PRATT INSTITUTE
CENTER FOR CONTINUING AND PROFESSIONAL STUDIES

AUTODESK® PREMIER AUTHORIZED TRAINING CENTER

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

MANHATTAN/SPRING 2014

www.pratt.edu/prostudies
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 more than 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.

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

Corporate 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 19 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

AutoCAD® 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® NavisWork®, Autodesk® Revit® Architecture, Autodesk® Revit® MEP, Autodesk® Revit® Structure, and Character Studio are registered trademarks, and ComBustion is a trademark 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.

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
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 off-site 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

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. 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 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/AutoCAD® 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/AutoCAD® 3ds Max® Design
PMCG 257 Arch Rendering and Lighting in Autodesk® 3ds Max® Design
PMCG 265 The Import of Int Design in Film and TV with Autodesk® 3ds Max®

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

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 538, PMA 539, 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
PMCG 312 Social Media Marketing
PMCG 250 Continuity Storyboards
PMFA 479 Traditional Animation I

Core Requirements: choose six

PMCG 202 Adobe Illustrator: Graphic Illustration I
PMCG 223 Autodesk® 3ds Max® Model & Render I
PMCG 230 Autodesk® Maya® I: Fundamentals
PMCG 240 Autodesk® 3ds Max® Model & Render 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 Biped
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 436 Adobe After Effects I
PMFA 480 Traditional Animation II

Electives: choose at least two

PMCG 258 Autodesk® Mudbox®
PMCG 265 The Import of Int Design in Film and TV with Autodesk® 3ds Max®
PMCG 532 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 462 Adv Techniques in Final Cut Pro
PMCG 463 Compositing w/ Shake
PMCG 506 Intro to Video Art
PMCG 601 Special Projects / Independent Study
PMCG 700 Computer Graphics Certificate Program Internship

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

PMAM 224 PMAM 237 PMAM 245 PMAM 246 PMAM 249
PMAM 251 PMAM 252 PMAM 261 PMAM 262
Introduction to Autodesk®
3ds Max® 2014

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, texture enhancements and options.

• Section 1 (w): Th–F 9 AM–5 PM
  2 sessions Jan 23–24
  Eric Kachelhofer, ACI
  PMAM 250 1.4 C.E.U.s $495

Autodesk® 3ds Max® 2014 Fundamentals: Modeling and 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 will learn the basic skill-sets and concepts.

Topics include:
• navigation in 3D space; polygon and spline modeling; manipulation of objects; lighting interior and exterior spaces; photorealistic 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 as various professional fields—i.e. gaming, broadcast, Web production, and architecture.


• Section 1 (w): Tu 7–9 PM
  15 sessions Jan 21–Apr 29
  Marc Florestant, ACI
• Section 2 (w): M 6:05–8:05 PM
  15 sessions Jan 27–May 5
  Eric Kachelhofer, ACI
• Section 3 (w): M–F 9 AM–4 PM
  5 sessions Jan 27–31
  Eric Kachelhofer, ACI

Autodesk® 3ds Max® 2014 Animation I

This course is an introduction to Autodesk 3ds Max’s animation environment. Learn to analyze motion, overlapping activity, and deformations, which add clarity and strength to animation.

Topics include:
• key framing, 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.

Prerequisites: Autodesk 3ds Max Modeling and Rendering I. Design for Computer Animation recommended.

• Section 1 (w): M 8:10–10:10 PM
  15 sessions Jan 27–May 5
• Section 2 (w): M–F 9 AM–4 PM
  5 sessions Feb 10–14
  Eric Kachelhofer, ACI (all sections)
  PMCG 254 3.0 C.E.U.s $895
Autodesk® 3ds Max® 2014 Animation II
This course is an in-depth continuation of Animation I. Numerous techniques are discussed as you build, control, and animate a bone skeleton.

Topics include: inverse kinematics, hierarchical link- age, mesh morphing, skinning, bone objects and controllers, expressions for controlling objects, and other advanced-level animation techniques.

