Alias & VRED

Software	Kursname	Speaker	Datum + Zeit	Beschreibung	Streamlink/Anmeldelink
Alias	XR-Based Decision Making in Automotive	Lukas Fäth, Tillmann Dorsch	Dienstag, 5. Oktober 2021 17:00 - 18:00	The automotive industry is going through changes. The adoption of extended-reality technologies and workflows are affecting the entire automotive development process. With virtual and augmented reality, the auto sector can increase efficiencies through collaborative environments, and build more-impressive tools within phases—from research and development through manufacturing and supply and on to marketing and sales. We will touch on the different tools and features in our product portfolio (along with Alias software and VRED software) to showcase and accelerate these workflows.	https://events-platform.autodesk.com/event/autodesk-university-2021/planning/UGxhbm5pbmdfNjcwMzg0
Alias	Improving Your Workflows Using the Dynamo Player Capabilities	Michael Günther-Geffers, Florian Coenen	Mittwoch, 6. Oktober 2021 19:30 - 20:30	Dynamo is capable of much more than patterning. In this class, we will cover the broad variety of possible applications for Dynamo and Dynamo Player, including NURBS, subdivision, and construction element generation tools, as well as tools to modify such geometry types. We will also provide insight into how to use Dynamo to exchange data live between VRED virtual reality (VR) and Alias software. Dynamo Player can help you create highly customized tools and increase the efficiency of the way you handle daily routine tasks in all kinds of different areas. Since the introduction of Dynamo Player in Alias 2021.2 software, each Alias release has come with a variety of new Dynamo and Dynamo Player tools. We'll also share examples of how to use Dynamo and the Dynamo Player to create your own tools inside Alias.	https://events-platform.autodesk.com/event/autodesk-university-2021/planning/UGxhbm5pbmdfNjcwMzc5
Alias	Class-A Modeling: Deep Dive with Alias V2022	Barry Kimball	Mittwoch, 6. Oktober 2021 23:30 - Donnerstag, 7. Oktober 2021 00:30	“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 is often misunderstood, but it's generally seen as the holy grail of surface modeling: It achieves the highest surface-quality levels, which demands a high level of automotive design knowledge and surface modeling skills. Class A represents the craftwork end of the design process. It combines superior highlights on the surfaces by matching the engineering requirements of legal regulation. Creating the main surface shapes that 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 will become a beautiful, manufacturable product. In conjunction with the latest release of Alias software, we'll review the enhancements that make Class A modeling easier and more efficient.	https://events-platform.autodesk.com/event/autodesk-university-2021/planning/UGxhbm5pbmdfNjcwMzgy
Alias Autostudio, VRED	The Future of SuperCar Design with Ray Tracing and VR	Bruce Claho, Ian Briggs	Donnerstag, 7. Oktober 2021 22:00 - 22:30	Every BAC Mono supercar is fully tailored to the requirements of the customer, with the BAC design team catering to totally one-of-a-kind livery requests. So how do owners of the world’s only single-seat, road-legal supercar give design release for their unique vehicles? BAC’s objective was to improve its ability to visualize the customer car at the design stage, looking to successfully enhance interaction and clarity between the customer and the design team. Z by HP has enabled BAC to use ray-tracing to meet its targets – improved computer rendering and video means customers can now see photorealistic renders and videos in advance of the supercar build, in order to approve and give design release. As travel is once again permitted around the world, customers will be looking to visit the BAC Design Studio in Liverpool, UK, and use HP VR technology to visualize their supercar in full size – adding yet another dimension to the customer journey with the design team.	https://events-platform.autodesk.com/event/autodesk-university-2021/planning/UGxhbm5pbmdfNjk0NTA4
