

Sheet No.	1
VE 3ds max Lab 1: Introduction to 3ds max 5	
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VE 3ds max Lab 1: Introduction to 3ds max 5

Introduction:

Welcome to the first virtual environments laboratory. During this laboratory, and the next 3 labs, you will become familiar with modelling and rendering using **3ds max 5**. Over these 3 laboratories you will complete 5 tutorials from the **3ds max 5** online help, which are designed to give you a solid overview of **3ds max 5**. This is essential because before you can create virtual environment applications you need to be able to build 3D objects and scenes for the virtual environment.

The 5 tutorials are:

1. **Animated Still Life** tutorial
2. **Modelling a Space Scene** tutorial
 - **Model a Space Scene**
 - **Modelling the Planets**
 - **Creating an Asteroid**
3. **Modeling an Apple** tutorial
4. **Introduction to Materials and mapping** tutorial
5. **Introduction to Lighting** tutorial

During this lab you will complete tutorials 1 and 2 listed above in bold, but if you work faster you can carry on. There are a total of 28 **3ds max 5** tutorials. However, completing all these is beyond the scope of this course. Nonetheless, if you are particularly interested in **3ds max 5** feel free to try out some of the other online tutorials provided you have time. Have fun!

Laboratory Learning Outcomes:

By the end of this session, a successful student will become familiar with the 3ds max interface through:

- Following the introduction to **3ds max 5** and using the tool to quickly go through tutorials 1 and 2 above.
- Reading the instructions entitled '**Getting around the 3ds max 5 User Interface**'
- Completing the tutorial '**Animated Still Life**'
- Completing the tutorial '**Modelling A Space Scene**'

Strategy:

1. **3ds max 5** Click on Help → Tutorials. For those of you who have never used 3DS before we recommend going through “**Getting Around the 3DS MAX User Interface**”. This will familiarise you with the concepts of **3ds max 5**. You may also like to read ‘**Welcome to the World of 3ds max 5**’

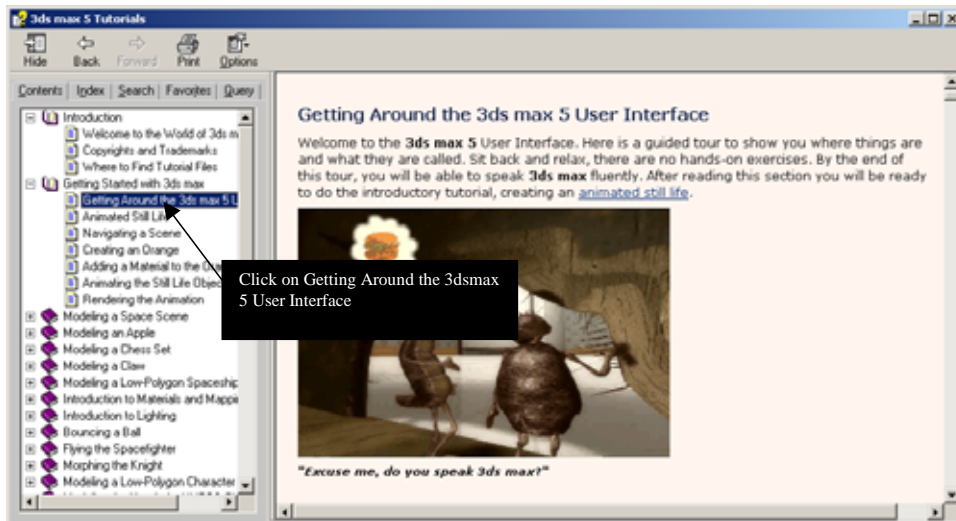


Figure 1: Getting Started with 3ds max 5

- Once you have familiarised with the concepts of 3D modelling and animation, you should move on to the following introductory tutorials, where you will gain some actual experience in modelling.
2. Work through the ‘**Animated Still Life**’ tutorial, which will show you how to create an animated still life. In this tutorial you will learn how to create a scene, how to model objects and apply realistic materials. Click on ‘The introductory Tutorials’ and then click on ‘Tutorial 1’ as shown in figure 2.

