

3ds Max Design

Introduction to Animation

Description

1 Day Class
Class will include projects to reinforce the topics.

Session Topics

1. **Timeline and Time Configuration**
2. **Basic Motion**
 - Linear
 - Rotation
 - Bouncing
3. **Manipulating Key Tangencies/ Out of Range Motion**
4. **Dope Sheet**
 - Moving/Copying Keys
 - Scaling Keys/Time
5. **Curve Editor**
6. **Visibility Tracks**
7. **Intro to Heirarchies**
 - Linking
 - Controlling Pivot Points
8. **Assigning Controllers**
 - Path Constraint
9. **Creating a Walkthru**
 - Manual Walkthru
 - Walkthru Assistant
10. **Miscellaneous Animation**
 - Animating Lights, Materials, modifiers
 - Creating explosions with fire
 - Draping cloth

<http://www.amsystems.com/training/>