

Fall 2009

Pratt



Autodesk®
Authorized Training Center

Autodesk®
Authorized Training Center
Premier Media and Entertainment

**Computer Training
for Architects,
Engineers,
Animators
and other Design
Professionals**

Clases Nuevas en Español

NEW

Ofreció Primavera 2010

Véase en la página 8 para la información en **Autodesk 3ds** clases **Máx:**

Diseño Arquitectónico con **Autodesk 3ds Max** Design
Modelado Arquitectónico II con **Autodesk 3ds Max** Design

Customized Training

Customized training is available to corporate clients. For further information, please contact Karen Adler Miletsky at kmiletsk@pratt.edu concerning your training needs.

Registration Deadlines

Registration deadlines for all courses are one week prior to course start dates, unless otherwise noted. Exceptions will be allowed based on space availability. We recommend that you register early.

OneKey Account Information

OneKey usernames and passwords are necessary for all students and faculty of Pratt Institute. Please see page 22 for detailed instructions.

VA Benefits for Certificate Programs

- Computer-Aided Design & Visualization Certificate
- Computer Graphic/Video Animation Certificate

This program is approved for veterans and other eligible persons under the GI Bill for education. Contact the Department of Veterans Affairs at 1-888-GI BILL1 (1-888-442-4551), or www.gibill.va.gov regarding eligibility.

Contact:

Perry Han phan@pratt.edu or
Karen D'Angelo
kdangelo@pratt.edu

Our History

Pratt Institute's Manhattan Center is located in Chelsea at 144 West 14th Street.

Pratt's Manhattan Center provides our students with cutting edge equipment and spectacular facilities. Register now for classes.

Since 1986, Pratt Institute's Autodesk® Premier Authorized Training Center (ATC®) has provided comprehensive training for beginning and advanced Computer Aided Design (CAD) users, as well as training in Autodesk's Multimedia programs at its Manhattan facility. The center offers the special combination of a convenient New York City location and over one hundred years of experience in the graphic arts.

AutoCAD,® the world's best-selling Computer Aided Design Package is a powerful desktop tool that vastly increases productivity in design tasks for architects, engineers, interior designers, industrial designers and other professionals. AutoCAD allows you to produce mechanical, architectural and electrical drawings, and images for other areas of specialization.

AutoCAD can be readily adapted to your business needs; and, nearly every existing CAD drawing format can be used by AutoCAD. For your convenience, we provide short seminars and longer, more intensive courses.

Autodesk® Premier Authorized Training Center

Pratt Institute has been designated as a Premier Training Center after years of meeting the strict standards for training set by Autodesk. Premier status is the highest level training center awarded by Autodesk.

Autodesk and Autodesk Media and Entertainment Training Centers are educational programs managed by Autodesk. Although each ATC is monitored through evaluations from every participant, Autodesk is not responsible for the quality of the training offered by the Autodesk training centers or for any actions of the Autodesk Training Center. Autodesk, the Autodesk logo, AutoCAD, ATC, AutoCAD LT, AutoCAD Architecture, AutoCAD MEP, AutoLISP, Autodesk Inventor, Autodesk 3ds Max, Autodesk 3ds Max Design, Autodesk VIZ, Revit Architecture, Revit MEP, Revit Structure, and character studio are registered trademarks, and combustion are trademarks of Autodesk, Inc. in the U.S. and/or other foreign countries. © 2000 Autodesk, Inc. All rights reserved. Microsoft, Windows, and Windows NT are registered trademarks of Microsoft Corporation. All other brand names, product names, or trademarks belong to their respective holders.

Student Software 1 Year License

Student Software 1 Year License Students who register for Autodesk® Media and Entertainment Training Center and Autodesk Training Center courses qualify to purchase a one year (1) license of Autodesk software. For further information, please visit the following website <http://www.studica.com/dtc/pratt>


 **AUGI Autodesk User Group International (AUGI)**
Membership to AUGI is free. Just visit AUGI website for information at www.augi.com?source=ATC.US.10089.

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Customer Testimonials

"The nature of our business is very deadline-driven. In order to get our designers proficient and up to speed on Autodesk VIZ, we feel it is best to routinely provide them with offsite training. That way, they can fully concentrate on learning about the design tools without any daily distractions. Our ATC, Pratt Institute, has been a valuable resource in training our product teams, and keeping our workflow proceeding smoothly and efficiently."

Donald Strum

Senior Director of Product Design

Michael Graves Design Group

Princeton, NJ and New York, NY, USA

"Three-dimensional craniofacial imaging is the future for orthodontic diagnosis and treatment planning. Temple University has developed this technique with hopes that it will become commonplace in the future office. Several types of software programs must be utilized for development. Temple University has teamed with Pratt's Autodesk Training Center Premier Media and Entertainment (formerly known as Discreet Training Center) to enhance the knowledge and usage of **Autodesk 3ds Max** software. Pratt has provided a Certified instructor to teach within a private and custom teaching environment. Continuing support has been an outstanding attribute from Pratt. I believe the success of this project will be ensured due to the strong commitment Pratt has given us."

Dr. Ched Smaha

Temple University

Department of Orthodontics

Philadelphia, PA

For more customer testimonials, see page 22.

Certificates

Computer-Aided Design & Visualization Certificate

This program of study is designed for architects, engineers, interior designers and industrial designers who want to develop portfolios in the rapidly expanding area of CAD and Visualization. Expert computer-aided drafting curriculum, from fundamental to complete customization, combined with unique special topics in 3D design, visualization, and scripting.

Students lacking a drafting or technical drawing background are required to take Architectural Drafting I. Students must maintain a "C" average in the program. See the Center for Continuing and Professional Studies' catalog for information.

Fee
\$100 *non-refundable application fee*


Core Requirements choose six

PMA 401	AutoCAD Professional Level I
PMA 402	AutoCAD Professional Level II
PMA 403	AutoCAD Professional Level III
PMA 404	3D Model & Render w/ AutoCAD
PMA 405	AutoCAD Architecture (ADT I)
PMA 406	Revit Architecture I
PMA 407	Autodesk Inventor
PMA 408	Set Design for Architects and Designers using AutoCAD
PMA 392	AutoLisp w/ VisualLisp
PMCG 223	Autodesk 3ds Max Model & Rend I
PMCG 240	Autodesk 3ds Max Model & Rend II
PMCG 252	Arch Design w/ Autodesk VIZ
PMCG 252	Arch Design w/ Autodesk 3ds Max Design
PMCG 253	Arch Visual w/ Autodesk 3ds Max
PMCG 254	Autodesk 3ds Max Animation I
PMCG 255	Arch Visual using AutoCAD and Autodesk 3ds Max Design
PMCG 256	Arch Model II w/ Autodesk 3ds Max Design
PMCG 257	Arch Rendering and Lighting in Autodesk 3ds Max Design

Special Topics choose four 7-hour workshops to count as one course

PMA 500, PMA 501, PMA 502, PMA 503, PMA 504, PMA 505, PMA 506, PMA 507, PMA 508, PMA 510, PMA 512, PMA 520, PMA 521, PMA 522, PMA 524, PMA 526, PMA 533, PMA 534, PMA 535, PMA 538, PMA 539, PMA 540, PMA 541, PMA 542, PMA 543, PMA 544, PMA 545, PMA 546, PMA 547, PMAM 224

AIA Provider

 Pratt is registered as a provider with the American Institute of Architects, Continuing Education System (AIA/CES). We are committed to offering quality education in accordance with the AIA/CES criteria. (provider #F163).

Please Note: HSW Designation

New York Licensing Board law requires architects to complete 36 professionally related continuing education hours every three years. Of the 36 hours, 24 hours must relate directly to HSW (general health and safety of the public) issues. Pratt's courses that do not have the HSW designation and which have been approved through the AIA have been formerly submitted to NYS for their review.

The following non-HSW courses have not been approved by NYS for their acceptance of non-HSW LU credit:
PMA 380, PMA 401, PMA 370, PMA 389, PMA 395

Computer Graphics/Video Animation Certificate

Computer Animation and Video is for those who wish to pursue careers in film, entertainment, special effects, game design and broadcast design.

Program focus is on the creation and design of time-based media. Choose an area of specialization – 2D and 3D animation, digital video, and broadcast design. Study the choreography and design of complex animated sequences.

Topics include: creation of titling sequences, editing, compositing, modeling, rendering, and animation. Final projects are edited to form a demo reel portfolio. See the Center for Continuing and Professional Studies' catalog for more information.

Fee
\$100 *non-refundable application fee*

Foundation Requirement choose five

PMCG 100	Overview of Digital Creation & Digital Media
PMCG 210	3D Computer Graphic Theory
PMCG 250	Continuity Storyboards
PMCG 251	Design 3D Computer Animation
PMFA 479	Traditional Animation I
Core Requirements choose five	
PMCG 202	Graphic Illustration I
PMCG 223	Autodesk 3ds Max Model & Rend I
PMCG 230	Maya I: Fundamentals
PMCG 240	Autodesk 3ds Max Model & Rend II
PMCG 241	Maya II: Modeling, Animation and Effects
PMCG 254	Autodesk 3ds Max Animation I
PMCG 330	Autodesk 3ds Max Animation II
PMCG 331	Autodesk 3ds Max Adv Char Design
PMCG 340	Maya Adv: Character Design
PMCG 422	Imaging I
PMCG 435	Adobe Premiere Pro
PMCG 436	Adobe After Effects
PMFA 480	Traditional Animation II

Electives choose at least two

PMCG 213	3D Modeling w/ form•Z
PMCG 243	Autodesk 3ds Max Game Level and Character Design
PMCG 258	Mudbox
PMCG 270	Graphics Imaging I w/ C++
PMCG 332	Autodesk 3ds Max Adv Char Animation
PMCG 333	Special Effects w/ Autodesk 3ds Max
PMCG 337	Autodesk 3ds Max Adv Projects
PMCG 341	Special Effects w/ Maya
PMCG 360	Computer Animation and Visual Effects: XSI I
PMCG 425	Imaging II
PMCG 434	Non-Linear Video Editing w/ Final Cut Pro
PMCG 438	Flash I
PMCG 462	Adv Techniques in Final Cut Pro
PMCG 463	Compositing w/ Shake

Special Topics

Choose four 7-hour workshops to count as one course

PMAM 224	PMAM 237	PMAM 238
PMAM 245	PMAM 246	PMAM 247
PMAM 248	PMAM 249	

Media & Entertainment

5 Day Courses include

30 hrs instruction: 5 hrs/day 9am–4pm
16 hrs unsupervised lab: M–Th 4pm–6pm

Autodesk® 3ds Max® Design 2010 Update

This one day workshop for the experienced **Autodesk 3ds Max** user covers the new features in **Autodesk 3ds Max Design**.

Prerequisite: Prior experience with **Autodesk 3ds Max**.

Registration Deadline: Aug 12

Sec 1: Sa 9am–5pm

1 session Sept 12

Ruslan Kuchman

PMAM 236 \$225

Autodesk® 3ds Max® 2010

Fundamentals: Modeling & Rendering I

Creating amazing visual effects shots, animations, broadcast graphic designs or high-end design visualization requires software that is flexible, open, and has the rich range of tools that free your talent to create mesmerizing 3D. That's what **Autodesk 3ds Max** provides the user.

This course is designed for the entry level 3d artist. Through a series of small projects students learn the basics skill sets and concepts.

Topics include: navigation in 3d space; polygon and spline modeling; manipulation of objects; lighting interior and exterior spaces; photo-realistic and procedural texturing; creating environmental effects; cameras; rendering and output techniques; and production and efficiencies tools. Each topic will be related to real-world production examples, as well different professional fields, i.e. Games, Broadcast, Web, Architecture.

