

# Autodesk®

## Authorized Training Center Media and Entertainment



### **Autodesk® Courses**

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- Autodesk 3ds Max 2012 (pages 3-4)
- Autodesk Maya 2012 (page 5-6)
- Revit Architecture 2012 (page 7)

*Tuition charges and reservation form page 9 -10.*

## Welcome to Autodesk Authorized Training Center at The Art Institute of 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

### GENERAL INFORMATION:

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

**Typical Schedule:** Weekdays 9:00 a.m. to 5 p.m. or Weeknights 6:00 p.m. - 9:00 p.m.

**How to Apply:** Complete the PDF reservation form, which can be, emailed or fax to (303) 824-4995  
Confirm seat reservation and Q and A  
Jim Skeen at (303) 824-4737 [jskeen@aii.edu](mailto:jskeen@aii.edu)  
Click here for [Continuing Education Calendar](#).

### Apple Authorized Instructor Highlights:

David Sparks	<i>Autodesk Certified Instructor</i>
Shawna Vest	<i>Autodesk Certified Instructor</i>
Jared Rodriguez	<i>Masters Media Arts</i>
Mark Kauffman	<i>Media Arts Evangelist</i>

## **Autodesk 3ds Max, Maya, Revit and AutoCAD Training Courses**

### **3ds MAX 2012 101**

This two 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.

#### ***What You Will Explore in this 3ds Max 2012 101 Training Course:***

- UI improvements or enhanced speed and customizability of the 3ds Max interface
- Improvements for CAD and CAE import and export to and from 3ds Max
- Objects and modifiers for enhanced modeling and animation improvements
- SKIN improvements for quickly rigging a character's enveloping, Mental Ray inclusion
- Reactor improvements and texturing options

#### **Prerequisite:**

Working knowledge of MS Windows and Adobe Photoshop is recommended.

### **3ds MAX 2012 ADVANCED MODELING AND RENDERING**

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.

#### ***What You Will Explore in this 3ds Max 2012 Advanced Modeling and Rendering Training Course:***

- Introduction to 3D space (terms and concepts)
- Incorporating drawing precision
- Overview of basic lighting techniques
- Modifying and creating materials
- Importing and exporting will also be discussed
- Navigating in 3D space
- Object creation and manipulation techniques
- Applying photo-realistic materials to models
- Creating a rendered scene

#### **Prerequisite:**

Working knowledge of MS Windows and Adobe Photoshop is recommended.

## Autodesk 3ds Max Training

### 3ds MAX 2012 ADVANCED 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.

#### ***What You Will Explore in this 3ds MAX 2012 Advanced Animation Training Course:***

- Key framing
- Animated camera movement
- Object metamorphosis
- Track editing environment
- Traditional animation principles
- Hierarchical relationships
- Forward and inverse kinematics
- Adjustments to animated splines
- Expression keying

#### **Prerequisite:**

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

### 3ds MAX 2012 ADVANCED MATERIALS AND TEXTURES

This one day course covers materials and textures, lights and shadows, different shader types. This course 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.

#### ***What You Will Explore in this 3ds MAX 2012 Advanced Materials and Textures Training Course:***

- 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

#### **Prerequisite:**

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

### 3ds MAX 2012 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.

#### ***What You Will Explore in this 3ds MAX 2012 Advanced Lighting Training Course:***

- 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 2012 101**

This two 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.

#### ***What You Will Explore in this Maya 2012 101 Training Course:***

- UI improvements or enhanced speed and customizability of the Maya interface
- Improvements for CAD and CAE import and export to and from 3ds Max
- Objects and modifiers for enhanced modeling and animation improvements
- SKIN improvements for quickly rigging a character's enveloping
- Mental Ray inclusion
- Reactor improvements and texturing options

#### **Prerequisite:**

Working knowledge of MS Windows and Adobe Photoshop is recommended.

### **MAYA 2012 ADVANCED MODELING AND RENDERING**

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.

#### ***What You Will Explore in this Maya 2012 Advanced Modeling and Rendering Training Course:***

- 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

#### **Prerequisite:**

Working knowledge of MS Windows and Adobe Photoshop is recommended.

### **MAYA 2012 ADVANCED 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.

#### ***What You Will Explore in this Maya 2012 Advanced Animation Training Course:***

- Key framing
- Hierarchical relationships
- Animated camera movement
- Forward and inverse kinematics
- Track editing environment
- Expression keying
- Traditional animation principles
- Object metamorphosis and adjustments to animated splines

#### **Prerequisite:**

Maya Model & Rendering I or advanced computer animation experience.

## **MAYA 2012 ADVANCED MATERIALS AND TEXTURES**

This one day course covers materials and textures, lights and shadows, different shader types. 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.

### ***What You Will Explore in this Maya 2012 Advanced Materials and Textures Training Course:***

- 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

### **Prerequisite:**

Maya Model & Rendering I or advanced computer animation experience.

