

# **Learn about 3DS Max and build an application.**

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**Abstract:** In the context of the growing development of 3D graphics technology, this topic aims to explore the renowned 3D tool 3DS Max to build a practical application. Through theoretical research combined with practical experiments, the project seeks to provide effective solutions for creating images and simulating three-dimensional space in various fields such as architectural design, advertising, and entertainment. The results of the topic will reflect the diverse application capabilities of 3DS Max and contribute to modern digital development.

**Keywords:** 3DS Max, 3D graphics, design applications, digital technology