Prerequisite: working knowledge of MS Windows 2000, Computer Graphics Basics, and 3D Computer Graphics Theory are recommended.

Sec 1: Tu 6:05–8:05pm

15 sessions Sept 1–Dec 8

Marc Floresant

Sec 2: M 8:10–10:10pm

15 sessions Aug 31–Dec 21

Ruslan Kuchman

Sec 3: M–F 9am–4pm

5 sessions Aug 31–Sept 4

Eric Kachelhofer, Ruslan Kuchman

Sec 4: M–F 9am–4pm

5 sessions Nov 16–20

Eric Kachelhofer, Ruslan Kuchman

PMCG 223 \$845

4 Day Courses include

20 hrs instruction: 5 hrs/day 9am–3pm
10 hrs unsupervised lab:
W, Th 3pm–6pm; F 3pm–4pm

Autodesk® 3ds Max® 2010 Modeling, Materials & Rendering II

This course takes the seasoned **Autodesk 3ds Max** user through advanced concepts and techniques for creating complex models and materials. Learn to determine project needs and incorporate correct modeling concepts, material applications, and output method for desired results. You will develop the skills to outline, prepare, execute and output a virtual environment.

Topics include: advanced modifiers, creating advanced extrusions and latched surfaces, Boolean modeling functions, advanced shadowing concepts and controls, advanced lighting applications, incorporating patch and mesh modeling tools and techniques, creating compound materials, acquiring images for materials from outside **Autodesk 3ds Max**, material alignment, designing natural vs. man made materials, and integrating other programs.

Prerequisite: **Autodesk 3ds Max Model & Rendering I**.

Sec 1: W 6:05–8:05pm

15 sessions Sept 2–Dec 9

Eric Kachelhofer, Frank Collazo

Sec 2: M–F 9am–4pm

5 sessions Sept 14–18

Eric Kachelhofer, Marcello Ferri

PMCG 240 \$845

Autodesk® 3ds Max® 2010 Animation I

This course is an introduction to **Autodesk 3ds Max's** animation environment. A Track Editing Environment is explored, and Expression Keying is discussed. In addition, traditional animation principles are studied as they apply to computer animation. Learn to analyze motion, overlapping activity, and deformations which add clarity and strength to animation.

Topics include: keyframing, hierarchical relationships, animated camera movement, forward and inverse kinematics, object metamorphosis and adjustments to animated splines, track editing environment, expression keying and traditional animation principles.

Prerequisite: **Autodesk 3ds Max Model & Rendering I**. Design for Computer Animation recommended.

Sec 1: M 6:05–8:05pm

15 sessions Aug 31–Dec 21

Sec 2: M–F 9am–4pm

5 sessions Sept 21–25

Eric Kachelhofer, Ruslan Kuchman (*all sections*)

PMCG 254 \$845

Media & Entertainment

Autodesk® 3ds Max® 2010 Animation II

An in-depth continuation of Animation I, this course investigates the full potential of **Autodesk 3ds Max**. The student is expected to plan and execute a project in which the concepts covered in this course will be applied. Numerous techniques related to subtle animation control and animation rendering will be discussed.

Topics include: inverse kinematics, use of **character studio** hierarchical linkage, mesh morphing, animated maps, and other advanced level animation techniques.

Audience: **Autodesk 3ds Max** animation students, advanced computer animators who wish to become fluent in **Autodesk 3ds Max**.

Prerequisite: **Autodesk 3ds Max** Animation I, or advanced computer animation experience.

Sec 1: F 6:05–9:05pm

10 sessions Oct 2–Dec 11

John Scalera

Sec 2: M–F 9am–4pm

5 sessions Oct 5–9

Eric Kachelhofer, Frank Collazo

PMCG 330 \$845

Autodesk® 3ds Max® 2010 Advanced Character Design (Modeling)

The ability to create convincing 3D characters is a skill that requires the blending of art and science. This class will take you step-by-step through the process of creating finished 3D characters that have believability and appeal, using the latest professional techniques aimed at the game, film, and broadcast industries. By the end of this course, you will have completed a 3D character in class, and will have stronger knowledge and insight into the world of professional character modeling.

Topics include: creating character designs based on the study of anatomy, model sheets, reference imagery, and 3D production examples. A variety of modeling methods will be explored in detail, including Patch, Spline, and advanced polygonal surface construction, using native and add-on tool sets. The course also covers texturing and mapping techniques and the creation of custom shaders.

Prerequisite: **Autodesk 3ds Max** Modeling, Materials, and Rendering II or the instructor's approval.

Sec 1: F 6:05–9:05pm

10 sessions Oct 2–Dec 11

John Scalera

PMCG 331 3.0 C.E.U.s \$845

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Autodesk® 3ds Max® 2010 Advanced Character Animation

Character animation is one of the most challenging aspects of 3D. It is also one of the most rewarding. Doing it well requires keen observation of the motion around you, extreme dedication, focus, and a strong belief that you can and will breathe life into your character. This advanced course takes you through the step-by-step process of preparing and animating a 3D character using proven professional techniques. The class will be divided into three sections.

Section One: construction of a skeletal “rig,” using inverse and forward kinematics, and the creation of custom controllers to help the animator automate repetitive or tedious motion.

Section Two: skinning the mesh using **Autodesk 3ds Max**'s native Skin Modifier and the built-in Deformers.

Section Three: animating your character based on the study of traditional animation principles, motion guides, and your own observation. Every student will be expected to complete an animation “short” created with a model of their own or a model supplied by the instructor.

Prerequisite: **Autodesk 3ds Max** Advanced Character Design or the instructor's approval.

Sec 1: W 8:10–10:10pm

15 sessions Sept 2–Dec 9

Marc Floesant, Eric Kachelhofer

PMCG 332 3.0 C.E.U.s \$845

Autodesk® 3ds Max® 2010 Advanced Projects

This class is for the advanced student who wishes to work on individual projects in order to advance their capacity for complexity.

This class will help fine-tune all areas of 3D production from refining modeling techniques to texturing issues and animation. Students may bring in personal work to apply finishing touches to projects in the beginning stages so as to ensure a smoother production.

Topics include: the integration of **Autodesk 3ds Max** and **Combustion**, advanced texturing techniques and procedural techniques, non-linear animation (NLA), rigging, modeling techniques to speed the design and completion of characters, design concepts and animation techniques to bring life to all aspects of the production.

Prerequisite: Advanced Character Design and Advanced Character Animation required.

Sec 1: 10 sessions Not offered this semester.

Marc Florestant, Eric Kachelhofer

PMCG 337 \$845

Media & Entertainment

Autodesk® 3ds Max® 2010 Game Level and Character Design

Making a 3d game is a ton of work. From gathering assets (sounds, textures, special effects) to creating model animations and level placement, this course takes you step by step into the virtual world of 3d games using **Autodesk 3ds Max** as the software. At the end of the course you will have all your 3d models for characters, enemies, power ups, and levels. This course is for creating characters, enemies, power ups, scenery, and animations all within **Autodesk 3ds Max**. It will give you the prototype to any video game demo you wish to create in 3d. Storyboards, models, and object placement will be explored as you delve into professional level and character design. If you ever wanted to create 3d video game levels and characters and have fun while you do it, this course is for you.

Topics include: use of **Autodesk 3ds Max** for all your assets, how to turn 3d video game demo idea into a reality, game specific modeling standards (high vs. low poly), why is image tiling so important yet sometimes done so poorly, how to keep the players interested in your art, what makes an enemy stand out, and more.

Prerequisite: Basic knowledge of **Autodesk 3ds Max** construction.

Sec 1: Su 9:30am–12:30pm

10 sessions Oct 4–Dec 13

Gabe Walter

PMCG 243 3.0 C.E.U.s \$845

Special Effects (FX) with Autodesk® 3ds Max® 2010

This course will teach **Autodesk 3ds Max** users to accomplish special effects within the **Autodesk 3ds Max** environment. **Autodesk 3ds Max** is being used more and more in film and television arenas to create special effects. With a complete rewrite of **Autodesk 3ds Max**'s particle system, there is a new way to accomplish this without the need for expensive plug-ins. With the bar being raised at every turn in animation you will learn how to make hair and clothing for your characters as well as how to make realistic fire and other special effects in film and 3D animations.

Topics include: Particles for simulating dynamics with event based (procedural) animation that expands the special effects artist/animators palette in an ever more demanding workplace; the use of the native **Autodesk 3ds Max** environment vs. purchased Plug-ins.

Plug-ins: Shag-Hair, Phoenix and Particle Studio and Reactor (part of **Autodesk 3ds Max**).

Prerequisite: prior experience with **Autodesk 3ds Max**.

Sec 1: Tu 8:10–10:10pm

15 sessions Sept 1–Dec 8

Sec 2: M–F 9am–4pm

5 sessions Oct 19–23

Eric Kachelhofer, Ruslan Kuchman (*all sections*)

PMCG 333 \$845

Autodesk® 3ds Max® 2010 Design Advanced Lighting

Scene lighting and animated lighting are crucial in animation projects. This workshop analyzes lighting concepts and techniques in film, video and computer animation and shows how to achieve these effects in **Autodesk 3ds Max Design**.

Topics include: analysis of the behavior of different forms of light sources, setting environmental tone, specific lighting cues used to accentuate storyline, tips and tricks for faking high-end Fx.

Prerequisite: **Autodesk 3ds Max** Model & Rendering I.

Sec 1: Tu–Th 9am–5pm

3 sessions Oct 13–15

Eric Kachelhofer, Ruslan Kuchman

PMAM 224 \$615

Camera Matching and Integration of Live Footage in Autodesk® 3ds Max® 2010

This workshop will teach the camera matching techniques for seamless integration of live footage and computer animation enabled by **Autodesk 3ds Max**.

Topics include: preparation of live footage, use of outside programs for extreme situations, preparation of the scene for natural integration and lighting concepts.

Prerequisite: **Autodesk 3ds Max** Modeling and Rendering I.

Sec 1: F 9am–5pm

1 session Oct 16

John Scalera

PMAM 246 \$225

character studio® and skin for Autodesk® 3ds Max® 2010

This workshop focuses on two essential tools for character animation, **character studio** and **skin**. Learn to generate skeletal structures, correctly link character models to bones, and realistic bipedal motion for characters.

Topics include: modeling techniques for seamless characters, creating and combining motion files, and character interaction with props.

Prerequisite: **Autodesk 3ds Max** Animation I or equivalent.

Sec 1: M–W 9am–5pm

3 sessions Dec 14–16

Kim Lee, John Scalera

PMAM 237 \$615

Facial Animation with Autodesk® 3ds Max® 2010

This one-day workshop focuses on the challenges of facial animation. Using built-in software for **Autodesk 3ds Max**, animators learn professional techniques to get realistic facial expression and animation.

Topics include: lip synch, morphing techniques, morph target creation issues, and techniques specialized plug-in software.

Media & Entertainment

5 Day Courses include

30 hrs instruction: 5 hrs/day 9am–4pm
16 hrs unsupervised lab: M–Th 4pm–6pm

Prerequisite: Autodesk 3ds Max Animation I or equivalent.

Sec 1: Th 9am–5pm
1 session Dec 17
John Scalera
PMAM 238 \$225

MAXScript Seminar

MAXScript is a fundamental way to get to the true power of **Autodesk 3ds Max**. Easy to learn and program, MAXScript allows the 3D artist and animator complete control over the MAX environment. From creating custom tools and custom UI's to reducing repetitive tasks, MAXScript puts a lot of power in the hands of the user.

