

3D Modeling with the Best, AutoCAD!

Presenter

Vincent Sheehan





About the speaker

Vince has been using Autodesk products since 1992. He has been working in the GIS, Civil Engineering and Surveying field since 1995. He currently serves as Sr. Designer for a civil engineering consulting firm located in Richmond, Virginia. He is also a Design Specialist and Blogger on the site Poly In 3D where he writes tutorials and how to tips for Autodesk products. Vince has also been 3D modeling and rendering for over 10 years using a variety of Autodesk® products and other non-Autodesk® products. Autodesk University 2012 lab speaker on Civil 3D 2013, Civil View 2013 and 3ds Max Design 2013. Autodesk University 2015 lab speaker on Vehicle Tracking 2016, Autodesk University 2017 on Autodesk Stingray.

Autodesk AutoCAD and Civil 3D Certified.

Poly In 3D Blog: <http://pinyin3d.blogspot.com>

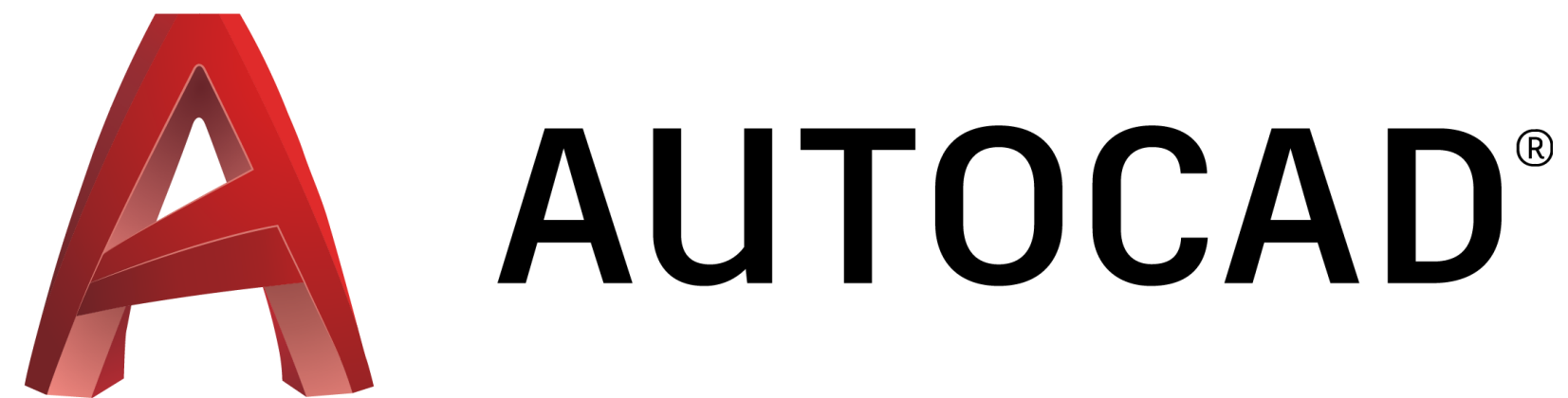
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Class Summary