Audience: Autodesk 3ds Max Animation I students; advanced computer animators who wish to become fluent in Autodesk 3ds Max.

Prerequisites: Autodesk 3ds Max Animation I or advanced computer-animation experience.

- Section 1 (w): W 8:10–10:10 PM
  15 sessions Jan 22–Apr 30
- Section 2 (w): M–F 9 AM–4 PM
  5 sessions Feb 17–21
Eric Kachelhofer, ACI (all sections)
PMCG 330 3.0 C.E.U.s $895

Autodesk® 3ds Max® 2014 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.

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

- Section 1 (w): W 8:10–10:10 PM
  15 sessions Jan 22–Apr 30
- Section 2 (w): M–F 9 AM–4 PM
  5 sessions Mar 3–7
Eric Kachelhofer, ACI (all sections)
PMCG 337 3.0 C.E.U.s $895

Autodesk® 3ds Max® 2014 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.

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

- Section 1 (w): M–F 9 AM–4 PM
  5 sessions May 5–9
Matt Cornelius, ACI
Eric Kachelhofer, ACI
PMCG 331 3.0 C.E.U.s $895

Autodesk® 3ds Max® 2014 Advanced Projects
This class is for the advanced student who wishes to work on individual projects to elevate their skills. This class will help fine-tune all areas of 3D production, from refining modeling techniques to texturing issues and animation. You 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 compositing programs to perform 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: Autodesk 3ds Max I.

- Section 1: Students can take this course with special arrangements. Please contact Perry Han, phan@pratt.edu, and Eric Kachelhofer, kman@kmanstudios.com
PMCG 333 3.0 C.E.U.s $895

Autodesk® 3ds Max® 2014 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 your 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. Prerequisites: Basic knowledge of Autodesk 3ds Max construction.
Animating with Autodesk® 3ds Max® 2014 and Character Studio Biped

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

Prerequisite: Autodesk 3ds Max Animation I or the instructor’s approval.

Recommended audience: This course is recommended for 3D artists, architects, and designers seeking to include character animation in their projects, as well as traditional animators looking to move to 3D character animation and 3D animators who want 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 for games.

• Section 1 (w): Su 1–4 PM
  10 sessions Feb 9–Apr 13
  Gabe Walter
  PMCG 243 3.0 C.E.U.s $895

Special Effects (FX) with Autodesk® 3ds Max® 2014

This course will teach Autodesk 3ds Max users how to accomplish special effects in the Autodesk 3ds Max environment. Autodesk 3ds Max is being used more and more in film and television arenas to create special effects. As a result of 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 work place; the use of the native Autodesk 3ds Max environment vs. purchased plug-ins; specific plug-ins and reactor (part of Autodesk 3ds Max).

Prerequisite: Autodesk 3ds Max.

• Section 1 (w): F 6–9 PM
  10 sessions Feb 7–Apr 11
• Section 2 (w): M–F 9 AM–4 PM
  5 sessions Apr 21–25
  Eric Kachelhofer, ACI (all sections)
  PMCG 333 3.0 C.E.U.s $895

Autodesk® 3ds Max® Design 2014 Advanced Lighting

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

Topics include: the effects of various types of light sources, setting environmental tone, specific lighting cues used to accentuate storyline, tips and tricks for faking high-end effects.

Prerequisite: Autodesk 3ds Max Model and Rendering I.

