

Autodesk Softimage Essentials training course

Course Description

Autodesk Softimage Essentials teaches the fundamentals of Softimage for creating 3D graphics for print and animation.

Course duration: 3 days
Courseware provided: Yes.

Objectives

To teach the fundamentals of Softimage including working in a production environment, understanding the mechanics of Softimage, creating 3D models, working with materials for texture, understanding how to light a scene, creating animations, staging a scene, understanding cinematography, and knowing how to create output for use in post production.

Who Should Attend

New users of Autodesk Softimage.

We also offer a tailored version of this course to suit more experienced Softimage users.

Course Outline

Getting Started

- Understanding the 3D environment
- Pouring the interface
- Setting preferences correctly
- Creating primitive objects
- Transforming objects

Modelling

- Spline theory
- Creating and editing 2D spline shapes
- Create 3D objects from 2D shapes
- Applying modifiers
- Creating multiple model concepts from one idea (lab)
- Polygon theory
- Creating and editing 3D polygon objects.
- Add detail to the building concept lab (lab)

Materials and mapping

- The principles of a surface
- Introduction to the materials editor
- Different types of material
- Applying materials
- Making materials by hand (lab)
- Using 2D maps
- Introduction to UVW Mapping
- Editing UVW map coordinates
- Applying materials & maps to the building concept lab (lab)
- Introduction to Mental Ray materials
- Applying and editing Mental Ray materials
- Applying Mental Ray materials to the building concept and comparing them to standard materials (lab)

Lighting

- Lighting Theory
- Introduction to direct lighting
- Creating three point & dome lighting rigs
- Shadows & shadow theory
- How to get the most from using shadows by adjusting their parameters
- Using sky light & light tracer for external scenes
- Colour light theory
- Using lights in Mental Ray
- The Daylight System
- Photorealistic lighting using Global Illumination and Final Gather in Mental Ray

Animation

- Learning General Principles
- Working with Key-frames
- Animating Objects
- Working with the Track View Editor
- Animating an object with key-frames (lab)
- Understanding Animation Controllers
- Working with Object Hierarchies
- Animating Biped (lab)
- Camera Theory
- Creating & editing cameras
- How to compose a scene in the camera view correctly
- Wiring storyboards and cinema-graphic techniques

Please note: Course topics may be modified by the instructor based upon the knowledge and skill level of the course participants.