



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	
10/24	Ch7 Mapping Coordinates and Scale	10	
10/25	Ch8 Introduction to Lighting	10	
10/26	Ch9 Lighting and Rendering	10	
10/30	Ch10 Mental Ray Rendering	10	
10/31	Ch11 Rendering and Cameras	10	
11/1	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 10/21/2017 GJS v2.0