Part 9: 3DS Max Instead of Maya - INDUSTRY EXPANSION

**Digital Garden: Industry Tools Edition**Time: 3 hours • 'Same Skills, Different Buttons!'

## 🔄 Skill Transfer Map

You already know these concepts - just different buttons!

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| MICHAEL: Apply Your Skills | JESSE: Integration Support | ✓ Check When Done |
| **STEP 9.1: 3DS MAX FUNDAMENTALS**  **1. Recognize the Similarities**  → Same company: Autodesk  → Same concepts: Polygons, NURBS, Modifiers  → Different UI: Command panel on right  → Your Maya knowledge: 90% transfers!  **2. Quick Translation Guide**  Maya → 3DS Max:  → Channel Box → Modifier Stack  → Outliner → Scene Explorer  → Hypershade → Material Editor  → nCloth → Cloth modifier  → nHair → Hair and Fur  **3. First 3DS Max Scene**  → Create → Standard Primitives → Box  → Modifier panel → Add Bend modifier  → Angle: 90 degrees  → See familiar deformation!  → Save as: garden\_3dsmax.max | Research 3DS Max: → Download trial → Find Maya→Max guides → Set up workspace | ☐ 3DS Max installed ☐ UI mapped to Maya ☐ First model created ☐ Saved .max file |
| **STEP 9.2: YOUR MAYA SKILLS IN ACTION**  **4. Character Setup (Like Maya)**  → Create Biped (like HumanIK)  → Skin modifier (like Smooth Bind)  → Morpher (like Blend Shapes)  → You already know this!  **5. Python Still Works!**  → MaxScript is similar to MEL  → But Python works here too: import MaxPlus obj = MaxPlus.Factory.CreateGeomObject('Box') node = MaxPlus.Factory.CreateNode(obj)  → Same logic, slightly different syntax  **6. Familiar Animations**  → Auto Key (like Maya's)  → Graph Editor (identical concept)  → Constraints work the same  → Just different button locations | Python setup: → Install Python for Max → Convert Maya scripts → Test automation | ☐ Biped working ☐ Python script runs ☐ Animation done ☐ Skills transferred |
| **STEP 9.3: ADVANCED FEATURES**  **7. Particle Flow (Like MASH)**  → Create → Particle Systems → PF Source  → Event-based (node system)  → Same concepts as MASH networks  → You built crowds before!  **8. Hair and Fur**  → Select character → Hair and Fur  → Same parameters: Length, Thickness  → Dynamics work identically  → Your hair knowledge transfers!  **9. Cloth Simulation**  → Modifier → Cloth  → Same properties as nCloth  → Gravity, wind, collision  → You've done this! | Pipeline testing: → FBX compatibility → Texture paths → Unit setup | ☐ Particles created ☐ Hair simulated ☐ Cloth working ☐ Confidence high |
| **STEP 9.4: RENDERING WITH ARNOLD**  **10. Arnold in 3DS Max**  → Same renderer as Maya!  → Render Setup → Arnold  → Identical settings  → Your V-Ray knowledge helps too  **11. Materials Are Familiar**  → Slate Material Editor  → Node-based like Hypershade  → Physical Material = aiStandardSurface  → You know these concepts!  **12. Export to Unity**  → Export → FBX (same as Maya)  → Same settings dialog  → Unity doesn't care which DCC  → Your pipeline knowledge works! | Documentation: → Comparison chart → Workflow notes → Integration verified | ☐ Arnold renders ☐ Materials work ☐ FBX exports ☐ Unity imports |