



3ds maxTM

combustion[®]

discreet Training Classes: See *discreet Training Calendar for Schedule*

3ds max 6 Animation I - This course is an introduction to 3ds max's animation environment. A Track Editing Environment is explored, and Expression Keying is discussed. In addition, traditional animation principles are studied as they apply to computer animation. Learn to analyze motion, overlapping activity, and deformations which add clarity and strength to animation.

Topics include: keyframing, hierarchical relationships, animated camera movement, forward and inverse kinematics, object metamorphosis and adjustments to animated splines, track editing environment, expression keying and traditional animation principles.

Prerequisite: 3ds max Model & Rendering I

3ds max 6 Animation II - An in-depth continuation of Animation I, This course investigates the full potential of 3ds max. The student is expected to plan and execute a project in which the concepts covered in this course will be applied. Numerous techniques related to subtle animation control and animation rendering will be discussed. This class is appropriate for students who have taken 3ds max animation, or for advanced computer animators who wish to become fluent in 3ds max.

Topics include: inverse kinematics, use of character studio hierarchical linkage, mesh morphing, animated maps, and other advanced level animation techniques.

Prerequisite: 3ds max Animation I, or advanced computer animation experience.

3ds max 6 Advanced Lighting - Scene lighting and animated lighting are crucial in the design of animation projects. This workshop will analyze lighting concepts and techniques used in film, video and computer animation and offer guidance as to how to achieve these effects in 3ds max.

Topics include: analysis of the behavior of different forms of light sources, setting environmental tone, specific lighting cues used to accentuate storyline, tips and tricks for faking high-end Fx.

Prerequisite: 3ds max Model & Rendering I

Combustion 3.0 - Fundamentals Training - Design, Animate Composite. Release your vision with Combustion 3. See what is new in combustion 3 and jump start your next visual effects project. This course is designed to put motion graphic designers, animators and visual effects artists behind the wheel - to drive the best work in the industry. Design. Animate. Composite. Release your vision with combustion 3.

Topics include: learn more about its 64-bit support, vector paint, text, 2D particles, color correction, tracking, keying and resolution-independent compositing tools for creating stunning visual effects on both Macintosh and Windows platforms - all within an interactive workflow environment.

Prerequisite: working knowledge of MS Windows 2000.

Combustion 3.0 Advanced - This 4-day workshop gives you an excellent overview of combustion and a deeper understanding of its key features. This course concentrates on providing an overview of the distinctive video compositing, clip animation and visual effect capabilities of combustion. Focus will be on the combustion workflow, the fundamental tools and menus. Also covered, the vertical integration of combustion with other discreet software such as 3ds max.

Topics include: the possibilities of combustion, overview of work environment, creating documents, workspace list and time line, navigating the Viewports, working with RAM caching, working with vector-based objects, Cloning and Reveals, understanding 3D-Compositing, Lights and Camera, adding operators and Nesting, the Tracker, the Color Corrector, the Keyer, Audio, Footage Settings, the Render Queue, integration with other software

Prerequisite: prior knowledge of paint and effect is not necessary

The Art Institute of Colorado is your discreet Authorized Training Center.

We offer professional discreet training:

1. Created by discreet curriculum developers
2. Delivered by discreet Certified Trainers
3. Train in our discreet Authorized Training Lab, while working on a dedicated client.
4. Certification exam available to validate high level of technical competency

Training Program Information

Location: The Art Institute of Colorado 1200 Lincoln Street Denver, CO 80203

Typical Schedule: Weekdays and Weekends 9:00 a.m. to 5 p.m., week nights 6:00 p.m. -10:00 p.m.
Custom schedules available

How to Apply: Complete the attached application and fax to (303) 860-8520. Contact Jim Skeen at (303) 824-4737 or skeenj@aia.edu to have your questions answered and make payment arrangements.

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3ds max 6.0 - Fundamentals Training - for the beginner to intermediate user who wants a good, working, general overview of the software application. This is all-purpose training that covers all the basics to get going.

Prerequisite: working knowledge of MS Windows.

Topics include: UI improvements or enhanced speed and customizability of the 3ds max interface, New improvements for CAD and CAE import and export to and from 3ds max, New objects and modifiers for enhanced modeling and animation improvements, New SKIN improvements for quickly rigging a character's enveloping, Mental Ray inclusion, Reactor improvements and texturing options.

Prerequisite: working knowledge of MS Windows.

3ds max 6 Fundamentals: Modeling & Rendering I - 3ds max gives the artist, animator, an designer a tool to produce complex 3D environments and animations. This course is designed for the entry level 3D modeler. Your final project consists of creating a fully rendered 3D scene complete with lights and materials.

