

Autodesk®

Authorized Training Center
Media and Entertainment

Autodesk 3ds Max 2009

Autodesk Maya 2009

AutoCAD 2009

Revit Architecture 2009

 Continuing Education
The Art Institute of Colorado®

303.824.4737 1200 Lincoln Street Denver, CO 80203
artinstitutes.edu/denver/continuing-education

Welcome to Autodesk Authorized Training Center at Ai Colorado. We deliver training that is:

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

Training Center Information

Location: The Art Institute of Colorado 1200 Lincoln Street Denver, CO 20090203 or on site
Schedule: Weekdays 9:00 a. m. to 5 p.m. or Weeknights 6:00 p.m. - 10:00 p.m.

How to Apply: Complete application on page 5 and fax to 303 824-4995 attn. Jim Skeen.
Follow up with Jim Skeen at 303 824-4737 or jskeen@aii.edu to pay your \$50.00 application fee, finalize payment arrangements and get your questions answered.

Autodesk 3ds Max, Maya, Revit and AutoCAD training courses:

3ds Max 2009 Fundamentals - This three day course is 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.

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, Adobe Photoshop is recommended.

3ds Max 2009 Modeling & Rendering I - This one day course in 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: 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. Adobe Photoshop is recommended.

3ds Max 2009 Modeling, Materials & Rendering II - This one day 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 or advanced computer animation experience.

Autodesk 3ds Max Training

3ds Max 2009 Animation - This one day 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: Key framing, 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 or advanced computer animation experience.

3ds Max 2009 Materials and Textures - This one day course covers materials and textures, lights and shadows, different shader types. Demonstrate the use of lights and shadows for illuminating scenes. Introduction to lights, different types of lights and shadows. Different types of cameras. Understand materials and mapping so you can assign your scenes color and pattern. Demonstrate the rules of surfacing 3D images. Use multiple image map types on a 3D model. Understand and apply UVW mapping coordinates. This will also introduce you to lights and cameras. We will discuss about different types of lights. Different types of shadows etc. We will also take a look at different cameras and their properties talk about things like focal length and field of view.

3ds Max 2009 Advanced Lighting - This one day course provides experience in scene lighting and animated lighting which 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 story line, tips and tricks for faking high-end Fx.

Prerequisite: 3ds Max Model & Rendering I or advanced computer animation experience.

Autodesk Maya Training

Maya 2009 Fundamentals - This three day course is 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.

Topics include: UI improvements or enhanced speed and customizability of the Maya 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, Adobe Photoshop is recommended.

Maya 2009 Modeling & Rendering I - This one day course in Maya 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: 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. Adobe Photoshop is recommended.

Autodesk Maya Training:

Maya 2009 Animation - This one day course is an introduction to Maya'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: Key framing, 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: Maya Model & Rendering I or advanced computer animation experience.

Maya 2009 Materials and Textures - This one day course covers materials and textures, lights and shadows, different shader types. Demonstrate the use of lights and shadows for illuminating scenes. Introduction to lights, different types of lights and shadows. Different types of cameras. Understand materials and mapping so you can assign your scenes color and pattern. Demonstrate the rules of surfacing 3D images. Use multiple image map types on a 3D model. Understand and apply UVW mapping coordinates. This will also introduce you to lights and cameras. We will discuss about different types of lights. Different types of shadows etc. We will also take a look at different cameras and their properties talk about things like focal length and field of view.

Maya 2009 Modeling, Materials & Rendering II - This one day course takes the seasoned Maya 2009 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, & integration w/ programs.

Maya 2009 Advanced Lighting - This one day course provides experience in scene lighting and animated lighting which 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 Maya

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

Prerequisite: Maya Model & Rendering I or advanced computer animation experience.

Revit Architecture Training

Revit Architecture Essentials - Three day class

Revit Architecture is a powerful Building Information Modeling (BIM) program that works the way Architects think. From Preliminary Design through Design Development, and into Construction Documents, the program streamlines the design process with a central 3D model. Changes made in one view update across all views and on the printable sheets. The name “Revit” implies this ease of revision that is at the heart of the software.

