Autodesk® 3ds Max® Design 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.

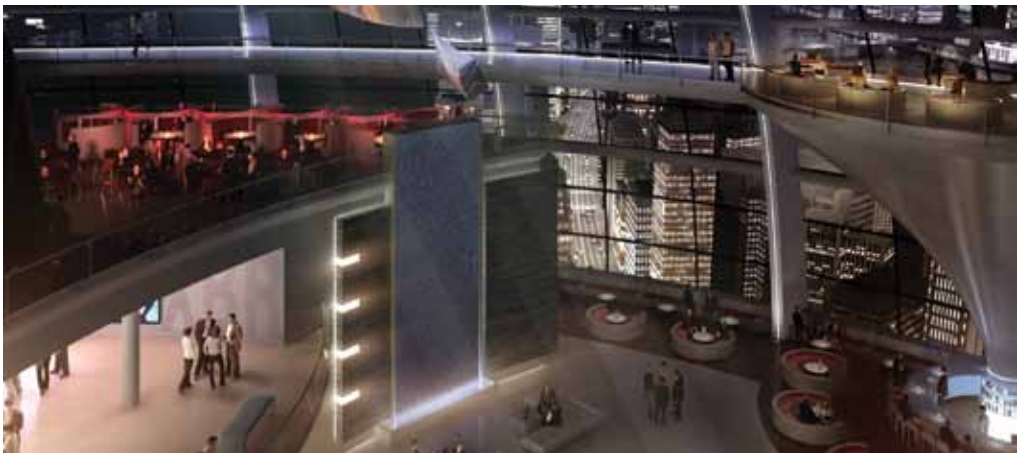

Image courtesy of Neoscape, Inc.

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 Design 2011 Certified Associate exam consists of 30 questions that assess your knowledge of the tools, features, and common tasks of Autodesk 3ds Max Design 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.)

The Autodesk 3ds Max Design 2011 Certified Professional exam is a performance-based test. The exam is comprised of 20 questions. Each question requires you to use Autodesk 3ds Max Design 2011 to create or modify a data file, and then type your answer into an input box. The answer you enter will either 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.)

To earn the credential of Autodesk 3ds Max Design 2011 Certified Professional, you must also pass the Autodesk 3ds Max Design 2011 Certified Associate exam. You can pass the exams in any order.

To recertify from Autodesk 3ds Max Design 2010 Professional to Autodesk 3ds Max Design 2011 Professional, you need only pass the Autodesk 3ds Max Design 2011 Certified Associate exam.

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 Design 2011 Certification exams is *Mastering Autodesk 3ds Max Design 2011* 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 Autodesk 3ds Max Design 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**: Mastering Autodesk 3ds Max Design 2011 course (or equivalent) plus 100 hours of hands-on application
- **2011 Certified Professional exam**: Mastering Autodesk 3ds Max Design 2011 course (or equivalent) plus 400 hours of hands-on application

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Autodesk 3ds Max Design 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 Design 2011 Certification exams is *Mastering Autodesk 3ds Max Design 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 Design 2011 Certified Associate

Topic	Objective
UI/Scene Management	• Identify object selection options • Describe differences between coordinate systems • Describe viewport configuration and navigation
Modeling	• Identify the category of an object or group of objects • Demonstrate knowledge of scene setup • Classify cloned object types and features • Identify ProBoolean options • Explain snap functions and settings
Camera	• Recognize camera workflow • Identify camera controls
Animation	• Describe options for displaying the location and direction of animated objects • Identify animation editors and their functions • Explain graph editor features
Materials	• Identify material types and features • Recognize functions of the Material Editor • Explain settings for Arch&Design and Autodesk Materials • Identify workflow for using Image File Formats • Identify mapping and material options
Lights	• Identify industry-standard lighting terminology • Describe light processing concepts and terminology • Recognize light setting options • Identify lighting preset options and their purpose and benefits
Rendering	• Identify options to control the area of a rendering • Describe rendering process workflow • Recognize functions of the Rendered Frame Window
Global Illumination	• Identify Final Gather setting procedures • Explain Global Illumination usage and terminology
Effects	• Identify particle system features and setup
IK	• Explain the different IK systems usage and features
Dynamics	• Explain Rigid Body usage and features

Autodesk 3ds Max Design 2011 Certified Professional

Topic	Objective
Modeling	• Use modifiers in cross-product workflow • Demonstrate modeling workflow processes • Create and utilize modeling references
Camera	• Demonstrate camera setup
Animation	• Edit animations using graph editors • Set up and use Tracks to control an object
Materials	• Set up object mapping • Demonstrate mapping modifier features • Describe the results obtained by using specific Arch&Design Material Settings • Use material editor features
Lights	• Demonstrate how to set up and evaluate the use of physically based lighting tools • Set up and evaluate the results of using common lighting systems
Scripting	• Edit a MAXscript to perform the desired result
Rendering	• Configure a scene for rendering using efficient rendering workflow • Describe the effects obtained by using specific render effects and settings
Global Illumination	• Demonstrate knowledge of GI and Caustics
Effects	• Demonstrate knowledge of particle flow
IK	• Create and edit a basic IK system and evaluate the results
Dynamics	• Set up and run a rigid body simulation in reactor
Scene Assembly/ Pipeline Integration	• Demonstrate cross-product workflow knowledge

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

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