

# Modeling with form•Z

The past few years have seen 3D design increase in use in the graphics community. With the advent of better and faster technology, more users are now able to take advantage of 3D programs for print, video and multimedia. The increase in bandwidth for the World Wide Web is creating another vehicle for 3D graphics and animations. Designers will be expected to constantly increase their offerings to their clients as well.

form•Z is a very powerful modeler with a full range of surface and solid modeling capabilities. Its superior speed and versatility rivals high-end SGI modeling packages, and it runs on both Mac and PC platforms. Additionally, more and more multimedia and game developers are including form•Z as a requirement in their help wanted ads.

### Who Should Attend?

This two-day session is tailored for students who already know how to use a basic 3D program (i.e. Infini-D, StudioPro, Sketch!), or beginning users of form•Z. form•Z's complex interface, extensive manuals and many possible options can be intimidating, so we will begin with short reinforcements of concepts and show basic operations and how to use them in real life. The objective is to make the application easier to approach by answering the most commonly asked questions quickly and easily.

The class will also be valuable to serious designers and animators who have already become familiar with form•Z's tools and interface but are looking for a jumpstart to get to the next level and become more productive with it. We will bring out the hidden strengths of form•Z, reveal insights on powerful working methods and will show numerous tips that make this a true craftsman's program.

We will focus on practical demonstrations of the modeling tools in real-world situations. Students can expect to gain a deeper understanding of the program, learn to be more productive with it, and gain insight on how it can be used to model anything imaginable.

Many example files will show concepts step-by-step. Case studies will support these concepts in actual use, and the focus throughout will be on hands-on learning.

### Where & When

We will be offering a course on October 23rd and 24th, and again on January 8-9th. The cost is \$750. These will be small classes, and each student will have his/her own PowerMac with 50+ megs of ram. Classes will be held at our downtown

New York training center. Further information will be sent with your registration confirmation. **For registration details call 609-448-5036 between 9am and 5pm Eastern time, or e-mail: [mindmachine@mindspring.com](mailto:mindmachine@mindspring.com).**

### Some Topics Covered

- Interface In Depth
- Object Snaps
- Palette organization
- Tools & modifiers
- Palette functions
- Tracing Underlays
- Topological Levels
- Macro Transformation
- Derivative Tools Palette
- Controlled Curves
- Plain Meshes
- Deformations
- Symbols
- Illustrator Import
- Bevelling Text
- How to get work & how to price
- Directional Snaps
- Menus, Palettes, Keyboard
- Navigation
- 2D Drawing
- Setting Custom Preferences
- 3D Drawing
- Transform Tools in Depth
- Delete Tool Modeling
- Mesh Tools In Depth
- Controlled Meshes
- Controlled Rounding
- Boolean Tools In Depth
- Totally Accurate Drawing
- FACT Export
- User Group info

### Credentials

The courses will be given by David Teich, an experienced animator and teacher who has been using form•Z for over five years in professional applications. His work has been featured in MacWorld Magazine, Newsweek, in•form•Z and New Media magazines, web sites for Philips, MCI, and Showtime; and in demo reels for both form•Z and Electric Image. He also chairs the New York City form•Z user group.

### Course Requirements

Students should bring their own form•Z software and hardware key; if you don't have your own copy of the program call us to make arrangements to have one provided for you. It is recommended that you bring an external hard drive or removable drive, as each student will be given extensive take-home tutorial files as well as class materials.

### Other Training Courses

In addition to our regular introductory and intermediate training in form•Z, we also conduct private tutorial and advanced sessions and will travel to conduct onsite courses for individuals, corporations, agencies and schools. Call us for complete information on form•Z, ElectricImage and Adobe Photoshop training.

## Mind of the Machine

[mindmachine@mindspring.com](mailto:mindmachine@mindspring.com) • 609-448-5036 phone 609-443-3228 fax  
<http://www.mindofthemachine.com>

## Modeling with form•Z Training Courses

Name \_\_\_\_\_ e-mail \_\_\_\_\_

Address \_\_\_\_\_

City, State, Zip \_\_\_\_\_

Phone (day) \_\_\_\_\_ (eve) \_\_\_\_\_ FAX \_\_\_\_\_

TOTAL ENCLOSED (\$750 Per Student): \_\_\_\_\_

☐ October 23-24th

☐ January 8-9th

Make checks out to **Mind of the Machine** in US funds and mail to:  
Mind of the Machine, 41 Tamara Drive, Roosevelt, NJ 08555-0246.  
Questions? Call 609-448-5036 9am-5pm Eastern time, or e-mail: [mindmachine@mindspring.com](mailto:mindmachine@mindspring.com).