AUTODESK® 3DS MAX®

CERTIFIED PROFESSIONAL EXAM

If you want to build a career as a game, film, or motion-graphic artist, then it's time to take your 3-D modeling software skills to the professional level with Autodesk 3ds Max®.

Becoming an Autodesk Certified Professional can lead to accelerated professional development, improved productivity, and enhanced credibility. In short, it can help get you where you want to go.

PREPARE FOR SUCCESS

Your preparation for the exam will be critical. As Autodesk's exclusive provider for the Certified Professional program, Certiport makes Autodesk 3ds Max® certification easier with a powerful three-step pathway:

1. LEARN

Obtain the skills you need to use Autodesk 3ds Max® at a professional level. Certiport offers content-rich textbooks, online courseware, video resources, and more.

2. PRACTICE

Refine your skills with interactive exam-preparation tools and practice tests. Build the confidence you need to take the Autodesk 3ds Max® Certified Professional Exam.

3. CERTIFY

Validate your skills by passing the exam and receiving your official certificate.

RECOMMENDED EXPERIENCE LEVELS

There's no substitute for training and hands-on experience as you prepare for your Certified Professional exam. Certiport recommends the following. For comparison, we've also included information for Autodesk Certified User.

Certified User

Training — 3ds Max 2011–2015 course (or equivalent)

Hands-on Experience — 50 hours

Certified Professional

Training — 3ds Max 2015 course (or equivalent)

Hands-on Experience — 400 hours

THE TIME IS NOW

As an Autodesk 3ds Max® Certified Professional, you'll enjoy several career-boosting benefits:

- Prove your skill level with an official, industry-standard credential recognized by employers

- Display the Autodesk Certified logo and your certificate

- Include your name in the database of Autodesk Certified Professionals

Contact a Certiport sales representative today:

autodeskinfo@pearson.com
1.888.999.9830

www.certiport.com/autodesk

AUTODESK.
Certified Professional

WHAT'S ON THE EXAM?

Refer to the chart on this page for a list of skills covered by this exam.

AUTODESK CERTIFICATION EXAM TOPICS AND OBJECTIVES

The Autodesk Certified Professional exam contains 35 questions. The majority of these require you to use AutoCAD Civil 3D® 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. You will have a two-hour time limit (in some countries, the time limit may be extended).

The chart below shows you the skills you will be expected to demonstrate on the exam. Keep in mind that some of the skills listed may not be tested on your specific certification exam; however, you should be prepared to demonstrate your mastery of them all.

Become an Autodesk 3ds Max® Certified Professional

Get started today by visiting **www.certiport.com/autodesk**, or contact a Certiport sales representative

ANIMATION	PROFESSIONAL
Create a path animation and evaluate an object along the path	✓
Identify Controller types	✓
Identify playback settings	✓
Locate the value of keys in the Time Slider	✓
Use a Dope Sheet	✓
CAMERAS	
Differentiate camera types	✓
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	
Compare Attenuation and Decay	✓
Identify parameters for modifying shadows	✓
Add a volumetric effect	✓
MATERIALS / SHADING	
Identify standard materials	✓
Use the Slate Material Editor	✓
RIGGING	
Use Character Studio for Rigging	✓
Create simple Bipeds	✓
Use the Skin modifier	✓
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	✓
RENDERING	
Differentiate Renderers	✓
Identify rendering parameters	✓
UI / OBJECT MANAGEMENT	
Describe and use object transformations	✓
Identify Selection Regions and methods	✓
Use Viewports	✓
Set up and use Scenes	✓