Topics include: the basic structure of the MAXScript programming language, examples of tools and structure that make the creation of scenes easier and flexible and customizable UI's that help the 3D artist master the environment.

Sec 1: M 9am–5pm
1 session TBA
Eric Kachelhofer
PMAM 248 \$225

Mudbox

There's a load of software out there to help you get the job done. But not too many of them are revolutionary. Mudbox is such a software. What would have taken a lot of planning, modeling, and rigging can now be done in a huge fraction of the time, with a lot easier tools using Mudbox. More energy can be spent on creative purposes and less energy on having to learn foreign icons and unintuitive placements of those tools.

From the interface to the manageable prototype process, all the beginning steps will be covered in this course. Along with mini-assignments and lessons, an overall project will be preplanned and due at the end of the course based on your own original designs. Characters will be developed and refined!

Topics include: Mudbox character placement; Tool usages for figures (life forms vs. mechanical objects); Tools for details, higher mesh states; Coloring schemes, materials, references; Development of your characters; Midterm/refining; Lighting scene merging /3ds max workflow; Xref/replacing different states/adding 3ds props; Poses/animations in 3ds max; and Adding refinements.

Sec 1: Th 8:10–10:10pm
15 sessions Sept 3–Dec 17
Gabe Walter
PMCG 258 3.0 C.E.U.s \$845

4 Day Courses include

20 hrs instruction: 5 hrs/day 9am–3pm
10 hrs unsupervised lab:
W, Th 3pm–6pm; F 3pm–4pm

Project Management Seminar

Project management is an area that all levels of animators and 3D artists need to understand. This workshop will show you how to evaluate the project, make time projections and make realistic estimates of time and expense. The case scenarios presented in class will be based on real-world examples.

Topics include: evaluation of time, manpower, man hours, and resources.

Sec 1: Tu 9am–5pm
1 session Oct 1
Frank Collazo
PMAM 247 \$225

Special Projects Independent Study

Advanced 3ds Max students can arrange to take a special projects seminar with Eric Kachelhofer. You will be consulting with Eric on projects for your portfolio with advanced assignments.

For further information, please contact Karen Adler Miletsky, Associate Director, kmiletsk@pratt.edu.

PMCG 601 3.0 C.E.U.s \$845

Texturing Seminar

Texturing is one of the most important aspects of 3D animation. This workshop will take you through various phases of the texture process from simple, low poly modeling bitmap texturing to advanced procedural techniques that lend towards realism in high-end animation.

Topics include: the UVW unwrap modifier, types of materials and when to use them appropriately, mapping techniques for characters and other organic models, and maximizing the use of mapping channels and the modifier stack.

Prerequisite: Autodesk 3ds Max Modeling and Rendering I.

Sec 1: F 9am–5pm
1 session Oct 2
John Scalera
PMAM 245 \$225

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Architectural Design & Visualization

AIA

Autodesk® 3ds Max® 2010 Design Intensive Workshop

This intensive workshop uses **Autodesk 3ds Max Design** to create high-quality 3D still and animated images for architects, as well as interior and industrial designers.

Topics include: 3D space; model types; hardware, software interfaces; 3D scenes; variable entities; lighting, cameras; creating objects; module overview; 3D editor; icons; 2D shaper; 3D loft; animation principles.

Prerequisite: Computer Competency/PC.

Registration Deadline: Oct 30

Sec 1: M–W 9am–5pm
3 sessions Nov 9–11
Phil Gauntt
21 AIA/CES LU's, 21 PDH's
PMAM 230 \$615

AIA

Architectural Design with Autodesk® 3ds Max® 2010 Design

Autodesk 3ds Max Design is the 3D modeling, rendering, and animation software for creating photorealistic design visualizations. Its straightforward modeling and unique interoperability simplify 3D creation. Layers, materials, and Schematic View tools increase efficiency of data management. And state-of-the-art image creation technologies, including mental ray® rendering technology, help to ensure accurate sharing of design intent.

Topics include: 3D concepts, rendering, animation, 3D modeling, color, creation and editing tools, viewing in 3D, transforming objects, modifying objects, creating shapes, lofting objects and materials editor, mapping, lights, cameras, tracking, scenes, and walkthroughs.

Prerequisite: Windows NT, 3D modeling concepts, and familiarity with 2D and 3D drawing or modeling programs.

Sec 1: W 6:05–8:05pm
15 sessions Sept 9–Dec 16
Marcello Ferri
30 AIA/CES LU's, 30 PDH's
PMCG 252 \$845

AIA

Architectural Visualization using AutoCAD 2010, Revit 2010 and Autodesk® 3ds Max® 2010 Design

Architectural and interior designs have become increasingly complex, and the need for an expanded software toolset is more important than ever. Primarily a 3ds Max design course, we will explore the ability of architects and interior designers to develop a workflow that also integrates Autodesk's flagship software, AutoCAD as well as the up and coming *Building Information Modeling* (BIM) application called Revit. Learning how to incorporate all three pieces of software will give you a good foundation for pre-visualizing your designs. The class will culminate with you presenting individual projects that will explore the topics discussed throughout the semester.

Topics include: Drawing clean-up and organization within AutoCAD; creation of basic architectural objects in Revit; importing Revit models into 3ds Max using Autodesk's FBX file format; 3ds Max user-interface; creating 3D objects in 3ds Max from 2D, AutoCAD, and line-work; creating objects from scratch within 3ds Max; camera creation and scene composition; standard and Mental Ray materials; basic and advanced lighting; basic and advanced Mental Ray rendering techniques.

Prerequisite: familiarity with Windows and basic 2D AutoCAD.

Sec 1: Th 6:05–8:05pm
15 sessions Sept 3–Dec 17
Scott Rosenbloom
PMCG 255B 3.0 C.E.U.s \$845

AIA

Architectural Modeling II with Autodesk® 3ds Max® Design

The purpose of this course is to produce more complicated scenes for architectural renderings in a production environment. This course will take the student already familiar with the content covered in Level 1 through the creation of more complex scenes as well as tips and tricks to model quickly. Materials will be applied to the scenes and rendered.

Topics include: advanced modeling, material application and preparing a scene to render.
Prerequisite: Autodesk 3ds Max Model and Rendering I or Architectural Visualization using AutoCAD and Autodesk 3ds Max.

Sec 1: W 8:10–10:10pm
15 sessions Sept 9–Dec 16
Marcello Ferri
30 AIA/CES LU's, 30 PDH's
PMCG 256 \$835

AIA

Architectural Rendering and Lighting in Autodesk® 3ds Max® Design

This course builds on the skills acquired in the architectural modeling series and takes the student through the process of creating materials using bitmaps or procedurals and lighting for both an interior and exterior environment to bring your visualizations to life. The scenes and materials in the course will be more challenging, requiring planning for the layers of information.
Topics include: the different types of lights, layers of light within a scene, multi subobject materials, a discussion of advanced lighting simulations and rendering your scene out in layers.

Prerequisite: Autodesk 3ds Max Model and Rendering I or Architectural Visualization using AutoCAD and Autodesk 3ds Max.

Sec 1: M–F 9am–4pm
5 sessions Oct 26–30
Marcello Ferri
30 AIA/CES LU's, 30 PDH's
PMCG 257 \$835

Clases Nuevas en Español New Classes in Spanish

5 Day Courses include

30 hrs instruction: 5 hrs/day 9am–4pm
16 hrs unsupervised lab: M–Th 4pm–6pm

Diseño Arquitectónico con Autodesk® 3ds Max® Design 2010 **Architectural Design with Autodesk® 3ds Max® Design**

Autodesk 3ds Max Design es el software de modelado 3D, rendering, y animación para crear diseño de visualizaciones arquitectónicas Foto realísticas. Sus excelentes herramientas para el modelado e interoperabilidad única simplifican la creación de contenidos 3D. Las herramientas Layers, materiales, y Schematic View incrementan la eficiencia en el manejo de datos. Y la Tecnología de punta usada en la creación de imágenes, incluyen el Motor de Render Mental Ray®, aseguran cálculos de iluminación de alta calidad y muy exactos. **Los temas incluyen:** los conceptos de 3D, rendering, animación, modelado 3D, color, herramientas de creación y edición, visualizadores 3D, transformación y modificación de objetos, creación de formas, objetos lofting, el editor de materiales, mappings, luces, cámaras, tracking de perspectivas así como generación de movimientos de cámara en diferentes escenarios 3D.

Prerrequisito: el conocimiento de Windows XP, los conceptos de modelado 3D, Dibujo 2D y 3D o programas de modelado.

Sec 1: M–F 9am–4pm
5 sessions Offered Spring 2010
Alfredo Villalobos M.
PMCG 252S 3.0 C.E.U.s \$845

4 Day Courses include

20 hrs instruction: 5 hrs/day 9am–3pm
10 hrs unsupervised lab:
W, Th 3pm–6pm; F 3pm–4pm

Modelado Arquitectónico II con Autodesk® 3ds Max® Design 2010 **Architectural Modeling II with Autodesk® 3ds Max® Design**

El propósito de este curso es producir escenas más complicadas para visualizaciones arquitectónicas en un ambiente de producción. Este curso guiará al estudiante ya familiarizado con el contenido cubierto en el Level 1 a través de la creación de escenarios más complejos, también el estudiante aprenderá trucos atajos para modelar rápidamente. Los materiales serán aplicados a los lugares y datos.

Los temas incluyen: el modelado avanzad, aplicación de materiales avanzados y preparación de escenas para render. **Prerrequisito:** Autodesk 3ds Max Model and Rendering I or Architectural Visualization using AutoCAD and Autodesk 3ds Max.

Sec 1: M–Th 9am–5:30pm
4 sessions Offered Spring 2010
Alfredo Villalobos M.
PMCG 256S 3.0 C.E.U.s \$845

OneKey Account Information

OneKey usernames and passwords are necessary for all students and faculty of Pratt Institute. Please see page 22 for detailed instructions.

AutoCAD

AIA

AutoCAD 2010 Overview

This one-day seminar is designed for those with little or no computer or CAD experience to give an idea of AutoCAD's capabilities and requirements.

Topics include: an overview of system requirements; operating systems, various CAD applications and design environments, an overview of installation and configuration, drawing creation concepts, basic drawing and editing commands, symbol creation, adding text and dimensions to the drawing and plotting techniques.

Prerequisite: None.

Please note: Not accepted by NYS for LU credit.

Sec 1: M 9am–5pm
1 session Aug 31
Phil Gauntt
7 AIA/CES LU's
PMA 380 \$235

AIA

AutoCAD 2010 Update: Transitioning from AutoCAD 2009

This course provides AutoCAD® 2009 software users a thorough understanding of the new and enhanced features offered in the AutoCAD® 2010 product.

Topics include: Learn how to significantly improve 2D drafting productivity. Hands-on exercises throughout the courseware explore the new features, functionality, and enhancements to AutoCAD 2010.

The exercises are printed in the book and are also provided in an onscreen format that can be viewed next to AutoCAD on your monitor.

Prerequisite: AutoCAD 2009

Please note: Not accepted by NYS for LU credit.

Sec 1: Sa 9am–5pm
1 session Sept 1
Chris Ramirez
7 AIA/CES LU's
PMA 391 \$235

AIA

AutoCAD Architecture 2010 Update

AutoCAD Architecture 2010 Update is a hands-on intermediate course which introduces the user to a significantly changed and more powerful product.

Please note: Not accepted by NYS for LU credit.

