

Spring 2012

**Computer Training
for Architects,
Engineers,
Animators,
and other Design
Professionals**



Autodesk®
Authorized Training Center

Pratt

AutoCAD classes on Mac  see page 10.

5-Day Courses include
30 hrs instruction: 5 hrs/day 9 AM–4 PM
16 hrs unsupervised lab: M–Th 4–6 PM

4-Day Courses include
20 hrs instruction: 5 hrs/day 9 AM–3 PM
10 hrs unsupervised lab: W, Th 3–6 PM; F 3–4 PM

Customized Training
Customized training is available to corporate clients. For further information, please contact Karen Adler Miletsky at kmiletsk@pratt.edu concerning your training needs.

Registration Deadlines
Registration deadlines for all courses are one week prior to course start dates, unless otherwise noted. Exceptions will be allowed based on space availability. We recommend that you register early.

OneKey Account Information
OneKey usernames and passwords are necessary for all students and faculty of Pratt Institute. Please see page 20 for detailed instructions.

VA Benefits for Certificate Programs

- Computer-Aided Design & Visualization Certificate
- Computer Graphic/Video Animation Certificate

This program is approved for veterans and other eligible persons under the GI Bill for education. Contact the Department of Veterans Affairs at 1-888-GI BILL1 (1-888-442-4551), or www.gibill.va.gov regarding eligibility.

Contact:
Perry Han <phan@pratt.edu>
or Karen D'Angelo
<kdangelo@pratt.edu>

Our History

Pratt Institute's Manhattan Center is located in Chelsea at 144 West 14th Street.

Pratt's Manhattan Center provides our students with cutting-edge equipment and spectacular facilities. Register now for classes.

Since 1986, Pratt Institute's Autodesk® Premier Authorized Training Center (ATC®) has provided comprehensive training for beginning and advanced Computer Aided Design (CAD) users, as well as training in Autodesk's Multimedia programs at its Manhattan facility. The center offers the special combination of a convenient New York City location and over one 100 years of experience in the graphic arts.

AutoCAD®, the world's best-selling Computer Aided Design Package, is a powerful desktop tool that vastly increases productivity in design tasks for architects, engineers, interior designers, industrial designers, and other professionals. AutoCAD allows you to produce mechanical, architectural and electrical drawings, and images for other areas of specialization.

AutoCAD can be readily adapted to your business needs, and, nearly every existing CAD drawing format can be used by AutoCAD. For your convenience, we provide short seminars and longer, more intensive courses.

Autodesk® Premier Authorized Training Center

Pratt Institute has been designated as a Premier Training Center after years of meeting the strict standards for training set by Autodesk. Premier status is the highest level training center awarded by Autodesk.

Autodesk® and Autodesk® Media and Entertainment Training Centers are educational programs managed by Autodesk®. Although each ATC is monitored through evaluations from every participant, Autodesk is not responsible for the quality of the training offered by the Autodesk® training centers or for any actions of the Autodesk® Training Center. Autodesk, the Autodesk® logo, AutoCAD®, ATC, AutoCAD® LT, AutoCAD® Architecture, AutoCAD® MEP, AutoLISP, Autodesk® Ecotect®, Autodesk® Inventor®, Autodesk® 3ds Max®, Autodesk® 3ds Max® Design, Autodesk® Mudbox®, Autodesk® NavisWorks®, Autodesk® Revit® Architecture, Autodesk® Revit® MEP, Autodesk® Revit® Structure, and character studio are registered trademarks, and combustion are trademarks of Autodesk, Inc. in the U.S. and/or other foreign countries. © 2000 Autodesk, Inc. All rights reserved. Microsoft®, Windows®, and Windows® NT are registered trademarks of Microsoft Corporation. All other brand names, product names, or trademarks belong to their respective holders.

Autodesk User Group International (AUGI)

Membership to AUGI is free. Just visit AUGI website for information at <www.augi.com?source=ATC.US.10089>.



AUGI



Pratt is registered as a provider with the American Institute of Architects, Continuing Education System (AIA/CES). We are committed to offering quality education in accordance with the AIA/CES criteria. (provider #F163).

Please Note: HSW Designation

New York Licensing Board law requires architects to complete 36 professionally related continuing education hours every three years. Of the 36 hours, 24 hours must relate directly to HSW (general health and safety of the public) issues. Pratt's courses that do not have the HSW designation and which have been approved through the AIA have been formerly submitted to NYS for their review.

The following non-HSW courses have not been approved by NYS for their acceptance of non-HSW LU credit: PMA 380, PMA 401, PMA 370, PMA 389, PMA 395

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Customer Testimonials

"The nature of our business is very deadline-driven. In order to get our designers proficient and up to speed on Autodesk VIZ, we feel it is best to routinely provide them with offsite training. That way, they can fully concentrate on learning about the design tools without any daily distractions. Our ATC, Pratt Institute, has been a valuable resource in training our product teams, and keeping our workflow proceeding smoothly and efficiently."

Donald Strum

Senior Director of Product Design

Michael Graves Design Group

Princeton, NJ and New York, NY, USA

"Three-dimensional craniofacial imaging is the future for orthodontic diagnosis and treatment planning. Temple University has developed this technique with hopes that it will become commonplace in the future office. Several types of software programs must be utilized for development. Temple University has teamed with Pratt's Autodesk Training Center Premier Media and Entertainment (formerly known as Discreet Training Center) to enhance the knowledge and usage of Autodesk 3ds Max software. Pratt has provided a Certified instructor to teach within a private and custom teaching environment. Continuing support has been an outstanding attribute from Pratt. I believe the success of this project will be ensured due to the strong commitment Pratt has given us."

Dr. Ched Smaha

Temple University

Department of Orthodontics

Philadelphia, PA

Certificates

Computer-Aided Design & Visualization Certificate

This program of study is designed for architects, engineers, interior designers and industrial designers who want to develop portfolios in the rapidly expanding area of CAD and Visualization. Expert computer-aided drafting curriculum, from fundamental to complete customization, combined with unique special topics in 3D design, visualization, and scripting.

Students lacking a drafting or technical drawing background are required to take Architectural Drafting I. Students must maintain a "C" average in the program. See the Center for Continuing and Professional Studies' catalog for information.

Fee

\$100 *non-refundable application fee*

Core Requirements choose seven

- PMA 401 AutoCAD® Prof Level I
- PMA 402 AutoCAD® Prof Level II
- PMA 405 AutoCAD® Architecture: Essentials
- PMA 406 Autodesk® Revit® Architecture
- PMA 407 Autodesk Inventor I
- PMA 408 Set Design for Architects and Designers using AutoCAD
- PMA 533 Autodesk® Revit® Architecture: Core Concepts for Interiors
- PMCG 223 Autodesk® 3ds Max® Modeling and Rendering I
- PMCG 240 Autodesk® 3ds Max® Modeling and Rendering II
- PMCG 252 Arch Design w/Autodesk® 3ds Max® Design
- PMCG 254 Autodesk® 3ds Max® Animation I
- PMCG 255B Arch Visual using AutoCAD, Autodesk® Revit® and Autodesk® 3ds Max® Design
- PMCG 256 Arch Model II w/Autodesk® 3ds Max® Design
- PMCG 257 Arch Rendering and Lighting in Autodesk® 3ds Max® Design

Special Topics choose four 7-hour workshops to count as one course

PMA 500, PMA 501, PMA 502, PMA 503, PMA 504, PMA 505, PMA 506, PMA 510, PMA 520, PMA 525, PMA 526, PMA 533, PMA 534, PMA 535, PMA 538, PMA 539, PMA 540, PMA 541, PMA 542, PMA 543, PMA 544, PMA 545, PMA 546, PMA 547, PMA 548, PMA 549, PMA 550, PMA 551, PMA 552, PMAM 224, PMA 554, PMA 555.

Computer Graphics/Video Animation Certificate

Computer Animation and Video is for those who wish to pursue careers in film, entertainment, special effects, game design and broadcast design.

Program focus is on the creation and design of time-based media. Choose an area of specialization – 2D and 3D animation, digital video, and broadcast design. Study the choreography and design of complex animated sequences.

Topics include: creation of titling sequences, editing, compositing, modeling, rendering, and animation. Final projects are edited to form a demo reel portfolio. See the Center for Continuing and Professional Studies' catalog for more information.

Fee

\$100 *non-refundable application fee*

Foundation Requirement choose four

- PMCG 100 Overview of Digital Creation & Digital Media
or
- PMCG 312 Social Media Marketing
- PMCG 210 3D Computer Graphic Theory
- PMCG 250 Continuity Storyboards
- PMCG 251 Design 3D Computer Animation
- PMFA 479 Traditional Animation I

Core Requirements choose six

- PMCG 202 Adobe Illustrator: Graphic Illustration I
- PMCG 223 Autodesk® 3ds Max® Model & Rend I
- PMCG 230 Autodesk® Maya® I: Fundamentals
- PMCG 240 Autodesk® 3ds Max® Model & Rend II
- PMCG 241 Autodesk® Maya® II: Modeling, Animation and Effects
- PMCG 243 Autodesk® 3ds Max® Game Level and Character Design
- PMCG 254 Autodesk® 3ds Max® Animation I
- PMCG 259 Modeling Manga/Anime with Autodesk® 3ds Max®
- PMCG 260 Autodesk® 3ds Max® CAT Animation
- PMCG 261 Animating with Autodesk® 3ds Max® and Character Studio Bipod
- PMCG 262 Introduction to Autodesk® MotionBuilder®
- PMCG 263 Introduction to Motion Capture
- PMCG 264 Autodesk® 3ds Max® Advanced Game Character Modeling for Next-Gen Games
- PMCG 330 Autodesk® 3ds Max® Animation II
- PMCG 331 Autodesk® 3ds Max® Adv Character Design
- PMCG 340 Autodesk® Maya® Adv: Character Design
- PMCG 422 Photoshop: Imaging I
- PMCG 435 Adobe Premiere Pro
- PMCG 436 Adobe After Effects I
- PMFA 480 Traditional Animation II