• Section 1 (w): W–F 9 AM–5 PM
  3 sessions Mar 19–21
  Eric Kachelhofer, ACI
  PMAM 224 2.1 C.E.U.s $655

Camera Matching with Autodesk® Matchmover 2014

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
Media & Entertainment

the package of choice and integrate a 3D element with the footage.  
Topics include: import of camera elements and tracking data for proper creation of virtual camera for export. Import of camera data and creation of elements for compositing.  
Prerequisite: Computer competency or equivalent experience.  
• Section 1 (w): Th–F 9 AM–5 PM
2 sessions Mar 27–28
Eric Kachelhofer, ACI
PMAM 251 1.4 C.E.U.s $495

Computer Graphics Certificate  
Program Internship  
This course will enable students to apply their education, abilities and theories in a professional setting while developing new skills through participation on site. You are expected to plan, communicate, develop goals, reflect and evaluate the entire experience. An internship is a learning experience that provides opportunities for you to apply knowledge gained through coursework while building a resume and growing a professional network. The primary purpose of the internship is not to advance operations of the internship site/employer, or complete work that a normal employer would perform.  
For more information concerning internship, or to apply, contact Chris Ferrara at cferrara@pratt.edu.  
• PMCG 700 3.0 C.E.U.s $805

Introduction to Autodesk® MotionBuilder® 2014  
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 MotionBuilder 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, retargeting motions and animation, augmenting motion capture with animation, and animation with motion blending.  
Topics include: the Autodesk MotionBuilder interface and tool sets, importing and exporting motion data, retargeting and the standard character rig, blending motion and the story window, editing F-curves, lighting, and rendering.  
Prerequisite: There are no prerequisites, though 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.  
Recommended audience: This course is recommended for producers and directors who wish to gain an overview and information of the Motion Capture pipeline, as well as 3D animators looking for workflows to animate with Mocap data.  
Please note: Please include Motion Capture Studio Fee of $250 for one day usage. This is in addition to the tuition and all other fees.  
• Section 1 (w): M–Tu 9 AM–5:30 PM
4 sessions Mar 17–18, 24–25
Matt Cornelius, ACI
PMCG 263 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. We will take a day trip to a professional motion capture production facility. You will gain real world working experience in a professional motion capture studio with a 24-camera Phasespace system. Learn both the creative and technical aspects as well as how to effectively use motion capture in your project. You will investigate the Mocap pipeline and various hardware, software, and data file formats used for motion capture. Through this course you will explore 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, Mocap pipeline, various types of systems and data formats, uses for in-game animation, non-linear animation for film, cleanup and application, and motion capture animation workflows.  
Prerequisite: There 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.  
Recommended audience: This course is recommended for producers and directors who wish to gain an overview and information of the Motion Capture pipeline, as well as 3D animators looking for workflows to animate with Mocap data.  
Please note: Please include Motion Capture Studio Fee of $250 for one day usage. This is in addition to the tuition and all other fees.  
• Section 1 (w): M–Tu 9 AM–5:30 PM
4 sessions Mar 17–18, 24–25
Matt Cornelius, ACI
PMCG 263 3.0 C.E.U.s $895

Autodesk Users Group International (AUGI)  
Membership to AUGI is free. For more information, visit the AUGI website: www.augi.com
Introduction to Special Effects with Autodesk® 3ds Max® 2014 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.

• Section 1 (w): W 9 AM–5 PM
  1 session Mar 26
  Eric Kachelhofer, ACI
  PMAM 262 .7 C.E.U.s $225

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 tiny fraction of the time, with much easier tools using Autodesk 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; Autodesk 3ds Max workflow; replacing different states/adding 3ds props; poses/animations in Autodesk 3ds Max; and adding refinements.

• Section 1 (w): Th 8:10–10:10 PM
  15 sessions Apr 2-4
  Eric Kachelhofer, ACI
  PMCG 258 3.0 C.E.U.s $895

Product Visualization in Autodesk® 3ds Max® 2014

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 on post production to correct for client demands.

Topics include: creation 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.

Prerequisites: Autodesk 3ds Max Modeling and Rendering I or equivalent experience.

• Section 1 (w): W-F 9 AM–5 PM
  3 sessions Apr 2-4
  Eric Kachelhofer, ACI
  PMAM 261 2.1 C.E.U.s $795

Special Projects Independent Study

Advanced 3ds Max students can arrange to take a special projects seminar with Eric Kachelhofer, kman@kmanstudios.com. You will be consulting with Eric on projects for your portfolio with advanced assignments. For further information, please contact Perry Han, phan@pratt.edu.

