

formZ Training- Course Outline

Ideal for individuals or corporate groups.

From £325 for the 1st person- £100 for additional delegates carried out at either your site or our North London training centre. Max group size is 3.

Excludes travel expenses- to be confirmed depending on location of training.

FormZ 4 Foundation, duration 2 days:

This course is designed to give an overview of the main features of the program and allow delegates to use it with confidence to create professional 3-D models and photorealistic renders.

A Maximum of 3 delegates on each course to ensure that each delegate receives full benefits.

<p>INTRODUCTION Overview Features of FormZ Installation and memory</p>	<p>THE INTERFACE Graphics Window Tool Palettes Viewing and Zooming Prompts palette Surface Styles Turning tools on and off Saving Preferences</p>
<p>DRAWING 2-D SHAPES Rectangles, Polygons and circles Line Drawings Mixing straight lines and arks Spline curves Drawing 2-D Enclosures</p>	<p>DRAWING 3-D SHAPES 3-D Extrusions 3-D Extrusions Converged 3-D Enclosures Cubes, Cones and Cylinders</p>
<p>PICKING OBJECTS Picking and Unpicking Objects Topological levels Prepicking and Postpicking</p>	<p>EDITING OBJECTS Moving Objects Moving Entities at Different Topological Levels Rotating Objects Resizing Objects Mirror Objects Copying Objects Numerically Defined Transformations</p>
<p>VIEWS & THEIR PALETTES Saving Custom Views</p>	<p>DERIVATIVE OBJECTS Derivative 3D Objects Ghosed Objects Derivative Objects from Parts of Other Objects Derivative Objects from Complete Objects Derivative Surface Objects Parallel Objects Unfolding Objects</p>
<p>TERRAIN MODELS Meshed Terrain Model Stepped Terrain Model Triangulated Contour Model</p>	<p>OBJECTS OF REVOLUTION Lathed Objects Helixes</p>

STAIRS Spiral Stairs Stairs from Paths Stairs from Contour Lines	SWEEPS ALONG PATHS Axial Sweeps Two Source Sweeps Two Path Sweeps Boundary Sweeps Sweeps Along Faces of Objects
SKINNING Skins Along Paths Generating Nurbz from Skins Cross Skinning	TEXT Placing & Editing Text Text Along Path & Between Lines Editing Text Control Lines

FormZ 4 Advanced, duration 1 day:

This course is for delegates who need to discover how to use the more advanced features of the application. A Maximum of 3 delegates on each course to ensure that each delegate receives full benefits.

MESHES Plain Meshes Smooth Meshes Reducing the Resolution of Meshes	DEFORMATIONS Profiles & Mesh Movement Point Disturbances Object deformation
ROUNDING OBJECTS Plain Rounding Controlled Rounding	CURVED LINE MESHES Controlled Curves Controlled Meshes Nurbz Meshes
PATCHES Deriving Patches Growing, Stitching & Attaching Patches Dividing Patches	METAFORMZ Generating & Evaluating Metaballs Generating & Evaluating Metaformz Modelling with Metaformz
BOOLEAN, TRIM & STITCH OPERATIONS Union, Intersection & difference of 2D Shapes Union, Intersection & difference of 3D Shapes Objects Splitting Each Other 2D Booleans for 3D Modelling Trimming & Stitching	SECTIONS OF OBJECTS & CONTOURS 2D Sections 3D Sections Deriving Contour Lines
SYMBOLS & INSTANCES Creating Symbol Definitions Placing Symbols	ATTACHING Attaching Objects Point-to-Point Attachments Segment-to-Segment Attachments Face-to-Face Attachments Setting the Justification Options Object-to-Object Attachments Attaching Surface Objects

<p>ALIGNING & DISTRIBUTING</p> <p>PLACING OBJECTS ON OTHER OBJECTS</p> <p>Placing Options</p>	<p>ATTRIBUTES, LAYERS & QUERYING</p> <p>Colouring Objects & Their Faces</p> <p>Placing Objects on Layers</p> <p>Querying Objects & Their Parts</p>
<p>INSERTIONS & DELETIONS</p> <p>Inserting Outlines</p> <p>Inserting faces & Volumes</p> <p>Inserting Holes</p> <p>Inserting Openings</p> <p>Deleting Points, Segments, Outlines & Faces</p>	<p>REFERENCE PLANES & THEIR PALETTE</p> <p>Defining Arbitrary Reference Planes</p> <p>Switching Planes from the Palette</p> <p>The Reference Plane Tools</p>