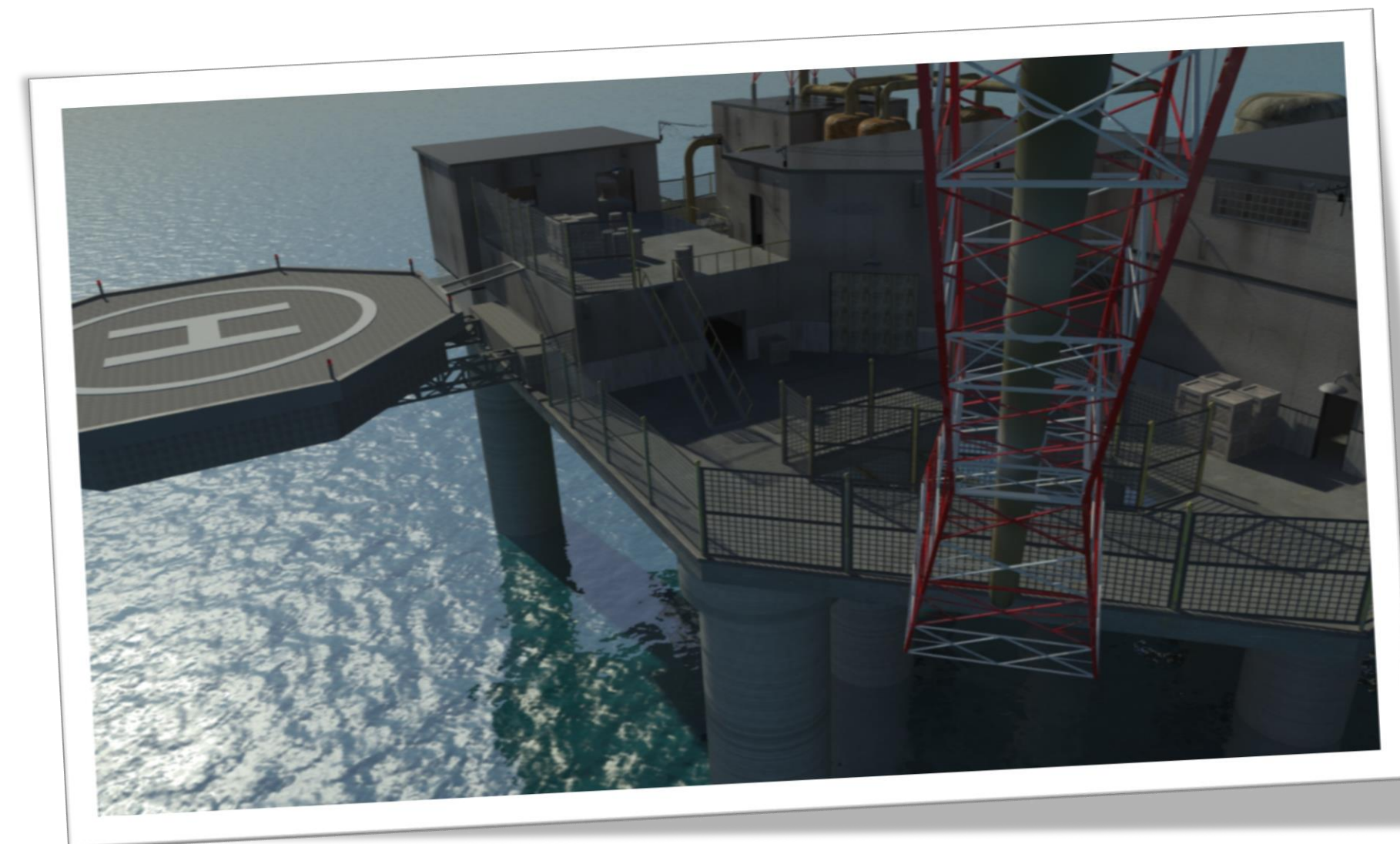
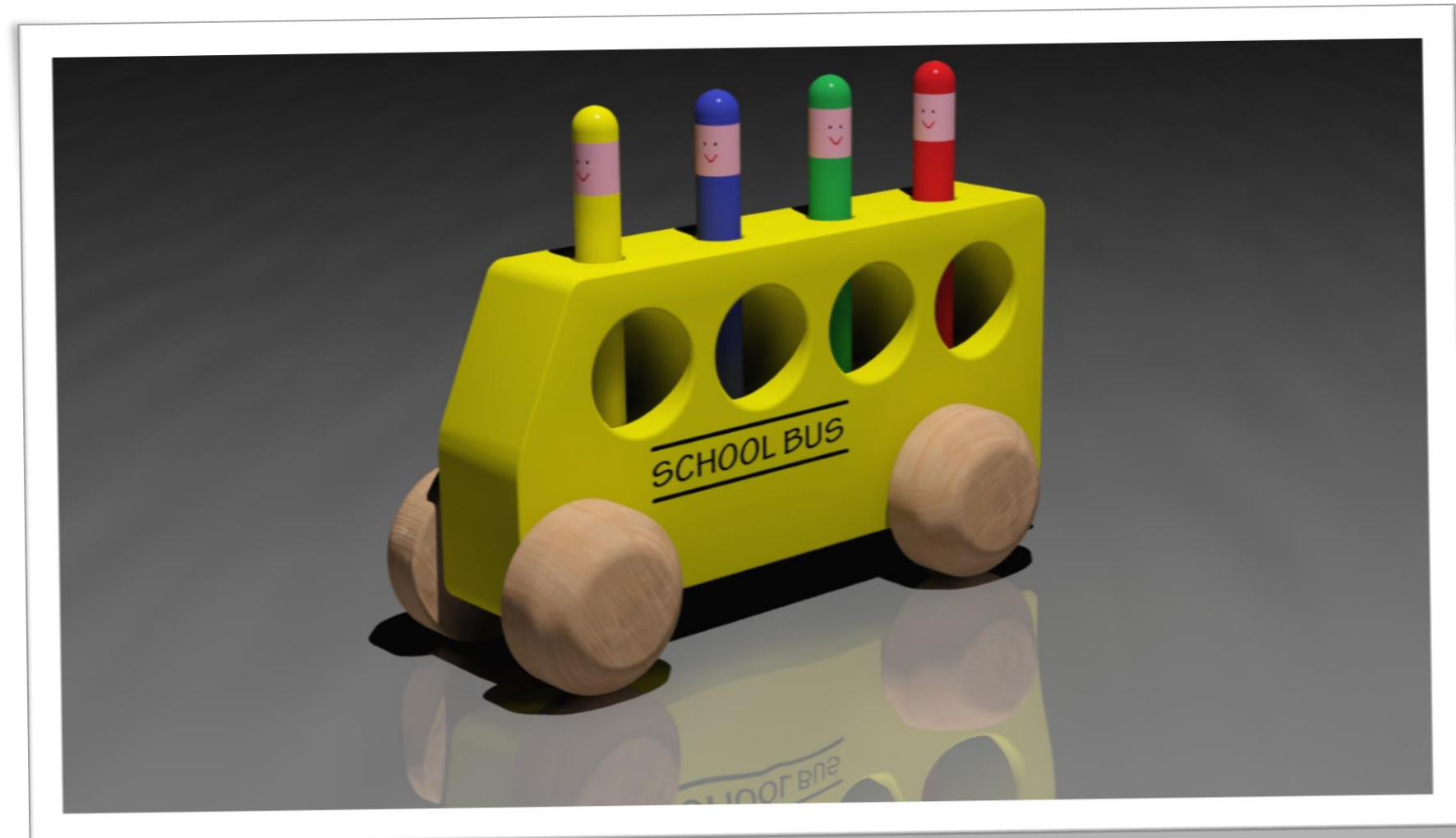
In this lab, you'll learn how to create 3D geometry using AutoCAD's Solid, Surface and Mesh tools. Create 3D assets for Revit families, Civil 3D/InfraWorks models, Inventor and game engines. Edit the 3D objects using various editing tools. Export the 3D objects to various formats. This class is designed to expand your AutoCAD 3D modeling knowledge.