The objective of the Revit Architecture Fundamentals course is to enable students to create full 3D architectural project models and set them up in working drawings. This class focuses on basic tools that the majority of users will need to work with Revit Architecture.

Course Description: Students will gain a beginner-to-intermediate skill set in architectural 3D modeling. This course is designed to introduce the fundamental tools used for Design Visualization, Building Information Management (BIM), and Working Drawings.

Area of Concentration: This course uses Autodesk Revit Architecture with a focus on Commercial Design. Building industry standards are utilized throughout the term as students learn about practical applications of architectural 3D modeling. Students will develop drawings for a Commercial Building Project.

Module Outline

- 1) Revit Architecture Introduction
 - a. BIM and Design Visualization
 - b. Revit User Interface
 - c. Beginning a Project
- 2) Preliminary Design
 - a. Design process
 - b. Workflow
 - c. Revit Massing
 - d. Working with Views
- 3) Starting to Draw
 - a. Basic Drawing commands
 - b. Editing tools
 - c. Utilizing external files
 - d. Drawing Set-up
- 4) Basic Building Elements
 - a. Drawing and Modifying Walls
 - b. Introduction to Revit Families
 - c. Adding Windows and Doors
 - d. Creating Floors
 - e. Roofs
- 5) Developing the Layout
 - a. Creating Stairs, Ramps, and Railings
 - b. Reflected Ceiling Plans
 - c. Adding Furniture
- 6) Detailing
 - a. Elevations
 - b. Sections
 - c. Work sets Overview
 - d. Additional Content & Tools
- 7) Project Output
 - a. Introduction to Rendering
 - b. Manipulating Views
 - c. Setting up Sheets
 - d. Basic Printing

AutoCAD Training

AutoCAD Essentials: This three day AutoCAD course is designed for individuals who need to update their skills, as well, as the person who wants to add to their repertoire of skills. The objective of this class is to learn to use AutoCAD® in various industries using real applications. Each section of the class will conclude with a completed project showing the different applications of computer-aided drafting.

Area of Concentration: Autodesk AutoCAD®, course content is designed around practical workplace applications. The goal is to provide a firm foundation of knowledge and skill together with performance standards of current industry practices and applications.

Module Outline:

1. Interface - Explore the user interface and tool bar
2. Drawing - Create fundamental drawings and required setup
3. Viewing - Explore viewing , zoom functions: window, previous and extents.
4. Drawing Commands - Discover drawing commands, line, mirror, trim, fillet, practical drawing circle, arc, poly line, copy, erase, move
5. Modifying Commands - Explore modifying commands, ellipse, array, hatch, offset, pedit, edit, hatch, rotate
6. Utilities - Explore utilities, saving and naming files
7. Layer Management - Discover layer management and standards
8. Dimensioning - Explore dimensioning, o-snaps; endpoint, midpoint, center, quadrant, intersection and extension
9. Templates - Discover templates and .dwt files
10. Object Properties - Explore changing object properties
11. Plotting - Discover plotting
12. Blocks - Explore blocks, title blocks and Xrefs
13. Design Center - Explore the design center, annotations to floor plan, explanation of paper sizes, and plotting for different paper sizes
14. View ports - Plot Style Table and Viewports
15. Final Production - Create a complex, multi-layered drawing using AutoCAD

THE ART INSTITUTE OF COLORADO

CONTINUING EDUCATION – AUTODESK

1200 LINCOLN STREET, DENVER, COLORADO 80203 • [303] 824-4737 • Fax [303] 824-4995 • www.artinstitutes.edu/denver/continuing-education

ID #	CARS Code
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Please Print:

Last Name *First Name* *Middle Initial*

Street, PO Box

City *State* *Zip*

Home Phone *Cell*

E-mail *SS# (for tax documents)*

Emergency Contact

Employer

Education Level

How did you hear about the Art Institute?

What are you goals upon completion of this program?