• PMCG 601 3.0 C.E.U.s $895

Texturing Autodesk® 3ds Max® 2014

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 / Autodesk 3ds Max Design material editor.

Prerequisites: Autodesk 3ds Max Modeling or equivalent experience.

• Section 1 (w): W–Th 9 AM–5 PM
  2 sessions Apr 16–17
  Eric Kachelhofer, ACI
  PMAM 252 1.4 C.E.U.s $495
The Importance of Interior Design in Film and Television: Using Autodesk® 3ds Max®

Most scenes on television and films take place in interiors that look real. After involved research, these interiors are specifically designed and made to represent a reality according to the story in front of a camera.

**Topics include:** focusing on how important interior design is to films and television. You will pick two or three interior scenes from either films and/or television series of your choice and learn how to recreate and visualize the specific interiors as they would appear on the set with the different camera placements, using Autodesk 3ds Max. Class will include guests from the entertainment industry (i.e. production designers and/or art directors) to comment on student projects.

**Recommended audience:** professional designers, architects, or others who wish to explore this subject.

**Prerequisite:** Autodesk 3ds Max

**Registration deadline:** Feb 4

- Section 1 (w): Su 1–4 PM
- 10 sessions Feb 9–Apr 13
- Merope Vachlioti
- PMCG 265 3.0 C.E.U.s $895
AIA Autodesk® 3ds Max® 2014 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 Comp. (PC)
Registration deadline: Apr 15
• Section 1 (w): W-F 9 AM–5 PM
  3 sessions Apr 23–25
  Phil Gauntt, ACI
  21 AIA/CES LUs, 21 PDHs
  PMAM 230 2.1 C.E.U.s $595

AIA Architectural Design with Autodesk® 3ds Max® Design 2014 Level I

Autodesk® 3ds Max® Design is a 3D modeling, rendering, and animation software for creating cutting-edge design visualizations. Its straightforward modeling interface and unique interoperability simplify 3D model creation. Layers and schematic view tools increase efficiency of data management. State-of-the-art image creation technologies, including Autodesk Mental Ray® rendering technology, ensure production of accurate visualization to validate architectural design intents.

Topics include: Autodesk 3ds Max definition of space and coordinate system, the Autodesk 3ds Max design user interface, scene navigation, parametric primitive objects, shapes, editable poly objects, transforms, modifiers, materials, texture mapping, lights, cameras, indirect illumination, photorealistic rendering and walk-through animation setup.

Prerequisites: Familiarity with Windows Operative System and 2D vector drawing programs.
Recommended audience: Architecture, urban design and interior design students and professionals.
• Section 1 (w): W 6:05–8:05 PM
  15 sessions Jan 23–May 1
  Marcello Ferri, AIA, ACI
  30 AIA/CES LUs, 30 PDHs
  PMCG 255b 3.0 C.E.U.s $895

AIA Architectural Design with Autodesk® 3ds Max® Design 2014 Level II

The purpose of this course is to provide the tools needed to create advanced scenes and architectural renderings in a professional production environment. This course will take the student already familiar with the content covered in Level 1 through the creation and management of architectural scenes using advanced modeling techniques, materials, and data extraction procedures.

Topics include: advanced poly object modeling, advanced arch & design material and texture map parameters, lighting analysis, camera match, non-photorealistic rendering, surface unfolding.
Architectural Design & Visualization

techniques and MAXScript concepts.

**Prerequisites:** PMCG 252 Architectural Design with Autodesk® 3ds Max® Design Level I.

**Recommended audience:** Architecture, urban design and interior design students and professionals.

- Section 1 (w): W 8:10–10:10 PM
  15 sessions Jan 22–Apr 30
  Marcello Ferri, AIA, ACI
  30 AIA/CES LUs, 30 PDHs
  PMCG 256 3.0 C.E.U.s $895

**AIA Rendering and Lighting with Autodesk® 3ds Max® Design 2014**

This course builds upon the skills acquired in the architectural modeling series and takes you through the process of importing models from external applications, creating materials using bitmaps or procedural maps, and lighting a scene for both an interior and exterior environment for the production of convincing architectural visualization.