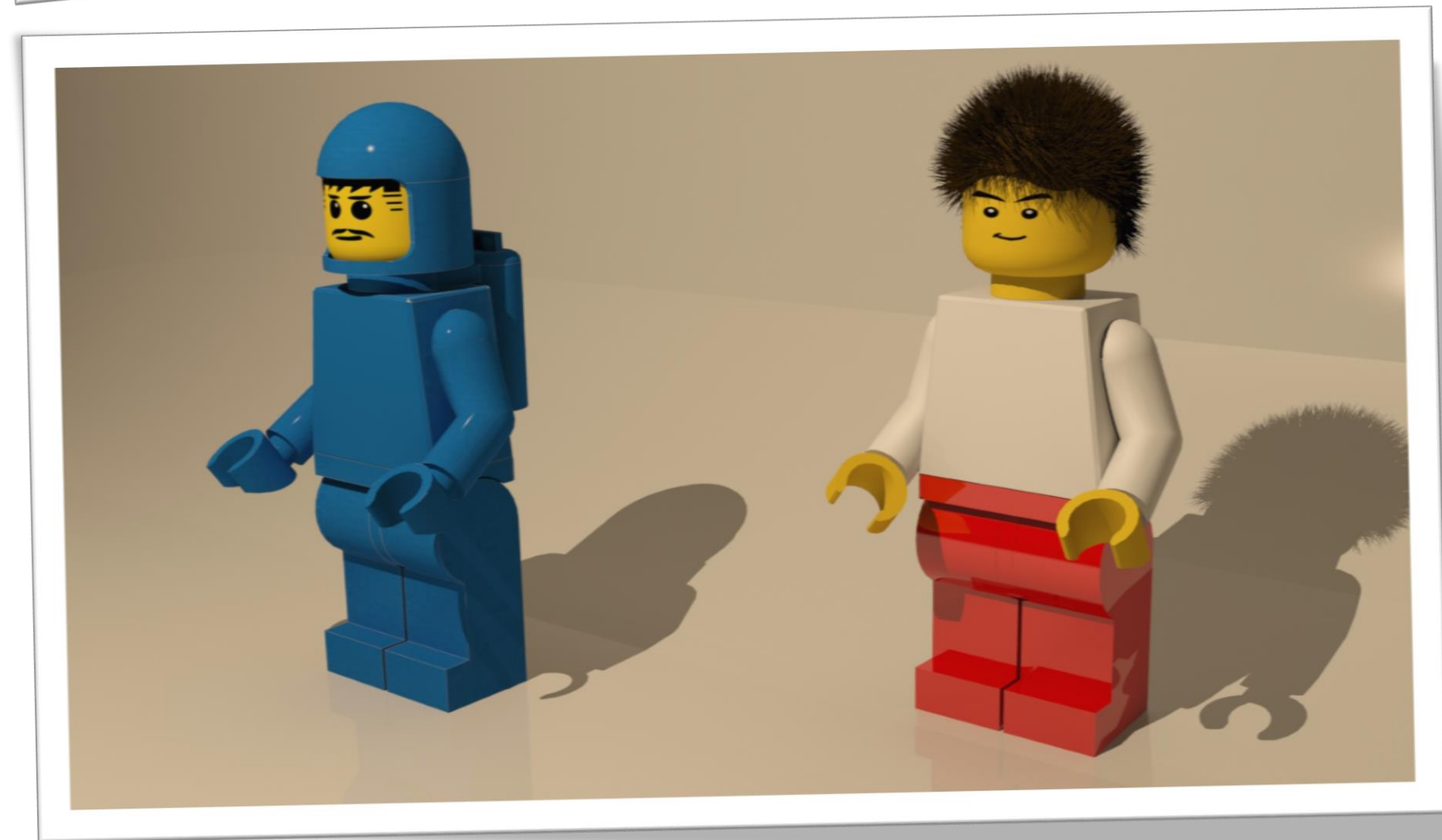
