

Autodesk® 3ds Max® 2011

Autodesk Certification

Exam Preparation Roadmap

Autodesk certifications are industry-recognized credentials that can help you succeed in your design career—providing benefits to both you and your employer.

The certifications provide reliable validation of skills and knowledge, and they can lead to accelerated professional development, improved productivity, and enhanced credibility.



Autodesk highly recommends that you structure your examination preparation for success. This means scheduling regular time to prepare, reviewing this exam preparation roadmap, using the Autodesk Official Training Guide, taking an assessment test, and using a variety of resources. Equally as important, actual hands-on experience is recommended.

The Autodesk 3ds Max 2011 **Certified Associate** exam consists of 30 questions that assess your knowledge of the tools, features, and common tasks of Autodesk 3ds Max 2011. Question types include multiple choice, matching, and point-and-click (hotspot). The exam has a 1-hour time limit. (In some countries, the time limit may be extended.)

Autodesk offers the choice of two Professional-level exams for 3ds Max 2011: **Models to Motion** or **Surface and Look Development**. The 3ds Max 2011 Certified Professional exams are performance-based tests. The exams are each comprised of 20 questions. Each question requires you to use 3ds Max 2011 to create or modify a data file, and then type your answer into an input box. The answer you enter will be a text entry or a numeric value. The exam has a 90-minute time limit (In some countries, the time limit may be extended.)

Assessment Tests

Autodesk assessment tests will help identify areas of knowledge that you should develop in order to prepare for the certification exam. At the completion, you will be able to review the items you missed and their correct answers. Contact an Autodesk Certification Center for more information at <http://autodesk.starttest.com>.

Autodesk Official Training Guides

The Autodesk Official Training Guide for the Autodesk 3ds Max 2011 Certification exams is *Introducing Autodesk 3ds Max 2011 (Autodesk Official Training Guide: Essential)* from Wiley Publishing. This guide is available from booksellers and online booksellers worldwide.

ATC Instructor-Led Courses

The Autodesk Authorized Training Center (ATC®) program is a global network of professional training providers offering a broad range of learning resources. Visit the online ATC locator at <http://www.autodesk.com/atc>.

Recommended Experience Levels for the Autodesk 3ds Max Certification exams

Actual hands-on experience is a critical component in preparing for the exam. You must spend time using the product and applying the skills you have learned.

2011 Certified Associate exam:

Introducing Autodesk 3ds Max 2011 course (or equivalent) plus 100 hours of hands-on application

2011 Certified Professional exams:

Introducing Autodesk 3ds Max 2011 course (or equivalent) plus 400 hours of hands-on application

Why are we offering two Professional exams?

Autodesk 3ds Max 2011 is used throughout the production cycle in film, video game, design visualization, and television development. Creating two different Professional exams allows you to focus on the subject areas that relate to your career path, or to add additional skills in new areas. If you are interested in early stages of the production process, such as creating and animating digital models, the Models to Motion exam would be a good choice. If you are interested in defining the final look of digital models and their environment, Surface and Look Development is the right choice. If you pass both Professional exams, you will earn two certificates: Autodesk 3ds Max 2011 Certified Professional Models to Motion and Autodesk 3ds Max 2011 Certified Professional Surface and Look Development.

Autodesk 3ds Max 2011

Exam Topics and Objectives

We recommend that you review the topics and objectives during your preparation for certification. The Autodesk Official Training Guide for the Autodesk 3ds Max 2011 Certified Associate exam is *Introducing Autodesk 3ds Max 2011* from Wiley Publishing. That guide—which covers the topics and objectives listed below—is available from booksellers and online booksellers worldwide.

Autodesk 3ds Max 2011 Certified Associate

Topic	Objective
Animation	<ul style="list-style-type: none">• Change interpolation methods• Explain how to edit tangents with the Curve Editor• Identify Controller types• Identify playback settings• Differentiate Dope Sheet from the Curve Editor
Cameras	<ul style="list-style-type: none">• Differentiate camera types• Explain Near and Far Clip Plane for your camera
Compositing	<ul style="list-style-type: none">• Demonstrate how to composite multiple layers together
Dynamics / Simulation	<ul style="list-style-type: none">• Use modifiers for soft body simulation
Effects	<ul style="list-style-type: none">• Identify particle systems• Identify an event• Identify Space Warp types• Identify an atmosphere effect
Lighting	<ul style="list-style-type: none">• Identify parameters for modifying shadows• Compare Attenuation and Decay
Materials / Shading	<ul style="list-style-type: none">• Use the Material Editor
Modeling	<ul style="list-style-type: none">• Use object creation and modification workflows• Use polygon modeling tools• Differentiate workflow• Identify Vertex types• Identify Clone types• Differentiate reference coordinate systems
Rendering	<ul style="list-style-type: none">• Identify rendering parameters• Identify pass types• Differentiate Renderers
Rigging / Setup	<ul style="list-style-type: none">• Describe common Biped features• Identify IK Solvers• Identify Controller usage
Scripting	<ul style="list-style-type: none">• Describe common use of scripts
UI / Scene Management	<ul style="list-style-type: none">• Identify Selection Regions

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Autodesk 3ds Max 2011 Certified Professionals

Topic	Models to Motion	Surface and Look Development	Objective
Animation	•		Analyze the animation of an object using the Curve Editor
	•		Create a path animation and evaluate an object along the path
	•		Identify the constraint used for an animation
	•		Locate the value of keys in the Time Slider
	•		Use animation passes and animation editors
Cameras	•		Differentiate camera types
	•		Edit FOV (Field of View)
Compositing		•	Demonstrate how to composite multiple layers together
		•	Demonstrate how to remap the color output for an image
Data Management / Interoperability		•	Create layer renders and import into Composite
	•	•	Differentiate common file types and usages
	•	•	Use the Import feature to import model data
Lighting		•	Differentiate light functions in a scene
		•	Use the Daylight System
		•	Use the Light Lister
Materials / Shading		•	Identify Shader parameters
		•	Identify standard materials
		•	Use Blending Modes
		•	Use the Material Editor
Modeling	•		Use object creation and modification workflows
	•		Use polygon modeling tools
	•		Use ProBoolean
Rendering		•	Identify rendering parameters
		•	Use Render to render an effect pass
Rigging / Setup	•		Identify bones
	•		Use Weight Table
Scripting	•	•	Apply (run) scripts
UI / Object Management	•	•	Describe and use object transformations

For more information
<http://www.autodesk.com/certification>

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