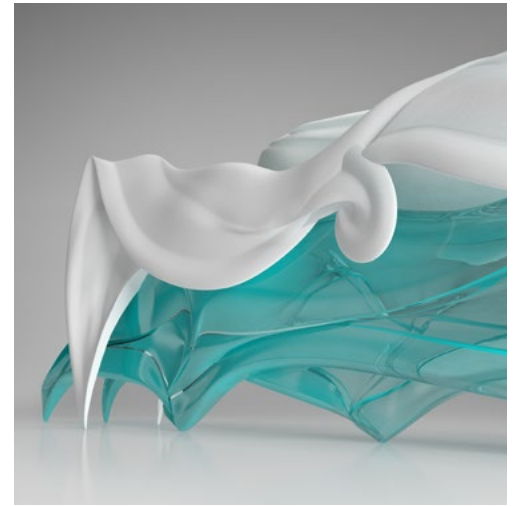


Autodesk® 3ds Max®: Certified User and 2014 Certified Professional

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, taking a course at one of our Authorized Training Centers, and supporting your studies with Official Preparation Materials. Equally as important, actual hands-on experience is recommended.

The **3ds Max Certified User** exam includes both academic and industry requirements designed to confirm that 3ds Max users have the skills necessary to continue their design careers—whether they attend college, enter the workforce, or work toward additional levels of industry certification. The exam consists of 30 questions combining multiple-choice and performance-based items to ensure students understand and can effectively use 3ds Max. The exam has a 50-minute time limit. For more information, visit www.certiport.com/autodesk.

The **3ds Max 2014 Certified Professional** exam is aimed at assessing professional users' knowledge of the tools, features, and common tasks of 3ds Max 2014. The exam is comprised of 35 questions, of which the majority requires you to use 3ds Max 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). Find an Autodesk Certification Center at autodesk.starttest.com.

Certification Program Information

You may take each certification exam up to three times within a 12-month period.

For more information on the Autodesk Certification Program, visit www.autodesk.com/certification.

Recommended Experience Levels for 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.

Certified User exam:

3ds Max 2011-2014 course (or equivalent) plus 50 hours of hands-on application

2014 Certified Professional exam:

3ds Max 2014 course (or equivalent) plus 400 hours of hands-on application

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. Autodesk recommends that test-takers consider taking a certification preparation or product training course at one of these centers. Visit the online ATC locator at www.autodesk.com/atc.

Official Preparation Material

The official preparation materials for Autodesk Certification exams are published by ASCENT (Autodesk Official Training Guides) and Wiley (Official Press). These guides are used by Autodesk Training Centers, and are available for direct purchase in various formats from www.ascented.com and www.wiley.com/go/autodeskoofficialpress.

Autodesk Education Community

The Autodesk Education Community offers students and educators free software, learning materials, and classroom support. Learn more at students.autodesk.com.

Schools can become Certiport® Centers to provide the Autodesk Certified User exams in their classrooms. For more information, contact Certiport at www.certiport.com.

Autodesk Certification Program

Exam Topics and Objectives

We recommend that you review the topics and objectives during your preparation for certification. The Autodesk Official Training Guides and Official Press for Autodesk certification exams are published by ASCENT and Wiley Publishing. These guides cover the topics and objectives listed below. Please note that not all objectives will be tested during your certification exam.

3ds Max Certified User

Topic	Sub-Topic
UI / Scene Management	Definitions
	Viewport Navigation Control
	Viewport Display
	Viewport Display Preferences
	Selection of Objects
	Transforms
	Organization of Objects
	Project Folder
	Custom UI
Modeling	Transforming Objects
	Creating and Modifying Objects
	Geometry
	Splines
	Surface Modeling
	Object Cloning
	Create Shape, turn off Start New Shape, Create 2nd Shape
	Interpolation/Rendering
	2D Sub-Object Editing
	2D procedural modifiers
	Lofting
	Compound Objects
	3D Procedural Modeling
	Sub-Object Tools
Camera	Camera Types
	Camera Viewport Controls
	Camera Parameters
Lighting	Standard Light Types
	Managing Lights
	Tools
Materials	Material Editor
	Shaders
	Standard Materials
Animation	Animation
	Editing Animation
	Preview/Render Animation
	Controllers & Constraints
Rendering	Common Render Setup Dialogs
	Quick Render

To take a Certified User exam, find out more from Certiport:
www.certiport.com/autodesk

For more information:
www.autodesk.com/certification

Exam Topics and Objectives

3ds Max 2014 Certified Professional

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

To take a Certified Professional exam, find an Autodesk Certification Center: autodesk.starttest.com

(Continued)

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

For more information: www.autodesk.com/certification