Sec 1: Tu 9am–5pm
1 session Sept 1
Phil Gauntt
7 AIA/CES LU's
PMA 395B \$235

AIA

AutoCAD 2010 Professional Level I

This course is designed for new AutoCAD® software users who require comprehensive training. The objective of this AutoCAD course is to enable you to create a basic 2D drawing in AutoCAD. Even at this fundamental level, AutoCAD is one of the most sophisticated computer applications that you are likely to encounter. Therefore, learning to use it is not a trivial undertaking.

The teaching strategy is to start with a few basic tools that enable you to create and edit a simple drawing. You then continue to develop those tools, as well as being introduced to more advanced tools throughout the course.

Not every command or option is covered, because the intent is to show the most essential tools and concepts. At the end of this course, you will be able to create a complete production drawing from start to finished print.

Topics include: Understanding the AutoCAD workspace and user interface; using basic drawing, editing, and viewing tools; organizing drawing objects on layers; inserting reusable symbols (blocks); preparing a layout to be plotted; adding text, hatching, and dimensions; using more advanced editing and construction techniques; creating local and global blocks; and setting up layers, styles, and templates.

Recommended audience: Architects, construction managers, engineers, drafters, and design professionals.

Prerequisites: A working knowledge of basic design/drafting procedures and terminology and a working knowledge of Windows 9x, ME, NT 4.0, 2000, or XP.

Sec 1: Tu 6:05–8:05pm
15 sessions Sept 1–Dec 8
Gil Santiago
Sec 2: Sa 9:30am–12:30pm
10 sessions Sept 26–Dec 5
Chris Ramirez
Sec 3: W–F 9am–3pm
6 sessions Sept 2–4, 9–11
Gil Santiago
Sec 4: W–F 9am–3pm
6 sessions Dec 2–4, 9–11
Chris Ramirez
30 AIA/CES LU's, 30 PDH's
PMA 401 \$845

OneKey Account Information

OneKey usernames and passwords are necessary for all students and faculty of Pratt Institute. Please see page 22 for detailed instructions.

AutoCAD

6 Day Courses include

30 hrs instruction: 5 hrs/day 9am–3pm

16 hrs unsupervised lab:

W, Th 3pm–6pm; F 3pm–4:30pm

AIA

AutoCAD 2010 Professional Level II

This intermediate course is designed for the experienced AutoCAD® user who requires additional training. It incorporates the features, commands, and techniques for becoming more productive when creating, annotating, and printing drawings with AutoCAD. This course continues to build on the basic concepts of the AutoCAD Professional Level I course.

Topics include: features, commands, and techniques for becoming more productive when creating, annotating, and printing drawings with AutoCAD. Hands-on exercises throughout the courseware explore how to create 2D production drawings. The exercises are provided in both a printed format as well as an onscreen format that can be viewed next to AutoCAD.

Prerequisite: PMA 389A, PMA 401 or instructor permission.

Sec 1: Th 8:10–10:10pm

15 sessions Dec 3–Dec 17

Chris Ramirez

Sec 2: Sa 1–4pm

10 sessions Sept 26–Dec 5

Chris Ramirez

Sec 3: W–F 9am–3pm

6 sessions Sept 16–18, 23–25

Gil Santiago

30 AIA/CES LU's, 30 PDH's

PMA 402 \$845

OneKey Account Information

OneKey usernames and passwords are necessary for all students and faculty of Pratt Institute. Please see page 22 for detailed instructions.

4 Day Courses include

20 hrs instruction: 5 hrs/day 9am–3pm

10 hrs unsupervised lab:

W, Th 3pm–6pm; F 3pm–4pm

AIA

3D Modeling & Rendering with AutoCAD 2010

In this class you will develop the skills necessary to use AutoCAD effectively in the 3D environment.

Topics include: 3D commands necessary to complete wire-frame, solid and surface models; create and use drawing planes and visualize from orthogonal and other viewpoints using multiple viewpoints; learn rapid visualization techniques such as hide and shade to aid in resolving visually ambiguous models; plotting techniques to accurately represent 3D objects in 2D space; learn to render surface and solid models, apply materials, create lights, and develop full-color realistic images.

Prerequisite: PMA 389A, PMA 401, or instructor permission. PMA 402 recommended.

Sec 1: Tu 8:10–10:10pm

15 sessions Sept 1–Dec 8

Gil Santiago

Sec 2: Sa 9am–5:30pm

4 sessions Sept 5–Oct 3

John Takacs

Sec 3: W–F 9am–3pm

6 sessions Sept 30–Oct 2, 7–9

Gil Santiago

30 AIA/CES LU's, 30 PDH's

PMA 404 \$845

AIA

AutoCAD 2010 Professional Level III

Upon completion of this course, you should be able to increase your productivity by customizing many facets of the AutoCAD environment.

Topics include: developing an understanding of customizing for productivity; system performance issues; use of batch files and system variables; developing slide libraries and scripts; customizing accelerator keys, screen menus, icons, toolbars, and pull down menus; understanding the use of the ACAD.pgp file; LISP in macros; and an introduction to VBA.

Prerequisite: PMA 402, PMA 389A.

Sec 1: Sa 9am–5:30pm

4 sessions Oct 17–Nov 7

John Takacs

30 AIA/CES LU's, 30 PDH's

PMA 403 \$845

AutoCAD

AIA

AutoCAD® AutoLISP® with Visual LISP

The ultimate in productivity enhancers, AutoLISP programming language, can automate repetitive tasks, make changes to drawing files, and add new commands to AutoCAD. This course is designed for the experienced AutoCAD user who wants to further customize AutoCAD for greater productivity. AutoCAD AutoLISP with Visual LISP covers the essentials of AutoLISP programming as well as the new Visual LISP debugging tools. Through brief hands-on exercises, you learn to create more sophisticated routines that extend the power of AutoCAD and customize it for your own needs. Emphasis is placed on calculating mathematical equations using algebraic variables, coordinate entry, and AutoCAD's system variables.

Topics include: The four principles of AutoLISP, AutoLISP functions, setting-up and creating usable AutoLISP routines, working with AutoLISP files, creating lists and error trapping, repeating actions and branching, simple looping functions, advanced looping and branching, accessing the drawing database, manipulating individual objects, selection sets and symbol tables, data formatting and text files, data manipulation tools, advanced file handling, debugging with Visual LISP.

Prerequisites: AutoCAD Level 1 or equivalent.

Recommended AutoCAD Level II and basic programming experience. A minimum of eighty hours of experience with AutoCAD is recommended.

Sec 1: Sa 9am–5:30pm

4 sessions Oct 17–Nov 7

John Takacs

30 AIA/CES LU's

PMA 392 3.0 C.E.U.s \$845

AIA

AutoCAD 2010 Conceptual Design

This course provides a basic understanding of how to create, modify, and present conceptual designs using AutoCAD. Building three-dimensional models to aid in the visualization of designs from all drafting disciplines is an important aspect of a project. Using AutoCAD functionality, you can quickly and easily create conceptual models to study and explore designs. This course introduces you to the steps necessary to explore CAD projects through conceptual design. Learn how to create massing and sun studies, apply different visual effects to their models, and export/distribute their designs to an extended team. Hands-on exercises throughout the course are used to demonstrate the conceptual design process through the mainstream drafting industries.

Topics include: elements of conceptual design; massing shapes with 3D solids; integrating Raster images with solid models; presenting the conceptual design; visual styles; and exporting and distributing your conceptual designs

Prerequisites: a working knowledge of Microsoft® Windows® 98, Microsoft Windows NT 4.0/Microsoft Windows 2000, or Microsoft

Windows XP; use of the current or a previous release of AutoCAD; the ability to create and edit basic AutoCAD objects; knowledge of fundamental geometric and three-dimensional drafting terms.

Sec 1: Tu 9am–5pm

1 session Sept 29

Phil Gauntt

7 AIA/CES LU's, 7 PDH's

PMA 525 \$235

AIA

AutoCAD® 2010 Creating and Presenting 3D Models

This course provides a basic understanding of how to design and modify 3D models using AutoCAD® software. Creating 3D models helps users better visualize and present designs that are created with CAD.

Topics include: the fundamental concepts and workflows for creating 3D models with AutoCAD. Explore how to create and modify both solid and surface models. Learn how to present your designs while they are still being created, using visualization tools such as visual styles, model walk and fly throughs, materials, and lighting. You will also learn how to output 3D models from the CAD system to either paper or a distributable, electronic version. The concepts and practices taught will help you take your AutoCAD designs to the next dimension – 3D! Hands-on exercises throughout the course demonstrate the modeling process using techniques that can be applied to the mainstream drafting industries. The exercises printed in the book are also provided in an on-screen format that can be viewed next to AutoCAD.

Prerequisites: a working knowledge of Microsoft® Windows® 98, Microsoft Windows NT 4.0/Microsoft Windows 2000, or Microsoft Windows XP; prior usage of the current or a previous release of AutoCAD, ability to create and edit basic AutoCAD objects; ability to create and work with layouts.

Sec 1: M–Tu 9am–5pm

2 sessions Sept 21–22

Phil Gauntt

14 AIA/CES LU's, 14 PDH's

PMA 526 \$405

OneKey Account Information

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AutoCAD

6 Day Courses include

30 hrs instruction: 5 hrs/day 9am–3pm

16 hrs unsupervised lab:

W, Th 3pm–6pm; F 3pm–4:30pm

AIA

AutoCAD® 2010 Designing and Managing Dynamic Blocks

This course provides a basic understanding of how to design and manage dynamic blocks in AutoCAD. Using the Dynamic Block functionality, you can reduce the size of block libraries, edit block instances with minimal effort, and help to ensure standards compliance. This course introduces you to the steps necessary to take block creation to the next level. You learn how to apply parameters and actions that will make blocks more powerful, and you more productive. Also learn how to work with fields and attributes in Dynamic Blocks and discuss methods for managing Dynamic Block libraries. Hands-on exercises throughout the course are used to demonstrate the Dynamic Block authoring process through the use of a generic block as well as through the creation of standard blocks that are used in the mainstream drafting industries.

Topics include: introduction to Dynamic Blocks; parameters and actions; beyond the basics – changing actions, attributes and Dynamic Blocks.

Prerequisites: A working knowledge of Microsoft® Windows® 98, Microsoft Windows NT 4.0/Microsoft Windows 2000, or Microsoft Windows XP; familiarity with the current or a previous release of AutoCAD; knowledge of field text and static blocks; ability to create and edit basic AutoCAD objects.

Sec 1: Tu 9am–5pm

1 session Sept 15

Phil Gauntt

7 AIA/CES LU's, 7 PDH's

PMA 524 \$235

OneKey Account Information

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4 Day Courses include

20 hrs instruction: 5 hrs/day 9am–3pm

10 hrs unsupervised lab:

W, Th 3pm–6pm; F 3pm–4pm

AIA

AutoCAD® 2010 Essentials of Customizing AutoCAD

This course is designed for the AutoCAD® user who requires comprehensive training on customizing AutoCAD tool palettes and the user interface, and how to work with Customize User Interface file types. Customization of tool palettes can quickly increase productivity by placing the most commonly used commands and objects in a single place.

Topics include: tailoring the user interface to contain the commands, menus, and palettes that are commonly used during daily drafting tasks as another important key to improving productivity. Hands-on exercises throughout the courseware demonstrate the techniques that are taught. The exercises are printed in the book and are also provided in an onscreen format that can be viewed next to AutoCAD.

Prerequisite: a strong working knowledge of AutoCAD Essentials or AutoCAD Pro I.

