

Autodesk VIZ 2006 Fundamentals

Training Course Description

This course is designed for the new or novice 3D Studio VIZ user and is intended to provide instruction on the fundamental features of the product. The training is aimed at new users of the product and should provide an understanding of the commands and concepts required when using VIZ, as well as an insight of how best to apply these.

Training Course Prerequisites

Attendees will require general knowledge of 3D modelling concepts and familiarity with 2D and 3D drawing or modelling programs. Attendees will also need to be generally computer literate and have an understanding of using Microsoft Windows.

Training Course Objectives

Upon completion of this course, the user will have an understanding of the following:

- Navigate the User Interface
- Understand the concepts of Workflows
- Be able to Import files
- Use 3D design elements
- Understand how to light scenes using Daylight Illumination
- Add backgrounds
- Create Cameras
- Understand Radiosity
- Understand Photometric lighting
- Perform Lighting analysis
- Create use and apply Materials
- Use Procedural maps
- Understand Rendering