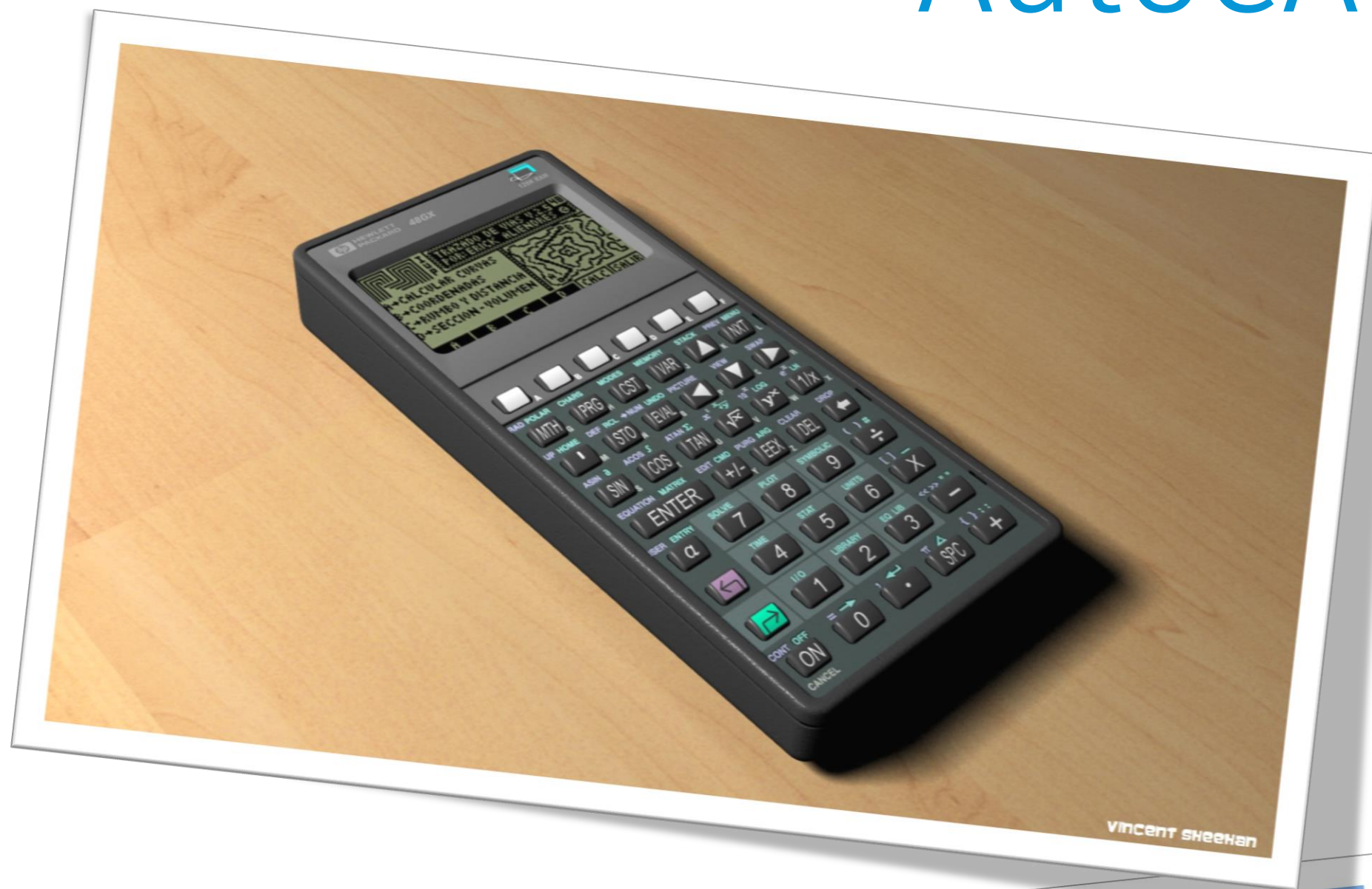
Learning Objectives