Sec 1: M 9am–5pm

1 session Sept 14

Phil Gauntt

7 AIA/CES LU's, 7 PDH's

PMA 512 \$235

AIA

AutoCAD® Architecture 2010: Essentials

Use AutoCAD® Architecture 2010 to complete drawings on small commercial buildings. AutoCAD Architecture productivity-enhancing tools are used to create plans and detailed drawings. You also learn how to create a complete construction document set and how to organize your drawings in the Project Navigator.

Topics include: the tools that are necessary so that you will be able to use design resources and tools to increase productivity in the architectural design process; add ceiling grids, ceiling fixtures, column grids, and structural members to a building model; add floors, walls, and roofs to a building model; add doors, windows, spaces, and stairs to a building model; create and distribute plotting sheets for a building model design that includes views, display themes, annotations, schedules, and callouts.

Prerequisites: previous AutoCAD® experience is necessary. Drafting, design, or engineering experience is a plus. It is recommended that you have a working knowledge of Microsoft® Windows® XP or Microsoft® Windows® 2000.

Recommended audience: This course is designed for new users of AutoCAD Architecture.

Please note: Not accepted by NYS for LU credit.

AutoCAD

Registration Deadline: Oct 7

Sec 1: W–F 9am–3pm

6 sessions Oct 14–16, 21–23

Phil Gauntt

30 AIA/CES LU's, 30 PDH's

PMA 405 \$835

AIA

AutoCAD Architecture 2010: Advanced

This course covers many of the advanced features of AutoCAD® Architecture. You will learn how to set up a project, create tool catalogs and styles, and export to different output formats. You will also practice different installation setups, create new styles, edit section/elevation objects, use ACE dimensions, display themes, and mask blocks.

Topics include: the tools that are necessary so that you will be able to install AutoCAD Architecture on a network and configure projects; apply advanced object display features using display configurations, layer key styles, and object profiles; customize design object styles; customize documentation object styles and block styles; use advanced design tools such as the Stair Tower Generator; and integrate AutoCAD Architecture with other applications and file types.

Prerequisites: AutoCAD Architecture Essentials or you should be able to add grids, fixtures, floors, walls, ceilings, roofs, doors, and stairs to a building model. You should also have created output that includes different views, annotations, tables, and legends. It is recommended that the student have a working knowledge of Microsoft® Windows® XP or Microsoft® Windows® 2000.

Recommended Audience: This course is designed for experienced users of AutoCAD Architecture.

Registration Deadline: Nov 10

Sec 1: W–F 9am–5pm

3 sessions Nov 18–20

Phil Gauntt

21 AIA/CES LU's, 21 PDH's

PMA 510 \$615

OneKey Account Information

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AIA

AutoCAD® MEP 2010: Electrical

This course provides comprehensive AutoCAD® MEP training on how to design, model, and make construction documents of electrical distribution systems used in commercial buildings. The hands-on exercises cover how to design and draw electrical lighting and power systems and how to turn them into quality construction documents using AutoCAD MEP.

Topics include: the tools that are necessary so that you will be able to use describe the electrical system design process and create a schematic diagram; add devices and panels to an electrical system plan; set system definitions, demand factors, and preferences, and use the Circuit Manager; add electrical equipment, wiring, cable trays, and conduits to electrical drawings; add labels and annotation symbols and create schedules; and Publish electrical system layouts to Design Web Format™ (DWFTM).

Prerequisites: a working knowledge of a recent version of AutoCAD®, in addition to drafting, design, or engineering experience. A working knowledge of Microsoft® Windows® XP or Microsoft® Windows® 2000.

Registration Deadline: Sept 21

Sec 1: Tu 9am–5pm

1 session Sept 29

Tyrone McLean

7 AIA/CES LU's, 7 PDH's

PMA 541 \$235

AIA

AutoCAD® MEP 2010: Mechanical

This course is designed for the AutoCAD® MEP user who wants to learn how to implement a mechanical HVAC system using AutoCAD MEP. The course uses hands-on exercises to teach you how to determine energy requirements, add HVAC equipment, ductwork, and fittings, and create construction documents using AutoCAD

Topics include: the tools that are necessary so that you will be able to use determine energy requirements for engineering spaces; create and annotate schematic diagrams; create an HVAC system with single line ducts, ductwork, and fittings; size ductwork systems; and create construction documents.

Prerequisites: working knowledge of a recent version of Autodesk® Architectural Desktop (now called AutoCAD® Architecture 2009), in addition to drafting, design, or engineering experience. A working knowledge of Microsoft® Windows® XP or Microsoft® Windows® 2000.

Registration Deadline: Oct 19

Sec 1: W 9am–5pm

1 session Oct 28

Tyrone McLean

7 AIA/CES LU's, 7 PDH's

PMA 540 \$235

AutoCAD

6 Day Courses include

30 hrs instruction: 5 hrs/day 9am–3pm

16 hrs unsupervised lab:

W, Th 3pm–6pm; F 3pm–4:30pm

AIA

AutoCAD® MEP 2010: Plumbing

This course is designed for the new AutoCAD® MEP user who requires comprehensive training in the Plumbing module. It incorporates the features, tools, and techniques for creating and editing plumbing designs with AutoCAD MEP. Hands-on exercises teach how to create 3D production drawings while designing in 2D.

Topics include: the tools that are necessary so that you will be able to create a 2D plumbing design which includes plumbing fixtures, plumbing lines and defining systems; create construction documents that include the Plumbing Systems, editing Plumbing Systems, annotating drawings, scheduling Plumbing Systems; and create a 3D plumbing design.

Prerequisites: a working knowledge of a recent version of AutoCAD®, in addition to drafting, design, or engineering experience. A working knowledge of Microsoft® Windows® XP or Microsoft® Windows® 2000.

Registration Deadline: Oct 19

Sec 1: Th 9am–5pm

1 session Oct 29

Tyrone McLean

7 AIA/CES LU's, 7 PDH's

PMA 542 \$235

AIA

AutoCAD® MEP 2010:

Projects and Tools

This course is designed for the AutoCAD® MEP user who wants to learn how to implement projects, styles, and scheduling with AutoCAD MEP. This course uses hands-on exercises to teach you how to use the Content Builder, work with templates, configure the display, and work productively using AutoCAD MEP 2008.

Topics include: the tools that are necessary so that you will be able to create and use templates, customize the workspace, and set up and manage projects; manage drawing layers and control object display; create, modify, and manage styles; configure drawing tools, view and edit objects, and work with connectors; set system definitions and display properties; use the Content Browser, Content Builder, and Catalog Editor to create, customize, share, and store parts; and label, schedule, and distribute building systems plans.

Prerequisites: a working knowledge of a recent version of AutoCAD®, in addition to drafting, design, or engineering experience. A working knowledge of Microsoft® Windows® XP or Microsoft® Windows® 2000.

4 Day Courses include

20 hrs instruction: 5 hrs/day 9am–3pm

10 hrs unsupervised lab:

W, Th 3pm–6pm; F 3pm–4pm

Registration Deadline: Oct 19

Sec 1: F 9am–5pm

1 session Oct 30

Tyrone McLean

7 AIA/CES LU's, 7 PDH's

PMA 543 .7 C.E.U.s \$235

AIA

Autodesk® Inventor Level I

This course covers the fundamental principles of 3D parametric part design, assembly design, and creating production-ready part and assembly drawings using Autodesk® Inventor™.

Topics include: Learn how to capture design intent by using the proper techniques and recommended workflows for creating intelligent 3D parametric parts; creating, placing, and constraining custom and standard components in an assembly; and simulating mechanisms, animating assembly designs, and checking for interferences. You also learn how to document their designs using base, projected, section, detail, and isometric drawing views; document assemblies using standard and exploded drawing views; and follow drafting standards while dimensioning and annotating drawing views with automated balloons and parts lists. Hands-on exercises representing real-world, industry-specific design scenarios are included.

Prerequisite: Computer competency.

Registration Deadline: Nov 12

Sec 1: Sa 9am–5:30pm

4 sessions Nov 21–Dec 19

John Takacs

30 AIA/CES LU's, 30 PDH's

PMA 407 \$845

AIA

Autodesk® Raster Design 2010

Autodesk Raster Design, the editing and image-processing tool that works inside your AutoCAD software-based application, can save hours of drawing time by converting raster to vector and combining drawings with real-world imagery. Autodesk Raster Design allows the combination of scanned imagery (raster) and AutoCAD drawing data (vector) to salvage legacy drawings from paper. The images of the scanned drawings can be displayed, controlled, and edited from within AutoCAD. The results of the combined information can then be printed to create a composite drawing of raster and vector data. Raster Design seamlessly incorporates impressive raster editing tools into AutoCAD, making the transition for most experienced users minimal.

Topics include: the tools that are necessary so that you will be able insert and create images; tile, save, and export images; work with multi-spectral images; correlate and rubbersheet images; enhance the appearance of images; edit images; work with DEM data; and convert raster to vector.

Prerequisites: AutoCAD Essentials or know how to use AutoCAD software to create basic geometry, manage layers, enter commands, and manage files. It is also recommended that you have a working knowledge of Microsoft® Windows® XP or Microsoft® Windows® 2000.

Registration Deadline: Oct 19

Sec 1: M–Tu 9am–5pm

2 sessions Oct 26–27

Phil Gauntt

14 AIA/CES LU's, 14 PDH's

PMA 511 \$475

AIA

Mastering AutoCAD® Sheet Sets

As technology advances the way we create drawings, the drawings we create get more complex. Managing all of the drawings used in a project can be a staggering task. AutoCAD new Sheet Sets provide the tools to create and manage all of the drawings related to a project. In this “hands-on” course, the students will explore the tools and techniques used to create and manage the drawings required to prepare a complete set of construction documents.

Topics include: sheet set overview and terminology; using the sheet set manager; sheet set guidelines; adjusting sheet set properties; creating and modifying sheet sets; adding views to sheets; controlling named views and viewports; understanding reference drawings; inserting sheet list tables; creating and archiving transmittal sets; incorporating fields and tables; managing tables across sheet sets.

Prerequisite: working knowledge of AutoCAD 2000/2002/2004 drawing creation and editing.

Sec 1: M 9am–5pm

1 session Nov 23

Phil Gauntt

7 AIA/CES LU's, 7 PDH's

PMA 521 \$235

OneKey Account Information

OneKey usernames and passwords are necessary for all students and faculty of Pratt Institute. Please see page 22 for detailed instructions.

AIA

Mastering AutoCAD®

Tables and Schedules

This course is designed for the AutoCAD user who requires comprehensive training on creating tables and schedules in AutoCAD. The primary objective of this course is to teach you how to create intelligent tables and schedules by combining the features associated with tables and fields and field-enabled attributes. Hands-on exercises throughout the course will help students help student learn to create tables and schedules.

Topics include: tables and table styles; extracting attributes to tables; using field-enabled text; using field-enabled attributes; and extracting field-enabled attributes to tables.

Recommended audience: This courseware is designed for the intermediate-level user of AutoCAD 2009.

Prerequisites: Intermediate-level AutoCAD experience is necessary. A working knowledge of Microsoft® Windows® XP, Microsoft Windows 2000, or Microsoft Windows NT 4.0.

Sec 1: M 9am–5pm

1 session Nov 2

Phil Gauntt

7 AIA/CES LU's, 7 PDH's

PMA 522 \$235

AIA

Mastering AutoCAD® Architecture 2010: Documentation, Annotation, and Schedules

Using AutoCAD Architecture to create floor plans and elevation drawings only scratches the surface of the power. You will learn to exploit the power of intelligent design in dynamically updating dimensions, window, door and space tags, and creating schedule tables for each. Adding labels and dimensions has always been an integral part of preparing complete drawing sets, and the ability to tabulate the drawing data into schedule tables completes the process.