Alias, Fusion	Integrate Generative Design into Your Alias Workflow	James Cronin, James Neville	Donnerstag, 7. Oktober 2021 20:30 bis 21:30	Make the round trip from Alias software through Fusion 360 software to enhance design outcomes. By borrowing generative outputs from Fusion 360 in the concept phase of design, you can create and build unique new designs in Alias	https://events-platform.autodesk.com/event/autodesk-university-2021/planning/UGxhbm5pbmdfNjcwMjk0
Alias, Fusion, Maya, VRED	New Workflows in the Transportation Design Process: A New Way to Design	Juan Antonio Islas Munoz	Donnerstag, 7. Oktober 2021 23:30 - Freitag, 8. Oktober 2021 00:30	The traditional approach to vehicle design in industry departs from a defined technical package and research about vehicle users, brand character, and aesthetics. This process has responded to stable vehicle configurations for decades, enabling creative design to focus significantly on visual and tactile aesthetics. But future megatrends are disrupting this outlook. This new state of the art widens the influence of design, requires new types of creatives, and demands new, more effective creative design workflows. The Transportation Design program at the University of Cincinnati has tackled these challenges by creating the Future Mobility Center, a vision of future-vehicle creative design spaces, with virtual reality applications from early creative development to final design validation, in tandem with rapid physical validation. This Autodesk University class will describe how the space was developed, and will provide examples of projects that have come out of it.	https://events-platform.autodesk.com/event/autodesk-university-2021/planning/UGxhbm5pbmdfNjcwNDA2
Alias, VRED	Workflow from Alias Subdivision to VRED VR Collaborative Presentations	Niels Vogel, Stefan Strohm	Mittwoch, 6. Oktober 2021 16:00 - 17:00	In this class, we’ll cover the workflow followed at Reutlingen University in Baden-Württemberg, Germany. We’ll start with 2D sketches for an automotive interior, then go to Alias subdivision models. For review, we’ll use VRED virtual reality (VR) to present and discuss it in collaborative mode. This will enable us to include the whole class in a common VR session, which is the only way to gather in one (virtual) classroom these days. Most of the university students with head-mounted displays (HMDs) stay at home, and others alternate at university computers with HMDs and FFP2-masks.	https://events-platform.autodesk.com/event/autodesk-university-2021/planning/UGxhbm5pbmdfNjcwMjc3
VRED	Democratize Visualization in the Studio	Lukas Fäth, Tillmann Dorsch	ienstag, 5. Oktober 2021 16:00 - 17:0	Learn how you can use VRED software’s high-quality capabilities in the studio pipeline to visualize your model data at every step of the development process. We will touch on the streaming capability of VRED Core software and how it enables all users to access and interact with digital 3D models in high quality through interfaces tailored to any persona’s needs, independent of hardware and expertise. We will share the latest advancements in visualization technology that enable everybody to work and collaborate on the same data set in the same virtual space, each via the devices that fit their needs. Join this session if you want to learn more about how Autodesk’s VRED software could help your company save time and money by bringing people and data together in one joint, collaborative virtual world.	https://events-platform.autodesk.com/event/autodesk-university-2021/planning/UGxhbm5pbmdfNjcwMzg3
VRED, Shotgrid, Alias	Expanding in the Design Studio with ShotGrid	Brandon Tasker	Dienstag, 5. Oktober 2021 19:30 - 20:30	Learn about ShotGrid software’s powerful capabilities, including digital asset management features that integrate with Alias software and VRED software to connect digital workflows around the world. Learn how to increase the efficiency of collaboration for creatives by ensuring the availability of multiple versions of digital data, all in the same place, for all studio members. Using ShotGrid helps you save time, creating more opportunities to focus on quality of execution, and enabling designers and creatives to focus more on ideation and innovation. Come and see how ShotGrid can help with the digital transformation in your studio.	https://events-platform.autodesk.com/event/autodesk-university-2021/planning/UGxhbm5pbmdfNjcwMzg2