Electives choose at least two

- PMCG 213 form•Z Fundamentals: Model and Render I
- PMCG 258 Autodesk® Mudbox™
- PMCG 332 Autodesk® 3ds Max® Adv Char Animation
- PMCG 333 Special Effects w/Autodesk® 3ds Max®
- PMCG 337 Autodesk® 3ds Max® Adv Projects
- PMCG 341 Special Effects w/ Autodesk® Maya®
- PMCG 425 Photoshop: Imaging II
- PMCG 434 Non-Linear Video Editing w/ Final Cut Pro
- PMCG 438 Flash I
- PMCG 440 Adobe After Effects II
- PMCG 461 Character Anim w/ Flash
- PMCG 462 Adv Techniques in Final Cut Pro
- PMCG 463 Compositing w/ Shake
- PMCG 601 Special Projects / Independent Study

Special Topics

Choose four 7-hour workshops to count as one course

- PMAM 224 PMAM 237 PMAM 238
- PMAM 245 PMAM 246 PMAM 247
- PMAM 248 PMAM 249 PMAM 251
- PMAM 252 PMAM 261 PMAM 262

Media & Entertainment

5-Day Courses include

30 hrs instruction: 5 hrs/day
9 AM–4 PM
16 hrs unsupervised lab:
W, Th 3–6 PM; F 3–4:30 PM

4-Day Courses include

20 hrs instruction: 5 hrs/day
9 AM–3 PM
10 hrs unsupervised lab:
W, Th 3–6 PM; F 3–4 PM

Introduction to Autodesk® 3ds Max® 2012

With the introduction of new tools and workflow operations within **Autodesk 3ds Max / Autodesk 3ds Max Design**, this class is for people new to Autodesk 3ds Max /Autodesk 3ds Max Design as well as the seasoned user. Covering the changes and enhancements to the user interface this class will smooth the transition to the new version of **Autodesk 3ds Max /Autodesk 3ds Max Design** and set the stage for beginners to take further classes without worry.

Topics include: manipulation of materials in the new Material Editor interface, customization of the user interface, the graphite tools, ribbon menu options, modeling enhancements, manipulation of materials in the new Material Editor interface, texture enhancements and options.

Sec 1: Th–F 9 AM–5 PM

2 sessions Jan 19–20

Eric Kachelhofer

PMAM 250 1.4 C.E.U.s \$495

Autodesk® 3ds Max® 2012 Fundamentals: Modeling & Rendering I

Creating amazing visual effects shots, animations, broadcast graphic designs or high-end design visualization requires software that is flexible, open, and has the rich range of tools that free your talent to create mesmerizing 3D. That's what **Autodesk 3ds Max** provides the user.

This course is designed for the entry level 3d artist. Through a series of small projects students learn the basics skill sets and concepts.

Topics include: navigation in 3d space; polygon and spline modeling; manipulation of objects; lighting interior and exterior spaces; photo-realistic and procedural texturing; creating environmental effects; cameras; rendering and output techniques; and production and efficiencies tools. Each topic will be related to real-world production examples, as well different professional fields, i.e. games, broadcast, Web, architecture.

Prerequisite: working knowledge of MS Windows 2000, Computer Graphics Basics, and 3D Computer Graphics Theory are recommended.

Sec 1: Tu 6:05–8:05 PM

15 sessions Jan 17–Apr 24

Sec 2: M 8:10–10:10 PM

15 sessions Jan 23–Apr 30

Marc Florestant

Sec 3: M–F 9 AM–4 PM

5 sessions Jan 23–27

Eric Kachelhofer

Sec 4: M–F 9 AM–4 PM

5 sessions Apr 30–May 4

Eric Kachelhofer

PMCG 223 3.0 C.E.U.s \$895

Autodesk® 3ds Max® 2012 Modeling, Materials & Rendering II

This course takes the seasoned **Autodesk 3ds Max** user through advanced concepts and techniques for creating complex models and materials. Learn to determine project needs and incorporate correct modeling concepts, material applications, and output method for desired results. You will develop the skills to outline, prepare, execute and output a virtual environment.

Topics include: advanced modifiers, creating advanced extrusions and latched surfaces, Boolean modeling functions, advanced shadowing concepts and controls, advanced lighting applications, incorporating patch and mesh modeling tools and techniques, creating compound materials, acquiring images for materials from outside **Autodesk 3ds Max**, material alignment, designing natural vs. man made materials, and integrating other programs.

Prerequisite: Autodesk 3ds Max Model & Rendering I.

Sec 1: W 6:05–8:05 PM

15 sessions Jan 18–Apr 25

Frank Collazo

Sec 2: M–F 9 AM–4 PM

5 sessions Jan 30–Feb 3

Eric Kachelhofer

PMCG 240 3.0 C.E.U.s \$895

Media & Entertainment

Autodesk® 3ds Max® 2012 Animation I

This course is an introduction to Autodesk 3ds Max's animation environment. A Track Editing Environment is explored, and Expression Keying is discussed. In addition, traditional animation principles are studied as they apply to computer animation. Learn to analyze motion, overlapping activity, and deformations which add clarity and strength to animation.

Topics include: keyframing, hierarchical relationships, animated camera movement, forward and inverse kinematics, object metamorphosis and adjustments to animated splines, track editing environment, expression keying and traditional animation principles.

Prerequisite: Autodesk 3ds Max Model & Rendering I. Design for Computer Animation recommended.

Sec 1: M 6:05–8:05 PM

15 sessions Jan 23–Apr 30

Ruslan Kuchman

Sec 2: M–F 9 AM–4 PM

5 sessions Feb 6–10

Eric Kachelhofer

PMCG 254 3.0 C.E.U.s \$895

Autodesk® 3ds Max® 2012 Animation II

An in-depth continuation of Animation I, this course investigates the full potential of Autodesk 3ds Max. The student is expected to plan and execute a project in which the concepts covered in this course will be applied. Numerous techniques related to subtle animation control and animation rendering will be discussed.

Topics include: inverse kinematics, use of character studio hierarchical linkage, mesh morphing, animated maps, and other advanced level animation techniques.

Audience: Autodesk 3ds Max animation students, advanced computer animators who wish to become fluent in Autodesk 3ds Max.

Prerequisite: Autodesk 3ds Max Animation I, or advanced computer animation experience.

Sec 1: W 8:10–10:10 PM

15 sessions Jan 18–Apr 25

Sec 2: M–F 9 AM–4 PM

5 sessions Feb 27–Mar 2

Eric Kachelhofer (*all sections*)

PMCG 330 3.0 C.E.U.s \$895

Autodesk® 3ds Max® 2012 CAT Animation

Character Animation Tools (CAT) opens a new avenue for Autodesk 3ds Max users. Combining procedural animation, collision detection for walking across uneven surfaces and full Mo-Cap/Layering controls, CAT offers new levels of flexibility to animators. Able to work in combination with custom rigs, CAT offers new levels for the seasoned and beginner animators.

Topics include: CAT interface, customization of preset CAT rigs, Animation Layering, Collision detection, Procedural animation, MoCap import, Use with custom controls and

custom rigging.

Audience: Autodesk 3ds Max animation students, advanced computer animators who wish to become fluent in Autodesk 3ds Max.

Prerequisite: Autodesk 3ds Max Modeling and Rendering I, Autodesk 3ds Max Animation I, or equivalent experience.

Sec 1: W 8:10–10:10 PM

15 sessions Jan 18–Apr 25

Sec 2: M–F 9 AM–4 PM

5 sessions Mar 5–9

Eric Kachelhofer (*all sections*)

PMCG 260 3.0 C.E.U.s \$895

Autodesk® 3ds Max® 2012 Advanced Character Design (Modeling)

The ability to create convincing 3D characters is a skill that requires the blending of art and science. This class will take you step-by-step through the process of creating finished 3D characters that have believability and appeal, using the latest professional techniques aimed at the game, film, and broadcast industries. By the end of this course, you will have completed a 3D character in class, and will have stronger knowledge and insight into the world of professional character modeling.

Topics include: creating character designs based on the study of anatomy, model sheets, reference imagery, and 3D production examples.

A variety of modeling methods will be explored in detail, including Patch, Spline, and advanced polygonal surface construction, using native and add-on tool sets. The course also covers texturing and mapping techniques and the creation of custom shaders.

Prerequisite: Autodesk 3ds Max Modeling, Materials, and Rendering II or the instructor's approval.

Sec 1: M–F 9 AM–4 PM

5 sessions Mar 26–30

Matt Cornelius, Eric Kachelhofer (*all sections*)

PMCG 331 3.0 C.E.U.s \$895

Media & Entertainment

Autodesk® 3ds Max® 2012 Advanced Projects

This class is for the advanced student who wishes to work on individual projects in order to advance their capacity for complexity.

This class will help fine-tune all areas of 3D production from refining modeling techniques to texturing issues and animation. Students may bring in personal work to apply finishing touches to projects in the beginning stages so as to ensure a smoother production.

Topics include: the integration of **Autodesk 3ds Max** and **Combustion**, advanced texturing techniques and procedural techniques, non-linear animation (NLA), rigging, modeling techniques to speed the design and completion of characters, design concepts and animation techniques to bring life to all aspects of the production.

Prerequisite: Advanced Character Design and Advanced Character Animation required.

Sec 1: Students can arrange to take Advance Projects course with special arrangements. Please contact Perry Han, phan@pratt.edu, and Eric Kachelhofer, kman@kmanstudios.com
PMCG 337 3.0 C.E.U.s \$895

Autodesk® 3ds Max® 2012 Game Level and Character Design

Making a 3d game is a ton of work. From gathering assets (sounds, textures, special effects) to creating model animations and level placement, this course takes you step by step into the virtual world of 3d games using **Autodesk 3ds Max** as the software. At the end of the course you will have all your 3d models for characters, enemies, power ups, and levels. This course is for creating characters, enemies, power ups, scenery, and animations all within **Autodesk 3ds Max**. It will give you the prototype to any video game demo you wish to create in 3d. Storyboards, models, and object placement will be explored as you delve into professional level and character design. If you ever wanted to create 3d video game levels and characters and have fun while you do it, this course is for you.

Topics include: use of **Autodesk 3ds Max** for all your assets, how to turn 3d video game demo idea into a reality, game specific modeling standards (high vs. low poly), why is image tiling so important yet sometimes done so poorly, how to keep the players interested in your art, what makes an enemy stand out, and more.

Prerequisite: Basic knowledge of **Autodesk 3ds Max** construction.

