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## Introduction to 3D Computer Modeling and Visualization Using 3D Studio VIZ

**June 19-21, 2001**  
**SUNY ESF**  
**Syracuse, New York**

*Sponsored By—*  
**SUNY ESF Continuing Education**

This course will introduce you to 3D Studio VIZ (from Autodesk) a popular 3D modeling, rendering and animation program. The course's primary focus will be on developing a basic understanding of how 3D Studio VIZ is used to model, render and animate a realistic scene. It will discuss the uses of AutoCAD in the beginning of the design process to provide input to the 3D Studio VIZ model and the use of Adobe Photoshop at the end of the process to provide output in the form of electronic and printed images from 3D Studio VIZ. This course is primarily designed for people with limited experience in computer modeling, animation and imaging applications.

The course will be organized around 1 hour lecture/presentations reinforced by small tutorial based hands-on exercises that illustrate the concepts presented in the lecture. You will have your own computer station to work on while performing the exercises. The course is designed so that everyone can proceed at their own pace while performing the exercises, so there is no pressure to keep up with the instructor.

Handouts and tutorial exercises will be provided to reinforce the material presented in the lectures. A text book, for use in the course and for future reference, will also be included.

After completing the course, you will have a good understanding of how to create a realistic looking animated model of your project.

**Prerequisites:** You should have a basic ability in the use of the Windows 95/98/NT/2000 operating system and familiarity with 2d and 3d drawing or modeling programs.

**Instructor:** This course will be taught by Steven Curtis. Mr. Curtis is a full-time lecturer at Cornell University and Visiting Instructor at SUNY College of Environmental Science and Forestry. He has been teaching Computer Aided Design and 3D Computer Modeling for over 10 years and also has experience in the AEC industry as a practicing Landscape Architect.

**Workshop Location:** SUNY College of Environmental Science & Forestry, Syracuse, NY

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[Directions](#) will be sent with acknowledgment of registration.

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# Introduction to 3D Modeling and Visualization Using 3D Studio VIZ

## Preliminary Program (tentative)

### July 17, 2001

#### AM **The Interface**

- o The VIZ Interface
- o Overview of Tools and Functions
- o Navigating in 3D

#### **Basic Modeling**

- o Modeling with Primitives
- o Using 2D Splines and Shapes
- o Adding Modifiers

#### PM **Lighting your scene**

- o Indoor and Outdoor Lighting
- o Casting shadows: ray traced vs shadow maps

#### **Cameras and Views**

- o Adding cameras and views to your model

#### **Adding Realism with Materials**

- o The material editor
- o Using and applying the materials that come with VIZ

#### **Creating a "Walk Through"**

- o Using the Walkthrough Assistant

### July 18, 2001

#### AM **Using AutoCAD with VIZ**

- o Linking drawings from AutoCAD to VIZ
- o Importing AutoCAD drawings and other formats

#### **Using the AEC tools in VIZ**

- o Walls, doors and windows
- o Terrain Modeling
- o Adding trees and shrubs

#### PM **Advanced Modeling Techniques**

- o Creating & modifying shapes & splines
- o Creating compound objects
- o Using resource effective techniques to reduce rendering time

### July 19, 2001

**AM      Advanced materials**

- Creating your own materials using custom bitmaps
- Applying and Using UVW mapping coordinates
- How to make a mirror and other reflective surfaces.

**PM      Rendering Your Model**

- Matching your model to a photograph
- Rendering for hardcopy prints vs rendering for computer applications
- Using Photoshop to print your renderings

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## Introduction to 3D Modeling and Visualization Using 3D Studio VIZ

### Registration Information

**To Register:** *Please preregister!* Simply fill out and mail the registration form with your registration fee. You may register by phone by calling ESF Continuing Education at (315) 470-6891; or fax to (315) 470-6890.

**Early Registration Discount:** Registrations *and payment* must be *postmarked* by July 6, 2001 if you wish to qualify for the early discount. Government or corporate purchase orders received by the deadline also qualify for the early discount.

**Workshop Fees:** Early registrations, postmarked by July 6, 2001 are eligible for the discount fee of \$695. If postmarked after July 6, the full fee is \$795. There is a nonprofit discount of \$100. The workshop fee includes instruction, refreshments, materials, and parking.

*Fees are payable to SUNY-ESF. VISA or MasterCard also accepted.*

**Refunds:** SUNY-ESF reserves the right to cancel any program in the event of insufficient registrations. A full refund will be given if a program is canceled. Participants who wish to withdraw must give written notice one week in advance to receive a full refund. After that date a \$25 cancellation fee will be charged. Substitutions are permissible at any time.

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## Introduction to 3D Modeling and Visualization Using 3D Studio VIZ

### Registration Form

**PLEASE PRINT CLEARLY**

Name \_\_\_\_\_ Phone ( \_\_\_\_ ) \_\_\_\_\_

Organization \_\_\_\_\_ Fax ( \_\_\_\_ ) \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_ email \_\_\_\_\_

Register me for the **3D Modeling Workshop** on July 17-19, 2001

Enclosed is my workshop fee,

- Fees:
- If postmarked** by July 6, 2001: \$695/ \$595 for nonprofits
  - If postmarked** after July 6, 2001: \$795/ \$695 for nonprofits

Credit Card Payment:  VISA  Mastercard

Account Number: \_\_\_\_\_ Expiration Date: \_\_\_\_\_

Signature: \_\_\_\_\_

Special needs: \_\_\_\_\_

Mail form to: ESF Continuing Education, SUNY College of Environmental Science & Forestry, Syracuse, NY 13210-2784

**FAX: 315-470-6890**

**Early Registration Deadline: June 8, 2001**