

<div> <div>One Step In Changing Education Chain...</div> <div> <div>RED &amp; WHITE</div> <div>GROUP OF INSTITUTE</div> </div> </div>										FACULTY NAME																				
										STARTING DATE		D	D	-	M	M	-	Y	Y	GRID										
										ENDING DATE		D	D	-	M	M	-	Y	Y	B. TIME		H	H	:	M	M				
S	T	U	D	E	N	T		N	A	M	E							GOOGLE CLASS												
3DS MAX															TOTAL DAYS: ____ / 48															
<b>NOTE: -</b> <ul style="list-style-type: none"> <li>- Feedback વિધાર્થીઓ દ્વારા અને Project ના Marks શિક્ષક દ્વારા આપવામાં આવશે.</li> <li>- Signing-Sheet માં સહી કરવાની જવાબદારી વિધાર્થીની રહેશે અને Sign કરતી વખતે વિધાર્થીએ કોઈપણ સબંધ કે ફેકલ્ટીની ફેવર માં આવી ને Grade નક્કી ના કરે. જે ફેકલ્ટી અને વિધાર્થી બંને ની જવાબદારી રહેશે.</li> <li>- સર્ટીફિકેશન ની કાર્યવાહી માટે આ Signing-Sheet સારા માર્ક્સ અને સારા ફીડબેક થી પૂર્ણ થયેલી હોવી જોઈએ.</li> <li>- ઓછા Grade વાળા ટોપિક નું પુનરાવર્તન થશે. અને Leave એપ્લિકેશન વગર વિધાર્થી રજા પાડશે તો તેના વેકયર નું પુનરાવર્તન કરવા માં આવશે નહીં</li> <li>- In Feedback (81% &lt;= A &lt;= 100%   61% &lt;= B &lt;= 80%   31% &lt;= C &lt;= 60%   0% &lt;= D &lt;= 30%)</li> </ul>																														
LEC.	TOPIC										DATE	P A	FEEDBACK		STUDENT SIGN	FACULTY SIGN	REMARKS													
1	<b>Introduction of 3Ds Max(PPT)</b> - Basic information - 3DS max layouts, 3D view navigation tools, visual style, - Unit setting <b>Geometry Shape</b> - Standard primitives (box, sphere, cylinder, torus, teapot, etc...) <b>Extended Primitives</b> - Hedra, chamfer box, oil tank, spindle, Etc.....)												<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D												
A	B																													
C	D																													
2	<b>Main Toolbar</b> - Selection filter, select object, window/crossing (select) - Move, rotate, scale, snap toggle, angle snap toggle <b>Named Selection Set</b> - Mirror, align, manage layers												<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D												
A	B																													
C	D																													
3	<b>Editable Poly</b> - Vertex (remove, break, extrude, weld) - Edge (ring, loop, remove, extrude, chamfer, connect) - Polygon (extrude, outline, bevel, insert, bridge)												<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D												
A	B																													
C	D																													
	<b>Feel the Student Agreement Form</b>												--																	
PR.1	<b>Temple Top (Editable Poly Using)</b>												____/10																	
4	<b>Compound Object</b> - Boolean, pro boolean, scatter, loft - Copy :- copy, instance, reference tools - Tools :- array & spacing tools												<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D												
A	B																													
C	D																													
PR.2	<b>Compound Wall, 2 Gate Design</b>												____/10																	
PR.3	<b>Import Cad File and Convert to 3D</b>												____/10																	
7	<b>Doors</b> - Pivot - Bifold - Sliding <b>Window</b> - awning - projected - pivoted - fixed - casement - sliding												<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D												
A	B																													
C	D																													
8	<b>Aec ( foliage, wall, railing )</b> <b>Stairs</b> - Straight stair - I type stair - U-type stair - spiral stair												<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D												
A	B																													
C	D																													

9	<b>Create Shapes</b> - Splines (line, rectangle, circle, text, etc...)			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										
PR.4	<b>Create Logo Design</b>			___ /10							
10	<b>Modifiers</b> - Bend, displace, ffd 2x2x2, ffd 3x3x3, ffd 4x4x4, lattice, Noise, optimize, shell, skew, slice, smooth, taper, turbo Smooth, twist, wave			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										
PR.5	<b>Cloth</b> - Pillow and mattresses			___ /10							
11	<b>Select Image of Bedroom Ad Make Furniture Bed, Cupboard etc.....</b>			___ /10							
12	<b>Convert 3D Bedroom with the Help of Bed Room Image</b>			___ /10							
PR.6	<b>Living Room with the Help of 3D Sky / 3D Archive</b>			___ /10							
13	<b>Render Setup</b> - Setting of image (scan line render, nvidia mental ray, V-ray adv....) <b>Material</b> - Scan line material {diffuse (bitmap)}			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										
14	<b>Material Theory PPT</b> - Information reflection, refraction, glossiness, bump			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										
15	<b>Mental Ray (Arch Design)</b> - Diffuse (bitmap) reflection, refraction, self illumination - Map (bump)			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
		A	B								
C	D										
PR.7	<b>Give Material to Project 6<sup>th</sup></b>			___ /10							
16	<b>Camera Effects</b> - Target, free <b>Light (Photometric)</b> - Target light, free light (intensity/colour/attenuation/shapes/area shadows, Etc...)			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										

17	<b>Light Theory PPT</b> - Different types of light and information			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										
18	<b>Mental Ray Light</b> - Target spot                      - Free spot - Target direct                   - Free direct - Omni                                - Sky light			<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D			
A	B										
C	D										
PR.8	<b>Give Light to Project 7<sup>th</sup></b>			___ /10							
	Viva and Test - 1			___ /50							

LATEST UPDATED TOPIC						
	Guest Lecture by Field Expert					
* Guest lectures are only eligible for package courses						

### Your Last Subject ?

Yes	No
What is next career :	Hold Course
Write here	Application No : <small>(If Hold , So Write the Hold Application No.)</small>
	Ongoing Course
	Next Course :
	Next Software :
	Next Faculty :
	Next Course Starting Date :
	Next Course Batch Time :
	Next Faculty Sign :

#### Tutor Use Only:

Over All Student Performance: \_\_\_\_\_ Grade.

Remark: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_