

Module	Components	Issues Covered
overview	max interface	location of command panels viewports
	creating lines	drawing open & closed spline navigation commands
	creating objects	creating primitives creating extended primitives
	selecting & transforming objects	selecting objects transforming objects local coordinates world coordinates object modifiers
	materials	the Material Editor creating materials assigning materials
	lighting	creating lights loading files
	animation	simple keyframing transforming keys creating preview animations

modelling	approaches to modelling	criteria of model choice of approach
	scene setup	setting units setting grid spacing
	spline modelling (1)	lines keyboard entry line editing lathe object naming
	spline modelling (2)	editable splines attaching splines extrude
	Text	Creating text splines extruding text

Module	Components	Issues Covered
modelling (contd)	aligning & attaching objects	Bevel Clone Align Edit Mesh Attach
	lofting	creating loft objects adjusting loft objects merging files
	modifying objects	the Modifier stack
	sub-object modelling	selection methods sub-object transforms sub-object modifiers
materials & mapping	maps & materials	difference between maps and materials
	designing materials with the Material Editor	components of a material creating standard materials assigning materials
	using maps	adding maps to materials types of maps
	mapping coordinates	assigning coordinates to an object types of mapping coordinates
	putting it together	merging files selective hide & display applying textures to our objects
camera & lighting	creating & placing lights	omni lights target spotlights adjusting spotlights target directional lights ambient light

Module	Components	Issues Covered
cameras & lighting (contd)	casting shadows	turning on shadows shadow types adjusting shadows shadow density
	controlling lights	light colour falloff & hotspot attenuation excluding objects volume light
	cameras	creating cameras positioning cameras cloning cameras adjusting cameras navigating cameras

animation	animation concepts	viewing animations previewing animations setting animation parameters
	creating simple animations	keyframing transforms moving & adjusting keys viewing trajectories
	Curve Editor	viewing, inserting and moving keys
	animation Controllers	assigning controllers adjusting key tangents cycling animation
	object linking	Path constraints
	Path Constraints	linking objects dummy objects

rendering	rendering still Images	types of renderer setting common parameters rendering still images rendering sequential images
	rendering animations	rendering movie files
	rendering effects	lens effects depth of field motion blur
	atmospheric effects	fog volume light fire