

GA122371-L - Gaming with AutoCAD.

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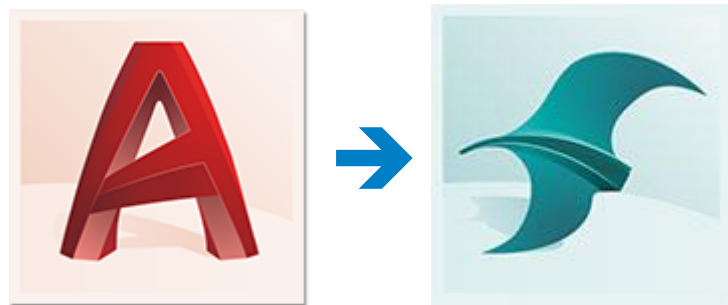
Vince has been using Autodesk products since 1992. He has been working in the GIS, Civil Engineering and Surveying field since 1995. He currently serves as Sr. Designer for Timmons Group, a civil engineering consulting firm located in Richmond, Virginia. He is also a Design Specialist and Blogger on 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 AutoCAD and Civil 3D Certified.



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Class Summary

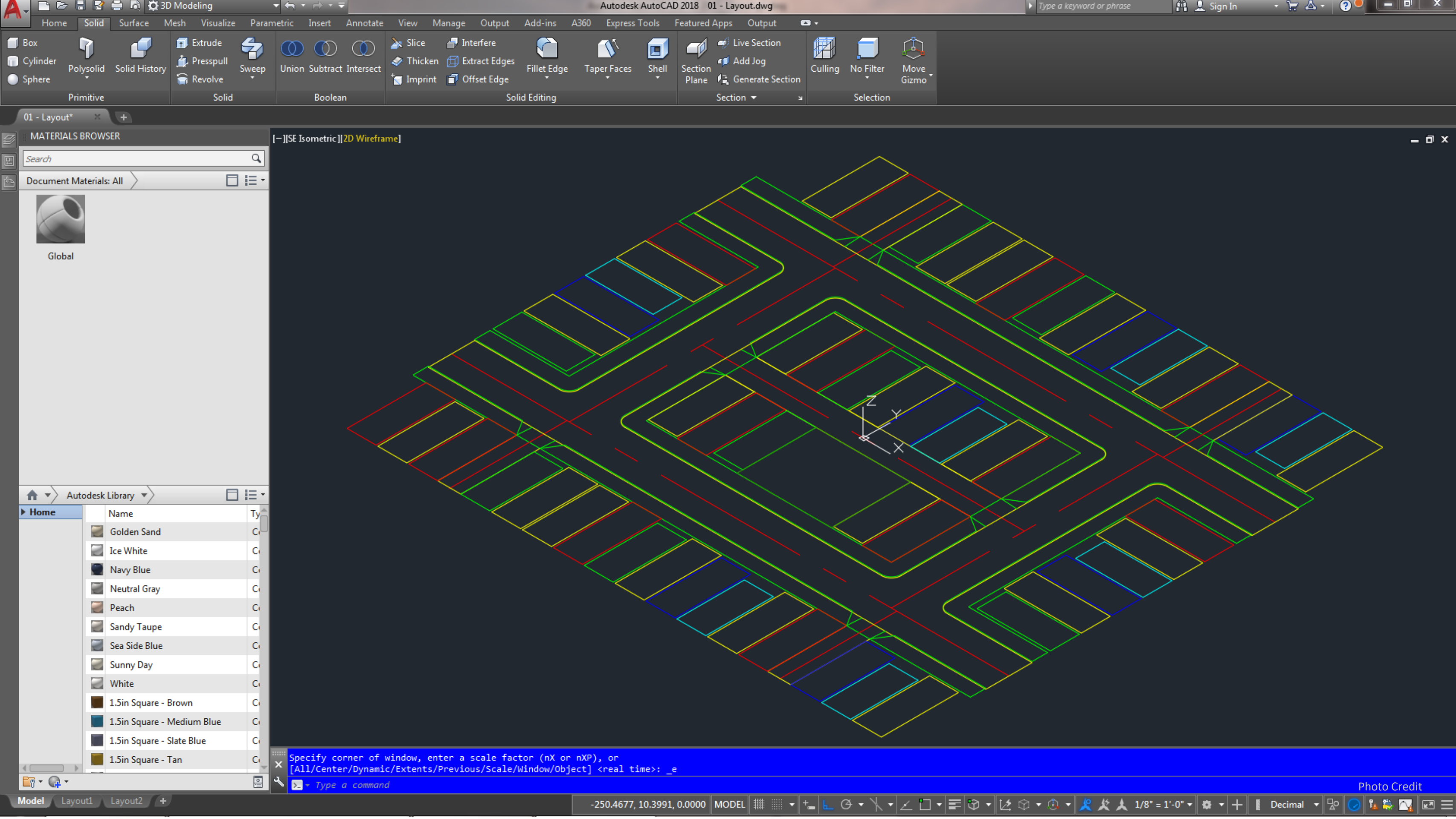
In this hands-on lab, you'll use AutoCAD software to create a basic 3D game environment and a side-scrolling 3D game environment. Learn how to create and import street furniture, buildings, vehicles, and other 3D objects using AutoCAD software's Solid, Surface, and Mesh tools. Export the 3D environment to an FBX file format for the Stingray gaming engine. Import the AutoCAD 3D model into Stingray to see the model in real time. This class is designed to expand your AutoCAD 3D modeling knowledge.

