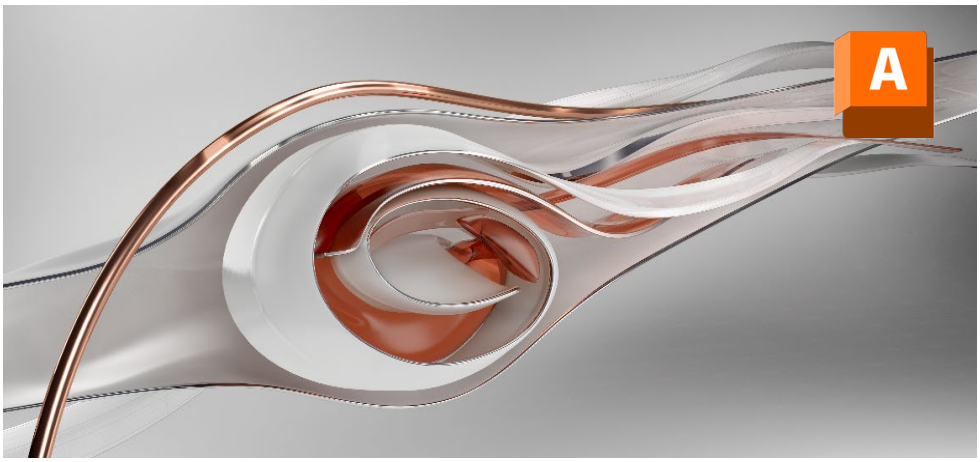
Autodesk Alias

Training course outline

Autodesk Alias is a powerful designing and styling software used widely in the automotive industry, and other industries with a requirement to design and style including marine, aerospace, sports equipment and consumer product manufacture.

Alias offers sketching, modelling and concept visualisation tools to enable designers to transfer their ideas into reality.



Course summary

Introduces new users to the concepts of modelling in Autodesk Alias software. You'll learn key techniques for concept surfacing, technical surfacing and product design.

Sessions include:

- Overview of the Alias interface.
- The principles of basic curve and surface creation and geometry manipulation.
- The use of advanced modelling and editing tools.
- Surfacing practices and procedures.
- Rendering.
- Surface Evaluation and Painting

Training is based primarily on the Alias Design application. Some of the techniques you'll learn are relevant to the Alias AutoStudio and Alias Surface products.

The techniques taught are generic, applicable to all industries that require design and styling.

Duration

Three days.

Who should attend?

New and novice users of Alias.

Prerequisites

No prior Alias or CAD experience is necessary.

In-class or live online

You can attend in-person at our centres, or participate live online from your place of work or home.

To read about our approach to online training, see armada.co.uk/liveonline.

General information

Armada is a long-standing Autodesk authorised Training Centre (ATC), and our courses are accredited by Autodesk.

Courses are hosted by Autodesk Certified Instructors (ACIs) with vast experience of using the application professionally.

Whilst attending training at our centres, you'll have the use of a computer running licensed software to practice the techniques taught.

Refreshments and lunch are provided.

Course fees can be paid by card or bank transfer. We accept purchase orders from UK-registered companies and public sector organisations.

Course materials and certificate

You'll receive:

- A comprehensive training guide and practice files.
- An e-certificate confirming successful completion of an accredited *Autodesk Alias* course.

Method of delivery

Training is designed for the busy professional, being short and intensive and combining lecture and demonstration. Practical exercises carried out under guidance help you learn the techniques taught.

You have ample opportunity to discuss specific requirements with the trainer.

After course support

Following training, you're entitled to 30 days' email support from your trainer.

Further information

See armada.co.uk/course/alias.

Course syllabus

See over.

AUTODESK Authorised Training Centre armada

Course syllabus

Topics	Sub-topics
Getting Started with Autodesk Alias	Introduction to Alias Basic Terms used in Alias Representation of Curves Representation of Surfaces The Alias Interface History View Windows Layouts Marking Menus Viewing Panels ViewCube Workflows in Alias Understanding Symbols in Menu, Palette, and Shelves Window Hot Keys Creating Customized Schemes Object Lister Window Different States of Node
Working with Basic Tools	Introduction to Basic Tools Selecting Tools Methods of Creating Objects Creating Keypoint Curves Features of a Curve Creating Curves Creating Primitives Pick Tools Transform Tools Shading Objects in View Windows
Working with Surfaces	Creating Surfaces Editing Features Editing Keypoint Curves Construction Objects Working with Layers Controlling the Display of Objects Controlling the Visibility of Objects Secondary Surfaces Creating a Fillet Surface Creating Freeform Blend Surface Creating a Profile Blend Surface Modifying the Objects Proportionally Moving the CVs Normally

Topics	Sub-topics
Editing Surfaces	Generating Curves-on-Surface Duplicating Objects
Advanced Surface Modelling Tools	Advanced Surfaces Creating a Rail Surface Creating a Square Surface Creating N-Sided Surfaces Creating Multi-Surface Drafts Transforming the CVs and Hulls Advanced Modelling Refining the Edges of Surfaces
Editing Tools	Editing Curves Modifying a Curve Breaking Curves Sectioning a Group of Curves Editing Objects Attaching Objects Detaching an Object Inserting Edit Points into an Object Extending an Object Offsetting Objects Setting the Surface Orientation Unifying the Normals of Surfaces
Basics of Rendering	Introduction to Rendering Key rendering techniques in Alias Lighting Shadows
Surface Evaluation	Introduction to Surface Evaluation Canvas Layers Color Schemes