Sec 1: Su 9:30 AM–12:30 PM
10 sessions Jan 29–Apr 1
Gabe Walter
PMCG 243 3.0 C.E.U.s \$895

Autodesk® 3ds Max® 2012 Advanced Game Character Modeling for Next-Gen Games

Character modeling—creating a character in 3D from a concept—is a very satisfying job. Creating character models for Next-Gen Games requires an understanding of the limitations of the game engine. Details regarding poly counts to texture requirements and how the character will be animated will determine how the character is modeled. By using the Autodesk 3ds Max toolset and modeling in various methods, you will gain a greater knowledge of how to approach different modeling tasks for elements of the character. Knowing how the character will be rendered with the game engine will give you greater insight into the process of game character creation. This course will take you through the steps of creating detailed character models and modeling workflows to create the final in-game character. The aim of the course is to have you finish with a completed character model within a game engine.

Topics include: Setting up the Autodesk 3ds Max scene for modeling; modeling methods and workflows; advanced polygonal surface construction; box and edge loop modeling; creating fine details; game engine requirements; managing poly counts, texturing, and normal maps.

Recommended audience: 3D artists and designers looking to bring their character concepts to a 3D polygonal model ready to be rigged and animated. Follow this course with the Character Studio Animation course and bring your complete models with you to create model and animation pieces for your 3D reel.

Prerequisites: Autodesk 3ds Max Modeling, Materials, and Rendering II or the instructor's approval.

Sec 1: Sa 9:30 AM–12:30 PM
10 sessions Jan 28–Mar 31
Sec 2: M–F 9AM–4 PM
5 sessions Mar 19–23
Matt Cornelius (*all sections*)
PMCG 264 3.0 C.E.U.s \$895

Animating with Autodesk® 3ds Max® 2012 and Character Studio Biped

Autodesk 3ds Max and Character Studio provide professional tools for animating 3D characters, whether you are creating Character Animation for games, film, or broadcast. The Character Studio (CS) feature set allows the animator to create customized armatures, procedural animation, and free-form animation, as well as animate with motion capture, non-linear clip blending, and transitioning. CS allows the production of biped character rigs quickly and effortlessly and in this class you will be taken through the process of creating character animation from the customized CS rigs to final rendered animation. You will become familiar with all of the components of Character Studio using features such as

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biped with footstep animation, pose to pose animation, and importing motion capture, the motion mixer for blending and non-linear animation of the biped. By the end of the course you will have an in-depth knowledge of the functionality and capabilities of Character Studio and animating with the CS Biped.

Topics include: Creating and managing the biped hierarchy; weighting character mesh to the CS biped; pose to pose animation; animating with motion capture data; saving animation clips; non-linear animation with the motion mixer, blending, and transitioning motions.

Recommended audience: This course is recommended for 3D artists, architects, and designers wanting to include character animation into their projects, as well as traditional animators looking to move to 3D character animation or 3D animators wanting to learn the Autodesk 3ds Max Character Studio tool set. This course is also great for those who wish to get into 3D character animation for film or broadcast and especially games.

Prerequisites: Autodesk 3ds Max Animation I or the instructor's approval.

Sec 1: Th 8:10 PM–10:10 PM

15 sessions Feb 2–Apr 5

Sec 2: M–F 9 AM–4 PM

5 sessions Mar 5–9

Matt Cornelius (*all sections*)

PMCG 261 3.0 C.E.U.s \$895

Special Effects (FX) with Autodesk® 3ds Max® 2012

This course will teach **Autodesk 3ds Max** users to accomplish special effects within the **Autodesk 3ds Max** environment. **Autodesk 3ds Max** is being used more and more in film and television arenas to create special effects. With a complete rewrite of **Autodesk 3ds Max's** particle system, there is a new way to accomplish this without the need for expensive plug-ins. With the bar being raised at every turn in animation you will learn how to make hair and clothing for your characters as well as how to make realistic fire and other special effects in film and 3D animations.

Topics include: Particles for simulating dynamics with event based (procedural) animation that expands the special effects artist/animators palette in an ever more demanding workplace; the use of the native **Autodesk 3ds Max** environment vs. purchased Plug-ins.

Plug-ins: Shag-Hair, Phoenix and Particle Studio and Reactor (part of **Autodesk 3ds Max**).

Prerequisite: prior experience with **Autodesk 3ds Max**.

Sec 1: F 6–9 PM

10 sessions Jan 27–Mar 30

Sec 2: M–F 9 AM–4 PM

5 sessions Apr 16–20

Eric Kachelhofer (*all sections*)

PMCG 333 3.0 C.E.U.s \$895

Autodesk® 3ds Max® 2012 Design Advanced Lighting

Scene lighting and animated lighting are crucial in animation projects. This workshop analyzes lighting concepts and techniques in film, video and computer animation and shows how to achieve these effects in **Autodesk 3ds Max Design**.

Topics include: analysis of the behavior of different forms of light sources, setting environmental tone, specific lighting cues used to accentuate storyline, tips and tricks for faking high-end Fx.

Prerequisite: Autodesk 3ds Max Model & Rendering I.

Sec 1: W–F 9 AM–5 PM

3 sessions Feb 15–17

Eric Kachelhofer

PMAM 224 2.1 C.E.U.s \$655

Camera Matching with Autodesk® Matchmover 2012

Camera matching has never been easier than with **Autodesk Matchmover**. No matter what your visualization platform, **Autodesk Matchmover** can match your photographs and moving footage and output proper camera information to your package for integration of 3D elements. Using preset footage and footage shot for the class, students will track, match and export camera information to their appropriate package(s). Upon completion of export, you will then import your camera data into the package of choice and integrate a 3D Element with the footage.

Topics include: Import camera elements and tracking data for proper creation of virtual camera for export. Import camera data and creation of elements for compositing.

Prerequisite: Computer competency or equivalent experience.

Sec 1: Th–F 9 AM–5 PM

2 sessions Mar 15–16

Eric Kachelhofer

PMAM 251 1.4 C.E.U.s \$495

Media & Entertainment

Introduction to Autodesk® MotionBuilder® 2012

This course is designed to introduce users to Autodesk MotionBuilder software. Autodesk MotionBuilder is used widely throughout the 3D industry for character biped and quadruped animation. Through this course you will learn the motion builder interface and what can be done with Autodesk MotionBuilder. By the end of the course you will have discovered what Autodesk MotionBuilder is best at: character rigging, using motion capture, re-targeting motions and animation, augmenting motion capture with animation, and animating with motion blending.

Topics Include: Autodesk MotionBuilder interface and tool sets; importing/exporting motion data; re-targeting and the standard character rig; blending motion and the story window; editing F-curves, lighting, and rendering.

Recommended audience: This course is recommended for those looking to work with motion capture data and animators wanting to learn the Autodesk MotionBuilder tool set.

Prerequisites: The are no prerequisites but an understanding of 3D Computer Generated Imagery for film or game concepts is preferred. Previous use of a 3D graphics package will help.

Sec 1: Sa 1–4

10 sessions Jan 28–Mar 31

Sec 2: M–F 9 AM–4 PM

5 sessions Apr 9–13

Matt Cornelius (all sections)

PMCG 262 3.0 C.E.U.s \$895

Introduction to Motion Capture

This class is designed to introduce you to the uses of Motion Capture in various industries such as animation, games, and broadcast. You will investigate the MoCap pipeline and various hardware, software, and data file formats used for motion capture. Through this course you will be exploring animation workflows to utilize Motion Capture effectively in your projects. At course completion, you will understand Motion Capture and its uses in various media applications, strengths and drawbacks, and how it is used by studios to accomplish realistic motion in a variety of programs such as Autodesk 3ds Max, Autodesk Maya and Autodesk MotionBuilder.

Topics Include: Motion Capture overview and the MoCap Pipeline; various types of systems and data formats; uses for in-game animation; non-linear animation for film; clean-up and application; Motion Capture animation workflows.

Recommended audience: This course is recommended for producers and directors to gain an overview and information on the Motion Capture pipeline, as well as 3D animators looking for workflows to animate with MoCap data.

Prerequisites: The are no prerequisites but an understanding of 3D Computer Generated Imagery for film or game concepts is preferred. Previous use of **Autodesk 3ds Max, Autodesk Maya** or **Autodesk MotionBuilder** will help.

Sec 1: M–F 9 AM–4 PM

5 sessions Apr 23–27

Matt Cornelius

PMCG 263 3.0 C.E.U.s \$895

Introduction to Special Effects with Autodesk® 3ds Max® 2012 and Autodesk® Composite®

This one-day workshop will introduce the concepts of special effects created inside **Autodesk 3ds Max** and the use of **Autodesk Composite** to create content for any kind of project.

Topics include: the introduction of **Autodesk 3ds Max** as a special effects tool; introduction to **Particle Flow**; use of image types and the flexibility inherent in each; using **Autodesk 3ds Max** with **Autodesk Composite**.

Prerequisites: **Autodesk 3ds Max Modeling and Rendering I**.

Sec 1: M 9 AM–5 PM

1 session Apr 2

Eric Kachelhofer

PMAM 262 .7 C.E.U.s \$225

Modeling Manga/Anime with Autodesk® 3ds Max® 2012

The art of Manga is becoming ubiquitous in our creative world. We will be taking a look at the classic characters such as Speed Racer all the way to current characters such as: Totoro, Asuna Negima, Teen Titans, Akira and more. This class is to facilitate the creation of Manga Style characters and the challenges this design aesthetic presents in 3D. This class will facilitate the actual anatomy underlying the style and accommodation of animation concerns. Also covered will be the use of **Autodesk 3ds Max** new texture tools to allow direct painting on the model for texture purposes.

Topics include: Creation of model, allowances for stylistic requirements and 3D usages, Anatomy adjustments, texturing, Mapping and mesh requirements for 2D and 3D game animation and cinematic animation.

Prerequisite: **Autodesk 3ds Max Model and Rendering I** or instructor's approval.