**Topics include:**
- modeling aspects, materials, types of lights, lighting analysis, cameras, environment settings, Autodesk Mental Ray® renderer settings, photorealistic and non-photorealistic rendering techniques.

**Prerequisites:** Basic knowledge of Autodesk 3ds Max®.

**Recommended audience:** Architecture, urban design and interior design students and professionals.

**Registration deadline:** Mar 11
- Section 1 (w): M–F 9 AM–4 PM
  5 sessions Mar 17–21
  Marcello Ferri, AIA, ACI
  30 AIA/CES LUs, 30 PDHs
  PMCG 257b 3.0 C.E.U.s $895

**Introduction to Autodesk MAXScript for AEC Professionals**

Autodesk MAXScript is the scripting language used within Autodesk 3ds Max. It provides Autodesk 3ds Max users with a powerful tool for expediting workflows that would otherwise require the execution of repetitive tasks. Examples of Autodesk MAXScript applications are: data extraction for the production of project schedules, generation of vector plans from architectural modeling series and takes you through the process of importing models from external applications, creating materials using bitmaps or procedural maps, and lighting a scene for both an interior and exterior environment for the production of convincing architectural visualization.

**Topics include:**
- Introduction to Autodesk MAXScript syntax, statements, variables, and object properties; the Autodesk MAXScript Listener and Macro Recorder; conditional statements, loops, and array functions; MacroScripts, rollouts, and user interface elements; examples of element/data association and data extraction routines.

**Prerequisites:** Basic knowledge of Autodesk 3ds Max.

**Recommended audience:** AEC professionals using Autodesk 3ds Max

**AIA AutoCAD® 2014 Professional Level I**

This course is designed for new AutoCAD® software users who require comprehensive training. The objective of AutoCAD Professional Level I is to enable the user to create a basic 2D drawing in the AutoCAD software. Even at this fundamental level, the AutoCAD software 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 the AutoCAD software. 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 also introduced throughout the training guide. Not every command or option is covered because the intent is to show the most essential tools and concepts. More sophisticated techniques that extend your mastery of the program are introduced. For example, you will go beyond the basic skill of inserting a block to learning how to create blocks, and beyond the basic skill of using a template to understanding the process of setting up a template.

**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; and 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.

**Please note:** Not accepted by NYS for LU or PDH credit.

- **Section 1 (w):** Tu 6:05–8:05 PM
  15 sessions Jan 21–Apr 29
  Gil Santiago
- **Section 2 (w):** Sa 9:30 AM–12:30 PM
  10 sessions Feb 8–Apr 12
  Chris Ramirez, ACI
- **Section 3 (m):** Th 8:10–10:10 PM
  15 sessions Jan 23–May 1
  Chris Ramirez, ACI

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**Please note:** Not accepted by NYS for LU or PDH credit.
### AIA AutoCAD® 2014 Professional Level II

AutoCAD® Professional Level II introduces advanced techniques and teaches you to be proficient in your use of AutoCAD. This is done by teaching you how to recognize the best tool for the task, the best way to use that tool, and how to create new tools to accomplish tasks more efficiently. This course builds upon the basic concepts of the AutoCAD Professional Level I course.

**Topics include:** advanced Text Objects; working with Tables; defining dynamic blocks and attributes; outputting and publishing files for review; collaboration and automation tools; creating, publishing, and customizing sheet sets; managing Layers; CAD Management and System Setup; enhancing productivity by customizing the AutoCAD interface; and using macros and custom routines.