3DS Max, Fusion

Software	Kursname	Speaker	Datum + Zeit	Beschreibung	Streamlink/Anmeldelink
3DS Max	Extending Design Options to Virtual Environments	Machiel Odendaal	Dienstag, 5. Oktober 2021 17:00 - 18:00	This class will show you how to take design options from Revit software and 3ds Max software to Unity Forma to let clients see and choose from possibilities. We will show you how to set up your Revit environment, add your finishes and products with 3ds Max, and finish off in Unity and Unity Forma to create an interactive environment.	https://events-platform.autodesk.com/event/autodesk-university-2021/planning/UGxhbm5pbmdfNjcwMzQx
3DS Max	Tips and Tricks for Efficient Real-Time 3D Content Production	Logan Foster, Shawn Olson	Donnerstag, 7. Oktober 2021 19:30 - 20:30	Producing 3D content for entertainment games, serious games, or real-time visualizations for single or multiplatform targets such as PC, mobile, web, or XR technologies can be a daunting task. You have to balance high-quality content with various technical limitations. Often this question arises: How exactly can I produce compelling content without making difficult sacrifices that interfere with my artistic intention or significantly degrade the quality of what I'm trying to show? Using 3ds Max software, we will walk through an end-to-end content production process where you'll learn various tips, tricks, and optimizations that you can easily adopt and perform in your own content production pipelines.	https://events-platform.autodesk.com/event/autodesk-university-2021/planning/UGxhbm5pbmdfNjcwNDIy
3DS Max	Turn concept into amazing visuals with 3DS Max (featuring BOXX APEX)	Vickie Wie, Amy Evans, Phil Lowrey	Dienstag, 5. Oktober 2021 22:00 - 22:30	The chief designer of Mossawi Studios shows off his Project 411 using 3ds MAX, Substance and VRay. Hussain Almossawi's tribute to the Porsche 911 Spyder gets 3D treatment thanks to the Intel® Xeon® powered BOXX® APEXX® workstation. Mr. Almossawi walks through this cool project from concept to digital 3D display.	https://events-platform.autodesk.com/event/autodesk-university-2021/planning/UGxhbm5pbmdfNjk3ODM5
3DS Max, Arnold	Exploring Stylized Looks with Arnold Toon Shader, 3ds Max, and OSL	Ciro Cardoso	Donnerstag, 7. Oktober 2021 16:00 - 17:00	Arnold is a powerful production renderer used across the industry for realistic imagery. However, you can use Arnold for much more than rendering. The film Spider-Man: Into the Spider-Verse is a good example of Arnold software's versatility. NPR (nonphotorealistic rendering) can be a solution for fast-turnaround visualization projects, such as initial briefs or competitions. In this class, we will explore how to use traditional 2D illustration techniques in 3ds Max software with the powerful and versatile Arnold Toon Shader, with the help of some OSL nodes. To streamline the process, you will learn how to use Arnold Operators to create templates and efficiently apply different illustration styles that are perfect for fast-paced projects. From adjusting linework quality to hatching styles, we will cover tips and tricks to start implementing NPR and stylized looks into your workflow.	https://events-platform.autodesk.com/event/autodesk-university-2021/planning/UGxhbm5pbmdfNjY2OTMy
3DS Max, Arnold, Fusion	Generative Design Visualization: From Fusion 360 to 3ds Max to the Client	Steven Schain	Donnerstag, 7. Oktober 2021 20:30 - 21:00	In the real world, one program just can't do it all. Sketching, massing models, final design, animation, and rendering of engineering models—this class will discuss the workflow for using multiple Autodesk products in a production environment. Discover the ins and outs of this workflow, starting with a simple model, moving to using Generative Design in Fusion 360 software for a final model, then shifting to 3ds Max software and Arnold to render the final animation. Explore how Fusion 360 Team software can help manage the workflow files, review the Fusion 360-to-3ds Max import process, and see how to render photo quality images. Learn how to use Physical Materials, the Physical Camera, and adjust the scene exposure to get a good rendering. Get ahead of the competition by learning to create realistic animations from your Fusion 360 models	https://events-platform.autodesk.com/event/autodesk-university-2021/planning/UGxhbm5pbmdfNjcwMzAy
