

3D Viz (any version) Workshop

Overview

It is intended for those who require specific knowledge from any version of 3D Viz. The user will learn further skills on 3D design to creating 3D animation and rendered photo-realistic images. It is recommended that delegates have a little working knowledge of Microsoft Windows.

Generally this course is customised to the users 3D Viz version currently used and therefore a minimum of two trainees will be required (not necessarily from the same company). Please phone for one-to-one training if preferred.

All training held at TutorCAD Offices are inclusive of comprehensive course manual, a variety of refreshments, buffet lunch and certificate.

Duration

1-day

Standard Price

£225+VAT

Availability

Tel: 0161 904 8753

Objectives

You will be able to choose any of the features, commands, and techniques of 3D Viz (see typical topics shown below) that will apply to the users objectives on real world scenarios using many practical workshop exercises.

- Navigate the 3D Viz interface
- Creating and modifying objects
- Transforming objects
- Using the modifier stack
- Using the Co-ordinate system
- Creating and editing splines
- Low Poly modeling
- Material creation & editor
- Using mapped materials
- Basic animation techniques
- Using track view
- Lighting creation & modification
- Property changes
- Camera creation & modification
- Using depth of field
- Rendering and creating previews
- Integrate background photographs
- Grouping objects

Caidan House Canal Road Timperley WA14 1TD

Email: info@tutorcad.co.uk

Web: www.tutorcad.co.uk