Sec 1: Tu 8:10–10:10 PM

15 sessions Jan 17–Apr 24

Sec 2: M–F 9 AM–4 PM

5 sessions TBA

Eric Kachelhofer (all sections)

PMCG 259 3.0 C.E.U.s \$895

Autodesk Users Group International (AUGI)

Membership to AUGI is free. For information, visit the AUGI website: www.augi.com

Media & Entertainment

6-Day Courses include

30 hrs instruction: 5 hrs/day
9 AM–3 PM
16 hrs unsupervised lab:
W, Th 3–6 PM; F 3–4:30 PM

Autodesk® Mudbox™

There's a load of software out there to help you get the job done. But not too many of them are revolutionary. Autodesk Mudbox is such a software. What would have taken a lot of planning, modeling, and rigging can now be done in a huge fraction of the time, with a lot easier tools using Mudbox. More energy can be spent on creative purposes and less energy on having to learn foreign icons and unintuitive placements of those tools.

From the interface to the manageable prototype process, all the beginning steps will be covered in this course. Along with mini-assignments and lessons, an overall project will be preplanned and due at the end of the course based on your own original designs. Characters will be developed and refined!

Topics include: Autodesk Mudbox character placement; Tool usages for figures (life forms vs. mechanical objects); Tools for details, higher mesh states; Coloring schemes, materials, references; Development of your characters; Midterm/refining; Lighting scene merging/**3ds max** workflow; Xref/replacing different states/adding 3ds props; Poses/animations in **3ds max**; and Adding refinements.

Sec 1: Th 8:10–10:10 PM
15 sessions Jan 19–Apr 26
Gabe Walter
PMCG 258 3.0 C.E.U.s \$895

Product Visualization in Autodesk® 3ds Max®

Learn special techniques to bring your client's products to life using techniques that present products for client approval and advertisement. You will create hyper-realistic images using specialized methods that streamline texture creation and environment usage that focuses attention on the product. You will learn how to create images that are able to be used in high-end print, animation and pre-visualization and reduce the reliance of post production to correct for client demands.

Topics include: Creating of models, creation of specialized textures, preparation for various media and their respective needs, creation of 'in-camera' compositing, interpretation of product and environment manipulation.

Prerequisite: Autodesk 3ds Max Model and Rendering I or equivalent experience.

Sec 1: W–F 9 AM–5 PM
3 sessions Feb 22–24
Eric Kachelhofer
PMAM 261 2.1 C.E.U.s \$795

4-Day Courses include

20 hrs instruction: 5 hrs/day
9 AM–3 PM
10 hrs unsupervised lab:
W, Th 3–6 PM; F 3–4 PM

Special Projects Independent Study

Advanced **3ds Max** students can arrange to take a special projects seminar with Eric Kachelhofer. You will be consulting with Eric on projects for your portfolio with advanced assignments. For further information, please contact Pery Han, phan@pratt.edu.
PMCG 601 3.0 C.E.U.s \$895

Texturing Autodesk® 3ds Max® 2012

With **Autodesk 3ds Max** users have the ability to paint directly on their models directly inside the program as well as a completely revamped material editor. **Autodesk 3ds Max** has enhanced all aspects of texturing to allow greater flexibility for users of all fields. Learn how to make natural looking textures and import/export to and from various programs for pipeline needs.

Topics include: baking materials directly into various channels to control every aspect of the look and feel of your models; import and export of textures for pipeline needs in various discipline needs; customization of materials for unique project looks and needs. Navigating the new **Autodesk 3ds Max** Design material editor.

Prerequisite: Autodesk 3ds Max Modeling or equivalent experience.

Sec 1: M–Tu 9 AM–5 PM
2 sessions Mar 12–13
Eric Kachelhofer
PMAM 252 1.4 C.E.U.s \$495

AIA

Autodesk® 3ds Max® 2012 Design Intensive Workshop

This intensive workshop uses **Autodesk 3ds Max Design** to create high-quality 3D still and animated images for architects, as well as interior and industrial designers.

Topics include: 3D space; model types; hardware, software interfaces; 3D scenes; variable entities; lighting, cameras; creating objects; module overview; 3D editor; icons; 2D shaper; 3D loft; animation principles.

Prerequisite: Computer Competency/PC.

Registration deadline: Apr 11

Sec 1: W–F 9 AM–5 PM
3 sessions Apr 18–20
Phil Gauntt
21 AIA/CES LU's, 21 PDH's
PMAM 230 2.1 C.E.U.s \$695

Architectural Design & Visualization

AIA

Architectural Design with Autodesk® 3ds Max® 2012 Design

Autodesk 3ds Max Design is the 3D modeling, rendering, and animation software for creating photorealistic design visualizations. Its straightforward modeling and unique interoperability simplify 3D creation. Layers, materials, and Schematic View tools increase efficiency of data management. And state-of-the-art image creation technologies, including mental ray® rendering technology, help to ensure accurate sharing of design intent.

Topics include: 3D concepts, rendering, animation, 3D modeling, color, creation and editing tools, viewing in 3D, transforming objects, modifying objects, creating shapes, lofting objects and materials editor, mapping, lights, cameras, tracking, scenes, and walkthroughs.

Prerequisite: Windows NT, 3D modeling concepts, and familiarity with 2D and 3D drawing or modeling programs.

Sec 1: W 6:05–9:05 PM

10 sessions Jan 18–Apr 25

Marcello Ferri, AIA

30 AIA/CES LU's, 30 PDH's

PMCG 252 3.9 C.E.U.s \$895

AIA

Architectural Visualization using AutoCAD® 2012, Autodesk® Revit® 2012 and Autodesk® 3ds Max® Design 2012

Architectural and interior designs have become increasingly complex, and the need for an expanded software toolset is more important than ever. Primarily a 3ds Max design course, we will explore the ability of architects and interior designers to develop a workflow that also integrates Autodesk's flagship software, AutoCAD as well as the up and coming *Building Information Modeling* (BIM) application called Autodesk Revit. Learning how to incorporate all three pieces of software will give you a good foundation for pre-visualizing your designs. The class will culminate with you presenting individual projects that will explore the topics discussed throughout the semester.

Topics include: Drawing clean-up and organization within AutoCAD; creation of basic architectural objects in Autodesk Revit; importing 2D drawings into 3ds Max; importing Revit models into 3ds Max using Autodesk's FBX file format; 3ds Max user-interface; creating 3D objects in 3ds Max from 2D, AutoCAD, and line-work; creating objects from scratch within 3ds Max; camera creation and scene composition; standard and Mental Ray materials; basic and advanced lighting; basic and advanced Mental Ray rendering techniques.

Prerequisite: Familiarity with Windows and basic 2D AutoCAD.

Sec 1: Th 6:05–9:05 PM

10 sessions Jan 19–Apr 26

Paul Bretzger

PMCG 255B 3.0 C.E.U.s \$895

AIA

Architectural Modeling II with Autodesk® 3ds Max® Design 2012

The purpose of this course is to produce more complicated scenes for architectural renderings in a production environment. This course will take the student already familiar with the content covered in Level 1 through the creation of more complex scenes as well as tips and tricks to model quickly. Materials will be applied to the scenes and rendered.

Topics include: advanced modeling, material application and preparing a scene to render.

Prerequisite: Autodesk 3ds Max Model and Rendering I or Architectural Visualization using AutoCAD and Autodesk 3ds Max.

Sec 1: Th 8:10–10:10 PM

15 sessions Jan 19–Apr 26

Marcello Ferri, AIA

30 AIA/CES LU's, 30 PDH's

PMCG 256 3.0 C.E.U.s \$895

AIA

Architectural Rendering and Lighting in Autodesk® 3ds Max® Design 2012

This course builds on the skills acquired in the architectural modeling series and takes the student through the process of creating materials using bitmaps or procedurals and lighting for both an interior and exterior environment to bring your visualizations to life. The scenes and materials in the course will be more challenging, requiring planning for the layers of information.

Topics include: the different types of lights, layers of light within a scene, multi subobject materials, a discussion of advanced lighting simulations and rendering your scene out in layers.

Prerequisite: Autodesk 3ds Max Model and Rendering I or Architectural Visualization using AutoCAD and Autodesk 3ds Max

Registration deadline: Feb 27

Sec 1: M–F 9 AM–4 PM

5 sessions Mar 5–9

Marcello Ferri, AIA

30 AIA/CES LU's, 30 PDH's

PMCG 257 3.0 C.E.U.s \$895

Architectural Design & Visualization

AIA

AutoCAD® 2012 Professional Level I

This course is designed for new AutoCAD® software users who require comprehensive training. The objective of AutoCAD Fundamentals is to enable the user to create a basic 2D drawing in AutoCAD. Even at this fundamental level, AutoCAD is one of the most sophisticated computer applications that you are likely to encounter. Therefore, learning to use it can be challenging. This course covers the essential core topics for working with AutoCAD. The teaching strategy is to start with a few basic tools that enable you to create and edit a simple drawing, and then continue to develop those tools. More advanced tools are introduced throughout the course. Not every command or option is covered because the intent is to show the most essential tools and concepts.

Topics include: Understanding the AutoCAD workspace and user interface; using basic drawing, editing, and viewing tools; organizing drawing objects on layers; inserting reusable symbols (blocks); preparing a layout to be plotted; adding text, hatching, and dimensions; using more advanced editing and construction techniques; adding parametric constraints to objects; creating local and global blocks; setting up layers, styles, and templates; using advanced plotting and publishing options.

Recommended audience: Architects, construction managers, engineers, drafters, and design professionals.

Prerequisites: A working knowledge of basic design/drafting procedures and terminology. A working knowledge of your operating system.

Sec 1: Tu 6:05–8:05 PM

15 sessions Jan 17–Apr 24

Gil Santiago

Sec 2: Sa 9:30 AM–12:30 PM

10 sessions Jan 28–Mar 31

Chris Ramirez

Sec 3: M 8:30–10:30 PM

15 sessions Jan 19–Apr 26

AutoCAD on Mac

Chris Ramirez

Sec 4: W–F 9 AM–3 PM

6 sessions Jan 18–20, 25–27

Gil Santiago

Sec 5: W, F 9 AM–3 PM

6 sessions Jan 25, 27, Feb 1, 3, 8, 10

AutoCAD on Mac

Phil Gauntt

Sec 6: W–F 9 AM–3 PM

6 sessions Apr 25–27, May 2–4

Gil Santiago

30 AIA/CES LU's, 30 PDH's

PMA 401 3.0 C.E.U.s \$895

AIA

AutoCAD® 2012 Professional Level II

This intermediate course is designed for the experienced AutoCAD user who requires additional training. It incorporates the features, commands, and techniques for becoming more productive when creating, annotating, and printing drawings with AutoCAD. This course continues to build on the basic concepts of the AutoCAD Professional Level I course.