WORKSHOPS

- | | |
|---|---|
| <input type="checkbox"/> 3ds max Fundamentals\$1300

<input type="checkbox"/> 3D MAX Advanced Lighting ..\$500

<input type="checkbox"/> 3ds max Modeling and Rendering I\$500

<input type="checkbox"/> 3ds max Modeling and Rendering II\$500

<input type="checkbox"/> 3ds max Animation.....\$500

<input type="checkbox"/> MAYA Fundamentals\$1300

<input type="checkbox"/> MAYA Modeling and Rendering I\$500

<input type="checkbox"/> MAYA Modeling and Rendering II\$500

<input type="checkbox"/> MAYA Animation.....\$500 | <input type="checkbox"/> MAYA Advanced Light.....\$500

<input type="checkbox"/> MAYA Materials and Texts.....\$500

<input type="checkbox"/> AutoCAD Fundamentals.....\$1300

<input type="checkbox"/> AutoCAD Advanced \$500

<input type="checkbox"/> Revit Fundamentals\$1300

<input type="checkbox"/> Revit Advanced\$500

Date of class _____

Custom Workshop _____

Custom On-Site _____ |
|---|---|

Optional Expense: Although no specific computer software is required, participants who wish to purchase software can do so through the school at a discounted rate.

TUITION: Is due in full prior to the start of class or on the first day of class.

Placement Assistance

Placement assistance is not available for continuing education programs.

Transfer of Credit

I understand that these programs are designed for continuing education purposes and, do not provide academic credits and that Continuing Education coursework is not transferable to other programs or institutions.

Refund Policy

A. When notice of cancellation is given within the 5th business day of signing the Enrollment Agreement, but prior to the first day of class, all application/registration fees, tuition, and any other charges shall be refunded to the students. If books and materials provided by the school are part of the tuition, they must be returned, in original condition, before the refund will be processed.

B. When notice of cancellation is given after the 5th business day after signing the Enrollment Agreement but prior to the close of business on the student's first day of scheduled class attendance, the school may retain no more than the application/registration fee of \$50.00.

C. The Refund Policy is based on the last date of attendance. The following schedule details the amount of tuition and fees the school can keep:

Percent of Program Attended

- | | |
|--------------|---------------------------------|
| 1% to 10%: | 10% retained + application fee |
| 11% to 25%: | 25% retained + application fee |
| 26% to 50%: | 50% retained + application fee |
| 51% to 100%: | 100% retained + application fee |

NOW, THEREFORE, having read and received a copy of this Enrollment Agreement and intending to be legally bound by it, the parties have signed this Enrollment Agreement on the dates below written.

Student Signature *Date*

Signature of Accepting Official *Date*

Title of Accepting Official

STUDENT'S RIGHT TO CANCEL

YOU, THE STUDENT, MAY CANCEL YOUR ENROLLMENT WITHOUT ANY PENALTY OR OBLIGATION AT ANY TIME PRIOR TO MIDNIGHT OF THE FIFTH BUSINESS DAY AFTER SIGNING THIS ENROLLMENT AGREEMENT. YOU MAY ALSO CANCEL YOUR ENROLLMENT IF UPON A DOCTOR'S ORDER YOU CANNOT PHYSICALLY RECEIVE THE SERVICES. THE ART INSTITUTE OF COLORADO MAY KEEP ONLY A PORTION OF THE TUITION OR OTHER CHARGES FOR THIS REASON. IF THE INSTITUTE CEASES TO OFFER AN INDIVIDUAL PROGRAM AND THIS PROGRAM IS NOT "TAUGHT OUT," A FULL REFUND WILL BE GIVEN.

Please do not sign this Enrollment Agreement before you read it in its entirety. You will be given an exact copy of the Agreement you sign. If there is an approved payment plan, then this plan, when signed by the student, and accepted by The Art Institute, becomes an official rider to this Enrollment Agreement.

