TADD 3552: Tech Toolbox II: 3ds Max

A. COURSE DESCRIPTION
   Credits: 2
   Lecture Hours/Week: 0
   Lab Hours/Week: 0
   OJT Hours/Week: *.*
   Prerequisites: None
   Corequisites: None
   MnTC Goals: None
   This course is a level two software-based course focusing on the 3ds Max design workflow as it relates to advanced materials, lighting and modeling techniques. Prerequisite(s): TADD 3551.

B. COURSE EFFECTIVE DATES: 08/20/2022 - Present

C. OUTLINE OF MAJOR CONTENT AREAS
   1. Streamlining material editor workflow
   2. Managing assets
   3. Referencing materials
   4. Rendering techniques of materials
   5. Controlling highlights with Roughness
   6. Directing reflections and refractions
   7. Simulating translucency and scattering
   8. Building a shading network
   9. Combining and color-correcting maps
   10. Baking maps with Render to Texture
   11. Procedural mapping
   12. Using relief maps: bump, normal, and displacement

D. LEARNING OUTCOMES (General)
   1. apply advanced modeling techniques.
   2. apply advanced materials.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies
   None

F. LEARNER OUTCOMES ASSESSMENT
   As noted on course syllabus

G. SPECIAL INFORMATION
   None noted