Training offers

I`m offering training for the listed visualization software.

- **3D Visualization:**
  - Maya, Autodesk
  - 3ds Max, Autodesk
  - Blender, Blender Foundation

- **3D Virtual Reality:**
  - Vred Professional, Autodesk

- **3D Game Engines:**
  - Unity3D, Unity Technologies
  - Stingray, Autodesk

- **Render Engines:**
  - Arnold (Maya, 3DStudioMax), Solid Angle
  - mental ray (Maya, 3DStudioMax, standalone), mental images

- **2D Compositing:**
  - Smoke, Autodesk
  - After Effects, Adobe
  - Premiere, Adobe
  - Photoshop, Adobe

- **Programming:**
  - Python
  - Python for Maya
  - Python for Vred

There are already training agendas for Maya and Vred that I am constantly expanding on special topics related to visualization.

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Maya Basis Training

Training - Topics:

Userinterface
- Program Setting
- Navigation
- Layer

Objecte
- Selection
- Positioning
- Snapping functions
- Building basic objects (Nurbs / Polygon)
- Import / Export of geometries

Scenengraph
- Orient objects
- grouping

Materials
- Arnold Materials

Textures
- Creating
- PBR Textures
- Assigning

Cameras
- Camera Settings
- Camera Effects
- Backplates

Lighting
- Typ
- Orientation
- Environment

Rendering
- UI Render Settings
- Sampling and Render Quality

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Maya Modeling (for Concept Design, Exterior)

Training - Topics:

Userinterface
- Hotbox
- Marking Menu
- Layer Funktionen

Objects
- How to pick
- Positioning
- Snapping function

Szenengraph
- Objekte anordnen
- Gruppierung

Materials
- useful Modeling Materials

Surfaces
- Type
- Pros and cons (Nurbs vs. Polygon)

Polygon Modeling
- Modeling Workflows
- Geometry creation
- Technics and use cases
- Modeling an Exterior (Passenger Car)

Deformer
- Type
- use cases

Data
- Import
- Export
- Retopology
- conversion
- takeover

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Maya Modeling (for Concept Design, Interior)

Training - Topics:

Userinterface
- Hotbox
- Marking Menu
- Layer Funktionen

Objects
- How to pick
- Positioning
- Snapping function

Szenengraph
- Objekte anordnen
- Gruppierung

Materials
- useful Modeling Materials

Surfaces
- Type
- Pros and cons (Nurbs vs. Polygon)

Polygon Modeling
- Modeling Workflows
- Geometry creation
- Technics and use cases
- Modeling an Interior (Passenger Car)

Deformer
- Type
- use cases

Data
- Import
- Export
- Retopology
- conversion
- takeover

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Rendering with Arnold for Maya

Training - Topics:

Arnold
- General
- Arnold Maya Integration

Lighting
- Arnold Light types
- Environment

Materials
- AI Shader
- Textures with Arnold

Cameras
- Camera Settings
- Camera Effects
- Backplate

Color Management
- Texture Formats
- Color Space
- Linear Workflow

Rendering
- UI Render Settings
- Render-Passes
- Sampling und Render Quality
- Batch Rendering

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Vred Basis Training

Training - Topics:

Userinterface
- Program Setup
- Navigation

Object
- pick
- positioning
- snaps
- Import (Tessellation), optimization

Scenengraph
- Arrange objects
- Grouping

Materials
- Vred Materials

Textures
- creation
- features
- assigning

Cameras
- Camera Settings
- Viewpoints
- Camera Effecte
- Backplates

Light
- Type
- Environments

Animation
- Keyframe Animation
- Clip Maker

Variants
- creation
- Geometry variants
- Material variants
- Ambient variants
- sets

Touch Sensors
- creation
- use cases

Overlays
- creation
- use cases

Rendering
- openGL / RayTracing
- UI Render Settings
- Sampling and Render Quality

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Vred Advanced Training

Training - Topics:

Rendering
- Render Passes
- Render Layer
- Ray Tracing, Photon Tracing
- Render Effekte (DOF, Motion blur, Expo Sure)

Animation
- Key Frame
- Vertex Animations
- Clip Editor
- Curve Editor

Materials
- Material Classes
- Measured materials

Textures
- Creation
- functions
- assigning

Color Management
- principle
- color spaces

Lighting
- Photometric lights
- Object lights
- IES profile lights
- Measured lights

Rendering
- Cluster Rendering
- Spectral Ray Tracing
- Photon Tracing

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Vred Python Training

Training - Topics:

Python general
- principle
- syntax
- features
- classes

Python Vred Implementation
- Vred Python API

Vred Python Editor
- Script Editor
- Command Line
- Terminal Window
- Web Server
- Variant Editor

Variants
- Python Scripts

Scripts
- Bake Shadows
- Create Material
- Replace Material
- Command line Rendering
- Socket connections

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The offered trainings are structured as follows:

- Training period, training block with up to three consecutive training daysn
- Apprenticeship per day is eight hours
- Venue, very often directly at the customer's suburb (eg Volkswagen, Hannover) or rented seminar room (the customer bears the costs incurred for the rented training room)
- Seminar room equipment, room including projector and PC hardware with sufficient size for all participants, is available on the day of training free of charge.
- The seminar participants each need a powerful PC with preinstalled training software
- Software licenses for training, come from the customer
- Catering for the seminar participants, provided by the customer or each participant is responsible for his own meals
- The maximum number of participants per day of training is a maximum of six participants. (From experience, this number worked well.)
- The participants must be named before the beginning of the training (list of participants)
- The training period will be arranged and fixed when commissioned

Of course, if the customer wants to change this framework, you can talk about it.Prices for each training will be discussed with the customer if interested.

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