## **MAYA 2012 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.

### ***What You Will Explore in this Maya 2012 Advanced Lighting Training Course:***

- 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 2012 Training

### **REVIT ARCHITECTURE 101**

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 two day Revit Architecture 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 2012 Training

### AUTOCAD 101:

This two 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



## 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.**

### Employment Assistance

Employment 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 The Art Institute of Colorado 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

1. Applications not accepted by the school shall receive a refund of all tuition and fees paid.
2. Application/registration fees shall be chargeable at initial enrollment and shall not exceed \$50.00.
3. All deposits or down payments shall become part of

the tuition and/or fees.

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

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

**6.** 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.

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

### NON-PAYMENT OF CHARGES

Non-payment of tuition, housing, fees and/or other charges due to The Art Institute will result in you being obligated for additional collection costs, collection agency costs and legal costs. In addition, we reserve the right to report your failure to pay amounts owed to one or more national credit bureau organizations and not release your academic transcript until all your debts are paid in full.

**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.**

### 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.

### Arbitration

Every student and The Art Institute of Colorado agrees that any dispute or claim between the student and The Art Institute of Colorado (or any company affiliated with The Art Institute of Colorado, or any of its officers, directors, trustees, employees or agents) arising out of or relating to a student's enrollment or attendance at The Art Institute of Colorado whether such dispute arises before, during, or after the student's attendance and whether the dispute is based on contract, tort, statute, or otherwise, shall be, at the student's or The

Art Institute of Colorado's election, submitted to and resolved by individual binding arbitration pursuant to the terms described herein. This policy, however, is not intended to modify a student's right, if any, to file a grievance with any state educational licensing agency.

If a student decides to initiate arbitration, the student may select either, JAMS or the National Arbitration Forum ("NAF") to serve as the arbitration administrator pursuant to its rules of procedure. If The Art Institute of Colorado intends to initiate arbitration, it will notify the student in writing by regular mail at the student's latest address on file with The Art Institute of Colorado, and the student will have 20 days from the date of the letter to select one of these organizations as the administrator. If the student fails to select an administrator within that 20day period, The Art Institute of Colorado will select one.

The Art Institute of Colorado agrees that it will not elect to arbitrate any undividable claim of less than the relevant jurisdictional threshold that a student may bring in small claims court (or in a similar court of limited jurisdiction subject to expedited procedures). If that claim is transferred or appealed to a different court, however, or if a student's claim exceeds than the relevant jurisdictional threshold The Art Institute of Colorado reserves the right to elect arbitration and, if it does so, each student agrees that the matter will be resolved by binding arbitration pursuant to the terms of this Section.

**IF EITHER A STUDENT OR THE ART INSTITUTE OF COLORADO CHOOSES ARBITRATION, NEITHER PARTY WILL HAVE THE RIGHT TO A JURY TRIAL, TO ENGAGE IN DISCOVERY, EXCEPT AS PROVIDED IN THE APPLICABLE ARBITRATION RULES, OR OTHERWISE TO LITIGATE THE DISPUTE OR CLAIM IN ANY COURT (OTHER THAN IN SMALL CLAIMS OR SIMILAR COURT, AS SET FORTH IN THE PRECEDING PARAGRAPH, OR IN AN ACTION TO ENFORCE THE ARBITRATOR'S AWARD). FURTHER, A STUDENT WILL NOT HAVE THE RIGHT TO PARTICIPATE AS A REPRESENTATIVE OR MEMBER OF ANY CLASS OF CLAIMANTS PERTAINING TO ANY CLAIM SUBJECT TO ARBITRATION. THE ARBITRATOR'S DECISION WILL BE FINAL AND BINDING. OTHER RIGHTS THAT A STUDENT OR THE ART INSTITUTE OF COLORADO WOULD HAVE IN COURT ALSO MAY NOT BE AVAILABLE IN ARBITRATION.**

The arbitrator shall have no authority to arbitrate claims on a class action basis, and claims brought by or against a student may not be joined or consolidated with claims brought by or against any other person. Any arbitration hearing shall take place in the federal judicial district in which the student resides. Upon a student's written request, The Art Institute of Colorado will pay the filing fees charged by the arbitration administrator, up to a maximum of \$3,500 per claim. Each party will bear the expense of its own attorneys, experts and witnesses, regardless of which party prevails, unless applicable law gives a right to recover any of those fees from the other party. If the arbitrator determines that any claim or defense is frivolous or wrongfully intended to oppress the other party, the arbitrator may award sanctions in the form of fees and expenses reasonably incurred by the other party (including arbitration administration fees, arbitrators' fees, and attorney, expert and witness fees), to the extent such fees and expenses could be imposed under Rule 11 of the Federal Rules of Civil Procedure.

The Federal Arbitration Act (FAA), 9 U.S.C. §§ 1, et seq., shall govern this arbitration provision. This arbitration provision shall survive the termination of a student's relationship with The Art Institute of Colorado. If a student has a question about the arbitration administrator mentioned above, the student can contact them as follows: JAMS, 45 Broadway, 28th Floor, New York, NY, 10006, HYPERLINK "<http://www.jamsadr.com>" [www.jamsadr.com](http://www.jamsadr.com), 8003525267; National Arbitration Forum, P.O. Box 50191, Minneapolis, MN, 55405, [www.arbforum.com](http://www.arbforum.com), 800-474-2371.

*Both sides of this agreement and the Financial Plan constitute the entire Enrollment Agreement.*