Fusion 360	Generative Design in Our Daily Lives	Alex Wouters, Nils Brüdigam	Mittwoch, 6. Oktober 2021 16:00 - 17:00	In this class, we'll give an overview of what generative design is and how it affects our daily lives as designers. Where is the computer better than we are? Where are we still the most important part? How do we use a design that the computer gave us? How do we know that this one is the best for us? How do we actually make these products? We'll answer all these questions in our talk.	https://events-platform.autodesk.com/event/autodesk-university-2021/planning/UGxhbm5pbmdfNjcwNDQw
Fusion 360	Generative Design: Back to Basics	Robert Savage	Mittwoch, 6. Oktober 2021 12:30 - 13:30	This class will be an introduction to Generative Design in Fusion 360 software for people who are just getting started with the tool. Generative Design in Fusion 360 is a set of tools that enables you to set the criteria for the part that you want to design by setting up connection, boundaries, materials, and loads to say how you want it to react. You then upload the information to the server, and it will return results and options for how the part can look, weigh, and react to the loads applied. When you find one that works for you, you can download it and modify it or use it in an assembly. So, let's go back to the basics and start using Generative Design in Fusion 360.	https://events-platform.autodesk.com/event/autodesk-university-2021/planning/UGxhbm5pbmdfNjcwNDEw
Fusion 360	Fusion 360 Form Tool and Surface Modeling	Jeffrey Smith	Mittwoch, 6. Oktober 2021 20:00 - 21:00	Does the form tool and surface modeling in Fusion 360 software make you a little uncomfortable? For longtime SolidWorks users, surface modeling is usually fine. The form tool, on the other hand, can cause some head scratching. The key to maximizing the form tools is building a level of prediction for what your actions will produce. It's all about the how, why, and when you should use these tools. Adding in Surface (and Solid) skills sets makes a very powerful team set. Come and learn about the speaker's process and combination of these different tool worlds.	https://events-platform.autodesk.com/event/autodesk-university-2021/planning/UGxhbm5pbmdfNjcwMjk1
Fusion 360	Parametric Mesh Editing and Reverse Engineering for Fusion 360	Sualp Ozel, Jason Lichtman	Dienstag, 5. Oktober 2021 19:30 - 20:30	This class will take a deep dive into Fusion 360 software's new parametric mesh features. These features enable innovative parametric mesh editing capabilities, as well as instant reverse engineering of a 3D scan. This class will include an explanation of the new features and a live demonstration of the most common workflows. Guest speaker Sualp Ozel—the product manager responsible for these features—will explain why Autodesk took on this challenge, and discuss where this technology is heading in the future. If you work with 3D scan data or mesh files, this class is for you!	https://events-platform.autodesk.com/event/autodesk-university-2021/planning/UGxhbm5pbmdfNjcwMzE3
Fusion 360	Getting Started with Simulation in Fusion 360: The Basics	Elizabeth Bishop, Simon Leigh	Dienstag, 5. Oktober 2021 20:30 - 21:30	Simulation lets designers test (simulate) their designs before reaching the manufacturing process. This enables iterative changes without the time and money (and potential waste) that can go into making a product only to find it doesn't meet the standards needed. The Simulation workspace in Fusion 360 software can feel a little intimidating at first glance—with so many options to choose from. This class will take you through the basic steps of a static stress simulation, showing you how to set up a simulation in detail, what all the options are for, and how the results can be analyzed and used to influence future design decisions. You will leave this class feeling more confident and ready to improve your whole design process	https://events-platform.autodesk.com/event/autodesk-university-2021/planning/UGxhbm5pbmdfNjcwNDA5
