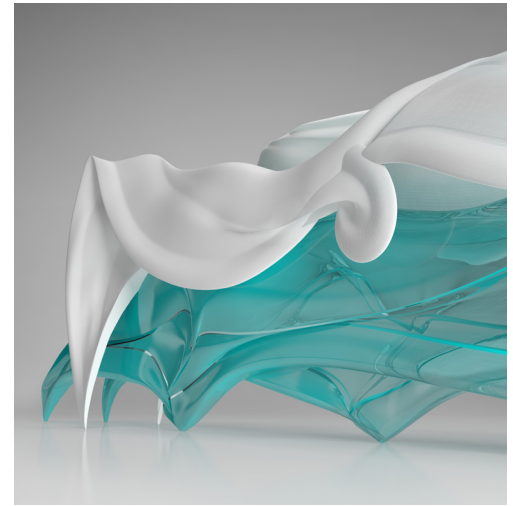


Autodesk 3ds Max: Certified User and 2015 Certified Professional

Exam preparation road map



Autodesk certifications are industry-recognized credentials that can help you succeed in your design career.

Autodesk certifications provide reliable validation of knowledge and skills. These credentials can lead to accelerated professional development, improved productivity, and enhanced credibility.

Your examination preparation is critical for your success. Schedule time to prepare, review this exam preparation road map, take a course at an Autodesk Authorized Training Center (ATC®), and support your studies with official preparation materials. Equally as important is actual hands-on experience.

Certifications levels available

The **3ds Max Certified User** exam includes both academic and industry requirements designed to confirm that Autodesk® 3ds Max® software 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. For more information, visit www.certiport.com/autodesk.

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

The **3ds Max 2015 Certified Professional** exam is aimed at assessing professional users' knowledge of the tools, features, and common tasks of 3ds Max 2015. Find an Autodesk Certification Center at autodesk.starttest.com.

Recommended experience levels

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:

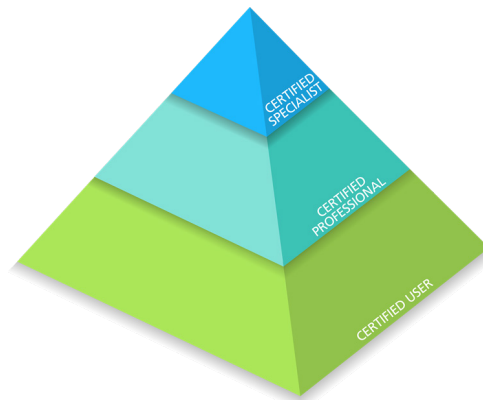
3ds Max 2011–2015 course (or equivalent) plus 50 hours of hands-on application

Certified Professional exam:

3ds Max 2015 course (or equivalent) plus 400 hours of hands-on application

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.



ATC instructor-led courses

The 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 materials

The official preparation materials for Autodesk Certification exams are published by ASCENT (Autodesk Official Training Guides) and Wiley (Autodesk Official Press). These guides cover the topics, sub-topics, and objectives listed in this exam road map. These guides are used by ATCs, and are available for direct purchase in various formats from www.ascented.com and www.wiley.com/go/autodeskofficialpress.

Autodesk Education Community

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

Autodesk Certification

Exam topics and objectives

We recommend that you review the topics and objectives during your preparation for certification. Please note that some objectives may not be tested on your certification exam.

The Autodesk Certified User exam consists of 30 questions combining multiple choice, matching, point-and-click (hot-spot), and performance-based question types to ensure students understand and can effectively use 3ds Max. The exam has a 50-minute time limit. For more information, visit www.certipoint.com/autodesk.

The Autodesk Certified Professional 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. 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.

| | User | Professional |
|---|------|--------------|
| ANIMATION | | |
| Create a path animation and evaluate an object along the path | ✓ | ✓ |
| Preview an animation | ✓ | |
| Identify Controller types | | ✓ |
| Identify playback settings | ✓ | ✓ |
| Locate the value of keys in the Time Slider | ✓ | ✓ |
| Use a Dope Sheet | | ✓ |
| CAMERAS | | |
| Differentiate camera types | ✓ | ✓ |
| Orbit and pan | ✓ | |
| Edit FOV (Field of View) | ✓ | ✓ |
| Data Management / Interoperability | | ✓ |
| Differentiate common file types and usages | | ✓ |
| Use the import feature to import model data | | ✓ |
| EFFECTS | | |
| Identify Space Warp types | | ✓ |
| Use atmosphere effects | | ✓ |
| Use particle systems | | ✓ |
| LIGHTING | | |
| Use directional lighting | ✓ | |
| Compare Attenuation and Decay | | ✓ |
| Identify parameters for modifying shadows | ✓ | ✓ |
| Add a volumetric effect | | ✓ |
| MATERIALS / SHADING | | |
| Set shader parameters | ✓ | |
| Use the Blinn shader | ✓ | |
| Identify standard materials | | ✓ |
| Use the Slate Material Editor | ✓ | ✓ |

| | User | Professional |
|---|------|--------------|
| RIGGING | | |
| Use Character Studio for Rigging | | ✓ |
| Create simple Biped | ✓ | ✓ |
| Use the Skin modifier | | ✓ |
| MODELING | | |
| Create and modify objects | ✓ | |
| Differentiate reference coordinate systems | | ✓ |
| Differentiate standard versus extended primitives | | ✓ |
| Differentiate workflow | ✓ | ✓ |
| Editable mesh and poly | ✓ | |
| Identify and use line tool creation methods | | ✓ |
| Identify Clone types | | ✓ |
| Identify Vertex types | | ✓ |
| Use object creation and modification workflows | | ✓ |
| Use polygon modeling tools | | ✓ |
| Use ProBoolean | | ✓ |
| Work with standard primitives | ✓ | |
| Work with surfaces | ✓ | |
| RENDERING | | |
| Differentiate Renderers | ✓ | ✓ |
| Identify rendering parameters | ✓ | ✓ |
| Quick Render | ✓ | |
| UI / OBJECT MANAGEMENT | | |
| Describe and use object transformations | ✓ | ✓ |
| Identify Selection Regions and methods | ✓ | ✓ |
| Organize objects | ✓ | |
| Set up and use Scenes | | ✓ |
| Use Viewports | ✓ | ✓ |

For more information: www.autodesk.com/certification

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

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