- CREATE 3D SOLID, SURFACE AND MESH OBJECTS USING VARIOUS TOOLS.
- EDIT THE OBJECTS USING TOOLS SUCH AS UNION, SLICE, EXTRUDE FACE, FILLET AND SO ON.
- APPLY TEXTURING/MATERIALS TO THE 3D OBJECTS.
- EXPORT THE 3D OBJECTS TO VARIOUS FORMATS.

AutoCAD Examples



AutoCAD Examples



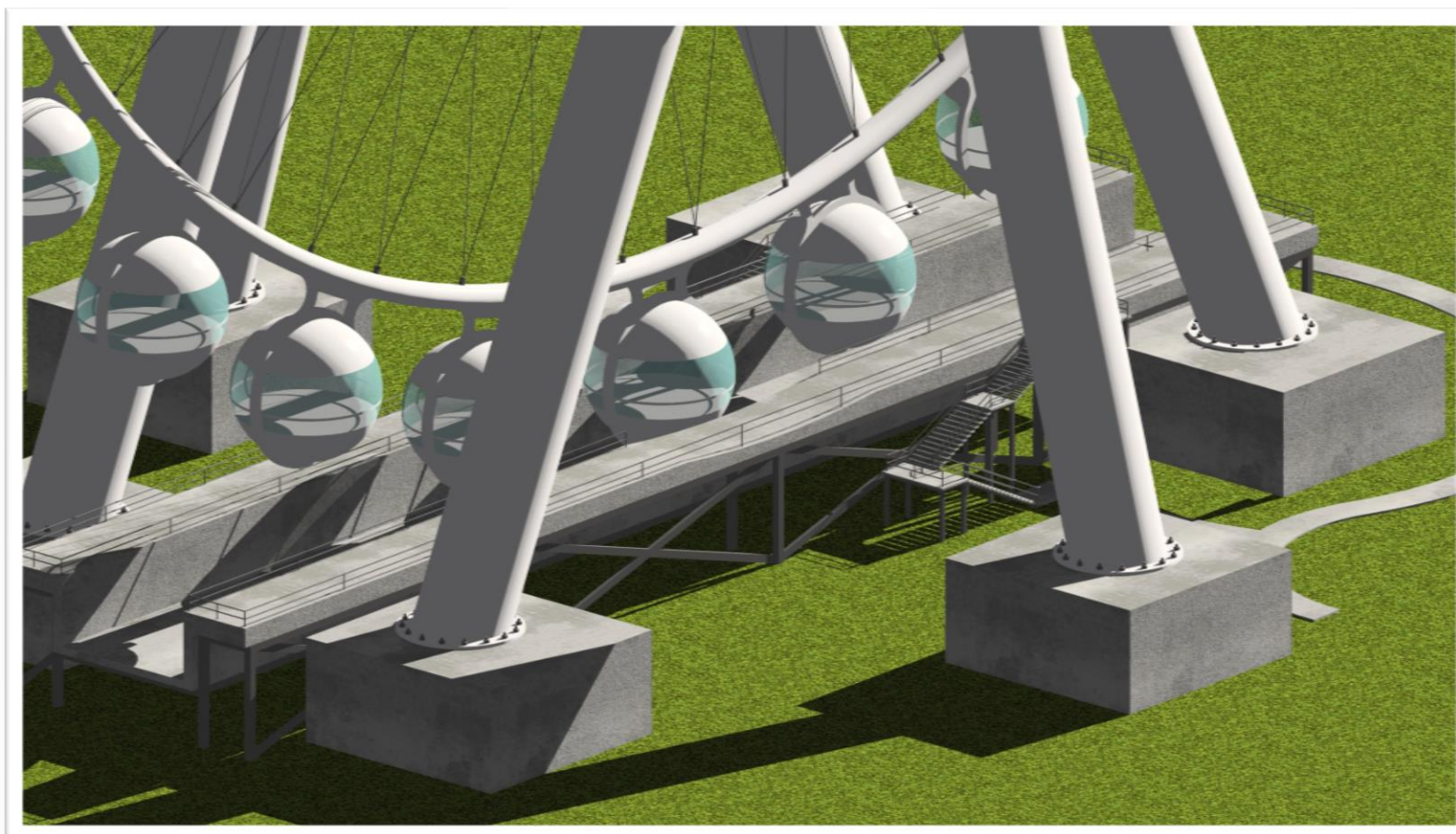
AutoCAD Video Examples



AutoCAD Environment in
3DS Max Interactive



AutoCAD Race Car Environment in
Unity 3D Game Engine



High Roller animated in 3DS Max



Game Environment in
3DS Max Interactive

Let's Get Started!





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