Total		30	60	36	96	16

SUMMARY

Total Hours

96 hrs

Total Terms

1

Software's Covered

Autodesk 3ds Max, V-Ray

Course Code

674-M3DM

COURSE OUTCOME

This beginner-friendly course is tailored for freshers with no prior experience in 3D, equipping them with practical skills in modeling, texturing, lighting, and rendering using Autodesk 3ds Max. Students will learn to create objects, buildings, furniture, and products, apply materials and textures, set up realistic lighting, and render both still images and walkthrough animations. Alongside mastering the 3ds Max interface, they'll explore polygon modeling, the modifier stack, UV mapping, and rendering with engines like Arnold, V-Ray, and Corona. The course also introduces basic animation techniques, camera path creation, and exporting models to game engines such as Unity and Unreal. Through project-based learning, students will build a mini-portfolio and gain exposure to industry standard workflows and process.

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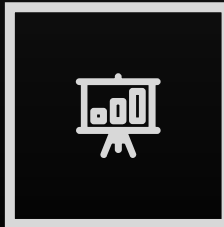Learn from the Leader

CAREER OPPORTUNITIES
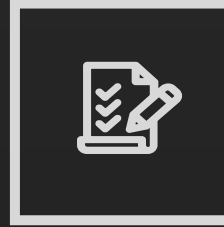
- 3D Visualizer
- 3D Asset Modeler
- Level Designer
- Environment Artist
- 3D Rendering Artist
- Motion Graphic Artist
- Architecture Visualizer
- Product Visualizer
- Game Asset Artist

ELIGIBILITY

Eligibility Criteria:

10th

Certification: STC – Master in 3ds Max

Certificate Type :Certificate of Accomplishment

REASON TO BELIEVE

INDUSTRY-RELEVANT CURRICULUM

Designed with cutting-edge tools and technologies like Gen AI, ensuring students are industry-ready.

DIVERSE CAREER OPPORTUNITIES

Graduates can explore roles in Animation, VFX, Gaming, UI/UX, Graphic Design, Digital Content creation and more, offering flexibility and growth.

PRACTICAL HANDS-ON TRAINING

Real-world projects, live assignments, and immersive learning experiences bridge the gap between theory and application.

INDUSTRY EXPOSURE & PLACEMENT ASSISTANCE

Get access to workshops, mentorship from industry leaders, and placement support through our vast recruiter network.

PRO CONNECT

With a legacy of excellence, Arena Animation equips students with the skills, exposure, and expertise to thrive in the fast-evolving creative and digital industries.

BRAND ENGAGEMENT

ARENA ANIMATION

☑ **Industry Collaboration and Expert masterclass** — Regular masterclasses and guest lectures from top industry professionals across animation, VFX, gaming, and design.

☑ **Immersive Experience Booths** — Presenting student work at Comic-Con, industry expos, and recruitment summits.

☑ **On Ground engagement and Events** — Creative Minds events where students showcase their projects to industry leaders.

☑ **Student centric Engagements** — Internships & Industry Projects – Real-world learning opportunities with top brands and studios across all courses

☑ **Campus Workshops & Walk-Ins** — Hands-on training sessions for prospective students to experience the program before enrolling.

THANK YOU

Reach out to us for any queries at:

arenaanimation@aptech.co.in

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