Software	Kursname	Speaker	Datum + Zeit	Beschreibung
Alias	Class-A Modeling: Deep Dive with Alias 2021	Barry Kimball	Friday, November 20 at 21:00 (UTC) 22:00 MEZ	class A (or 'strak') is a term used specifically in automotive design. It describes the final production surface data for the aesthetic parts of a car. The term 'Class A' is often misunderstood, but it's generally seen as the holy grail of surface modeling. This is because as it achieves the highest surface quality levels, it demands a high level of automotive design knowledge, as well as surface modeling skills. Class A represents the craftwork end of the design process. Creating the main surface shapes to describe the vehicle is the primary design activity. But the painstaking, detailed craftsmanship of perfecting those surfaces, designing flanges and panel gaps, is what guarantees that a beautiful design turns into a beautiful manufactured product. This class will cover the workflows and techniques involved in achieving Class-A-level production surfaces using the latest Alias tools in 2021. Teilnahme: https://www.autodesk.com/autodesk-university/de/class/Class-Modeling-Deep-Dive-Alias-2021-2020
	Subdivision Modeling: Deep Dive with Alias 2021	Barry Kimball	Wednesday, November 18 at 22:00 (UTC) 23:00 MEZ	Subdivision bodies are a type of geometry in Alias software that provides smooth continuous surfaces for the creation of objects and organic shapes. Alias subdivision bodies are compatible with standard Catmull-Clark subdivision surfaces, which makes them like subdivision surfaces in other content creation applications such as Maya software and 3ds Max software. However, Alias subdivision bodies are a collection of continuous NURBS surface patches, so they also inherit characteristics from Alias surfaces. This means that Alias subdivision bodies include the strengths of Alias NURBS surfaces and traditional subdivision surfaces. This class will cover the new subdivision tools and integrated workflows in Alias with version 2021. Teilnahme: https://www.autodesk.com/autodesk-university/de/class/Subdivision-Modeling-Deep-Dive-Alias-2021-2020
	Procedural and Automated Workflows in Alias for Automotive	Michael Guenther-Geffers	Friday, November 20 at 11:30 (UTC) 12:30 MEZ	In this class we will go over some of the new features in Alias software that can help in procedural modeling techniques, and tools that you can create with scripts to be driven through Dynamo software. Dynamo is a visual programming platform that you can use to create custom algorithms to process data and generate geometry. Since version 2019, we have had an integration of Dynamo in our Alias line of products (Concept, Surface, and AutoStudio). With the latest release of 2021, we have included Dynamo player, which enables anyone to run scripts and capitalize on the power of these tools to improve workflows and processes to save time and effort. Teilnahme: https://www.autodesk.com/autodesk-university/de/class/Procedural-and-Automated-Workflows-Alias-Automotive-2020
	Concept Modeling: Spaceship Interior	Florian Coenen	Thursday, November 19 at 15:30 (UTC) 16:30 MEZ	This class will cover a concept design workflow using Alias Create VR software, Alias subdivision, Alias detailing, and VRED visualization techniques. Teilnahme: https://www.autodesk.com/autodesk-university/de/class/Concept-Modeling-Spaceship-Interior-2020
	Alias 2021 and Alias 2021.2: What's New	Philip Botley	on demand only	In this class, we'll take a look at the new features and capabilities in the latest version of Alias software. Teilnahme: https://www.autodesk.com/autodesk-university/de/class/Alias-2021-and-Alias-20212-Whats-New-2020
	Alias Road Map	Philip Botley	on demand only	In this class, we'll take a look at the road map for Alias software. Teilnahme: https://www.autodesk.com/autodesk-university/de/class/Alias-Road-Map-2020
	Procedural and Automated Workflows in Alias for Industrial Design	Philip Botley	on demand only	Take a look at some of the tools inside Alias software for procedural, computational, and automated workflows in industrial and product design Teilnahme: https://www.autodesk.com/autodesk-university/class/Alias-Procedural-and-Automated-Workflows-Industrial-Design-2020
	Alias and VRED for Heavy Machinery Design	Mike Turner	on demand only	This class will look at how Alias software and VRED software enable the design and visualization of heavy machinery and equipment. Teilnahme: https://www.autodesk.com/autodesk-university/class/Alias-and-VRED-Heavy-Machinery-Design-2020

