Autodesk® 3ds Max® 2013
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 **3ds Max 2013 Certified Professional exam** is a performance-based test aimed at assessing Professional users' knowledge of the tools, features, and common tasks of 3ds Max 2013. The exam is comprised of 35 questions, of which the majority require you to use 3ds Max 2013 to create or modify a data file, and then type your answer into an input box. Other question types include multiple choice, matching, and point-and-click (hotspot). The exam has a 2-hour time limit. (In some countries, the time limit may be extended.)

Autodesk Official Training Guides
The **Autodesk Official Training Guide** for the 3ds Max 2013 Professional Certification exam is published by 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 exam
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.

- **2013 Certified Professional exams:**
  Introducing Autodesk 3ds Max 2013 course (or equivalent) plus 400 hours of hands-on application

Important Program Changes
Autodesk will be making some important changes to the exam structure for the 2013 release of 3ds Max.

- The Certified Associate exam will not be made available for 3ds Max 2013.

- The two Professional levels, Models to Motion and Surface and Look Development, will be combined into one Professional exam for 3ds Max 2013.

To obtain the status as 3ds Max 2013 Certified Professional, or when recertifying from 3ds Max 2012 Associate and/or 2012 Professional (both versions) status, you must pass the 3ds Max 2013 Certified Professional exam. You may take the exam up to three times within a 12-month period.

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Autodesk 3ds Max 2013

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 exam is *Autodesk 3ds Max 2013 Essentials* from Wiley Publishing. This guide covers the topics and objectives listed below. Please note that not all objectives will be tested during your certification exam.

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Topic	Objective
Animation	Analyze the animation of an object using the Curve Editor
	Change interpolation methods
	Create a path animation and evaluate an object along the path
	Differentiate Dope Sheet from the Curve Editor
	Explain how to edit tangents with the Curve Editor
	Identify Controller types
	Identify playback settings
	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)
	Explain Near and Far Clip Plane for your camera
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
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
	Differentiate light functions in a scene
	Identify parameters for modifying shadows
	Use the Daylight System
	Use the Light Lister

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Topic	Objective
Materials / Shading	Identify Shader parameters
	Identify standard materials
	Use Blending Modes
	Use the Material Editor
Modeling	Differentiate reference coordinate systems
	Differentiate workflow
	Identify Clone types
	Differentiate standard versus extended primitives
	Identify and use line tool creation methods
	Identify Vertex types
	Use object creation and modification workflows
	Use polygon modeling tools
	Use ProBoolean (Max) / Boolean (Maya)
Rendering	Differentiate Renderers
	Identify pass types
	Identify rendering parameters
	Use Render to render an effect pass
Rigging / Setup	Describe common Biped features
	Identify Bones
	Identify Controller usage
	Identify IK Solvers
	Use Weight Table
Scripting	Apply (run) scripts
	Describe common use of scripts
UI / Object Management	Describe and use object transformations
	Identify Selection Regions and methods
	Describe View configuration and ViewCube navigation

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