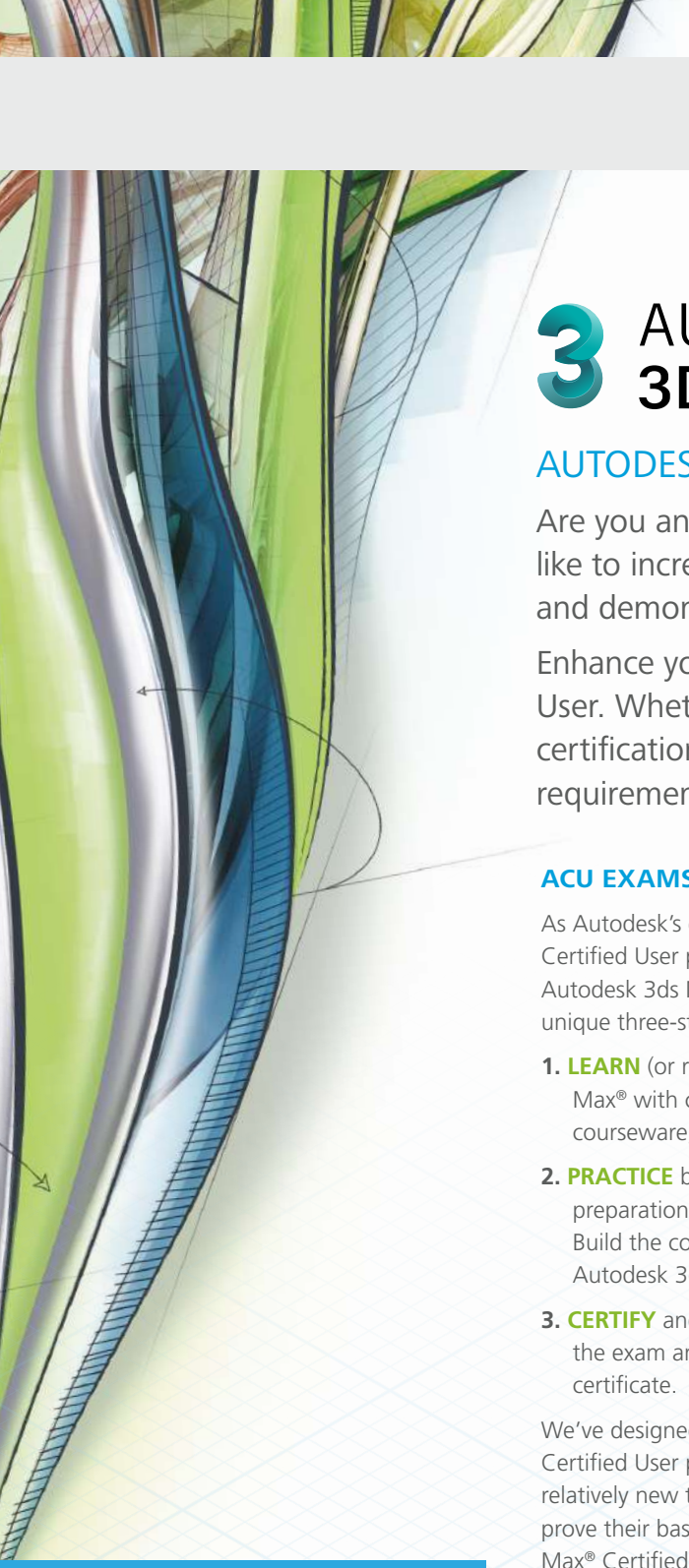
CERTIPORT
A PEARSON VUE BUSINESS



AUTODESK® 3DS MAX®

AUTODESK® CERTIFIED USER EXAM

Are you an aspiring game, film, or motion-graphic artist? Would you like to increase your Autodesk 3ds Max® 3D modeling software skills and demonstrate your proficiency?

Enhance your career by becoming an Autodesk 3ds Max® Certified User. Whether you're a student or a professional, this software certification will validate your skills, fulfill academic and industry requirements, and enhance your design career.

ACU EXAMS

As Autodesk's exclusive provider for the Certified User program, Certiport makes Autodesk 3ds Max® certification easier with a unique three-step pathway:

1. **LEARN** (or review) how to use Autodesk 3ds Max® with content-rich textbooks, online courseware, video resources, and more.
2. **PRACTICE** by using interactive exam-preparation tools and practice exams. Build the confidence you need to take the Autodesk 3ds Max® Certified User Exam.
3. **CERTIFY** and validate your skills by passing the exam and receiving your official certificate.