**Prerequisites:** AutoCAD® Professional Level I or equivalent.

- **Section 1 (w):** Th 6:05–8:05 PM
  10 sessions Jan 23–May 1
  Chris Ramirez, ACI

- **Section 2 (w):** Sa 1–4 PM
  10 sessions Feb 8–Apr 12
  Chris Ramirez, ACI

- **Section 3 (w):** W–F 9 AM–3 PM
  6 sessions Feb 19–21, 26–28
  Phil Gauntt, ACI

30 AIA/CES LUs, 30 PDHs
PMA 401 3.0 C.E.U.s $895

### AIA AutoCAD® 2014 Conceptual Design

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

**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 of the current or a previous release of AutoCAD; the ability to create and edit basic AutoCAD objects; knowledge of fundamental geometric and three-dimensional drafting terms.

**Registration deadline:** Jan 21

- **Section 1 (w):** Tu 9 AM–5 PM
  1 session Jan 28
  Phil Gauntt, ACI

7 AIA/CES LUs, 7 PDHs
PMA 525 .7 C.E.U.s $295

### AIA AutoCAD® 2014 Creating and Presenting 3D Models

This course provides a basic understanding of how to design and modify 3D models with AutoCAD®. 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 to a distributable, electronic version. The concepts and practices taught will help you take your Auto-CAD 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.

**Prerequisite:** 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:** Feb 25

- **Section 1 (w):** M–Tu 9 AM–5 PM
  2 sessions Mar 3–5
  Phil Gauntt, ACI

14 AIA/CES LUs, 14 PDHs
PMA 526 1.4 C.E.U.s $495

### AIA AutoCAD® Architecture 2014: Essentials

This course provides new users with comprehensive training in AutoCAD® Architecture. The primary objective of this course is to teach you the basic commands for architectural designing and drafting with AutoCAD Architecture software. The hands-on lessons cover features, commands, and techniques for creating, editing, and printing drawings with AutoCAD Architecture.

**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.

**Prerequisite:** Previous AutoCAD experience is necessary. Drafting, design, or engineering experience is a plus. It is recommended that you have a working knowledge of Microsoft® Windows® XP or Microsoft® Windows® 2000.

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

**Registration deadline:** Mar 11
- Section 1 (w): W–F 9 AM–3 PM
- 6 sessions Mar 19–21, 26–28
  - Phil Gauntt, ACI
  - 30 AIA/CES LUs, 30 PDHs
  - PMA 405 3.0 C.E.U.s $895

**AIA AutoCAD® Architecture 2014: 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.

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

**Recommended audience:** Experienced users of AutoCAD Architecture.
- Section 1 (w): W–F 9 AM–5 PM
  - 3 sessions TBA
  - Phil Gauntt, ACI
  - 21 AIA/CES LUs, 21 PDHs
  - PMA 510 2.1 C.E.U.s $675

**AIA Autodesk® Ecotect Analysis: Core Concepts**

This course offers the basics of Autodesk Ecotect Analysis’ 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 Autodesk Ecotect Analysis’ comparative analysis tools to achieve a highly sustainable design.

**Prerequisite:** Working knowledge of drafting, design, architecture, sustainable design principles.

**Registration deadline:** Mar 25
- Section 1 (w): M–Tu 9 AM–5 PM
- 2 Sessions Mar 31–Apr 1
  - Phil Gauntt, ACI
  - 14 AIA/CES LUs/SDs, 14 PDHs
  - PMA 551 1.4 C.E.U.s $495

**AIA Autodesk® Inventor® 2014 Level I**

This course covers the fundamental principles of 3D parametric part design, assembly design, and creating production-ready parts 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 your 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.

**Registration deadline:** Feb 21
- Section 1 (w): Sa 9 AM–5:30 PM
- 4 sessions Mar 8–29
  - John Takacs
  - 30 AIA/CES LUs, 30 PDHs
  - PMA 407 3.0 C.E.U.s $895

**AIA Autodesk® NavisWorks® 2014 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:** knowing how to combine 3D geometry from cross disciplines into one scene to enable...
Architectural Design & Visualization

effective model reviews. You will also understand the Clash Detective, TimeLiner, Animator, Scripter, and Presenter tools.

