



**DIGITAL DESIGN GRAPHICS TECHNOLOGY - DDGT 240 FALL 2017**

**ASCENT Reading Participation Assignments**

**3ds Max Fundamentals 2018**

| DATE DUE | ASSIGNMENT                           | Total Possible | Your Score |
|----------|--------------------------------------|----------------|------------|
| 9/25     | Ch1 Introduction to Autodesk 3ds Max | 10             |            |
| 9/26     | Ch2 Autodesk 3ds Max Configuration   | 10             |            |
| 9/27     | Ch3 Assembling Project Files         | 10             |            |
| 10/2     | Ch4 Basic Modeling Techniques        | 10             |            |
| 10/3     | Ch5 Modeling From 2D Objects         | 10             |            |
| 10/4     | Ch6 Materials                        | 10             |            |
| 10/9     | Ch7 Mapping Coordinates and Scale    | 10             |            |
| 10/10    | Ch8 Introduction to Lighting         | 10             |            |
| 10/11    | Ch9 Lighting and Rendering           | 10             |            |
| 10/16    | Ch10 Mental Ray Rendering            | 10             |            |
| 10/17    | Ch11 Rendering and Cameras           | 10             |            |
| 10/18    | Ch12 Animation                       | 10             |            |
|          | Total Points Possible:               | 120            |            |

*If there are any discrepancies, please follow the Lecture and Assignment Schedule  
The instructor reserves the right to change the schedule as the instructor sees fit.*

*Revised 6/7/2017 GJS*