Topics include: dimension types and terminology; understanding dimensions and dimension styles; creating and editing dimensions; dimension display options and controls; plotting scale and its relation to annotations; adding door, window and space tags; modifying tags and renumbering; incorporating Property Sets; creating and editing schedule tables; controlling schedule styles; defining custom tags and schedules; adding notations and leaders; placing intelligent detail marks; using schedule tables with projects and sheet sets.

Prerequisite: working knowledge of AutoCAD Architecture or Architectural Desktop drawing creation and editing.

Sec 1: Tu 9am–5pm

1 session TBD

Phil Gauntt

7 AIA/CES LU's, 7 PDH's

PMA 507 \$235

AutoCAD

6 Day Courses include

30 hrs instruction: 5 hrs/day 9am–3pm

16 hrs unsupervised lab:

W, Th 3pm–6pm; F 3pm–4:30pm

AIA

Mastering AutoCAD® Architecture 2010: Doors, Windows and Openings

Using the doors, windows, and openings supplied with AutoCAD Architecture to create simple floor plans is only part of preparing impressive and accurate construction documents. During this “hands-on” course, you will explore the tools and techniques required to define your own objects for doors and windows. In addition, creating window assemblies simplifies the use of complex window and door collections to treat them as a unit.

Topics include: creating and editing doors, windows, and openings; relationships between walls and anchors; understanding and controlling styles; managing entity display; defining custom items with multi-view blocks; incorporating materials into objects; creating window and door assemblies; controlling window assembly styles; working with Style Manager to manage styles.

Prerequisite: working knowledge of AutoCAD Architecture or Architectural Desktop drawing creation and editing.

Sec 1: M 9am–5pm

1 session TBD

Phil Gauntt

7 AIA/CES LU's, 7 PDH's

PMA 503 \$235

AIA

Mastering AutoCAD® Architecture 2010: Drawing Management with Projects

Developing complex architectural models is a major task in itself, but managing all of the drawings used in a project can be just as hard. In this “hands-on” course the students will explore the tools and techniques used to manage all of the drawings and details required to prepare a complete set of construction documents. The user is given the ability not only to create sheet sets for a project and publish them on paper or electronically, but allows the information on each of the sheets to be linked together for dynamic updating, such as detail numbers and title block data.

Topics include: exploring projects and the Project Navigator; understanding project components and terminology; project creation guidelines; creating and editing Levels and Divisions; incorporating categories into projects; creating, editing and converting drawing Constructs; using Elements for repetitive items; preparing and controlling views; inserting views onto sheets; utilizing reference drawings; using schedule tables with sheets; publishing drawing sets for distribution on paper or electronically.

4 Day Courses include

20 hrs instruction: 5 hrs/day 9am–3pm

10 hrs unsupervised lab:

W, Th 3pm–6pm; F 3pm–4pm

Prerequisite: working knowledge of AutoCAD Architecture or Architectural Desktop drawing creation and editing.

Sec 1: Tu 9am–5pm

1 session Nov 3

Phil Gauntt

7 AIA/CES LU's, 7 PDH's

PMA 508 \$235

AIA

Mastering AutoCAD® Architecture 2010: Elevation Sections and Perspectives

AutoCAD Architecture makes it easy to create the building model, now it's time to prepare drawings that symbolize traditional views like elevations and sections. These tools allow for the model to change and the views to be updated as required for accurate representations. In this “hands-on” course the student will learn to create dynamically updating elevation and section drawings from building models created. Simple orthogonal views may not always show all aspects of a design, so we will also explore the creation of perspective views and animated movies.

Topics include: types of elevations and sections; understanding display representations; elevations vs. sections; creating and editing elevation views; controlling hidden line removal from elevations; creating and editing section views; updating elevations and sections as the model changes; sections vs. live sections; utilizing elevation and section styles; exploring 3D viewing options and techniques; shading options and controls; creating and controlling perspective views; incorporating materials into elevations and perspectives; creating and controlling cameras; preparing animated movies from cameras.

Prerequisite: working knowledge of AutoCAD Architecture or Architectural Desktop drawing creation and editing.

Sec 1: M 9am–5 pm

1 session TBD

Phil Gauntt

7 AIA/CES LU's, 7 PDH's

PMA 506 \$235

OneKey Account Information

OneKey usernames and passwords are necessary for all students and faculty of Pratt Institute. Please see page 22 for detailed instructions.

AutoCAD

AIA

Mastering AutoCAD® Architecture 2010: Roofs, Dormers and Slabs

The ability to create floor plans is only one of the amazing features AutoCAD Architecture uses to prepare true 3D models of structures. In this “hands-on” course you will explore the techniques used to create roofs, floor slabs, and dormers. Learn how to create complex roof scenarios, control edge characteristics of roof slabs, create and add dormers to the roofs, and prepare floor slabs with openings for vertical circulation.

Topics include: roof and slab types and terminology; understanding roof and slab properties; creating and editing roof objects; controlling roof and slab edges and edge styles; sharing styles with other drawings; converting objects into roofs and slabs; creating and editing holes in roofs and slabs; adjusting roof and floor lines of walls to meet roofs and slabs; using Boolean tools for modifying items; creating dormers and cleanup options.

Prerequisite: working knowledge of AutoCAD Architecture or Architectural Desktop drawing creation and editing.

Sec 1: M 9am–5pm

1 session TBD

Phil Gauntt

7 AIA/CES LU's, 7 PDH's

PMA 505 \$235

AIA

Mastering AutoCAD® Architecture 2010: Walls and Wall Styles

Creating and editing simple walls in AutoCAD Architecture is easy, but that only scratches the surface of what the program is capable of. Take an in depth look at the creation and editing of custom walls and wall styles in this “hands-on” course. Learn how to create impressive and flexible wall styles and to use wall modifiers to create complex wall features, including controlling wall endcaps.

Topics include: wall creation and editing tools; converting existing geometry into walls; understanding wall styles; applying wall modifiers and creating sweeps; controlling entity display; wall cleanup tools and techniques; creating custom wall end caps; incorporating materials into wall styles; working with the Style Manager to manage styles; creating curtain walls and curtain wall assemblies.

Prerequisite: working knowledge of AutoCAD Architecture or Architectural Desktop drawing creation and editing.

Sec 1: M 9am–5pm

1 session TBD

Phil Gauntt

7 AIA/CES LU's, 7 PDH's

PMA 504 \$235

AIA

Printing and Plotting with AutoCAD®

This course is designed for the AutoCAD user who requires comprehensive training in printing and plotting drawings. Create viewports in layouts, complete with trans-spatial dimensions, and then use the plotter configuration files and plot-style tables to control how the information is plotted or published.

Topics include: creating layouts, modifying layouts and using page setups, creating layout viewports, working with layout viewports, controlling object visibility in layout viewports, dimensioning in layouts, plotter configuration files, plot style tables, and publishing drawings.

Recommended Audience: Course is designed for the intermediate-level user of AutoCAD 2009.

Prerequisites: Students should have successfully completed an essentials-level course on AutoCAD 2009 or equivalent work experience. A working knowledge of Microsoft® Windows® XP, Microsoft Windows 2000, or Microsoft Windows NT 4.0.

Registration Deadline: Nov 10

Sec 1: Tu 9am–5pm

1 session Nov 24

Phil Gauntt

7 AIA/CES LU's, 7 PDH's

PMA 500 \$235

AIA

Revit® Architecture 2010: Level 1

This course introduces you to Revit software, the AEC industries first parametric building modeler. In Revit, you do not just draw 2D building plans, elevations or sections; you create a digital database of your building, comprised of 3D graphical information, as well as non-graphical data, using the Revit predefined, parametric building components. Productivity is improved through increased automation of constructions documentation. New tools, templates, and constructions content extend the benefits of the building information modeling solution to the construction community.

Topics Include: overview of Revit Architecture, introduction to the philosophy of creating projects; working with walls and joints; Revit Family components; setting up views such as sections, interior elevations, perspectives, schedules and project phases; methods and techniques for defining and modifying roofs; Revits Rendering Tools.

Prerequisite: understanding of Windows 2000 and XP operating systems, and some CAD experience.

Sec 1: Su 9:30am–12:30pm

10 sessions Oct 4–Dec 13

Sec 2: Su 1–4pm

10 sessions Oct 4–Dec 13

Tyrone McLean (*all sections*)

30 AIA/CES LU's, 30 PDH's

PMA 406 \$835

AutoCAD

6 Day Courses include

30 hrs instruction: 5 hrs/day 9am–3pm

16 hrs unsupervised lab:

W, Th 3pm–6pm; F 3pm–4:30pm

AIA

Revit® Architecture 2010: Basic Course

This course covers the basics of Revit® Architecture, from schematic design through construction documentation. Students are introduced to the concepts of Building Information Modeling and the tools for parametric building design and documentation.

Topics include: the tools that are necessary so that you will be able to describe the benefits of Building Information Modeling; use the fundamental features of Revit Architecture; use the parametric 3D design tools to design projects; create detailing and drafting view; create construction documentation; and use the presentation tools for presenting models.

Prerequisites: No previous CAD experience is necessary, however, architectural design, drafting, or engineering experience is highly recommended. A working knowledge of Microsoft® Windows® XP or Microsoft® Windows® 2000.

Registration Deadline: Sept 4

Sec 1: M–Tu 9am–5pm

2 sessions Sept 14–15

Tyrone McLean

14 AIA/CES LU's, 14 PDH's

PMA 533 1.4 C.E.U.s \$395

AIA

Revit® Architecture 2010: Advanced

This course covers a wide range of advanced topics in Revit® Architecture, continuing to build on the concepts introduced in the Revit Architecture Essentials course. You learn about site design, advanced rendering techniques, phasing and design options, creating families of custom components, and collaborating on a design.

Topics include: the tools that are necessary so that you will be able to import and export files; linking files; conceptual design; creating advanced components; design and analysis; Revit Architecture Worksharing; working with professionals; and advanced rendering.

Prerequisites: Revit Architecture basic course or have equivalent experience using Revit Architecture. Architectural design, drafting, or engineering experience is highly recommended. A working knowledge of Microsoft® Windows® XP or Microsoft® Windows® 2000.

Recommended Audience: designed for experienced users of Revit Architecture.

4 Day Courses include

20 hrs instruction: 5 hrs/day 9am–3pm

10 hrs unsupervised lab:

W, Th 3pm–6pm; F 3pm–4pm

Registration Deadline: Sept 21

Sec 1: M–Tu 9am–5pm

2 sessions Oct 5–6

Tyrone McLean

14 AIA/CES LU's, 14 PDH's

PMA 539 1.4 C.E.U.s \$395

AIA

Revit® Architecture 2010: Creating Construction Documents

Have you wondered how to take a 3D model and turn it into construction documents? This workshop explores how to turn a model into CDs using Revit tools like callouts, exterior elevations, interior elevations, sections and sheets.

Registration Deadline: Oct 22

Sec 1: Th 3–6pm

1 session Nov 5

Tyrone McLean

3 AIA/CES LU's, 3 PDH's

PMA 534 .3 C.E.U.s \$105

AIA

Revit® Architecture 2010: The Family You Always Wanted

Have you ever loaded a family and gotten all the different types, but not the one you wanted. This workshop will explore how to create the family you want and introduce you to the tools needed for creating families.

Registration Deadline: Oct 23

Sec 1: F 3–6pm

1 session Nov 6

Tyrone McLean

3 AIA/CES LU's, 3 PDH's

PMA 535 .3 C.E.U.s \$105

AIA

Revit Architecture 2010: Migrating to Revit Architecture

This course builds on the Revit Architecture basic course. It covers a wide range of topics on how to successfully migrate from AutoCAD® a CAD drawing-based solution, to Revit® Architecture, a 3D building information modeling solution.