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

**Registration deadline:** Jan 22
- Section 1 (w): W–F 9 AM–5 PM
  - 3 sessions Jan 29–31
  - Phil Gauntt, ACI
  - 21 AIA/CES LUs, 21 PDHs
  - PMA 552 2.1 C.E.U.s $795

**AIA Autodesk Revit® Architecture 2014: 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 Architect; 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.

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

**Registration deadline:** Feb 3
- Section 1 (w): F 6–9:30 PM
  - 4 sessions Feb 7–28
  - Paul Bretzger

**Registration deadline:** Apr 1
- Section 2 (w): M–Tu 9 AM–5 PM
  - 2 sessions Apr 7–8
  - Phil Gauntt, ACI

**Registration deadline:** Mar 17
- Section 3 (w): F 6–9:30 PM
  - 4 sessions Mar 21–Apr 11
  - Paul Bretzger
  - 14 AIA/CES LUs, 14 PDHs
  - PMA 533 1.4 C.E.U.s $395

**AIA Autodesk Revit® Architecture 2014: Level I**

This course introduces you to Autodesk Revit software, the AEC industry’s first parametric building modeler. Building upon lessons learned in **AIA Autodesk Revit® Architecture: Level I** we will expand upon building plans, elevations, and sections as well as the digital database composed of 3D graphical information and non-graphical data.

**Topics include:** advanced techniques using system families such as walls, floors, ceilings, and roofs; working with multiple Revit files using links; custom family creation and in place families including project parameters and shared parameters; advanced scheduling techniques; work-sharing and team workflow; warnings and errors; best practice.

**Prerequisite:** Autodesk Revit® Architecture: Level I

**Registration deadline:** Feb 4
- Section 1 (w): Su 1–4 PM
  - 10 sessions Feb 9–Apr 13
  - Safiy Abdur–Rahman, LEED®, AP, ACI
  - 30 AIA/CES LUs, 30 PDHs
  - PMA 406 3.0 C.E.U.s $895

**AIA Autodesk Revit® Architecture 2014: 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.
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**Prerequisite:** 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:** Apr 8
- Section 1 (w): M 9 AM–5 PM
  1 session Apr 14
  Phil Gauntt, ACI
  7 AIA/CES LUs, 7 PDHs
  PMA 548 .7 C.E.U. s $295

**AIA Autodesk® Revit® Architecture 2014:**

**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 managing 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.

**Prerequisite:** 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, etc.

**Registration deadline:** Apr 8
- Section 1 (w): Tu 9 AM–5 PM
  1 session Apr 15
  Phil Gauntt, ACI
  7 AIA/CES LUs, 7 PDHs
  PMA 554 .7 C.E.U. s $295

**AIA Autodesk® Revit® Architecture 2014:**

**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:** Apr 15
- Section 1 (w): M 9 AM–12 PM
  1 session Apr 21
  Phil Gauntt, ACI
  3 AIA/CES LUs, 3 PDHs
  PMA 534 .3 C.E.U. s $109

**AIA Autodesk® Revit® MEP 2014:**

**Basic 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, you 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-creating HVAC, electrical, piping, plumbing, and fire protection designs;
- working in a multiplatform, multisystem environment-collaborating schedules, and coordinating designs;
- and documenting project information-creating schedules, views, and construction sheets.

**Prerequisite:** No previous CAD experience required, but experience with MEP engineering process and terminology is highly recommended.

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

**Registration deadline:** Apr 1
- Section 1 (w): W–F 9 AM–5 PM
  3 sessions Apr 9–11
  Phil Gauntt, ACI
  21 AIA/CES LUs, 21 PDHs
  PMA 538 2.1 C.E.U. s $595

**AIA Autodesk® Revit® Structure 2014:**

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

**Prerequisite:** No previous CAD experience is necessary. However, structural engineering or architectural design experience is highly recommended.

