Autodesk® 3ds Max® 2012
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.

To earn the credential of Autodesk 3ds Max 2012 Certified Professional, you must also pass the Autodesk 3ds Max 2012 Certified Associate exam. You can pass the exams in any order.

To recertify from Autodesk 3ds Max 2011 Professional to Autodesk 3ds Max 2012 Professional, you need only pass the Autodesk 3ds Max 2012 Certified Associate exam.

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 2012 **Certified Associate** exam consists of 30 questions that assess your knowledge of the tools, features, and common tasks of Autodesk 3ds Max 2012. 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 2012: **Models to Motion** or **Surface and Look Development**. The 3ds Max 2012 Certified Professional exams are performance-based tests. The exams are each comprised of 20 questions. Each question requires you to use 3ds Max 2012 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 2012 Certification exams is *Autodesk 3ds Max 2012 Essentials* 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.

2012 Certified Associate exam:
Introducing Autodesk 3ds Max 2012 course (or equivalent) plus 100 hours of hands-on application

2012 Certified Professional exams:
Introducing Autodesk 3ds Max 2012 course (or equivalent) plus 400 hours of hands-on application

Why are we offering two Professional exams?
Autodesk 3ds Max 2012 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 2012 Certified Professional Models to Motion and Autodesk 3ds Max 2012 Certified Professional Surface and Look Development.

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Autodesk 3ds Max 2012

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 2012 Certified Associate exam is *Autodesk 3ds Max 2012 Essentials* from Wiley Publishing. That guide—which covers the topics and objectives listed below—is available from booksellers and online booksellers worldwide. Please note that not all objectives will be tested during your certification exam.

Autodesk 3ds Max 2012 Certified Associate

Topic	Objective
Animation	Change interpolation methods
	Differentiate Dope Sheet from the Curve Editor
	Explain how to edit tangents with the Curve Editor
	Identify Controller types
	Identify playback settings
Cameras	Differentiate camera types
	Explain Near and Far Clip Plane for your camera
Compositing	Demonstrate how to composite multiple layers together
Dynamics / Simulation	Use modifiers for soft body simulation
Effects	Identify an atmosphere effect
	Identify an event
	Identify particle systems
	Identify Space Warp types
Lighting	Compare Attenuation and Decay
	Identify parameters for modifying shadows
Materials / Shading	Use the Material Editor
Modeling	Differentiate reference coordinate systems
	Differentiate workflow
	Identify Clone types
	Identify Vertex types
	Use object creation and modification workflows
	Use polygon modeling tools
Rendering	Differentiate Renderers
	Identify pass types
	Identify rendering parameters
Rigging / Setup	Describe common Biped features
	Identify Controller usage
	Identify IK Solvers
Scripting	Describe common use of scripts
UI / Object Management	Identify Selection Regions

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Autodesk 3ds Max 2012 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 (Max) / Boolean (Maya)
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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