



DV17537: Little things in 3ds Max: simple tips and tools I've found along the way

Chris Medeck

Visualization Manager

@camedeck



AUTODESK UNIVERSITY 2016

Join the conversation #AU2016



Class summary

This class will introduce 3ds Max users to, or in some cases remind them of, simple little things that can improve workflow and efficiency when using the software. Much of what will be covered is useful shortcuts and functionality that have been a part of 3ds Max for many versions and possibly overlooked by new users or forgotten by veterans.

Key learning objectives

At the end of this class, you will be able to:

- Better manage your 3D scenes
- Work more quickly and efficiently
- Have a better understanding of certain functionality in 3ds Max

Let's jump into 3ds Max...

A quick plug...

- Relink Bitmaps – by Colin Senner
- <http://www.colinsenner.com/scripts/relink-bitmaps>
- Simple script to relink bitmaps used in your scene to a new location.
- It's FREE!

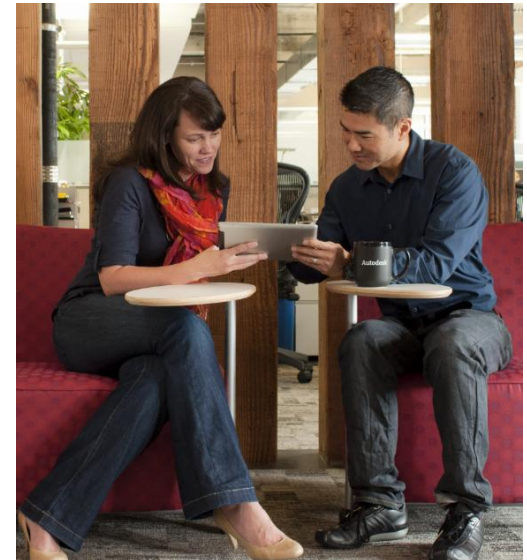
How did I do?

- Your class feedback is critical. Fill out a **class survey** now.
- Use the AU mobile app or fill out a class survey online.
- Give feedback after each session.
- AU speakers will get feedback in real-time.
- **Your feedback results in better classes and a better AU experience.**



Shape the future of Autodesk

- Connect one-on-one with product managers, designers, and researchers at the **Idea Exchange**.
- Earn **Amazon gift cards** and enter our **GoPro Sweepstakes**.
- **Open daily** – Sessions average 20 minutes. No appointment necessary. Walk-ins welcome!
- Located outside **Hall C, Level 2**.





Autodesk is a registered trademark of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries. All other brand names, product names, or trademarks belong to their respective holders. Autodesk reserves the right to alter product and services offerings, and specifications and pricing at any time without notice, and is not responsible for typographical or graphical errors that may appear in this document. © 2016 Autodesk, Inc. All rights reserved.

© 2016 Autodesk. All rights reserved.

