



ARNOLD FOR 3DS MAX CUSTOMIZED TRAINING

Objectives

The primary objective of this course is to teach trainees the concepts behind rendering with Arnold for visualization and animation scene. This course cover Arnold rendering workflow, as well as how to set up scenes for maximum speed and quality. This includes sections on materials, lightings, and environment. After completing this course, Trainees should be able to:

- ✓ Create high-quality renderings in Arnold
- ✓ Use Arnold's advanced lighting features
- ✓ Optimize Arnold for efficient rendering

TRAINING PROGRAMME DAY 1

Chapter	Topic	Duration	Time
Chapter 1	Getting Started <ul style="list-style-type: none"> • Introduction to Arnold renderer • Rendering your first scene 	2- hour	9.00 am – 11.00 am
Chapter 2	Arnold Render Setup <ul style="list-style-type: none"> • Arnold Renderer • System • AOV Setting • Diagnostics • Archive 	2- hour	11.00 am – 01.00 pm
Chapter 2	Shapes <ul style="list-style-type: none"> • Arnold Properties Modifier • Procedurals • User Data • Volumes 	3- hour	02.00 pm – 05.00 pm

TRAINING PROGRAMME DAY 2

Chapter	Topic	Duration	Time
Chapter 3	Lights <ul style="list-style-type: none"> • Cylinder Light • Disk Light • Distant Light • Mesh Light • Photometric Light • Point Light • Quad Light • Skydome Light • Spot Light • Light Filters 	4- hour	9.00 am – 01.00 pm
Chapter 4	Cameras <ul style="list-style-type: none"> • Cylindrical Camera • Fisheye Camera • Orthographic Camera • Perspective Camera • Spherical Camera • VR Camera 	3- hour	02.00 pm – 05.00 pm

TRAINING PROGRAMME DAY 3

Chapter	Topic	Duration	Time
Chapter 5	Shaders <ul style="list-style-type: none"> • Materials • Maps • Textures • Arnold Scene Source • Math 	4- hour	9.00 am – 01.00 pm
Chapter 6	Render Visualization and Animation Scene <ul style="list-style-type: none"> • Arnold Scene Source • Arnold Render View (ARV) • Denoising • Scene converter • Batch and Network Rendering 	3- hour	02.00 pm – 05.00 pm