**Please note:** Not accepted by NYS for LUs and PDH credit.
**Architectural Design & Visualization**

**Registration deadline: Mar 4**
- Section 1 (w): W–F 9 AM–5 PM
  3 sessions Mar 12–14
  Phil Gauntt, ACI
  21 AIA/CES LUs, 21 PDHs
  PMA 545 2.1 C.E.U.s $595

**AIA Autodesk® Revit® Structure 2014: 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.

**Prerequisite:** Autodesk Revit Structure Essentials course or equivalent experience using Autodesk Revit Structure. Structural engineering or architectural design experience is highly recommended.

**Recommended audience:** Experienced users of Autodesk Revit Structure.

**Registration deadline: Mar 5**
- Section 1 (w): Th–F 9 AM–5 PM
  2 sessions Mar 13–14
  Phil Gauntt, ACI
  14 AIA/CES LUs, 14 PDHs
  PMA 546 1.4 C.E.U.s $495

**AIA Autodesk® Revit® 2014: 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 to 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 a firm understanding of the Autodesk Revit user interface and basic modeling and editing tools.

**Registration deadline: Apr 29**
- Section 1 (w): M 9 AM–5 PM
  1 session May 5
  Phil Gauntt, ACI
  7 AIA/CES LUs, 7 PDHs
  PMA 550 .7 C.E.U.s $295

**AIA Set Design for Architects and Designers Using AutoCAD® 2014**

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 your style and vision and could be included in your portfolio.

**Prerequisite:** AutoCAD and 3D experience a plus.

**Registration deadline: Feb 5**
- Section 1 (w): Su 1–4 PM
  10 Sessions Feb 9–Apr 13
  Merope Vachlioti
  30 AIA/CES LUs
  PMA 408 3.0 C.E.U.s $895

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15
Faculty

Safiy Abdur-Rahman, LEED® AP, BIM is a manager for the NYC Department of Design and Construction. Since 2000 he has been a career professional in architecture and digital design, with over nine years of experience in technical architecture and an early adopter 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. Autodesk Certified Instructor (ACI).

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. Autodesk Certified Instructor (ACI).

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 Giurigola Architects. Licensed Architect in NY and Italy. Degree in Architecture with specialization in structures, University of Rome La Sapienza. Autodesk Certified Instructor (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 Wendy’s, Lindt, Champs Sports, Advil, and Footlocker. BFA/SVA. Autodesk Certified Instructor (ACI).

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 Shurtliff 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 Certified Instructor (ACI).

Alex Rosman, architect and CEO of Metrostudio, a 3D visualization firm dedicated to providing 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, Lancôme, The Switzer Group Inc., KPF Interior Architect, Rafael Vinoly Architects, B.I.D., Pratt Institute; M.Arch., Columbia University Graduate School of Planning.


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).


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).
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 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 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 www.pratt.edu/prostudies
• 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 include your student ID number. They will respond with a way to log 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.

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
Information

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 for which you enrol. 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 17 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 212-647-7716 or email pmcsec@pratt.edu.

Special Needs
Students with special needs must contact the office upon registration to make any necessary arrangements.

Transcripts
Students enrolled in AIA Professional Development courses will receive one transcript at no charge. The transcript will include Pratt’s AIA Provider number. 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

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Directions

By Subway
Take the A, C, E to 14th Street/Eighth Avenue, the F, M to 14th Street/Sixth Avenue, the 1, 2, 3 to 14th Street/Seventh Avenue, or the 4, 5, 6, N, R, Q 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 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: 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 our Pratt Institute Center for Continuing and Professional Studies catalog or call the Helpdesk at 718–636–5765.
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

- Visa - MasterCard - American Express - Discover - Check/Money Order - Purchase Order

I hereby authorize use of my credit card.

Signature

Card No. Security Code

Exp. Date: Month/Year 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
SPRING 2014

CLASSES BEGIN: JANUARY 21, 2014
OPEN REGISTRATION: NOVEMBER 30–MAY 7, 2014

www.pratt.edu/prostudies