VRED	Virtual Design Reviews in VRED Using Ray Tracing and Remote Collaboration	Hardie Tankersley	Thursday, November 19 at 20:30 (UTC) 21:30 MEZ	Design review sessions are an essential part of product development for everything from automotive to architecture to manufacturing. It is essential to bring together stakeholders and experts from all disciplines—including design, engineering, and manufacturing—early in the design process. Visualizing prototype designs in VRED software in real time has been invaluable in discovering potential issues and delivering better products on a faster cycle. We have developed a set of design review tools implemented in Python inside of VRED to enable work sessions to be more effective and create a documentation trail for concrete decision making without resorting to as much physical prototype construction. Using ray tracing, VRED can enable reliable review of design details, especially glass, mirrors, and metals. Real-time remote collaboration enables participation from far-flung departments around the world without requiring travel. This session will explore case studies and demonstrate these capabilities Teilnahme: https://www.autodesk.com/autodesk-university/class/Virtual-Design-Reviews-VRED-Using-Ray-Tracing-and-Remote-Collaboration-2020
	Deliver Engineering-Grade Light Simulation to Studio Designers	Lionel Bennes	Thursday, November 19 at 10:00 (UTC) 11:00 MEZ	The combination of VRED software and Ansys VRXPERIENCE Light Simulation delivers physics-based engineering-grade light simulation to studio designers. The unique solution empowers the design studio with accurate lighting to enhance photorealistic visualizations, up to the simulation of highly complex optical components such as light guides. Discover VRXPERIENCE Light Simulation to do the following: easily identify lighting-quality issues resulting from the optical engineering process; run Ansys SPEOS-based ray file simulation that is compatible with high-performance computing (HPC) clusters; explore a wider range of design possibilities; and bridge the gap between engineering and design in the long run by creating a consistent shared data stream, ensuring data consistency. Teilnahme: https://www.autodesk.com/autodesk-university/class/Deliver-Engineering-Grade-Light-Simulation-Studio-Designers-2020
	Alias and VRED for Heavy Machinery Design	Mike Turner	on demand only	This class will look at how Alias software and VRED software enable the design and visualization of heavy machinery and equipment. Teilnahme: https://www.autodesk.com/autodesk-university/class/Alias-and-VRED-Heavy-Machinery-Design-2020
	Arrival Digital Design Process with Alias and VRED	Philip Botley	on demand only	In this class, we'll take a look at Arrival's digital design process using Alias and VRED software—and the design stories around the firm's new electric delivery and public transport vehicles. We'll also take a look at how Arrival is a key innovator changing the game with its products. Teilnahme: https://www.autodesk.com/autodesk-university/class/Arrival-Digital-Design-Process-Alias-and-VRED-2020
	Get More Out of Your Engineering Data by Visualization	Simon Nagel	on demand only	A compelling visualization is a key element for a successful presentation. Whether for an internal design review or an external customer-facing presentation, good storytelling is essential when working with any kind of complex data. This class will show you how to get more of your Inventor engineering data with the powerful visualization of VRED software. You will experience how easily and quickly you can tell your story with your data with astonishing quality. Learn how to import, reference, manage, and update Inventor data natively in VRED, and choose if you want to create real-time scenes, photorealistic renderings, engineering lighting analysis, virtual reality experiences, portable EXE files, or cloud-based visual content. We are looking forward to showing you a seamless process between Inventor software and VRED, and demonstrating how to sync data, configurations, and transformation. Teilnahme: https://www.autodesk.com/autodesk-university/class/Get-More-Out-Your-Engineering-Data-Visualization-2020
	Cloud-Based Design Review in High-Quality Real-Time Rendering	Christoph Frandrup	on demand only	Access, view, and interact live with 3D data sets in the cloud (using the VRED Stream app to share 3D models over the web). This class will show you how you can visualize complex 3D data sets in photorealistic quality on any device, while giving real-time access to all configurations and collaborating with colleagues and customers. VRED technology enables you to stream CAD real-time content from the Amazon cloud to the user. We are looking forward to showing you how to set up the infrastructure and how to access and interact with 3D models with a scalable number of users. Teilnhame: https://www.autodesk.com/autodesk-university/class/Cloud-Based-Design-Review-High-Quality-Real-Time-Rendering-2020