Fusion 360	Extreme Optimization: An Adventure with Generative Design for Fusion 360	Gavin Bath	Dienstag, 5. Oktober 2021 21:00 - 22:00	The Gavisgon electric longboard project started back in 2018 when a German CNC (computer numerical control) machine vendor gave the speaker a longboard deck machined from billet aluminum on the condition that the speaker "do something cool with it." The speaker got to work with Fusion 360 software to design an electric skateboard. This class will walk you through the design journey for the key component—the rear truck that the drive assembly is mounted to—beginning with a customized off-the-shelf part, then iterating through a generatively designed, 3-axis, CNC-machined version, and finally a 5-axis, CNC-machined version	https://events-platform.autodesk.com/event/autodesk-university-2021/planning/UGxhbm5pbmdfNjcwNDc2
Fusion 360, VRED	From design to visualization with Fusion 360	Jeffrey Smith	Mittwoch, 6. Oktober 2021 22:00 - 22:30	Industrial Designer Jeff Smith demonstrates how to master end-to-end product design flow using Fusion 360, featuring MSI® Z16 creator laptop, powered by Intel® Core.	https://events-platform.autodesk.com/event/autodesk-university-2021/planning/UGxhbm5pbmdfNjk3ODM4

				Maya, Unity	
Software	Kursname	Speaker	Datum + Zeit	Beschreibung	Streamlink/Anmeldelink
Maya	Late-night experiments with Bifrost	Phil Radford	Dienstag, 5. Oktober 2021 21:00 - 22:00	New to visual programming? No problem. Bifrost's library of pre-built graphs makes it quick and easy to craft serious effects right out-of-the-box. Get to know Bifrost's latest features through my experimental art.	https://events-platform.autodesk.com/event/autodesk-university-2021/planning/UGxhbm5pbmdfNjY2OTE5
Maya, Fusion	Adventures in Convergence: Sustainable Design, Data & Procedural Modeling	Tyson Fogel, Matthew Spremulli	Dienstag, 5. Oktober 2021 19:30 - 20:30	What are new emerging methods for tackling large and complex challenges such as sustainable design? More specifically, what might happen when we combine technology from one industry and apply it to another? Further, how can designers leverage these experiments in "convergence" to inform the future of design-and-make? Inspired by an Autodesk Technology Center resident, this case study explores the sustainable implications of converging industrial design tasks with "procedural modeling" tools (a Media and Entertainment technology). This talk shares the results of both practical hands-on experiments and conceptual thinking on how procedural modeling tools could influence higher performing design decisions applied to product-design and manufacturing. Experience the convergence of industries as the Technology Centers explore what it means to continuously reshape and adapt objects to meet functional and performance requirements.	https://events-platform.autodesk.com/event/autodesk-university-2021/planning/UGxhbm5pbmdfNjcwMzI0
Maya, Arnold, ShotGri	The future of digital content creation		Donnerstag, 7. Oktober 2021 12:30 - 13:00	Digital media is transforming film, TV and all forms of content creation. New genres are leveraging the explosion in technology as interactive devices take rich content to homes and "on the go". Technicolor is uniquely positioned to help world major studios and publishers and creative gurus in exploring and inventing the 'never before'! The keynote will present cutting edge examples and demonstrate what virtual production and the hybrid workplace have changed in the content production paradigm.	https://events-platform.autodesk.com/event/autodesk-university-2021/planning/UGxhbm5pbmdfNjcwMTc2
Unity	Boost your marketing with interactive 3D configurators using Unity Forma	Jerome Maurey-Delaunay	Donnerstag, 7. Oktober 2021 22:00 - 22:30	Whether you're selling a property or manufactured product, you need to showcase it to buyers in all its variations. This session will walk through how to use Unity Forma, a software solution for marketing professionals, to bring a real-time 3D configurator to life with no coding skills. You will also learn how to create high-quality visuals for marketing using Forma Render.	https://events-platform.autodesk.com/event/autodesk-university-2021/planning/UGxhbm5pbmdfNjg2ODY1