Topics include: features, commands, and techniques for becoming more productive when creating, annotating, and printing drawings with AutoCAD. Hands-on exercises throughout the courseware explore how to create 2D production drawings. The exercises are provided in both a printed format as well as an onscreen format that can be viewed next to AutoCAD.

Prerequisite: PMA 389A, PMA 401 or instructor permission.

Sec 1: Th 6:05–8:05 PM

15 sessions Jan 19–Apr 26

Chris Ramirez

Sec 2: Sa 1–4 PM

10 sessions Jan 28–Mar 31

Chris Ramirez

Sec 3: Sa 1–4 PM

10 Sessions Jan 28–Mar 31

AutoCAD on Mac

Chris Ramirez

Sec 4: W–F 9 AM–3 PM

6 sessions Feb 1–3, 8–10

Gil Santiago

30 AIA/CES LU's, 30 PDH's

PMA 402 3.0 C.E.U.s \$895

AIA

AutoCAD® 2012 Conceptual Design

This course provides a basic understanding of how to create, modify, and present conceptual designs using AutoCAD. Building three-dimensional models to aid in the visualization of designs from all drafting disciplines is an important aspect of a project. Using AutoCAD functionality, you can quickly and easily create conceptual models to study and explore designs. This course introduces you to the steps necessary to explore CAD projects through conceptual design. Learn how to create massing and sun studies, apply different visual effects to their models, and export/distribute their designs to an extended team. Hands-on exercises throughout the course are used to demonstrate the conceptual design process through the mainstream drafting industries.

Topics include: elements of conceptual design; massing shapes with 3D solids; integrating Raster images with solid models; presenting the conceptual design; visual styles; and exporting and distributing your conceptual designs.

Prerequisites: Use the current or a previous release of AutoCAD; the ability to create and edit basic AutoCAD objects; knowledge of fundamental geometric and three-dimensional

Architectural Design & Visualization

drafting terms.

Registration deadline: Jan 18

Sec 1: M 9 AM–5 PM

1 session Jan 23

Phil Gauntt

7 AIA/CES LU's, 7 PDH's

PMA 525 .7 C.E.U.s \$295

AIA

AutoCAD® 2012 Creating and Presenting 3D Models

This course provides a basic understanding of how to design and modify 3D models using AutoCAD software. Creating 3D models helps users better visualize and present designs that are created with CAD.

Topics include: the fundamental concepts and workflows for creating 3D models with AutoCAD. Explore how to create and modify both solid and surface models. Learn how to present your designs while they are still being created, using visualization tools such as visual styles, model walk and fly throughs, materials, and lighting. You will also learn how to output 3D models from the CAD system to either paper or a distributable, electronic version. The concepts and practices taught will help you take your AutoCAD designs to the next dimension – 3D! Hands-on exercises throughout the course demonstrate the modeling process using techniques that can be applied to the mainstream drafting industries. The exercises printed in the book are also provided in an on-screen format that can be viewed next to AutoCAD.

Prerequisites: Prior usage of the current or a previous release of AutoCAD, ability to create and edit basic AutoCAD objects; ability to create and work with layouts.

Registration deadline: Apr 24

Sec 1: M–Tu 9 AM–5 PM

2 sessions Apr 30–May 1

Phil Gauntt

14 AIA/CES LU's, 14 PDH's

PMA 526 1.4 C.E.U.s \$495

AIA

AutoCAD® Architecture: Essentials

Use AutoCAD Architecture 2012 to complete drawings on small commercial buildings.

AutoCAD Architecture productivity-enhancing tools are used to create plans and detailed drawings. You also learn how to create a complete construction document set and how to organize your drawings in the Project Navigator.

Topics include: the tools that are necessary so that you will be able to use design resources and tools to increase productivity in the architectural design process; add ceiling grids, ceiling fixtures, column grids, and structural members to a building model; add floors, walls, and roofs to a building model; add doors, windows, spaces, and stairs to a building model; create and distribute plotting sheets for a building model

design that includes views, display themes, annotations, schedules, and callouts.

Prerequisites: previous AutoCAD experience is necessary. Drafting, design, or engineering experience is a plus.

Recommended audience: This course is designed for new users of AutoCAD Architecture.

Please note: Not accepted by NYS for LU credit.

Registration deadline: Feb 8

Sec 1: W–F 9 AM–3 PM

6 sessions Feb 15–17, 22–24

Phil Gauntt

30 AIA/CES LU's, 30 PDH's

PMA 405 3.0 C.E.U.s \$895

AIA

AutoCAD® Architecture: Advanced

This course covers many of the advanced features of AutoCAD Architecture. You will learn how to set up a project, create tool catalogs and styles, and export to different output formats. You will also practice different installation setups, create new styles, edit section/elevation objects, use ACE dimensions, display themes, and mask blocks.

Topics include: the tools that are necessary so that you will be able to install AutoCAD Architecture on a network and configure projects; apply advanced object display features using display configurations, layer key styles, and object profiles; customize design object styles; customize documentation object styles and block styles; use advanced design tools such as the Stair Tower Generator; and integrate AutoCAD Architecture with other applications and file types.

Prerequisites: AutoCAD Architecture Essentials or you should be able to add grids, fixtures, floors, walls, ceilings, roofs, doors, and stairs to a building model. You should also have created output that includes different views, annotations, tables, and legends.

Recommended audience: This course is designed for experienced users of AutoCAD Architecture.

Sec 1: W–F 9 AM–5 PM

3 sessions TBA

Phil Gauntt

21 AIA/CES LU's, 21 PDH's

PMA 510 2.1 C.E.U.s \$675

AIA

AutoCAD® MEP 2012: Electrical

This course provides comprehensive AutoCAD MEP training on how to design, model, and make construction documents of electrical distribution systems used in commercial buildings. The hands-on exercises cover how to design and draw electrical lighting and power systems and how to turn them into quality construction documents using AutoCAD MEP.

Topics include: the tools that are necessary so that you will be able to use describe the

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electrical system design process and create a schematic diagram; add devices and panels to an electrical system plan; set system definitions, demand factors, and preferences, and use the Circuit Manager; add electrical equipment, wiring, cable trays, and conduits to electrical drawings; add labels and annotation symbols and create schedules; and Publish electrical system layouts to Design Web Format™ (DWF™).

Prerequisites: a working knowledge of a recent version of AutoCAD, in addition to drafting, design, or engineering experience. A working knowledge of Microsoft® Windows® XP or Microsoft Windows 2000.

Sec 1: M 9 AM–5 PM

1 session TBA

Instructor to be announced.

7 AIA/CES LU's, 7 PDH's

PMA 541 .7 C.E.U.s \$295

AIA

AutoCAD® MEP 2012: Mechanical

This course is designed for the AutoCAD MEP user who wants to learn how to implement a mechanical HVAC system using AutoCAD MEP. The course uses hands-on exercises to teach you how to determine energy requirements, add HVAC equipment, ductwork, and fittings, and create construction documents using AutoCAD.

Topics include: the tools that are necessary so that you will be able to use determine energy requirements for engineering spaces; create and annotate schematic diagrams; create an HVAC system with single line ducts, ductwork, and fittings; size ductwork systems; and create construction documents.

Prerequisites: working knowledge of a recent version of Autodesk Architectural Desktop (now called AutoCAD Architecture 2009), in addition to drafting, design, or engineering experience. A working knowledge of Microsoft® Windows® XP or Microsoft Windows 2000.

Sec 1: Tu 9 AM–5 PM

1 session TBA

Instructor to be announced.

7 AIA/CES LU's, 7 PDH's

PMA 540 .7 C.E.U.s \$295

AIA

AutoCAD® MEP 2012: Plumbing

This course is designed for the new AutoCAD MEP user who requires comprehensive training in the Plumbing module. It incorporates the features, tools, and techniques for creating and editing plumbing designs with AutoCAD MEP. Hands-on exercises teach how to create 3D production drawings while designing in 2D.

Topics include: the tools that are necessary so that you will be able to create a 2D plumbing design which includes plumbing fixtures, plumbing lines and defining systems; create construction documents that include the Plumbing Systems, editing Plumbing Systems,

annotating drawings, scheduling Plumbing Systems; and create a 3D plumbing design.

Prerequisites: a working knowledge of a recent version of AutoCAD, in addition to drafting, design, or engineering experience. A working knowledge of Microsoft® Windows® XP or Microsoft Windows 2000.

Sec 1: M 9 AM–5 PM

1 session TBA

Instructor to be announced.

7 AIA/CES LU's, 7 PDH's

PMA 542 .7 C.E.U.s \$295

AIA

AutoCAD® MEP 2012: Projects and Tools

This course is designed for the AutoCAD MEP user who wants to learn how to implement projects, styles, and scheduling with AutoCAD MEP. This course uses hands-on exercises to teach you how to use the Content Builder, work with templates, configure the display, and work productively with AutoCAD MEP 2008.

Topics include: the tools that are necessary so that you will be able to create and use templates, customize the workspace, and set up and manage projects; manage drawing layers and control object display; create, modify, and manage styles; configure drawing tools, view and edit objects, and work with connectors; set system definitions and display properties; use the Content Browser, Content Builder, and Catalog Editor to create, customize, share, and store parts; and label, schedule, and distribute building systems plans.

Prerequisites: a working knowledge of a recent version of AutoCAD, in addition to drafting, design, or engineering experience. A working knowledge of Microsoft® Windows® XP or Microsoft Windows 2000.

Registration deadline: TBA

Sec 1: Tu 9 AM–5 PM

1 session TBA

Instructor to be announced.

7 AIA/CES LU's, 7 PDH's

PMA 543 .7 C.E.U.s \$295

AIA

Autodesk® Ecotect® Analysis: Core Concepts

This course offers the basics of Autodesk Ecotect Analysis's desktop and Web-based tools. A variety of analysis types will be explored, as well as the importing and exporting of different CAD and analytical data.

Topics include: you will understand the effective use of Ecotect Analysis's comparative analysis tools to achieve a highly sustainable design.

Prerequisite: Working knowledge of drafting, design, architecture, sustainable design principles. Experience with Microsoft Windows Vista or XP.