You learn how to work seamlessly with AutoCAD DWG files, including how to migrate site plans and details and make those files smarter within their Revit Architecture projects. You also learn techniques for collaborating in a multiplatform environment.

Topics include: tools that are necessary so that you will be able to set up a project in the Revit Architecture environment with AutoCAD data; import AutoCAD data to Revit Architecture; export Revit Architecture information to AutoCAD;

AutoCAD

and share project information across multiplatform users and store project data for reuse.

Prerequisites: Experience using AutoCAD and should have completed the Revit Architecture Basics or Revit Structure Essentials course. Architectural design, drafting, or engineering experience is highly recommended. A working knowledge of Microsoft® Windows® XP or Microsoft® Windows® 2000.

Recommended Audience: designed for those who have AutoCAD experience and have completed the Revit Architecture Essentials or Revit Structure Essentials course (or have similar experience), or who need to know how to leverage existing AutoCAD drawings.

Registration Deadline: Aug 20

Sec 1: M 9am–5pm

1 session Aug 31

Tyrone McLean

7 AIA/CES LU's, 7 PDH's

PMA 544 \$235

AIA

Revit® MEP 2010: Basics Course

In this course you use Revit® MEP to model MEP systems. Learn the recommended workflows and basic skills required to navigate Revit MEP and use its tools to create and modify MEP systems. Given a complete architectural building model, the student will be able to produce a building information model of a commercial design for mechanical and electrical systems and extract 2D drawings for construction documents.

Topics include: Designing Systems-preparing HVAC Models for Design, creating HVAC, Electrical, Piping, Plumbing and Fire Protection Designs; Working in a Multiplatform, Multi-system Environment- Collaborating on Projects and Coordinating Designs; Documenting Project Information-Creating Schedules, View and Construction Sheets.

Prerequisites: Revit Architecture Essentials or Revit Structure Essentials course or have in-depth knowledge of Revit features and functionality, and have experience with MEP engineering processes and terminology. Working knowledge of Microsoft® Windows® XP or Microsoft® Windows® 2000.

Recommended Audience: includes those with Revit® Architecture or Revit® Structure experience, and mechanical or electrical engineers.

Sec 1: Registration Deadline: Aug 14

F 6–9:30pm

4 sessions Sept 4–Oct 2

Tyrone McLean

Sec 2: Registration Deadline: Oct 23

Th–F 9pm–2:30pm

2 sessions Nov 5–6

Tyrone McLean (*all sections*)

9 AIA/CES LU's, 9 PDH's

PMA 538 .9 C.E.U.s \$295

AIA

Revit Structure 2010: Essentials

Use Revit® Structure to learn about building information modeling and the tools for parametric design, analysis, and documentation. You will learn the fundamental features of Revit Structure, by using the 3D parametric design tools to create and analyze a project, and finish by learning about construction documentation and design visualization. This course uses exercises representing real-world structural design scenarios.

Topics include: the tools that are necessary so that you will be able to describe the benefits of Building Information Modeling; use the fundamental features of Revit Structure; use the parametric 3D design tools for creating and analyzing projects; use the automated tools for documenting projects; and develop a level of comfort and confidence with Revit Structure through hands-on experience.

Prerequisites: No previous CAD experience is necessary. However, structural engineering or architectural design experience is highly recommended. A working knowledge of Microsoft® Windows® XP or Microsoft® Windows® 2000.

Please note: Not accepted by NYS for LU credit.

Sec 1: Registration Deadline: Sept 18

F 6–9pm

4 sessions Oct 9–30

Sec 2: Registration Deadline: Nov 2

M–Tu 9am–5pm

2 sessions Nov 16–17

Tyrone McLean (*all sections*)

14 AIA/CES LU's, 14 PDH's

PMA 545 \$395

AIA

Revit Structure 2010: Advanced

This course covers a wide range of advanced topics in Revit® Structure, continuing to build on the concepts introduced in the Revit Structure Essentials course. Learn about detailing and detail components, rebar, families, analytical analysis, and collaborating on a design with other professionals.

Topics include: The tools that are necessary so that you will be able to Work with Detail Components and Managing Details; work with Rebar; work with Families-creating a Slab on Metal Deck, a Precast Hollow Core Slab, a Tapered Moment Frame, a 3D Steel Gusset Plate, a Stepped Footing, and Using Steel Stiffeners; Creating Trusses; Exploring Analytical Tools; Working with Clients and Consultants Using DWG Files, using Revit Architecture; Multi-User Worksharing; Sharing Your Design Using DWF; and Importing and Exporting Data with IFC Format.

Prerequisites: Revit Structure Essentials course or have equivalent experience using Revit Structure. Structural engineering or architectural design experience is highly recommended. A working knowledge of Microsoft® Windows® XP or Microsoft® Windows® 2000.

AutoCAD

6 Day Courses include

30 hrs instruction: 5 hrs/day 9am–3pm

16 hrs unsupervised lab:

W, Th 3pm–6pm; F 3pm–4:30pm

Recommended audience: The experienced users of Revit Structure.

Sec 1: Registration Deadline: Oct 16

F 6–9:30pm

4 sessions Nov 6–Dec 11

Tyrone McLean

Sec 2: Registration Deadline: Nov 30

M–Tu 9am–5pm

2 sessions Dec 14–15

Tyrone McLean (*all sections*)

14 AIA/CES LU's, 14 PDH's

PMA 546 1.4 C.E.U.s \$385

AIA

Set Design for Architects and Designers using AutoCAD® 2010

This course is for professionals and designers who wish to explore the design of theatrical sets. You will be assigned specific plays to read and will develop your own concepts through research material, sketches, and story-boards which will develop into plans, sections, and elevations.

Topics include: A quick overview of set/theater design through the ages to give you the context and historical background. Part of the course study will include one or two field trips to local plays in production, which will allow you to see firsthand how the sets work and gain an understanding of the mechanics of the stage. During some class critiques and presentations, visitors including directors, playwrights, or other members of the theatrical team will be available to give you feedback on your projects and to discuss the collaborative process of the design for a theatrical production. A class goal is to come up with one or two set design concepts that represent each one's style and vision and could be included into your portfolio.

Prerequisite: AutoCAD and 3D experience a plus.

Su 1–4pm

10 Sessions Oct 4–Dec 13

Merope Vachlioti

30 AIA/CES LU's

PMA 408 \$835

OneKey Account Information

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4 Day Courses include

20 hrs instruction: 5 hrs/day 9am–3pm

10 hrs unsupervised lab:

W, Th 3pm–6pm; F 3pm–4pm

AIA

AutoCAD LT® I

AutoCAD LT 2010 is perfect for designers that do not require full-blown AutoCAD capabilities and is compatible with other leading standards. You can create and share technical drawings more efficiently and securely. The new optimized DWG format saves disk space and shortens file open and transmission times. Drawing exchange is made more secure with the enhanced view-and-plot-only DWF™ (Design Web Format™) file format or by adding digital signatures to your DWG files. With flexible drawing features, AutoCAD LT software gives the professional a cost effective way to get the advantages of CAD quickly and easily.

Topics include: overview of operating system, drawing setup, filing/saving commands, text features, graphic modifiers, printing/plotting, drawing command, editing commands, dimensioning commands, display commands, coordinate entry, and compatibility with AutoCAD.

Sec 1: M–Th 9am–3pm

4 sessions Nov 2–5

Gil Santiago

20 AIA/CES LU's, 20 PDH's

PMA 370 \$545

AIA

AutoCAD® LT II

This course presents concepts and commands for maximum productivity using AutoCAD LT 2010. Learn advanced editing methods and drawing techniques using the grips and calculator tools. Explore layers, blocks and attributes. Practice techniques for developing and maintaining standards for layers, dimension styles and text styles. Create prototype drawings. Learn to use external references and paperspace for more productivity.

Topics include: symbol libraries, attributes, dimensioning enhancements, editing tips and enhancements, plotting techniques, prototype drawing setup, system management, paper space, model space, external references, and introduction to file management.

Prerequisite: AutoCAD LT I.

Sec 1: M–Th 9am–3pm

4 sessions Nov 16–19

Gil Santiago

20 AIA/CES LU's, 20 PDH's

PMA 371 \$545

Faculty

Frank Collazo, 3D generalist for the last six years. He has been involved in any given step in the creative process from concept to the final piece: Pre Production and Post Production. Master in Communication Design and Technology, Parsons the New School for Design.

Marcello Ferri, architect, worked on research projects for the University of Rome La Sapienza and Roma Tre before relocating to NYC where he has been an employee of Smith-Miller + Hawkinson, Rafael Vinoly and Beyer Blinder Belle. Degree in Architecture at the University of Rome La Sapienza. Autodesk certified instructor.

Marc Florestant, 3D and motion graphics artist has worked in NYC for various clients both corporate and advertising in a freelance capacity, as well as, on staff for several years creating graphics for such commercials as Wendys, Lindt, Champs Sports, Advil, and Footlocker. BFA/SVA. **Autodesk Media and Entertainment Certified Instructor.**

Phil Gauntt, animator and CAD/computer graphics consultant providing training, programming, menu customization and drafting services. Educated at NYIT as an architect. Autodesk & **discreet** Certified Instructor.

Eric Kachelhofer, commercial artist since 1977, with more than 15 years experience in the computer graphics field. He has worked in advertising, publishing and in the comic industry. **Autodesk Media and Entertainment Certified Instructor.**

Kim Lee, freelance technical director/animator. Clients include: Curious Picture, Nickelodeon and Pitch Productions. Kim is a **Autodesk Media and Entertainment Training Specialist** for the Broadcast/Film market and is a beta-tester for **discreet** and various third party developers.

Tyrone McLean, principal of Tyrone McLean's CADDsultant Technology. Autodesk and **discreet** Certified Instructor.

Christian Ramirez, independent AutoCAD Designer/Consultant. Clients include: Richard Massa Architect, Paul Shurtleff Architect and SIEMENS, among others. Experience in diverse fields as residential and commercial renovation/remodeling, architectural space planning and most recently communications networks. AAS, Architectural Technology, City University of NY.

Scott Rosenbloom, architect and computer artist, currently working for Cooper, Robertson and Partners. He is in charge of 3D productivity, creating 3D models, renderings and animations and providing IT support for the office. BPS Architecture/SUNY Buffalo; BA/ NYIT; MFA Computer Art/SVA.

Gil Santiago, CADD consultant and trainer; Designer for: Brennan Beer Gorman/Architects, Shen Milson & Wilke, Lancome, The Switzer Group Inc., KPF Interior Architect, Rafael Vinoly Architects. BID/Pratt, MArch/Columbia Univ., Graduate School of Planning.

John Scalera, 3D artist, animator, who has created 3D artwork for games, products, architects, and multimedia content. For the past four years he has been teaching Environmental Modeling, Animation, and Intro 3d Modeling at Fairleigh Dickinson University. Clients include: GWF Associates, Dun & Bradstreet, C.D. Meyer Inc., Conundrum Studios, Hypnotix Games, International Flavors and Fragrances, Fort Monmouth BA in Animation, Fairleigh Dickinson University.

John Takacs, consultant, trainer. Clients include: architects, engineers, and those involved in construction and manufacturing. BS/Trenton State College in Technical Education. Autodesk Certified Instructor.

