

## Autodesk Viz Essentials Course

### Overview

The goal of this course is to present students with the basic tools needed to work in VIZ, such as how to configure and render scenes, create and edit 3D geometry, understand and apply lighting and materials for realism, and create desktop animations. Attendees should have some knowledge of 3D modeling concepts prior to attending this course.

### Duration

3 Days (9:30am – 4:30pm) demonstration & practical exercises.

### Prerequisites

This is an introductory course designed for students with a general knowledge of 3D modeling concepts who need to learn the basic tools required to work in Autodesk VIZ®

### Syllabus

#### Introduction to Autodesk VIZ

Overview  
The VIZ Interface  
Basic Functions

#### Starting a Visualisation Project

VIZ Configuration  
Assembling Project Files  
3D Modeling from 2D Objects  
Importing LandXML

#### Materials

Introduction to Materials  
Material Types and Parameters  
Mapping Coordinates and Scale

#### Introduction to VIZ Lighting

VIZ Lighting Overview  
Standard Lighting

#### Lighting with VIZ Radiosity and Mental Ray

Scene Preparation for Radiosity  
Applying Radiosity

#### Rendering and Animation

Rendering  
Animation

#### Modeling Techniques in VIZ

Box Modeling  
Modeling Tools