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Registration deadline: Mar 20

Sec 1: M–Tu 9 AM–5 PM

2 sessions Mar 27–28

Phil Gauntt

14 AIA/CES LU's/SD's, 14 PDH's

PMA 551 1.4 C.E.U.s \$495

AIA

Autodesk® Inventor® 2012 Level I

This course covers the fundamental principles of 3D parametric part design, assembly design, and creating production-ready part and assembly drawings using Autodesk® Inventor®

Topics include: Learn how to capture design intent by using the proper techniques and recommended workflows for creating intelligent 3D parametric parts; creating, placing, and constraining custom and standard components in an assembly; and simulating mechanisms, animating assembly designs, and checking for interferences. You also learn how to document their designs using base, projected, section, detail, and isometric drawing views; document assemblies using standard and exploded drawing views; and follow drafting standards while dimensioning and annotating drawing views with automated balloons and parts lists.

Hands-on exercises representing real-world, industry-specific design scenarios are included.

Prerequisite: Computer competency.

Sec 1: Registration deadline: Jan 12

Sa 9 AM–5:30 PM

4 sessions Jan 21–Feb 11

Sec 2: Registration deadline: Mar 22

Sa 9 AM–5:30 PM

4 sessions Mar 31–Apr 28

John Takacs (*all sections*)

30 AIA/CES LU's, 30 PDH's

PMA 407 3.0 C.E.U.s \$895

AIA

Autodesk® NavisWorks®

Core Concepts

You'll learn how to open, review, and run object-interference checks on 3D models.

You'll also learn how to link to task-scheduling files and create 4D construction simulations.

Using the Animator and Scripter tools, you'll create interactive animations. In addition, you'll learn how the Presenter tools can help create photorealistic images and animations.

Topics include: After completing the course, you'll know how to combine 3D geometry from cross disciplines into one scene to enable effective model reviews. You will also understand the Clash Detective, TimeLiner, Animator, Scripter, and Presenter tools.

Prerequisites: Working knowledge of 3D design and task-scheduling software.

Registration deadline: Mar 14

Sec 1: W–F 9 AM–5 PM

3 sessions Mar 21–23

Phil Gauntt

21 AIA/CES LU's, 21 PDH's

PMA 552 2.1 C.E.U.s \$795

AIA

Autodesk® Revit® Architecture 2012: Level I

This course introduces you to Autodesk Revit software, the AEC industries first parametric building modeler. In Autodesk Revit, you do not just draw 2D building plans, elevations or sections; you create a digital database of your building, comprised of 3D graphical information, as well as non-graphical data, using the Autodesk Revit predefined, parametric building components. Productivity is improved through increased automation of constructions documentation. New tools, templates, and constructions content extend the benefits of the building information modeling solution to the construction community.

The primary objective of this course is to enable those who have worked with Revit Architecture to expand their knowledge in setting up office standards with templates that include annotation styles, preset views, sheets, and schedules, as well as creating custom element types and families.

Topics include: overview of Autodesk Revit Architecture, introduction to the philosophy of creating projects; working with walls and joints; Autodesk Revit Family components; setting up views such as sections, interior elevations, perspectives, schedules and project phases; methods and techniques for defining and modifying roofs; Revits Rendering Tools.

Prerequisite: understanding of Windows 2000 and XP operating systems, and some CAD experience.

Sec 1: Su 9:30 AM–12:30 PM

10 sessions Jan 29–Apr 1

Safiy Abdur-Rahman

30 AIA/CES LU's, 30 PDH's

PMA 406 3.0 C.E.U.s \$895

AIA

Autodesk® Revit® Architecture 2012: Basic Course

This course covers the basics of Autodesk Revit Architecture, from schematic design through construction documentation. You are introduced to the concepts of Building Information Modeling and the tools for parametric building design and documentation.

Topics include: the tools that are necessary so that you will be able to describe the benefits of Building Information Modeling; use the fundamental features of Autodesk Revit Architecture; use the parametric 3D design tools to design projects; create detailing and drafting view; create construction documentation; and use the presentation tools for presenting models.

Prerequisites: No previous CAD experience is necessary, however, architectural design, drafting, or engineering experience is highly recommended. A working knowledge of Microsoft® Windows® XP or Microsoft Windows 2000.

Architectural Design & Visualization

Registration deadline: Jan 13

Sec 1: F 6 PM–9:30 PM

4 sessions Jan 20–Feb 10

Paul Bretzger

Registration deadline: Mar 13

Sec 2: M–Tu 9 AM–5 PM

2 sessions Mar 26–27

Alex Rosman

14 AIA/CES LU's, 14 PDH's

PMA 533 1.4 C.E.U.s \$395

AIA

Autodesk® Revit® Architecture 2012: Addition and Renovation Projects

Renovation and Addition projects can be very challenging in Autodesk Revit Architecture if you do not know the right tools and how to use them.

Topics include: Design Options, Phasing, In Place Families, Advanced Compound Wall configurations, and Documentation as well as tips/tricks, and methodology of designing remodeled and renovation projects in Autodesk Revit.

Prerequisites: Autodesk Revit Architecture Core Concepts or equivalent working experience and a firm understanding of the Autodesk Revit user interface and basic modeling and editing tools

Registration deadline: Mar 7

Sec 1: W 9 AM–5 PM

1 session Mar 14

Phil Gauntt

7 AIA/CES LU's, 7 PDH's

PMA 548 .7 C.E.U.s \$295

AIA

Autodesk® Revit® Architecture 2012: BIM Management

Building Information Modeling (BIM) is an approach to the entire building life cycle. Revit Architecture is a powerful BIM program that supports the ability to coordinate, update, and share design data with team members throughout the design, construction, and management phases of a building's life. A key component in management the BIM process is to establish a company foundation for different types of projects by creating standard templates and custom elements. Having this in place makes the process of any new project flow smoothly and efficiently.

The primary objective of this course is to enable those who have worked with Revit Architecture to expand their knowledge in setting up office standards with templates that include annotation styles, preset views, sheets, and schedules, as well as creating custom element types and families.

Topics include: Create custom templates with annotation style, title blocks, and custom elements styles; create schedules, including material takeoff schedules; create custom wall, roof, and floor types; set up a family file; and create specific families, including custom doors and windows, in-place families.

Prerequisites: Revit Architecture

Fundamentals/Essentials or Revit Architecture Basics/Level I. Knowledge of basic techniques is required, such as creating walls, roofs, and other objects, copying and moving objects, creating and working with views, and more.

Registration deadline: Mar 7

Sec 1: Th 9 AM–5 PM

1 session Mar 15

Phil Gauntt

7 AIA/CES LU's, 7 PDH's

PMA 554 .7 C.E.U.s \$295

AIA

Autodesk® Revit® Architecture 2012: Conceptual Design and Visualization

As Architects and Designers start a project, they frequently think about the overall massing of a building or the area of the footprint. Revit Architecture, using its powerful Building Information Modeling (BIM) engine, includes tools for creating mass elements that can be modified into many shapes. You can then apply walls, roofs, and floors to them to continue designing. You can also access space planning tools for setting up areas for rooms and applying colors to them to show the connections. For presentations, you can create and render perspective views. The primary objective of this course is to enable those who have worked with Revit Architecture to expand their knowledge in the areas of Conceptual Design, including massing studies, space planning, visualization, and rendering.

Topics include: Create In-Place Conceptual Mass elements and Conceptual Mass families; create building elements from massing studies; use Rooms and Areas for spaces planning and analysis; create perspectives, walkthroughs, and solar studies; understand the concepts of rendering and lighting.

Prerequisites: Revit Architecture Fundamentals/Essentials or Revit Architecture Basics/Level I. Knowledge of basic techniques is required, such as creating walls, roofs, and other objects, copying and moving objects, creating and working with views, and more.

Registration deadline: Apr 15

Sec 1: M 9 AM–5 PM

1 session Apr 30

Alex Rosman

7 AIA/CES LU's, 7 PDH's

PMA 555 .7 C.E.U.s \$295

AIA

Autodesk® Revit® Architecture 2012: Core Concepts for Interiors

This course is designed to teach you the fundamentals of Autodesk Revit Architecture focusing on the tools required for interior design. It also covers some advanced modeling techniques specifically related to Interior Design within Autodesk Revit Architecture.

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Topics include: you will understand the core concepts of working with Autodesk Revit Architecture for interior design modeling, how to work with the architect's model and the basics of custom Family creation (for items such as furniture and casework).

Prerequisites: Architectural design, drafting or engineering experience is highly recommended as is a working knowledge of the Microsoft Windows operating system.

Registration deadline: Jan 24

Sec 1: Su 1–4 PM

10 sessions Jan 29–Apr 1

Safiy Abdur-Rahman

30 AIA/CES LU's, 30 PDH's

PMA 553 3.0 C.E.U.s \$895

AIA

Autodesk® Revit® Architecture: Creating Construction Documents

Have you wondered how to take a 3D model and turn it into construction documents? This workshop explores how to turn a model into CDs using Autodesk Revit tools like callouts, exterior elevations, interior elevations, sections and sheets.

Registration deadline: Mar 7

Sec 1: F 9 AM–12 PM

1 session Mar 16

Phil Gauntt

3 AIA/CES LU's, 3 PDH's

PMA 534 .3 C.E.U.s \$109

AIA

Autodesk® Revit® MEP 2012: Basics Course

In this course you use Autodesk Revit MEP to model MEP systems. Learn the recommended workflows and basic skills required to navigate Autodesk Revit MEP and use its tools to create and modify MEP systems. Given a complete architectural building model, the student will be able to produce a building information model of a commercial design for mechanical and electrical systems and extract 2D drawings for construction documents.

Topics include: Designing Systems – preparing HVAC Models for Design, creating HVAC, Electrical, Piping, Plumbing and Fire Protection Designs; Working in a Multiplatform, Multi-system Environment – Collaborating on Projects and Coordinating Designs; Documenting Project Information – Creating Schedules, View and Construction Sheets.

Prerequisites: No previous CAD experience required, and experience with MEP engineering processes and terminology is highly recommended as is a working knowledge of Microsoft® Windows® XP or Microsoft Windows 2000.

Recommended audience: includes those with Autodesk Revit Architecture or Autodesk Revit Structure experience, and mechanical or electrical engineers.