Merope Vachlioti, architect, designer. Has worked as an architect for the past three years and as a set designer for the past fifteen years. Clients include: Costas Kondylis & Partners LLP, Brooklyn Academy of Music, Disney Theatrical, Koray LLP (Turkey), Yale University, Theater By The Blind, ART NY, Milgo Bufkin. Masters degree in Set Design, Yale University.

Alfredo Villalobos, 3D and motion graphics artist and digital post producer who has worked in Lima Perú South America since 1987 for all TV Channels and the most important Advertising Agencies in his country. **Autodesk 3ds Max** user since 1992. Alfredo is the first Latin American Autodesk Certified Instructor.

Alfredo Villalobos, artista de animación 3D y Post Productor Digital ha trabajado en Lima Perú Sudamerica desde 1987 para todos los Canales de Televisión y las principales Agencias de Publicidad en su país. Usuario del **Autodesk 3ds Max** desde 1992. Es el primer Latino-americano como Instructor Certificado de Autodesk.

Gabe Walter, game developer, created his first game in 1988 on the C64. The most recent one is for the PSP. Constantly creating levels/characters has kept the work process exciting. He currently develops independent video games for entertainment BFA, Computer Arts/SVA.

Information

Customized Training

Customized training is available to corporate clients. For further information, please contact Karen Adler Miletsky at kmiletsk@pratt.edu concerning your training needs.

Student Software, One-Year License

Students who register for **Autodesk Media and Entertainment Training Center** and **Autodesk Training Center** courses qualify to purchase a one-year license of Autodesk software. For further information, please visit www.studica.com/dtc/pratt.

Autodesk Users Group International (AUGI)

Membership to AUGI is free. For information, visit the AUGI website: www.augi.com?source=ATC.US.10089

Useful Links

Visit our website for useful links relating to the Autodesk Training Center (ATC) program: www.pratt.edu/ccps-autodesk_training

or for the

Autodesk Training Center Media and Entertainment (ATCME) program: www.pratt.edu/ccps-autodesk_media

Registration Deadlines

Registration deadlines for all courses are one week prior to course start dates, unless otherwise noted. Exceptions will be allowed based on space availability. We recommend that you register early.

Customer Testimonial

Your institution should be proud to have Mr. Chris Ramirez as part of your group of instructors/professors. I was very impressed with Mr. Ramirez's pedagogical skills when I participated in the AutoCad Level I course during Spring 2008. The skills I refer to are:

- clear way to express ideas
- organized sequence of lessons
- structured and logical daily agenda
- concern for students' difficulties
- always available when needed

I will certainly recommend this course to my colleagues and personally look forward to my next course in your department. As a former adjunct professor at college level institutions in NYC & NJ and as a licensed educator in NY & NJ, I appreciate taking courses in which the instructor, besides having the expertise in the subject, is also a good pedagogue.

Sincerely,
Arnaldo Cardona
BEnv.Design, B.S.L.A.,
M.Art, M.S. Educ

OneKey Account Information

OneKey usernames and passwords are necessary for all students of Pratt Institute.

To Get your OneKey username and password:

Register online for courses through Instant Enrollment:

- Visit www.pratt.edu
- Click on my.pratt.edu and click the my.pratt.edu link again on the white fly-out box
- Click on the link – **Instant Enrollment, CCPS**
- Enter the course code in the **Course Code field** (PMPP 455 for example)
- You will be taken to the **Payment Screens**
- A **receipt** will be emailed to you upon successful registration.
- Your login and password is mailed to your street address. Allow 24 hours for processing, so register early to guarantee yourself a seat and start using your benefits.

Login:

Your username will be your first initial, followed by your last name, for no more than 8 characters total.

Password:

Your initial password will be your student ID. Once in, you can change your password if desired.

Please Note:

If you can't get in using the simple rules above, send an email to the helpdesk at helpdesk@pratt.edu, and give them your student ID number. They will send you back a way to get in.

How to use my.pratt.edu with your

OneKey password:

For further information on how to use your OneKey password please visit the following URL on our website for more detailed instructions www.pratt.edu/ccps/resources/OneKey_Instructions#.

Privacy

Pratt Institute is a private educational institution and does not share email addresses or any personal data with external resources. Instant Enrollment is a secure server – use this with confidence to pay for classes.

Refunds

Students who for any reason find it impossible to complete the course for which they are registered should inform the Center for Continuing and Professional Studies in writing that they wish to withdraw. Failure to complete the course does not constitute official withdrawal, nor does notification to the instructor. The lack of attendance alone does not entitle a student to a refund. Pratt cannot be responsible for providing make-ups or issuing refunds for programs missed as a result of illness, emergencies or other events beyond our control. Withdrawals do not necessarily entitle the student to a refund of tuition and fees paid, or the cancellation of tuition still due. The postmark is considered the date of withdrawal for refund requests by mail. Withdrawal or refund requests cannot be made by telephone or through the instructor.

No requests for refunds will be handled by phone. There will be no refunds for any reason after the second class meeting.

Please note: Please allow 60 days for refunds to be processed.

Withdrawal Policy

Seminars and 4-6 Day Courses

- Withdrawals 6 business days before start date 100% tuition
 - No refunds after this date.
- Please note:** All requests for withdrawals must be done in writing. Please allow 60 days for processing of refunds.

Fees

Facilities Fees

Students registering for thirty-hour computer courses are required to pay a non-refundable facilities fee of:

- \$25 per course

Please note: All facilities fees are non-refundable.

Registration Fee

There is a \$10 registration fee charged for each non-credit course over \$95, for which you enroll. The fee is non-refundable, unless classes are cancelled due to lack of enrollment.

Uncollectible Checks

\$15 surcharge is imposed for processing.

Registration Deadlines

Registration deadlines for all courses are one week prior to course start dates, unless otherwise noted. Exceptions will be allowed based on space availability. We recommend that you register early.

OneKey Account Information

OneKey usernames and passwords are necessary for all students and faculty of Pratt Institute. Please see page 22 for detailed instructions.

Transcripts

Students enrolled in AIA Professional Development courses will receive one transcript at no charge. The transcript will include Pratt's AIA Provider #. A fee of \$5 will be charged for each additional transcript, letter of completion, or any additional certificate requested. Requests for all additional transcripts relating to your record should be addressed to Pratt Manhattan, Center for Continuing and Professional Studies, Attention: AIA Continuing Education Transcripts, along with remittance. Request must state name while in attendance, dates of attendance and course(s) of study.

Free catalog

For a complete description of all courses mentioned in this publication, request our Center for Continuing and Professional Studies' catalog by calling 212-647-7199 or download or view the catalog pdf by visiting www.pratt.edu/ccps.

Discounts

Discounts listed below apply to all continuing education courses, unless otherwise noted in the course description. The discount is computed on the actual tuition, minus the registration fee. Only one discount can apply, per semester. **Please note:** multiple types of discounts do not apply.

Pratt Alumni Discount

Alumni of Pratt degree programs receive 10% discount, if stated at the time of registration.

Senior Citizen Discount

Senior citizens sixty-five and older who present evidence of age at the time of registration will receive a 10% discount.

Corporate Discounts

Corporate discounts apply to three or more registrants from a company in the same section of a course or seminar. For further information, call 212-647-7199 or email prostudy@pratt.edu.

Corporate Billing

Purchase Orders accepted. Please forward with registration.

Customized Training

For further information on customized training for your facility, contact Karen Adler Miletsky at 212-647-7299 or email kmiletsk@pratt.edu.

Useful Links

Visit our website for useful links relating to the **Autodesk Training Center (ATC) program:** www.pratt.edu/ccps-autodesk_training or for the **Autodesk Training Center Media and Entertainment (ATCME) program:** www.pratt.edu/ccps-autodesk_media

Directions

By Subway

Take the A, C, E to 14th Street/Eighth Avenue, the F, V to 14th Street/Sixth Avenue, the 1, 2, 3 to 14th Street/Seventh Avenue, or the 4, 5, 6, N, R, Q, W to 14th St/Union Square and switch to the crosstown L to 14th Street/Eighth Avenue.

By Bus

Uptown take the M20, to 14th Street/Eighth Avenue. **Downtown** take the M20 to 14th Street/Seventh Avenue. **Uptown** take the M6 to 14th Street/Avenue of the Americas.

Downtown take the M6 to 14th Street/Union Square, then take the M9 or M14 crosstown buses.

By Car from Queens

Via **59th Street Bridge South** on FDR Drive to 23rd Street exit. Make right turn on 23rd Street. Make a left turn on Second Avenue. Take Second Avenue to 14th Street make a right turn. Pratt is located between Sixth and Seventh Avenues on the south side of the block, closest to Seventh Avenue.

By Car from New Jersey

Holland Tunnel Bear right to Eighth Avenue. Take Sixth Avenue to 14th Street make a left turn. Pratt is located between Sixth and Seventh Avenues on the south side of the block, closest to Seventh Avenue.

By Car from Westchester

Westside Highway South Left turn on 14th Street. Pratt is located between Sixth and Seventh Avenues on the south side of the block, closest to Seventh Avenue.

By Car from Brooklyn

Via **Brooklyn Bridge** North on FDR Drive to Houston Street exit. Left on Houston Street to Third Avenue make right. Take Third Avenue to 14th Street make a left turn. Pratt is located between Sixth and Seventh Avenues on the south side of the block, closest to Seventh Avenue.

By Path from New Jersey

Take the Path to 14th Street Exit at Sixth Avenue and 14th Street.

Parking in Manhattan

Limited street parking is available on weekdays and weekends. Weekday parking available after 6 pm. Parking is available for a fee in nearby parking lots.

How to Register

In person

Pratt Institute
144 West 14th Street, Room 209
between Sixth and Seventh Avenues
New York, NY
M–Th 10am–6pm, F 10am–2pm

By mail

Fill out the mail registration form or facsimile and mail with check or money order to:
Pratt Institute
Center for Continuing and Professional Studies
144 West 14th Street, Room 209
New York, NY 10011–2700

By telephone

Call 212-647-7199 with your American Express, Discover, MasterCard or Visa credit card number.
M–Th 10am–6pm, F 10am–2pm

By facsimile

Dial 212-367-2489 with your mail registration form filled out and your American Express, Discover, MasterCard or Visa credit card number, along with the expiration date and security code.

By email

Email is at: prostudy@pratt.edu

Online/Instant Enrollment

<http://my.pratt.edu>
Online registrations received through my.pratt.edu will receive a confirmation via email. American Express, Discover, MasterCard & VISA are accepted.

Registration Deadlines

Registration deadlines for all courses are one week prior to course start dates, unless otherwise noted. Exceptions will be allowed based on space availability. We recommend that you register early.

OneKey Account Information

OneKey usernames and passwords are necessary for all students and faculty of Pratt Institute. Please see page 22 for detailed instructions.

ATC Registration Form

Please Print

Name _____

Company Name _____

Address _____

City _____ State _____ Zip _____

Daytime Telephone _____ Fax _____

Evening Telephone _____

E-mail _____ AIA membership #* _____

SS# (last 4-6 digits mandatory) _____ Date of Birth (mandatory) _____

Payment by

- Check/money order Discover
 Visa MasterCard American Express
 I hereby authorize use of my credit card.

Signature _____

Card No. _____

Exp. Date: Month/Year _____ Security Code _____

or Purchase Order No. _____

Course number	Sec	Tuition
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Registration fee: \$10 per course \$.00 (non-refundable)

Total amount due \$ _____

For Office Use Only

Log No. _____ Date Received _____

Tuition _____ Fees _____ Total _____

Pratt

*Pratt Institute
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New York, NY 10011-2700
Telephone: 212-647-7199*

*Center for Continuing
and Professional Studies*

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