



3ds Max Template Based Workflows;

## For New & Part-time Users

Gary M. Davis – Senior Technical Specialist; Autodesk Media & Entertainment

### Code VI6669

This session will explore several 3ds Max software workflows throughout the production pipeline that accommodate fast turnaround for new, part-time, and casual users, as well as for seasoned veterans who want to create beautiful static images or animations *without* an in-depth “guru” knowledge of 3ds Max software. We will focus on features and workflows within 3ds Max software that help to speed up and/or automate different tasks. These tools and workflows usually require a much lower level of technical knowledge and effort than do those typically found in many other digital content creation (DCC) packages and they often alleviate the need for artists to have a technical director or custom development of any kind. Diving into a new 3D package can be intimidating. This session aims to remove this barrier of entry and enable people of various skill levels to create beautiful deliverables in the shortest amount of time.

### Learning Objectives

At the end of this class, you will be able to:

- Learn how to ramp up and be productive quickly in 3ds Max.
- Learn about tools that accommodate short deadlines.
- Discover workflows throughout the pipeline that 3ds Max software provides to users of various levels for faster turnaround.
- Target the tools for quick and easy turnover that 3ds Max software provides for your specific industry.

### About the Speaker

Gary M. Davis has been involved in providing computer graphics for television, film, games, simulation and architectural visualization for over 20 years. He has authored several books and has lectured at numerous industry conferences, including Game Developers Conference, National Association of Broadcasters Conference, SIGGRAPH, and Autodesk University. Participants at the SIGGRAPH Conference 2007 named Gary a 3ds Max Master, and shortly thereafter he joined Autodesk as a Technical Specialist in the Media & Entertainment division. He actively maintains a workflow tips and tricks blog called “Amalgamation” <http://area.autodesk.com/blogs/garyd>. You can also follow him on Twitter: @garyvisualz

## Why Artists Use 3ds Max

3ds Max remains the most widely used DCC tool around the world and this is due to the diversity

### Out-of-the-Box Productivity

- 4 native character animation systems
- 4 native rendering engines (2xCPU / 2xGPU)
- Nitrous; multi-threaded graphics core
- Template-based workflow options

### Setting the Standard

- Largest user community of M&E (due to massive crossover industries)
- Graphite polygon modeling tools
- Interop with ADSK, Adobe “MediaSync”, etc.
- FBX, LODs and ReCap workflows

#### 1. Modeling

- Setting up units for proper scale
- Import file formats

#### 2. Materials

- Autodesk Materials

#### 3. Rigging/Animation

- CAT
- Mixamo Auto-rigging

#### 4. FX/Dynamics

- Particle Flow Presets (explain value to customer)

#### 5. Lighting/Rendering – Simple light setups and iRay (indoor/outdoor basics), DBR (?)

#### 6. Additional resources for customers (urls)

### Why Pipelines integrate 3ds Max

- Free Network Rendering
- 1 License = 9,999 computers
- Customize Your Pipeline
- Python & MaxScript(ing) languages
- C# and .NET development tools
- HLSL, GLSL, CGFX shaders
- Industry standard file format exchange(s)
- Powerful Partners
- Extensive network of plugin development partners

### Who benefits from Templates?

- These procedures benefit *new & part-time users* of 3ds Max that might need a jump start to be productive.
- In addition, seasoned users who require *fast turnaround* for deadline-driven projects can opt to save significant man hours using these techniques.
- In short, *everyone across all industries* can benefit from various template-based workflows within Autodesk 3ds Max.

### What Templates ARE:

- Tools to automate tasks
- Tools to speed up tasks
- In-app tooltips

### 3ds Max Template Based Workflows; For New & Part-time Users

- In-app prompted workflow 'suggestions'

What Templates are NOT:

- Stock art
- Clip art
- The "make art" button

Where to Template workflows exist within 3ds Max?

- Setup/preferences
- Modeling
- Materials
- Rigging/Animation
- FX/Dynamics
- Lighting/Rendering