Registration deadline: Mar 21

Sec 1: W–F 9 AM–5 PM

3 sessions Mar 28–30

Phil Gauntt

21 AIA/CES LU's, 21 PDH's

PMA 538 2.1 C.E.U.s \$595

AIA

Autodesk® Revit® Structure 2012: Essentials

Use Autodesk Revit Structure to learn about building information modeling and the tools for parametric design, analysis, and documentation. You will learn the fundamental features of Autodesk Revit Structure, by using the 3D parametric design tools to create and analyze a project, and finish by learning about construction documentation and design visualization. This course uses exercises representing real-world structural design scenarios.

Topics include: the tools that are necessary so that you will be able to describe the benefits of Building Information Modeling; use the fundamental features of Autodesk Revit Structure; use the parametric 3D design tools for creating and analyzing projects; use the automated tools for documenting projects; and develop a level of comfort and confidence with Autodesk Revit Structure through hands-on experience.

Prerequisites: No previous CAD experience is necessary. However, structural engineering or architectural design experience is highly recommended. A working knowledge of Microsoft® Windows® XP or Microsoft Windows 2000.

Please note: Not accepted by NYS for LU credit

Registration deadline: Mar 27

Sec 1: M–W 9 AM–5 PM

3 sessions Apr 2–4

Phil Gauntt

21 AIA/CES LU's, 21 PDH's

PMA 545 2.1 C.E.U.s \$595

AIA

Autodesk® Revit® Structure 2012: Advanced

This course covers a wide range of advanced topics in Autodesk Revit Structure, continuing to build on the concepts introduced in the Autodesk Revit Structure Essentials course. Learn about detailing and detail components, rebar, families, analytical analysis, and collaborating on a design with other professionals.

Topics include: The tools that are necessary so that you will be able to Work with Detail Components and Managing Details; work with Rebar; work with Families-creating a Slab on Metal Deck, a Precast Hollow Core Slab, a Tapered Moment Frame, a 3D Steel Gusset Plate, a Stepped Footing, and Using Steel Stiffeners; Creating Trusses; Exploring Analytical Tools; Working with Clients and Consultants Using DWG Files, using Autodesk Revit Architecture; Multi-User Worksharing; Sharing Your Design Using DWF; and Importing and Exporting Data with IFC Format.

Architectural Design & Visualization

Prerequisites: Autodesk Revit Structure Essentials course or have equivalent experience using Autodesk Revit Structure. Structural engineering or architectural design experience is highly recommended. A working knowledge of Microsoft® Windows® XP or Microsoft Windows 2000.

Recommended audience: The experienced users of Autodesk Revit Structure.

Registration deadline: Apr 3

Sec 1: Th–F 9 AM–5 PM

2 sessions Apr 12–13

Phil Gauntt

14 AIA/CES LU's, 14 PDH's

PMA 546 1.4 C.E.U.s \$495

AIA

Autodesk® Revit® 2012: Topography

The site tools inside Autodesk Revit provide you with the ability to develop comprehensive site documentation as well as realistic 3D models. While these are not Civil Engineering tools, they allow you to create, manage and manipulate the site to meet your specific needs.

Topics include: various ways you can create terrain, how to do cut and fill calculations, assign materials and how site pads can be used to control the site. The course also reviews how we can coordinate BIM models with the site. In addition, attention will be given on how Autodesk Revit Architecture can work with AutoCAD data created by Civil Engineers.

Prerequisite: Completion of Autodesk Revit Core Concepts class or equivalent working experience and have a firm understanding of the Autodesk Revit user interface and basic modeling and editing tools.

Registration deadline: Apr 10

Sec 1: M 9 AM–5 PM

1 session Apr 16

Phil Gauntt

7 AIA/CES LU's, 7 PDH's

PMA 550 .7 C.E.U.s \$295

AIA

Set Design for Architects and Designers using AutoCAD® 2012

This course is for professionals and designers who wish to explore the design of theatrical sets. You will be assigned specific plays to read and will develop your own concepts through research material, sketches, and story-boards which will develop into plans, sections, and elevations.

Topics include: A quick overview of set/theater design through the ages to give you the context and historical background. Part of the course study will include one or two field trips to local plays in production, which will allow you to see firsthand how the sets work and gain an understanding of the mechanics of the stage. During some class critiques and presentations, visitors including directors, playwrights, or other members of the theatrical team will be available to give you feedback on your projects and to discuss the collaborative process of the design for a theatrical

production. A class goal is to come up with one or two set design concepts that represent each one's style an vision and could be included into your portfolio.

Prerequisite: AutoCAD and 3D experience a plus.

Registration deadline: Jan 24

Sec 1: Su 1–4 PM

10 Sessions Jan 29–Apr 1

Merope Vachlioti

30 AIA/CES LU's

PMA 408 3.0 C.E.U.s \$895

Faculty

Safiy Abdur-Rahman, LEED® AP, BIM is a manager for the NYC Department of Design and Construction. Since 2000 has been a career professional in architecture and digital design, with over nine years of experience in technical architecture and an early adapter of BIM technology. In 2002, with Autodesk's first release of Revit 4.5, Safiy led the way in implementing BIM tools on medium residential and educational projects. He has since taken his technical architecture and BIM knowledge to the likes of Buro Happold and SOM using his expertise and experience on university, government, and transportation projects.

Frank Collazo, 3D generalist for the last six years. He has been involved in any given step in the creative process from concept to the final piece: Pre Production and Post Production. Master in Communication Design and Technology, Parsons the New School for Design.

Marcello Ferri, Marcello Ferri, architect, worked on research projects for the University of Rome La Sapienza and Roma Tre before relocating to NYC where he has been an employee of Smith-Miller + Hawkinson Architects, Rafael Vinoly Architect, Beyer Blinder Belle Architects & Planners and Mitchell Giurgola Architects. Licensed Architect in NY and Italy. Degree in Architecture with specialization in structures, University of Rome La Sapienza. Autodesk Approved Certified (ACI).

Marc Florestant, 3D and motion graphics artist has worked in NYC for various clients both corporate and advertising in a freelance capacity, as well as, on staff for several years creating graphics for such commercials as Wendys, Lindt, Champs Sports, Advil, and Footlocker. BFA/SVA. Autodesk Approved Instructor (AAI).

Phil Gauntt, animator and CAD/computer graphics consultant providing training, programming, menu customization, and drafting services. Educated at NYIT as an architect. Autodesk Certified Instructor (ACI).

Eric Kachelhofer, commercial artist since 1977, with more than 15 years experience in the computer graphics field. He has worked in advertising, publishing, and in the comic industry. Autodesk Certified Instructor (ACI).

Kim Lee, freelance technical director/animator. Clients include: Curious Picture, Nickelodeon and Pitch Productions. Lee is an Autodesk Media and Entertainment Training Specialist for the Broadcast/Film market and is a beta tester for discreet and various third party developers.

Tyrone McLean, principal of Tyrone McLean's CADDsultant Technology. Autodesk Certified Instructor (ACI).

Christian Ramirez, independent AutoCAD Designer/Consultant. Clients include: Richard

Massa Architect, Paul Shurtleff Architect and SIEMENS, among others. Experience in diverse fields such as residential and commercial renovation/remodeling, architectural space planning, and most recently communications networks. AAS, Architectural Technology, City University of NY. Autodesk Approved Instructor (AAI).

Alex Rosman, architect and CEO of Metrostudio, a 3D visualization firm dedicated to provide high end quality renderings and animations for architects and real estate developers. Clients include: The Rockefeller Group, KPF, Thornton Tomasetti. He has been involved in the architectural visualization field for the last 10 years. Former faculty member at the Miami International University of Art & Design (AAI).

Gil Santiago, CADD consultant and trainer; Designer for: Brennan Beer Gorman/Architects, Shen Milson & Wilke, Lancome, The Switzer Group Inc., KPF Interior Architect, Rafael Vinoly Architects. B.I.D., Pratt Institute; M.Arch., Columbia University Graduate School of Planning.

John Takacs, consultant, trainer. Clients include: architects, engineers, and those involved in construction and manufacturing. B.S., Technical Education, Trenton State College.

Merope Vachlioti, architect, designer. Has worked as an architect for the past three years and as a set designer for the past 15 years. Clients include: Costas Kondylis & Partners LLP, Brooklyn Academy of Music, Disney Theatrical, Koray LLP (Turkey), Yale University, Theater By The Blind, ART NY, Milgo Bufkin. M.F.A., Set Design, Yale University.

Alfredo Villalobos, 3D and motion graphics artist and digital post producer who has worked in Lima, Perú, South America since 1987 for all TV channels and the most important advertising agencies in his country. Autodesk 3ds Max user since 1992. He is the first Latin American Autodesk Certified Instructor (ACI).

Alfredo Villalobos, artista de animación 3D y Post Productor Digital ha trabajado en Lima Perú Sudamerica desde 1987 para todos los Canales de Televisión y las principales Agencias de Publicidad en su país. Usuario del Autodesk 3ds Max desde 1992. Es el primer Latinoamericano como Instructor Certificado de Autodesk.

Gabe Walter, game developer, created his first game in 1988 on the C64. The most recent one is for the PSP. Constantly creating levels/characters has kept the work process exciting. He currently develops independent video games for entertainment B.F.A., Computer Arts, SVA. Autodesk Approved Instructor (AAI).

Information

Certificate Program Completion Requirements

Choose the appropriate courses that will maximize your educational experience at Pratt's Center for Continuing and Professional Studies. Within two weeks of completing of your certificate program, please contact Perry Han: prostudy@pratt.edu to request a program audit and to receive your final transcript and certificate of completion.

Customized Training

Customized training is available to corporate clients. For further information, please contact Karen Adler Miletsky at kmiletsk@pratt.edu concerning your training needs.

Autodesk's Student/Faculty Engineering and Design Community <http://students.autodesk.com>

Sponsored by Autodesk is a FREE website for design students and faculty in the fields of architecture, construction, industrial design, animation, gaming, civil engineering, and mechanical engineering. Design students and faculty are able to download free student editions of Autodesk® software, find jobs, discuss projects, share work, learn from experts, and make new friends. Free downloads of Autodesk 3D design software products as well as tutorials, curriculum, and social networking are available to design students and faculty. The Student Engineering and Design Community is a vehicle for students to collaborate with other students on their campus as well as other universities around the world.