Maya	Maya and Substance Painter: A Quick Workflow for Indie Artists	Marcio Goncalves	Thursday, November 19 at 21:30 (UTC) 22:30 MEZ	This class will present a fast, easy-to-use workflow for creating great-looking textures using Maya software and Substance Painter. This hands-on class has the indie artist and 3D generalist in mind, instead of the big company with an army of specialized artists. Substance Painter has become the industry standard tool for creating textures for games and films, but it's a very complex and daunting software, and its integration with Maya is not always straightforward. This class will cut to the chase and show you how to prepare your model in Maya, set your materials, export, procedurally create the texture in Substance Painter, and then—finally—bring it all back to Maya and render beautifully with Arnold. Teilnahme: https://www.autodesk.com/autodesk-university/class/Maya-and-Substance-Painter-Quick-Workflow-Indie-Artists-2020
	Introduction to Maya Customization	Lanh Hong	Thursday, November 19 at 19:00 (UTC) 20:00 MEZ	Maya is a popular 3D modeling, animation, rendering, and visual effects software in the media and entertainment industry. It provides a powerful API that lets users customize and extend Maya software's functionalities in order to create efficient workflows and become even more productive. This class is an introduction to Maya customization for customers who would like to create automation and/or improve efficiency when using the product. Some programming experience will be helpful. You will learn about the benefits of customizing Maya and gain the confidence to create your first plug-in using the Python API. Note that you can easily reproduce all concepts in the C++ environment as well. Teilnahme: https://www.autodesk.com/autodesk-university/class/Introduction-Maya-Customization-2020
	Hyper-Realistic, Online, Retail Merchandising Visualization with CGI	Pratik Sawant	on demand only	This talk will capture the success story of digitizing the merchandising strategies that maximize computer-generated imagery (CGI) for retailers like Lowe's, leading to savings in the millions of dollars. This talk will discuss the story of how 3ds Max software as main DCC for product visualization and V-Ray for Maya software was interleaved with in-house, developed, proprietary pipeline tools to achieve these results. The hyper-real, reusable images and assets transformed the merchandising efforts into affordable, inspirational outputs with the far shorter turnaround time, eliminating the huge logistics costs of material, space, and skilled photographers. Today's COVID-19 situation of social distancing and constraints in physical mobility of people and material makes digitizing-of-merchandising initiatives a very compelling business strategy for all retailers around the globe. In summary, this is a proven story of innovative software maximized to achieve a direct impact on critical business parameters. Teilnahme: https://www.autodesk.com/autodesk-university/de/class/Hyper-Realistic-Online-Retail-Merchandising-Visualization-CGI-2020
Dynamo	Unlock the Hidden Super Powers of Dynamo	Tadeh Hakopian	Thursday, November 19 at 01:00 MEZ	Dynamo for a long time has been the go-to tool of Revit users to quickly script solutions to time-consuming routine problems. However, there is much more that Dynamo can do beyond scripting. There is a whole world to explore with packages and integrations which you may not be aware of. See what is possible with AI, geometry manipulation, coding, generative design in Autodesk software, and document updates, as well as accessing web APIs with Dynamo. If you think you know Dynamo, then you've only scratched the surface. Check out this class to see the true potential of Dynamo and visual scripting. Teilnahme: https://www.autodesk.com/autodesk-university/class/Unlock-Hidden-Super-Powers-Dynamo-2020
V-Ray	Hyper-Realistic, Online, Retail Merchandising Visualization with CGI	Pratik Sawant	on demand only	This talk will capture the success story of digitizing the merchandising strategies that maximize computer-generated imagery (CGI) for retailers like Lowe's, leading to savings in the millions of dollars. This talk will discuss the story of how 3ds Max software as main DCC for product visualization and V-Ray for Maya software was interleaved with in-house, developed, proprietary pipeline tools to achieve these results. The hyper-real, reusable images and assets transformed the merchandising efforts into affordable, inspirational outputs with the far shorter turnaround time, eliminating the huge logistics costs of material, space, and skilled photographers. Today's COVID-19 situation of social distancing and constraints in physical mobility of people and material makes digitizing-of-merchandising initiatives a very compelling business strategy for all retailers around the globe. In summary, this is a proven story of innovative software maximized to achieve a direct impact on critical business parameters. Teilnahme https://www.autodesk.com/autodesk-university/de/class/Hyper-Realistic-Online-Retail-Merchandising-Visualization-CGI-2020

Unity	Tech Trends Keynote, GM & VP - Industrial & M&E at Unity	Julien Faure	Tuesday, November 17 at 01:00 MEZ	**Keynote** **Videolink: https://www.autodesk.com/autodesk-university/de/conference/home**
