STRATA 3D CX *ProSkills Course*

A hands on course with Strata Professional Christian Moore.

April 23-25, 2014 in Chicago!

Class size limited to 14 students.

Over a three day course, we will be covering...

Day 1 - Getting a good start with Strata 3D CX
- Introduction
- Planning, project management, storyboarding
- Working with clients, managing client expectations

Getting to know Strata 3D CX
- Modeling Window
- The Tool Palette
- All those other Palettes
- Customize your Key Commands

Modeling
- Thinking in 3D
- Considering Primitives
- Modeling Tools
- Boolean Tools
- Sub-division Surfaces
- Modeling Exercise

Day 2 - More training in SDS Modeling and Animation
- Refresh with SDS Modeling

Lighting and Rendering
- Lighting Tools
- Global
- Point
- Spot
- Ambient
- Lightdome
- Technique
- Aiming
- Realistic Rendering
- HDRI

Texturing
- UV Mapping
- Solid
- Subset Surface (step by step)
- Achieving Realism
- Linking to Photoshop files

Day 3 - Put the skills to the test
Practical application, and hands-on projects. Depending on student requirements, topics can include more advanced modeling, special effects, more advanced lighting and rendering. Individualized consultations on student projects.

Class Cost
$1,395.00

About Christian
Christian has been teaching Strata CX for over 17 years and has been using the program for over 20 years. His experience in communicating to the student makes learning not only easy but fun as well.

Visit www.ChristianMoore.com for more information and examples of his work, or email at ChristianGMoore@gmail.com.