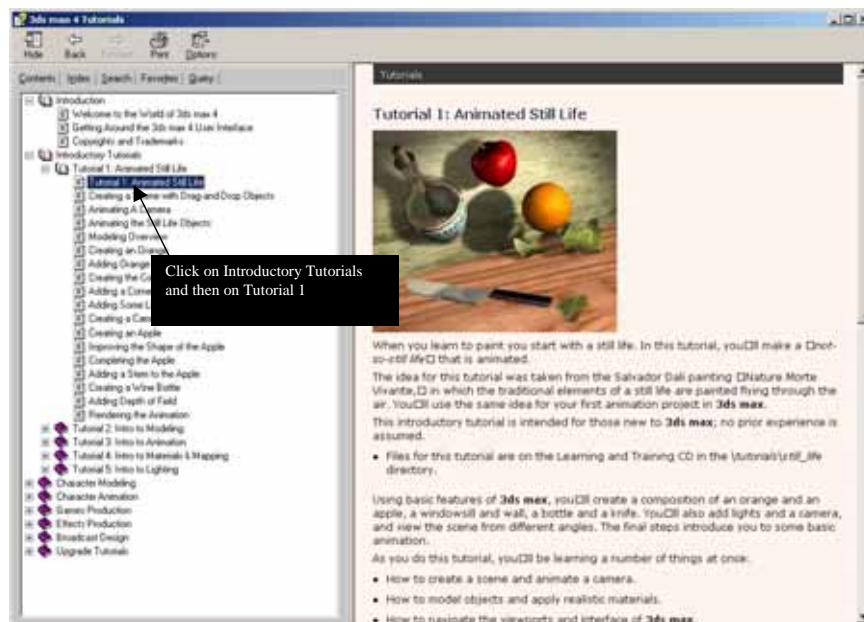


Figure 2 Tutorial 1: Animating A Still Life

- Once you have familiarised with the concepts of outlined in this tutorial, you should move on to the following tutorial.
3. Work through the **Modeling A Space Scene** tutorial (see Figure 3). In this tutorial you will learn a variety of basic modelling techniques. You will create a planet and its moons, and an asteroid

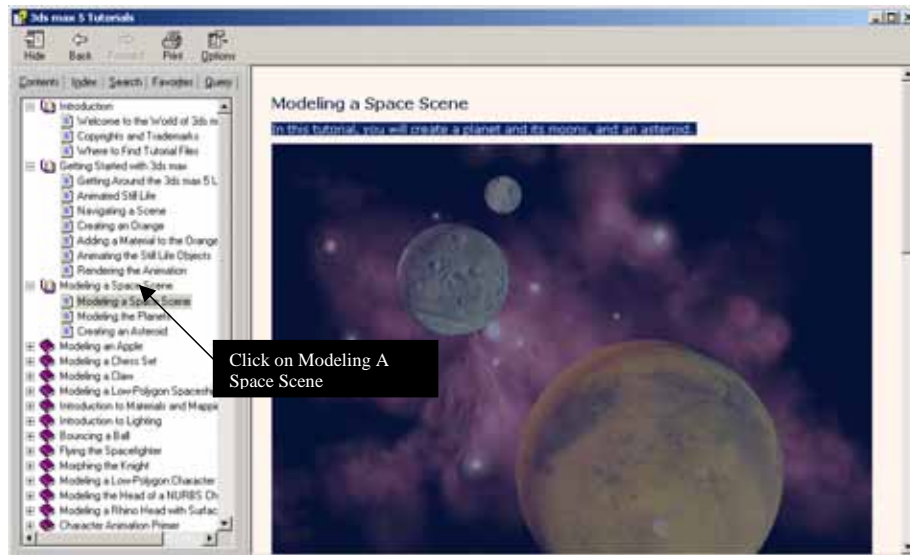


Figure 3 Tutorial 2: Modelling A Space Scene