Autodesk's The Area <http://area.autodesk.com>

The popular job postings section provides students with opportunities for internships as well as full-time and part-time jobs. A diverse range of employers, from large to small firms, see talent from this community. Download and installation support is available directly via the question and answer forums. Autodesk Area AREA is now live! Autodesk is thrilled to announce the availability of a new community website focused on artists and developers using Autodesk® Maya®, Autodesk® 3ds Max®, Autodesk® Motion Builder™ or Autodesk® VIZ software products in games, film, post production or design visualization. Visit the AREA now and register! Membership is free.

Autodesk Users Group International (AUGI)

Membership to AUGI is free. For information, visit the AUGI website: www.augi.com?source=ATC.US.10089

Useful Links

Visit our website for useful links relating to the Autodesk Training Center (ATC) program: www.pratt.edu/ccps-autodesk_training

or for the

Autodesk Training Center Media and Entertainment (ATCME) program: www.pratt.edu/ccps-autodesk_media

Registration Deadlines

Registration deadlines for all courses are one week prior to course start dates, unless otherwise noted. Exceptions will be allowed based on space availability. We recommend that you register early.

OneKey Account Information

OneKey usernames and passwords are necessary for all students of Pratt Institute.

To Get your OneKey username and password:

Register online for courses through Instant Enrollment:

- Visit my.pratt.edu
- Click on the link for Instant Enrollment, CCPS
- Enter the course code in the Course Code field (PMPP 455 for example)
- You will be taken to the Payment Screens
- A receipt will be emailed to you upon successful registration.
- Your login and password is mailed to your street address. Allow 24 hours for processing, so register early to guarantee yourself a seat and start using your benefits.

Login:

Your username will be your first initial, followed by your last name, for no more than 8 characters total.

Password:

Your initial password will be your student ID number. Once in, you can change your password if desired.

Please Note:

If you can't get in using the simple rules above, send an email to the helpdesk at helpdesk@pratt.edu, and give them your student ID number. They will send you back a way to get in.

How to use my.pratt.edu with your OneKey password:

For further information on how to use your OneKey password, please visit the following URL on our website for more detailed instructions: www.pratt.edu/ccps/resources/OneKey_Instructions#.

Privacy

Pratt Institute is a private educational institution and does not share email addresses or any personal data with external resources. Instant Enrollment is a secure server—use this with confidence to pay for classes.

Information

Refunds

Students who for any reason find it impossible to complete the course for which they are registered should inform the Center for Continuing and Professional Studies in writing that they wish to withdraw. Failure to complete the course does not constitute official withdrawal, nor does notification to the instructor. The lack of attendance alone does not entitle a student to a refund. Pratt cannot be responsible for providing make-ups or issuing refunds for programs missed as a result of illness, emergencies or other events beyond our control. Withdrawals do not necessarily entitle the student to a refund of tuition and fees paid, or the cancellation of tuition still due. The postmark is considered the date of withdrawal for refund requests by mail. Withdrawal or refund requests cannot be made by telephone or through the instructor.

No requests for refunds will be handled by phone. There will be no refunds for any reason after the second class meeting.

Please note: Please allow 60 days for refunds to be processed.

Withdrawal Policy

Seminars and 4–6 Day Courses

- Withdrawals 6 business days before start date 100% tuition
- No refunds after this date.

Please note: All requests for withdrawals must be done in writing. Please allow 60 days for processing of refunds.

Fees

Facilities Fees

Students registering for 30-hour computer courses are required to pay a non-refundable facilities fee of:

- \$25 per course

Please note: All facilities fees are non-refundable.

Registration Fee

There is a \$10 registration fee charged for each non-credit course over \$95, for which you enroll. The fee is non-refundable, unless classes are cancelled due to lack of enrollment.

Uncollectible Checks

\$15 surcharge is imposed for processing.

Registration Deadlines

Registration deadlines for all courses are one week prior to course start dates, unless otherwise noted. Exceptions will be allowed based on space availability. We recommend that you register early.

OneKey Account Information

OneKey usernames and passwords are necessary for all students and faculty of Pratt Institute. Please see page 18 for detailed instructions.

Semester Student Photo ID

Semester Photo IDs will be required for students registered in semester-long courses at Pratt's

Manhattan campus, 144 West 14th Street.

In order to facilitate this process, please make arrangements to have your photo taken for your ID at least 30 minutes before your first class, or on a day prior to the start of your course.

IDs will be issued at the security desk located in the lobby. For additional information on hours for receiving IDs, please call Sharon Boddie at 212-647-7776 or email at pmcsec@pratt.edu.

Transcripts

Students enrolled in AIA Professional Development courses will receive one transcript at no charge. The transcript will include Pratt's AIA Provider #. A fee of \$5 will be charged for each additional transcript, letter of completion, or any additional certificate requested. Requests for all additional transcripts relating to your record should be addressed to Pratt Manhattan, Center for Continuing and Professional Studies, Attention: AIA Continuing Education Transcripts, along with remittance. Request must state name while in attendance, dates of attendance and course(s) of study.

Discounts

Discounts listed below apply to all continuing education courses, unless otherwise noted in the course description. The discount is computed on the actual tuition, minus the registration fee. Only one discount can apply, per semester. **Please note:** Multiple types of discounts do not apply.

Pratt Alumni Discount

Alumni of Pratt degree programs receive 10% discount, if stated at the time of registration.

Senior Citizen Discount

Senior citizens 65 and older who present evidence of age at the time of registration will receive a 10% discount.

Corporate Discounts

Corporate discounts apply to three or more registrants from a company in the same section of a course or seminar. For further information, call 212-647-7199 or email prostudy@pratt.edu.

Corporate Billing

Purchase Orders accepted. Please forward with registration.

Customized Training

For further information on customized training for your facility, contact Karen Adler Miletsky at 212-647-7299 or email kmiletsk@pratt.edu.

Useful Links

Visit our website for useful links relating to the **Autodesk Training Center (ATC) program:** www.pratt.edu/ccps-autodesk_training or for the **Autodesk Training Center Media and Entertainment (ATCME) program:** www.pratt.edu/ccps-autodesk_media

Directions

By Subway

Take the A, C, E to 14th Street/Eighth Avenue, the F, V to 14th Street/Sixth Avenue, the 1, 2, 3 to 14th Street/Seventh Avenue, or the 4, 5, 6, N, R, Q, W to 14th St/Union Square and switch to the crosstown L to 14th Street/Eighth Avenue.

By Bus

Uptown take the M20, to 14th Street/Eighth Avenue. **Downtown** take the M20 to 14th Street/Seventh Avenue. **Uptown** take the M6 to 14th Street/Avenue of the Americas.

Downtown take the M6 to 14th Street/Union Square, then take the M9 or M14 crosstown buses.

By Car from Queens

Via **59th Street Bridge South** on FDR Drive to 23rd Street exit. Make right turn on 23rd Street. Make a left turn on Second Avenue. Take Second Avenue to 14th Street make a right turn. Pratt is located between Sixth and Seventh Avenues on the south side of the block, closest to Seventh Avenue.

By Car from New Jersey

Holland Tunnel Bear right to Eighth Avenue. Take Sixth Avenue to 14th Street make a left turn. Pratt is located between Sixth and Seventh Avenues on the south side of the block, closest to Seventh Avenue.

By Car from Westchester

Westside Highway South Left turn on 14th Street. Pratt is located between Sixth and Seventh Avenues on the south side of the block, closest to Seventh Avenue.

By Car from Brooklyn

Via **Brooklyn Bridge** North on FDR Drive to Houston Street exit. Left on Houston Street to Third Avenue make right. Take Third Avenue to 14th Street make a left turn. Pratt is located between Sixth and Seventh Avenues on the south side of the block, closest to Seventh Avenue.

By Path from New Jersey

Take the Path to 14th Street Exit at Sixth Avenue and 14th Street.

Parking in Manhattan

Limited street parking is available on weekdays and weekends. Weekday parking available after 6 PM. Parking is available for a fee in nearby parking lots.

How to Register

In person

Pratt Institute
144 West 14th Street, Room 209
between Sixth and Seventh Avenues
New York, NY
M–Th 10 AM–6 PM, F 10 AM–2 PM

By mail

Fill out the mail registration form or facsimile and mail with check or money order to:
Pratt Institute
Center for Continuing and Professional Studies
144 West 14th Street, Room 209
New York, NY 10011–2700

By telephone

Call 212-647-7199 with your American Express, Discover, MasterCard or Visa credit card number.
M–Th 10 AM–6 PM, F 10 AM–2 PM

By fax

Dial 212-367-2489 with your mail registration form filled out and your American Express, Discover, MasterCard or Visa credit card number, along with the expiration date and security code.

By email

Email is at: prostudy@pratt.edu

Online/Instant Enrollment

<http://my.pratt.edu>
Online registrations received through my.pratt.edu will receive a confirmation via email. American Express, Discover, MasterCard and Visa are accepted.

Registration Deadlines

Registration deadlines for all courses are one week prior to course start dates, unless otherwise noted. Exceptions will be allowed based on space availability. We recommend that you register early.

OneKey Account Information

OneKey usernames and passwords are necessary for all students and faculty of Pratt Institute. For detailed instructions, please see page 59 of our Pratt Institute Center for Continuing and Professional Studies catalog or call the Helpdesk at 718-636-3765.

ATC Registration Form

Please Print

Name

Company Name

Address

City

State

Zip

Daytime Telephone

Fax

Evening Telephone

Email

AIA membership #*

SS# (last 4-6 digits mandatory)

Date of Birth (mandatory)

Payment by

Check/money order

Discover

Purchase Order

Visa

MasterCard

American Express

I hereby authorize use of my credit card.

Signature

Card No.

Exp. Date: Month/Year

Security Code

Purchase Order No.

Course number

Sec

Tuition

Registration fee: \$10 per course

\$.00 (non-refundable)

Total amount due

\$

For Office Use Only

ID No.

Date Received

Tuition

Fees

Total



FOR MORE INFORMATION SNAP THE QR CODE WITH YOUR SMARTPHONE OR VISIT WWW.PRATT.EDU

Pratt

Pratt

Pratt Institute
144 West 14th Street, Room 209
New York, NY 10011-2700
Telephone: 212-647-7199

Center for Continuing
and Professional Studies

www.pratt.edu/prostudies

Spring 2012

Classes begin **January 17, 2012**

Autodesk®

Authorized Training Center