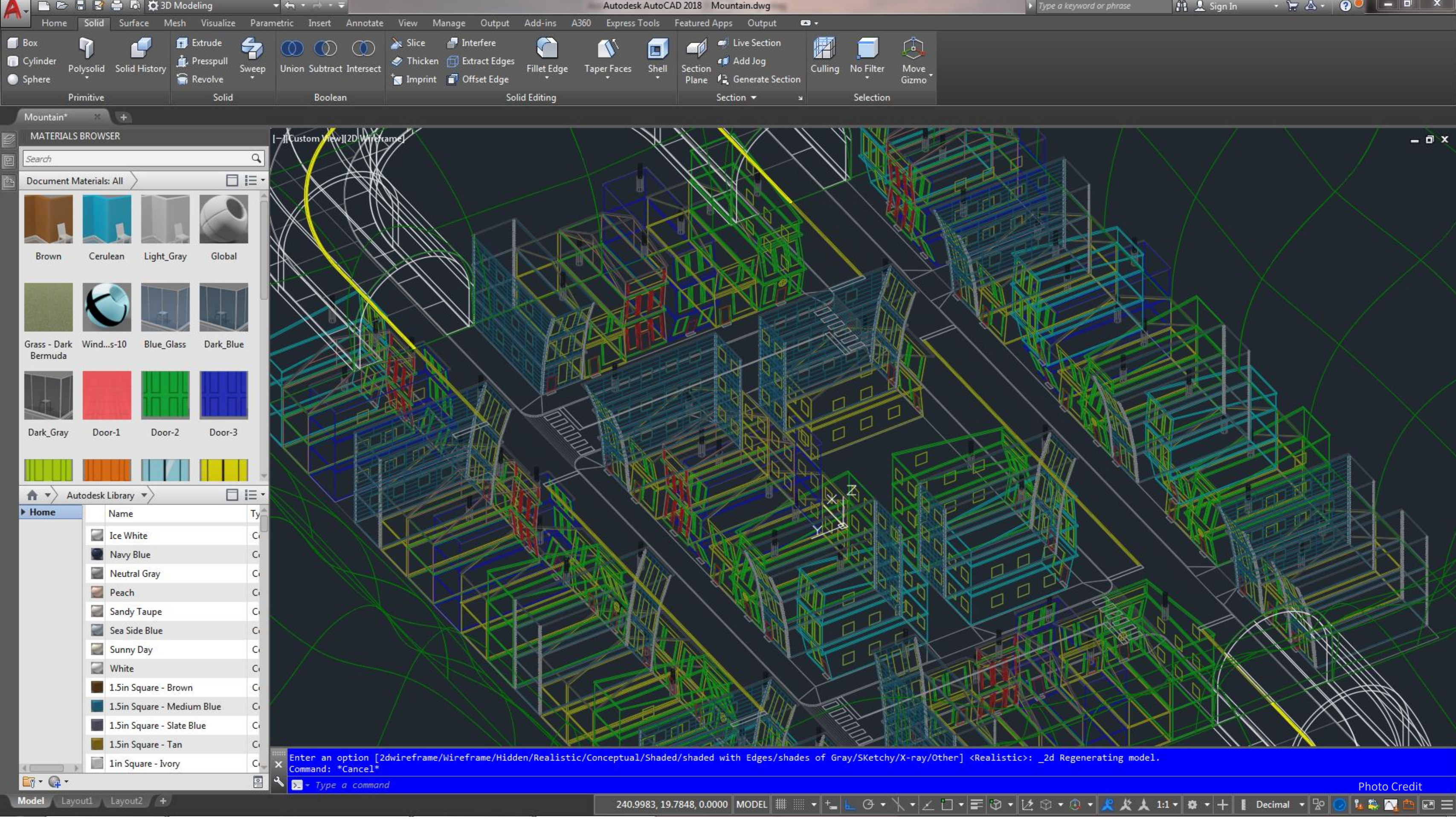


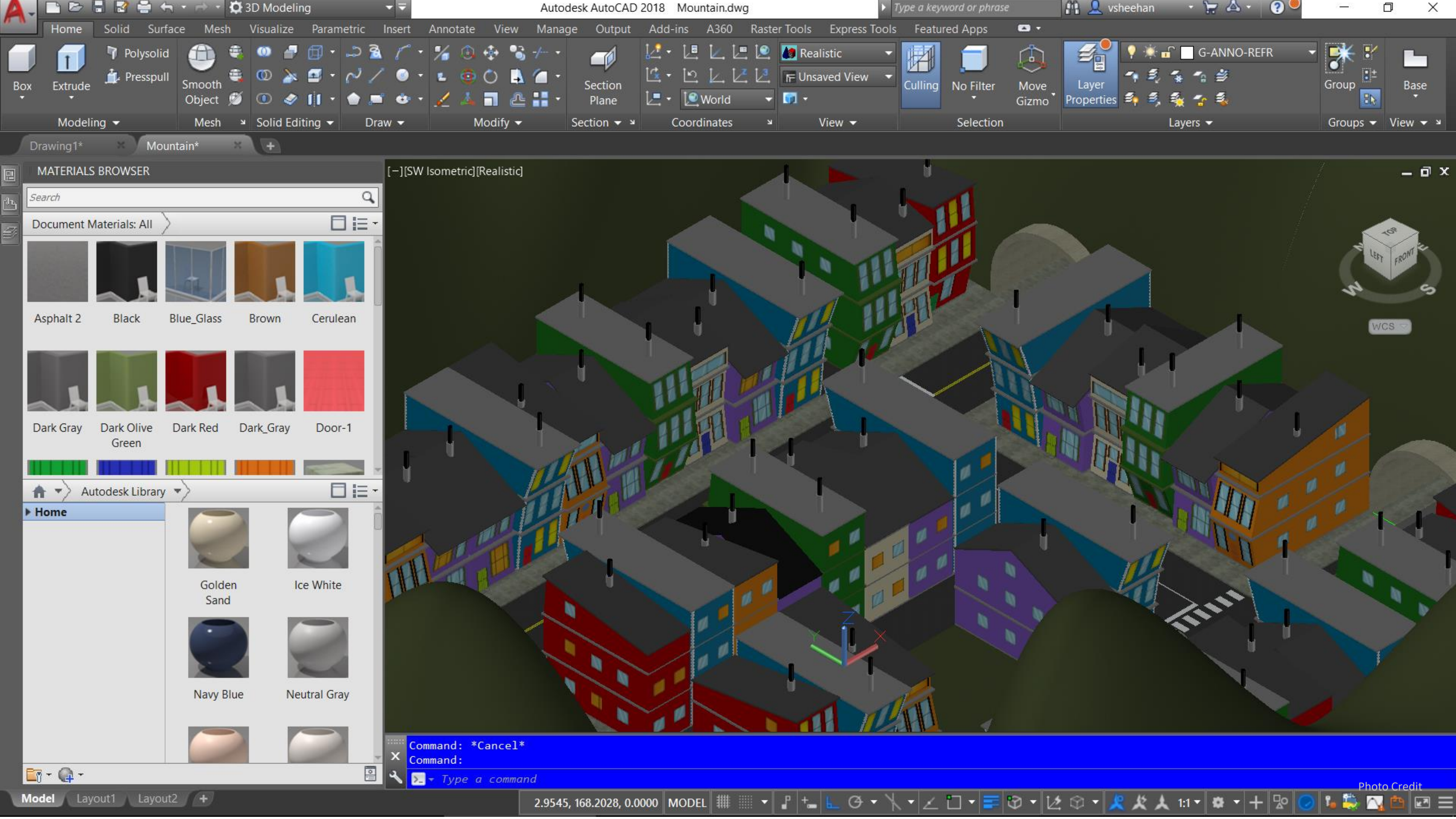
Key Learning Objectives

At the end of this class, you will be able to:

- Learn how to create ground surfaces.
- Learn how to create sidewalks, roads, street furniture, and other 3D items/assets.
- Utilize AutoCAD 3D Tools.
- Check orientation of 3D Face called Normals.
- Learn how to apply texturing/materials to the 3D objects.
- Learn how to export then import 3D models into Autodesk Stingray.



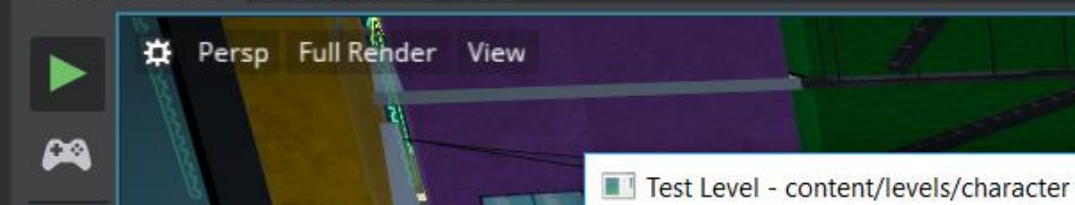




Assets



Level Viewport x Level Flow x +



Test Level - content/levels/character

Asset Browser x Log Console x +

IMPORT

AU2017_Complete

- Assets
- content

	Name	Type	Size	Date Modi...	Full Path
	BUILDING-01-ROOF	unit	18 KB	9/1/2017, 1...	AU2017_Complete/Environment/...
	BUILDING-01-TRIM	material	201 Bytes	10/29/2017...	AU2017_Complete/Environment/...

Full Render View

Command v

Editor Engine v

Test engine ready

F2 = 1P/3P F3 =  

Presentation Format

- Please raise your hand if you have a question and a Lab Assistant will help you.
- All the material that we cover is in the handout.
- Because of the time limitations, questions will only be answered at the end of the session.
- Feel free to email me (vsheehan@comcast.net) with follow-up questions.
- Please fill out the class survey in the AU app or online.

The background features a blue gradient bar at the bottom, overlaid with a white wireframe mesh pattern that resembles a complex, organic structure. The text "Let's Get Started!" is centered within the blue bar.

Let's Get Started!