We've designed the Autodesk 3ds Max® Certified User program for those who are relatively new to the software and want to prove their basic proficiency. The Autodesk 3ds Max® Certified User Exam includes multiple-choice and performance-based questions. Following are some examples of software aspects covered in the exam:

- Navigating the user interface and managing scenes
- Modeling, including transforming, creating, modifying, and cloning objects
- Rigging
- Working with cameras and lighting
- Handling materials
- Animating and rendering

Before you take the Certified User exam, we recommend that you complete a 3D design course at a secondary institution and get 50 hours of hands-on experience with Autodesk 3ds Max® (a free student version is available).

For information about available resources to help you learn, practice, and certify, contact your Certiport Representative.

GET STARTED TODAY

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

- Prove your skill level with an official, industry-standard credential recognized by schools and employers
- Display the Autodesk Certified logo and your certificate
- Include your name in the database of Autodesk Certified professionals

Ready to become an Autodesk 3ds Max® Certified User? Get started by visiting **www.certiport.com/autodesk**, or contact a Certiport sales representative.

Contact a Certiport sales representative today:

autodeskinfo@pearson.com
1.888.999.9830

www.certiport.com/autodesk

AUTODESK.
Certified User

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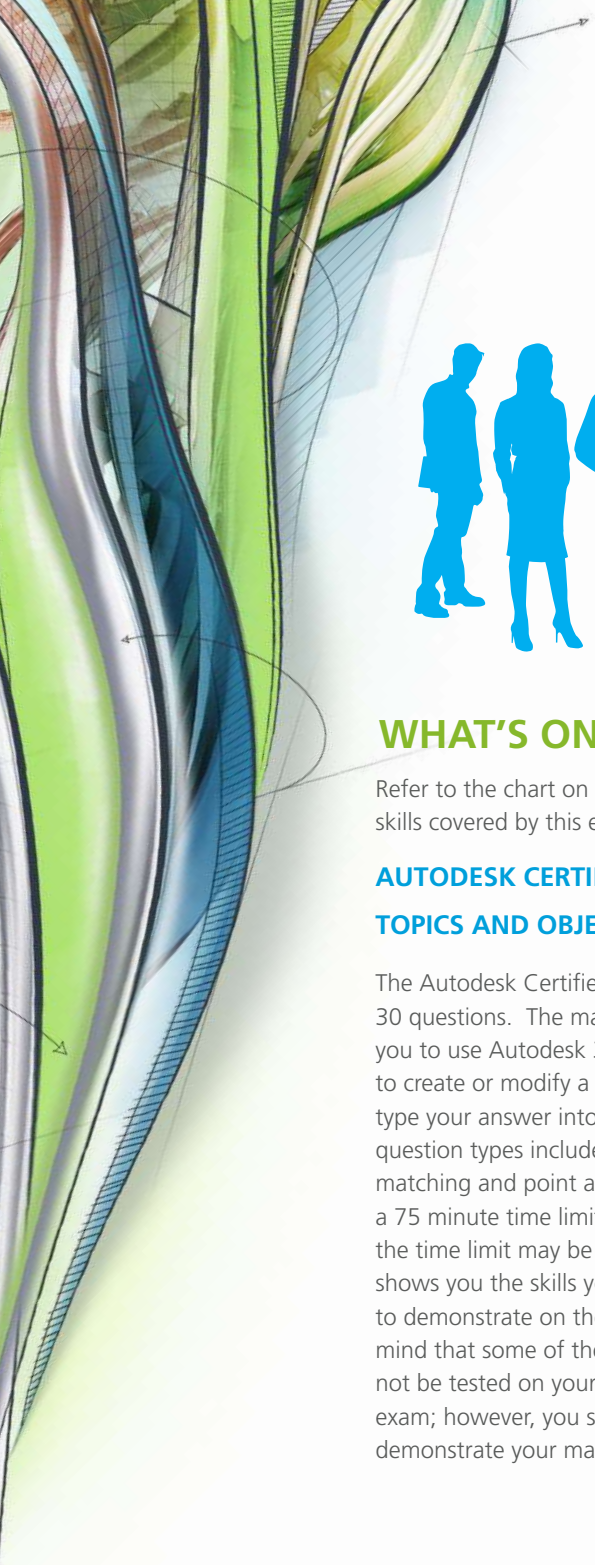

WHAT'S ON THE EXAM?

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 User Exam Contains 30 questions. The majority of these require you to use Autodesk 3D'S Max® software 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 75 minute time limit (in some countries, the time limit may be extended). The chart 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 prepare to demonstrate your mastery of them all.

ANIMATION	User
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	√

Become an Autodesk 3D's Max Certified User

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