Topics include: overview of Windows 2000 specific issues, introduction to 3D space (terms and concepts), navigating in 3D space, incorporating drawing precision, object creation and manipulation techniques, overview of basic lighting techniques, applying photo-realistic materials to models, modifying and creating materials, creating a rendered scene. Importing and exporting will also be discussed.

Prerequisite: working knowledge of MS Windows.

3ds max 6 Modeling, Materials & Rendering II This course takes the seasoned 3ds max user through advanced concepts and techniques for creating complex models and materials. Learn to determine project needs and incorporate correct modeling concepts, material applications, and output method for desired results. You will develop the skills to outline, prepare, execute and output a virtual environment.

Topics include: advanced modifiers, creating advanced extrusions and latched surfaces, Boolean modeling functions, advanced shadowing concepts and controls, advanced lighting applications, incorporating patch and mesh modeling tools and techniques, creating compound materials, acquiring images for materials from outside 3ds max, material alignment, designing natural vs. man made materials, and integrating other programs.

Prerequisite: 3ds max Model & Rendering I

THE ART INSTITUTE OF COLORADO

THE CENTER FOR PROFESSIONAL DEVELOPMENT

1200 LINCOLN STREET, DENVER COLORADO 80203 303-837-0825 1-800-275-2420 aic.artinstitutes.edu

discreet Authorized Training Application

Please Print

Name

(Last Name)

(First Name)

(Middle)

Address

(Street, PO Box)

(City)

(State)

(Zip)

Telephone #

(Business)

(Home)

(Fax)

E-Mail Address

Training Program in which you are enrolling: (please check and mark date of one)

☐ 3ds max Fundamentals

Three Days

Date: _____

☐ 3ds max Animation II

One Days

Date: _____

☐ 3ds max Update

One Day

Date: _____

☐ 3ds max Advanced Lighting

One Day

Date: _____

☐ 3ds max Modeling and Rendering I

One Day

Date: _____

☐ Combustion Fundamentals

Three Days

Date: _____

☐ 3ds max Modeling and Rendering II

One Day

Date: _____

☐ Combustion Advanced

One Day

Date: _____

☐ 3ds max Animation I

One Day

Date: _____

Financial Information

Tuition and fees applicable to The Art Institute of Colorado, The Center for Professional Development Training Programs.

3ds max Fundamentals

Tuition: \$900.00
Application Fee \$50.00
Total: Tuition and Fees \$950.00

3ds max Update

Tuition: \$300.00
Application Fee \$50.00
Total: Tuition and Fees \$350.00

3ds max Modeling and Rendering I

Tuition: \$300.00
Application Fee \$50.00
Total: Tuition and Fees \$350.00

3ds max Modeling and Rendering II

Tuition: \$300.00
Application Fee \$50.00
Total: Tuition and Fees \$350.00

3ds max Animation I

Tuition: \$300.00
Application Fee \$50.00
Total: Tuition and Fees \$350.00

3ds max Animation II

Tuition: \$300.00
Application Fee \$50.00
Total: Tuition and Fees \$350.00

3ds max Advanced Lighting

Tuition: \$300.00
Application Fee \$50.00
Total: Tuition and Fees \$350.00

Combustion Fundamentals

Tuition: \$900.00
Application Fee \$50.00
Total: Tuition and Fees \$950.00

Combustion Advanced

Tuition: \$300.00
Application Fee \$50.00
Total: Tuition and Fees \$350.00

Please describe your current employment.

Name of Employer	Position Held	Dates from/to

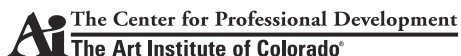
How did you hear about The Center for Professional Development?

Name (please print)

Signature of Applicant

Date

The Art Institute of Colorado does not discriminate on the basis of race, color, religion, national origin ancestry, sexual orientation, age, or disability in the administration of any of its educational programs or activities or with respect to admission or employment. Art Institute of Colorado is a member of the Art Institutes, one of the nations leaders in career-oriented education for the creative arts.



1200 Lincoln Street, Denver CO 80203-2172 aic.artinstitutes.edu

08/15/03



discreet training calendar

	February	March	April	
3ds max 6 - Fundamentals	11-13	3-5		
3ds max 6 - Modeling and Rendering I	20		9	
3ds max 6 - Modeling and Rendering II	27		10	
3ds max 6 - Animation I		26	23	
3ds max 6 - Animation II		27	24	
3ds max 6 - Advanced Lighting		12	30	
3ds max 6 - Update	Call for custom date			
Combustion 3 - Fundamentals		15-17	26-28	
Combustion 3 - Advanced			TBA	
Combustion 3 and 3ds max 6 Integration			TBA	