	AU Theater Talk with Elizabeth Baron, Enterprise Solutions Executive at Unity	Elizabeth Baron	Tuesday, November 17 at 18:00 MEZ	**Keynote:** **Videolink: https://www.autodesk.com/autodesk-university/de/conference/home**
	Creating a digital twin with a point cloud environment, 3D CAD, & interactive VR training	Jack Strongitharm	Wednesday, November 18 at 17:00 MEZ	**Meetup** **Videolink: Über Suchmaske den Namen suchen**
	Leveraging Unity in the New Age of Digital Twins | Booz Allen Hamilton's Veteran Campus Project	Crystal Garcia and other speakers	Friday, November 20 at 19:00 MEZ	**Meetup** **Videolink: Über Suchmaske den Namen suchen**
	The Power of Reality in Rich, Volumetric, VR Real-Time Experiences	Eric Hanson	Friday, November 20 at 20:00 (UTC) 21:00 MEZ	This class will present an overview of the workflow of capturing and utilizing real-world urban and natural locations in order to make powerful, real-time, volumetric, 6DOF (six degrees of freedom) virtual reality (VR) experiences. Starting with site-capture methodologies, we will discuss techniques of utilizing 360 panoramas, DSLR photogrammetry, and laser scanning, along with specific hardware concerns. We'll then cover postproduction workflow, utilizing raw conversion, tone mapping, photogrammetry solves, cleanup, and prep in Maya, then final import into Unity game engine. We will show final examples through a VR headset that illustrates urban CG integration of architectural design as well as natural landscapes. Teilnahme: https://www.autodesk.com/autodesk-university/de/class/Power-Reality-Rich-Volumetric-VR-Real-Time-Experiences-2020
	Delivering an Interactive Solution to Europe's Largest Regeneration Project Using 3ds Max and Unity Technology	Nigel Hunt	on demand only	This presentation will showcase how a collaborative design approach enabled the project team to deliver a high-quality interactive application on Wembley Park, London. The partnership between 3ds Max software and Unity 3D Technology will feature in this talk, and we'll focus on how a 7 billion polygon, 3D masterplan model can be displayed interactively, enabling design teams to have a down-to-the-wire approach to uncompromised visual quality. Wembley Park is one of Europe's biggest regeneration projects with 8,400 homes. The 8.8 million-square-foot mixed-use project is being developed by the multi-award-winning developer, Quintain. Teilnahme: https://www.autodesk.com/autodesk-university/de/class/Delivering-Interactive-Solution-Europes-Largest-Regeneration-Project-Using-3ds-Max-and-Unity
Other	Four Steps to Transition to Named User	Priscilla Ning	Friday, November 20 at 19:00 (UTC) 20:00 MEZ	This session is for admins who want to learn more about the steps required to transition to named user. We will cover step-by-step instructions that will help you add users with our four invite workflows, assign users to your subscriptions with import to assign and active directory group sync, update your license type to a named user subscription using automation or self-service by end users, and detail the new sign-in process for your users. Attendees will leave the session ready to transition and set up their new named user subscriptions in the most efficient way possible. Teilnahme: https://www.autodesk.com/autodesk-university/de/class/Four-Steps-Transition-Named-User-2020
	Teamwork mit Fusion 360 - Wie Sie Fusion 360 am besten als Team nutzen	Ewald Egel	Thursday, November 19 at 10:00 MEZ	Top Down oder Bottom Up? Über den Globus verteilt oder am gleichen Standort? Zulieferer und Kunden in den Prozess integrieren? Fusion 360 bietet Unternehmen die Möglichkeit, sehr flexibel mit diesen Herausforderungen umzugehen. In diesem Vortrag zeigen wir Ihnen die unterschiedlichen Herangehensweisen, um das meiste aus Ihren Möglichkeiten herauszuholen und auf welche Dinge dabei zu achten ist. Dabei schauen wir uns die Funktionalitäten in Fusion an, welche diesen Prozess unterstützen, wie "Edit-in-Place", Fusion Team, Meilensteine, AnyCAD und mehr. Teilnahme: https://www.autodesk.com/autodesk-university/de/class/Teamwork-mit-Fusion-360-Wie-Sie-Fusion-360-am-besten-als-Team-nutzen-2020
	Fusion 360 Freeform Modeling: Tips and Tricks	Hung Nguyen	Friday, November 20 at 22:30 (UTC) 23:30 MEZ	In this class, the speaker will share the Fusion 360 free-form modeling tips and tricks that were used to model the Ironman Suit and the Ironman Armor: Mark XLIV—HulkBuster. The process of making these suits was presented at Autodesk University 2017 and 2018. These two models were also posted on the Fusion 360 Gallery: (https://gallery.autodesk.com/projects/110798/ironman-suit), and (https://gallery.autodesk.com/projects/120141/iron-man-armor-mark-xliv—-hulkbuster) Teilnahme: https://www.autodesk.com/autodesk-university/de/class/Fusion-360-Freeform-Modeling-Tips-and-Tricks-2020