STUDENT ACKNOWLEDGMENTS

I have read and understand all provisions of this Agreement, and I have been given a copy of it for my records. (Parents must also sign if you are under 18 years age.) I understand that my enrollment and The Art Institute's obligations under the Enrollment Agreement (except the cancellation and refund provisions) may be terminated by The Art Institute if I fail to comply with The Art Institute's attendance, conduct, academic, and/or financial requirements. I understand that The Art Institute also reserves the right to cancel my enrollment if The Art Institute determines (1) that I have demonstrated poor academic potential (as determined through testing, evaluation of transcript records or any other academic evaluations deemed appropriate for the program selected), and/or (2) that I do not meet all financial obligations related to enrollment and continuing enrollment. I understand that my financial obligations to The Art Institute must be paid in full before a certificate of completion may be awarded.

The Enrollment Agreement, together with other published Art Institute policies, procedures, and student conduct codes shall constitute the entire

agreement between the student and The Art Institute. I understand and agree that they supersede any prior or contemporaneous oral or written agreements or statements and may not be modified without the written agreement of the President of the school.

This Agreement shall not be binding until it is signed by the student and accepted by the school.

THIS CONTRACT OR NOTE IS FOR FUTURE CONSUMER SERVICES AND PUTS ALL ASSIGNEES ON NOTICE OF THE CONSUMER'S RIGHT TO CANCEL UNDER COLORADO'S CONSUMER TRADE ACT.

1. A student who on personal initiative and without solicitation enrolls, starts and completes the course of instruction before the 5th day after the Enrollment Agreement is signed, is not subject to the refund provisions of this section.

2. Applications not accepted by the school shall receive a refund of all tuition and fees paid.

3. Application/registration fees shall be chargeable at initial enrollment and shall not exceed \$50.00.

4. All deposits or down payments shall become part of the tuition and/or fees.

5. If the school cancels or discontinues a course, the student shall have all tuition, fees and other charges refunded.

6. The school shall make all student refunds within 30 calendar days from the date of receipt of the student's cancellation.

7. A student may give notice of cancellation in writing. Absence of a student from school for more than 3 class days shall constitute constructive notice of cancellation to the school. For purpose of cancellation the date shall be the last day of attendance.

8. The school reserves the right to make refunds, which exceeds those prescribed in this section.

Interest on Outstanding Balances

For any student enrolling, re-enrolling or changing their academic program on or after May 1, 2002, the student understands and agrees that s/he will be liable for interest charges. Interest charges will be assessed on his/her account balance until the

balance is paid in full. Interest will be charged at 12% per annum on the student's adjusted outstanding balance at the end of each month. The adjusted outstanding balance is defined as all charges incurred by the student for attendance at the school (including any transfer balances or prior balances from the student's previous education) at the end of the prior month, including but not limited to tuition, fees, housing charges, late registration fees, fines, damages, etc, less the total amount paid to the student's account at the end of the current month including financial aid that the student has been awarded but has not been paid for the quarter provided that the student and/or the student's parent(s) have completed all of the requirements for the award. The student understands and agrees that his/her adjusted outstanding balance is different from his/her student payment plan and that the student's financial aid award may be reduced or eliminated if the student does not complete all of the requirements for financial aid.

Installment Note and Disclosure Statement

If a student elects a financial payment plan, The Art Institute's Student Financial Plan will be in compliance with the Federal Truth in Lending (Regulation Z) and State of Colorado Retail Installment requirements. The Financial Plan will become part of this Enrollment Agreement.

Dispute Resolution

Any dispute or civil claim between the student and Continuing Education or The Art Institute of Colorado, or any company that is an affiliate of The Center for Professional Development, or The Art Institutes, or any officer, director trustee, employee or agent of Continuing Education or The Art Institutes or such affiliated company (other than disputes or claims regarding non-payment, grades, or other academic evaluations) that is not resolved with the Center for Professional Development, The Art Institutes or regulatory officials shall be submitted to binding arbitration in the City of Denver, Colorado under the terms of the Federal Arbitration Act and the commercial arbitration rules of the American Arbitration Association. Any award entered shall be final and binding.



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