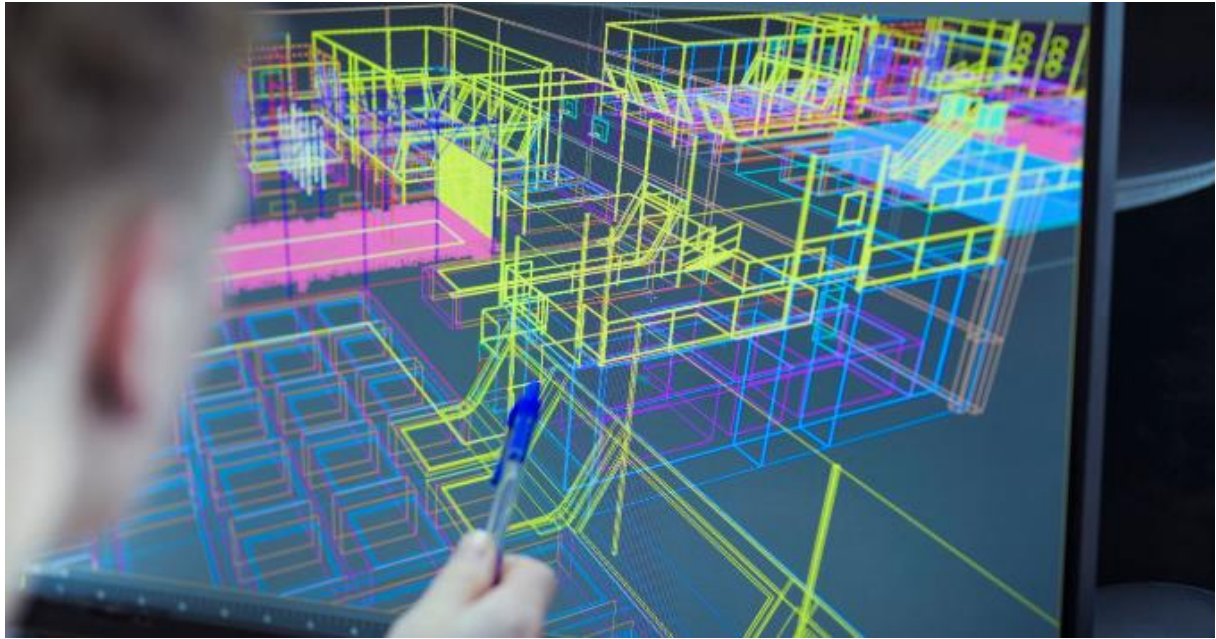




Introduction to 3D Modeling

Course Introduction:

3D modeling has become an essential skill across various industries, including architecture, engineering, animation, and product design. As businesses increasingly rely on visual representations to communicate ideas and concepts, understanding the fundamentals of 3D modeling is crucial for professionals in creative fields. This 5-day theoretical training course, "Introduction to 3D Modeling," aims to equip participants with a foundational understanding of 3D modeling principles, techniques, and software applications.

Throughout the course, participants will explore the different types of 3D modeling, including polygonal, NURBS, and sculpting techniques. Emphasis will be placed on the workflow involved in creating 3D models, from conceptualization to rendering. By examining case studies and industry best practices, attendees will gain insights into the applications of 3D modeling in various fields, enabling them to appreciate its significance and potential impact on their work.

Course Objectives:

By the end of the program, participants will be able to:

- Understand the fundamental concepts and terminology of 3D modeling.
- Learn about different types of 3D modeling techniques and their applications.
- Explore the workflow involved in creating and rendering 3D models.
- Analyze industry standards and best practices in 3D modeling.
- Familiarize participants with popular software tools used for 3D modeling.

Who Should Attend?

This course is intended for Designers and artists interested in expanding their skill set, Engineers and architects involved in product and building design, Animators and visual effects professionals and Students pursuing careers in creative fields.

Course Outline:

Day 1: Fundamentals of 3D Modeling

- Overview of 3D modeling and its significance in various industries
- Key definitions and concepts related to 3D modeling
- Historical development and evolution of 3D modeling techniques

Day 2: Types of 3D Modeling Techniques

- Examination of different modeling techniques: polygonal, NURBS, and sculpting
- Understanding the strengths and weaknesses of each technique
- Case studies demonstrating the application of various modeling methods

Day 3: The 3D Modeling Workflow

- Overview of the 3D modeling workflow: from concept to final render
- Introduction to sketching and conceptual design for 3D models
- Best practices for maintaining an efficient modeling process

Day 4: Rendering and Visualization

- Understanding the principles of rendering and its importance in 3D modeling
- Overview of lighting, materials, and textures in rendering
- Techniques for creating realistic visualizations of 3D models

Day 5: Software Tools and Industry Standards

- Familiarization with popular 3D modeling software (e.g., Blender, Autodesk Maya, 3ds Max)
- Overview of industry standards and best practices in 3D modeling
- Discussion of career opportunities and the future of 3D modeling in various fields

Course Methodology:

A variety of methodologies will be used during the course that includes:

- (30%) Based on Case Studies
- (30%) Techniques
- (30%) Role Play
- (10%) Concepts
- Pre-test and Post-test
- Variety of Learning Methods
- Lectures
- Case Studies and Self Questionnaires
- Group Work

Course Fees:

To be advice as per course location. This rate includes participant's manual, Hands-Outs, buffet lunch, coffee/tea on arrival, morning & afternoon of each day.

Course Certificate:

International Center for Training & Development (ICTD) will award an internationally recognized certificate(s) for each delegate on completion of training.

Course Timings:

Daily Course Timings:

08:00 - 08:20	Morning Coffee / Tea
08:20 - 10:00	First Session
10:00 - 10:20	Coffee / Tea / Snacks
10:20 - 12:20	Second Session
12:20 - 13:30	Lunch Break & Prayer Break
13:30 - 15:00	Last Session